



Findlay Adult Hockey League Player Handbook

Prepared by: FAHL Leadership Team
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Introduction

Welcome to the Findlay Adult Hockey League Player handbook. This document contains the most important information you need to know about the league.

Mission

The Findlay Adult Hockey League exists to provide an organized, fun, competitive, and safe recreational hockey experience for men and women of all ages and skill levels.

Chapter 1: League Organization

Governing Authorities

The Findlay Adult Hockey League (FAHL) is a private, non-profit corporation operating in Findlay, Ohio. It operates an adult no-checking league as an Associate of the Mid-American affiliate of USA Hockey. The FAHL operates in accordance with all applicable USA Hockey by-laws and rules.

In addition to the governance of USA Hockey, the FAHL is governed locally by the FAHL Leadership Team (officially the Board of Directors). The FAHL Leadership Team exists to run the day-to-day operations of the league.

Contact

General information about the league, news, registration, schedules, rosters, stats, and subbing can be found on the FAHL website at: <https://fmhl.org>

Should you need to contact the FAHL leadership team, send an email to the following email address: admin@fmhl.org

Player Eligibility

Any and all persons are permitted to participate in the FAHL if they:

1. Are at least 18 years of age,
2. Are a current member of USA Hockey (provide USA Hockey membership number on league registration form),
3. Complete the appropriate FAHL registration form for the current session,
4. Pay their league and/or sub fees on time (provided during registration),
5. Qualify to play in a current division based on their skill level.
6. Are not under suspension.

USA Hockey Membership

To participate in the FAHL, all players must be active members of USA Hockey. USA Hockey memberships are typically valid for a period of one year starting in April of the current year

and ending at the end of August of the following year. As a member of USA Hockey, all FAHL players will receive the benefits of accident insurance for covered medical expenses and a monthly magazine. Players may register for their USA Hockey membership at: www.usahockeyregistration.com.

Chapter 2: Sessions

Fall Session

The Fall session usually starts in September or early October and lasts until mid to late December. Each team will get to play 10 to 13 games depending on the number of players registered and ice availability. Registration for this session usually starts in early to mid August and closes one to two weeks prior to the start of the session. The rosters and schedule are usually posted five to seven days before the first games.

Winter Session

The Winter session usually starts in late December or early January and lasts until mid to late March. Each team will get to play 10 to 13 games depending on the number of players registered and ice availability. Registration for this session starts at the same time as Fall and closes one to two weeks prior to the start of the session. The rosters and schedule are usually posted five to seven days before the first games.

Summer Session

The Summer session usually starts near the end of April or early May and lasts until late June or early July. Each team will get to play 6 to 8 games depending on the number of players registered and ice availability. Registration for this session starts around mid to late March and closes one to two weeks prior to the start of the session. The rosters and schedule are usually posted five to seven days before the first games.

Chapter 3: Divisions

Definition

During the Fall and Winter sessions (see sessions chapter for timelines), the FAHL has established five divisions for four ranges of skill levels in order to give players a competitive hockey experience. These divisions are as follows:

1. A Division
2. B Division
3. C Division
4. D Division

Due to historically lower registrations during the Summer session, the FAHL has established three divisions as follows:

1. A
2. B
3. C

Each division will only operate during a given session if enough players sign up to field three or more teams. In the event that a division does not exist during a particular session, players whose skills exceed that of the other divisions will not be permitted to “play down.”

Higher skilled players in each division, especially those at or near the highest skill rating in the division, are expected to be teachers of the game. Lower skilled players in each division are expected to be students of the game, listening to and learning from the more skilled players.

A Division

The FAHL A division features the most experienced players and the fastest level of play in the FAHL. Many players in this division have high school or travel playing experience. For those who have played in Columbus or Michigan, the A division is comparable to many other B divisions.

The most updated skill-level rating range can be found on the league website. Players with lower skill-rating levels may participate in this division if the team they're on wants them to play, but it is not preferred as the player's skills will be well below the rest of the team.

Full slap shots are permitted and face masks are optional (visors or cages are preferred; see Equipment section for more details).

B Division

The FAHL B division features higher intermediate level players with a moderate level of play. Many players in this division have youth hockey and/or high school playing experience, but haven't competed at that level for a number of years.

The most updated skill-level rating range can be found on the league website. Players with a higher skill-rating will not be permitted to participate in this division. Players with lower skill-rating levels may participate in this division if the team they're on wants them to play, but it is not preferred as the player's skills will be well below the rest of the team.

Slap shots are allowed and a minimum of a half-shield face mask is required (see Equipment section for more details).

C Division

The FAHL C division features lower intermediate level players with a moderate level of play. Some players in this division have youth hockey and/or high school playing experience, but haven't competed at that level for a number of years. Some players in this division have played recreational-only hockey and have developed their skills beyond the beginner level.

