

Brave Warriors Hockey League: League rules

Each event will consist of 2 or 3 games per team. Our games consist of three periods of 12 minute stop clock. A goal differential of 5 or more will result in a run clock in the 3rd period. Penalties are two minutes long in most cases. If a game ends in a tie in regulation, there will be a 3-player shootout to determine the winner. If the score is still tied after 3 shooters per team, the shootout will continue in a sudden death format to determine the winner. **THERE ARE NO TIES. Each team will have 1 time-out per game.**

Games will use BLUE LINE icing.

Teams should be primarily made up of active, previous or retired First Responders and/or Military Veterans. Family of such can be used to supplement a roster but they must be 18 years or older and approved by either Adam or Jodi Brunjes the founders and directors of the Brave Warriors Hockey League. A non-First Responder or Military Veteran may be used to supplement a roster only if that team cannot fill the roster otherwise with First Responders and Military Veterans. These players also must be pre-approved by Adam or Jodi Brunjes. Brave Warriors Hockey League is more than happy to coordinate supplying a First Responder or Military Veteran to those teams who need them. If your team is fully sponsored, then the non-first responder, military veteran or family of such, player will be expected to pay \$10 to the league. Non-first responders, military veteran or family of such cannot be ringers.

1 Goal Scorer Rule

- Any non-first responder/veteran who was approved to play, will play by the "1 goal scorer" rule. That player will only be allowed to score 1 goal per game and that goal cannot be scored after the 2nd period. That player also CANNOT participate in a shootout. That player is allowed to assist on as many goals as they are able to.
- If a non-first responder/veteran scores more than 1 goal (or scores in the 3rd period or overtime in the playoffs), the goal will not count, it will be deemed a Delay of Game penalty and a 2 min minor penalty will be assessed to that player
- Any non-first responder/veteran who engages in a fight on OR off the ice will no longer be allowed to play in the league ever again.

It is up to each team how many players they want on their roster. The amount of players on the roster will affect the cost per player to participate in the games.

Schedules are subject to change, but the League Director will do his best to alert the team captains of any changes far in advance of gameday. It is suggested that the team Captains stay up to date with the schedules.

All of our Brave Warriors Hockey League games are strictly no checking and no fighting. Disciplinary issues are dealt with on a case-by-case basis. We do not offer refunds for any disciplinary issues.

If a player receives 3 minor penalties in a game, a referee may ask that player to leave the game. We leave this up to the referee's discretion.

Players are asked to wear their teams' jerseys when applicable. If a player does not have their team jersey, then the same color of that team is expected.

Player Substitutions

- Regular Season Subs
 - If a team's roster becomes short throughout a 2 game series (injuries, players had to leave), it is allowed to borrow players from other teams to ensure that team can play the rest of the games. However, the 1 goal scorer rule will be in effect for those players as well. Also, the player filling in for another team should wear their own team jersey to signify that they are a fill in. So, if the team that player is playing for is wearing white, the sub should wear his own white jersey and the same for dark jerseys. If the sub only has 1 colored jersey, then they are allowed to wear the other team's jersey, but they **MUST** let the scorekeeper know they are a fill-in, therefore a 1 goal scorer. All the rules of the 1 goal scorer apply to subs.
- Playoff Subs
 - It is **STRONGLY RECOMMENDED** that if a team is short for a playoff game, that the team ask other players within their conference (Guns or Hoses) to fill in. Under extreme circumstances only (ie: a team doesn't have at least 1 sub to play), filling a team's roster with a player from the other conference will be allowed. This is for teams that only have 1 line of players. If a team has at least 1 sub, you cannot pool from the other conference. You can still pool from your own conference. The 1 goal scorer rule will then take effect for those players filling in.

Player Conduct

- On Ice Conduct

Each player is expected to show respect for other players, referees, and scorekeepers at all the Brave Warriors Hockey League games. Any player who is reported to be disrespectful or belligerent to any of the above, will be ejected from the games. Fighting is not permitted in the league. Any player who fights or receives a Game Misconduct and is ejected from a game will be issued a 2-game suspension. If that 2-game suspension occurs during the 2nd game of a series, that player will not be allowed to

play the following series. If a player is ejected from their first game of a 2-game series, that player will not be allowed to play in the 2nd game of that series and the 1st game of the next series. If the player does not honor that suspension, the player's team will be suspended from that series, and they will forfeit their games. It will be up to the team captain to issue a refund of the player's fee to the suspended player if he or she chooses to do so.

- Off Ice Conduct

All players are expected to show respect to all venue staff and other teams while not playing in a game. Any report of fighting or disrespectful behavior outside of the rink, venue or anywhere during the series will result in the player's team being ejected from the series without a refund from the league. Excessive alcohol consumption will result in removal from the series. Negative social media posts about other teams will not be tolerated in this league.

- Progressive Discipline

A player who continues to receive game misconducts or is thrown out of a game more than once, will receive progressive discipline. The first offense carries a 2 game suspension; 2nd offense carries a year long suspension; 3rd offense carries a permanent league expulsion.

Playoffs

The top 10 teams in the league (5 from each conference) will make the playoffs. The playoffs will be a double elimination format. The league is divided into 2 conferences: Guns Conference and Hoses Conference. Within those conferences there are 3 divisions made up of 3 teams each. The 3 division winners will clinch a playoff berth. The last 2 playoff spots will be determined by the records of the remaining teams. The 2 top teams in their respective conferences will advance to the Heroes Cup Final Championship Games which will be played on a later date. Playoff tiebreakers for seeding are the following:

- Head to head
- Division record
- Least goals allowed
- Most goals scored
- Coin Flip

In the case of a tie in a playoff game, there will be a 5-minute 4v4 run clock period. If the game is still tied after overtime, then a best of 3 shootout will take place to determine the winner. Each team receives 1 time-out that MUST be used during regulation.

Refunds for Leagues

In the event that a team cannot participate in a series, and they have already paid their team fee, then a full refund will be awarded to that team. In the event another team cancels and it affects the schedule of another team in terms of games played, then the difference in team fee will be assessed to the affected teams for the following series.

Payments

Full payment per team will be due 1 week before the event, in most cases. If a team fails to pay the team fee at that time, they will not be allowed to participate. This is to ensure who will be playing so that the final schedule can be sent out to all team captains at least 1 week in advance of the games.