The most updated skill-level rating range can be found on the league website. Players with a higher skill-rating will not be permitted to participate in this division. Players with lower skill-rating levels may participate in this division if the team they're on wants them to play, but it is not preferred as the player's skills will be well below the rest of the team.

Slap shots are allowed and a minimum of a half-shield face mask is required (see Equipment section for more details).

D Division

The FAHL D division features both new players and those who are no longer able to keep up with the pace of the C division. Many players in this division have little or no playing experience outside of recreational hockey leagues.

The most updated skill-level rating range can be found on the league website. Players with a higher skill-rating will not be permitted to participate in this division.

The D division is about having fun and learning the game of hockey. Winning and losing are not priorities and developing players will be encouraged to move up to the next division as soon as their skills warrant it.

Slap shots are not permitted (the stick may be raised no higher than the knee) and a full face mask is required (see Equipment section for more details).

A Division (Summer)

The FAHL Summer A division consists of players from both the A division and B division.

The most updated skill-level rating range can be found on the league website. Players with lower skill-rating levels may participate in this division if the team they're on wants them to play, but it is not preferred as the player's skills will be well below the rest of the team.

Slap shots are permitted and face masks are optional (see Equipment section for more details).

B Division (Summer)

The FAHL Summer B division consists of players from the B and C divisions.

The most updated skill-level rating range can be found on the league website. Players with a higher-skill rating will not be permitted to participate in this division. Players with lower skill-rating levels may participate in this division if the team they're on wants them to play, but it is not preferred as the player's skills will be well below the rest of the team.

Slap shots are allowed and a minimum of a half-shield face mask is required (see Equipment section for more details).

C Division (Summer)

The FAHL Summer C division consists of players from the C and D divisions.

The most updated skill-level rating range can be found on the league website. Players with a higher-skill rating will not be permitted to participate in this division. Players with lower skill-rating levels may participate in this division if the team they're on wants them to play, but it is not preferred as the player's skills will be well below the rest of his team.

Slap shots are not permitted (the stick may be raised no higher than the knee) and a full face mask is required (see Equipment section for more details).

Note

If there are not enough goalies within the acceptable rating range who sign up to roster in a division, then consideration will be given to goalies outside the rating range to roster in the division.

Chapter 4: Player Ratings

Rating System

To help meet the goal of providing an organized, fun, and competitive hockey experience, the FAHL uses a rating system to place players in the appropriate division of play and to balance out the teams. Every player will be placed individually on a scale of 1 to 12 which are defined based upon general hockey skills such as skating speed and control, point production, hockey IQ, and current skill developmental trajectory.

Rating Chart

The chart below provides a brief description of each of the divisions. When reading the chart, start by looking at the descriptions for ratings 2, 5, and 8. The adjacent ratings are relative to these ratings.

Rating	Description	Prior Experience	USA Hockey Division
12	Can control an A division game and has recently played professional or high level college hockey	Professional, semi-professional, college (NCAA or ACHA), juniors, Midget major (AAA or AA), or mid to upper-level varsity high school hockey	Gold, Silver
11	Can control an A division game and may have recently played college or junior hockey		
10	Played high level hockey and can still be an impact player, but cannot control a game		
9	At the lower end of high level hockey experience growing up, but still a few steps ahead of the best recreation-only players	Low-level varsity high school, high-level JV high school (minor midget or 16U), and mid to high-level recreation-only players. You also may fit in this rating range if the highest level you played was ACHA or major midget (18U) over 20 years ago, or any of the highest level categories over 40 years ago, and you have slowed down considerably since playing competitively.	High bronze
8	Almost never falls, great transitions, great puck control, great work ethic, great positioning, great hockey IQ, and/or high level of speed		
7	Overall a step down from the 8's, but a step up from the 6's	Mid to low JV high school (minor midget or 16U), Bantam (16U) or less, and mid-level recreational-only players. You may also fit in this rating range if you are over 45 years old, the highest level you played was varsity high school, and you have slowed down considerably since playing competitive hockey.	Low bronze
6	Almost never falls, good transitions, good puck control, good work ethic, good positioning, good hockey IQ, mid to high level of speed		
5	Rarely falls, transitions well, catches majority of passes, can handle the puck, decent work ethic, mid-level speed, and a decent hockey IQ	Low-level recreational-only and players over 65 who have slowed down considerably.	Beginner
4	Newer recreation-only player whose skill set is beyond beginner hockey or an older player whose speed and abilities are becoming more limited, but not enough to warrant being in the beginner		
3	Newer recreation-only player whose skill set is at the top of the beginner division or an older player whose speed and abilities have decreased significantly, but still has good hockey IQ		
2	Still falls sometimes, slow transitions, often misses passes, can sometimes handle the puck, and has limited hockey IQ		
1	Still learning the fundamentals of skating, shooting, passing, and positioning		

Notes

- 1.) Other than the A division, players who control games too much in a division will be rated into the next division.
- 2.) Speed is a big factor in ratings, so players with above average speeds in a division will likely be rated higher to play in a division that more closely matches their speed.
- 3.) If you fall into the category of having played at higher levels many years ago, but are rated lower, you must be willing and able to play at the speed and skill level of the rest of the competition.

Figure 4-1: Rating Chart

Executive Rating Team

The Executive Rating Team consists of three members who create and maintain the high-level direction and set the parameters for the Divisional Rating teams. A member of the Executive Rating Team will facilitate discussions amongst the Divisional Rating teams.

Divisional Rating Teams

Each division will have its own Divisional Rating Team to assign player ratings and set the team rating cap in the division. These teams will ideally be composed of one member from each team in the division and potentially with a referee and/or scorekeeper for additional input. The Executive Rating Team is tasked with appointing a member from each team in the division to the Divisional Rating teams.

How Ratings Are Assigned

New players to the league will first be evaluated by the division in which they will most likely play. They must be assigned an initial rating before they are eligible to play. Their initial rating is based upon their prior hockey experience as stated on their registration form and through additional foreknowledge of their skills by other players in the league. Each member of the Divisional Rating Team should perform an in-person rating evaluation during the first two weeks of the season on new players. These evaluations will be compiled and if required, the player's rating will be adjusted. If the Divisional Rating Team determines that the person doesn't belong in his current division, they will move the person to a different division.

Players who participate in multiple divisions will be rated by all the Divisional Rating Teams for all the divisions in which they play. The Facilitators will compare ratings for those players and follow up with the Divisional Rating Teams to communicate how the other Divisional Rating Team(s) rated them. In the event there is still disagreement over a player's rating following the additional discussion, then the Executive Rating Team will determine the player's rating.

When re-rating existing players (as opposed to new players), it is recommended to only go up or down 0.5 points at a time, but there may be isolated cases where it is fitting to adjust the rating by an entire point.

Players will not be permitted to "play down" a division unless it is approved by both the Executive Rating Team and the impacted Divisional Rating Team.

Team Rating Cap

To encourage skill-level diversity on teams and to prevent stacking of higher-level players on a team, a Team Rating Cap will most likely be used in every division, unless the Executive Rating Team determines that it would be a detriment to a division. Teams must remain at or

under the Team Rating Cap each game of the season unless otherwise determined by the Executive Rating Team.

A preliminary Team Rating Cap per division will be posted when registration is posted. However, the cap may be adjusted once registration is complete and even into the first few weeks of the season once new player ratings have been set. Statistical analysis of past data shows a direct correlation between the tightness of the cap to the average team rating and the number of games within 2 goals.

In simple terms, the Team Rating is an average of the players on the roster. Goalies are weighted differently due to their high impact on the outcome of games. Simply because a team is missing players does not mean the team gets a free pass to be over the cap. Below is the formula:

$$\text{Team Rating} = \frac{(\text{player1} + \text{player2} + \text{player3} + \dots + (\text{goalie multiplier} * \text{goalie}))}{(\text{number of skaters} + \text{goalie multiplier})}$$

The Executive Rating Team is responsible to set the policy on how many times a team may exceed the cap before they automatically forfeit the game. In the event that a team is over the cap for the game, the following steps are required in an attempt to bring a team back within the cap:

1. Any subs who are rated higher than the rostered player they are subbing for may not play.
2. A rostered player may elect not to play.
3. If all higher rated subs have been removed and the team is still over the cap, they may play, but may have to forfeit depending on the “over cap” policy created by the Executive Rating Team.

Below are some final notes on teams being over the cap:

1. The Sub Coordinator will deny sub requests if the requested sub player would put the team over the cap.
2. Scorekeepers are empowered to turn away subs if the subs would put a team over the cap. They are also empowered to facilitate discussion amongst the team captains to trade players in order to bring both teams under the cap.
3. Team captains may elect to trade players (most likely subs) to bring a team under the cap.
4. Team captains may NOT agree to play over the cap without any ramifications unless the Divisional Rating Team approves it.

5. It is the Team captain's responsibility to ensure the team is under the cap even if the scorekeeper does not enforce it. Teams will forfeit a game if they are over the cap and have sub players playing that are rated higher than a paid rostered player(s) who is out, regardless of whether they have already used their warning game(s).

Chapter 5: Rosters

Definition

A normal team roster in the FAHL is typically composed of 13 skaters and 1 goalie. It is suggested that teams run three offensive lines and two defensive lines.

Teams may also elect to only have 11 players on their roster (10 skaters and 1 goalie). In this case, each skater will owe an additional fee (see Payments chapter).

Player Types

The FAHL offers two options for rostering. Most players elect to roster on a team full-time. The league also offers the opportunity to split-roster with one or more players. If you elect for this option, you need to work it out with the other player(s) you are split rostering with to determine who plays which games and how much each person will pay.

Building Rosters

The FAHL receives registrations for individual players as opposed to receiving registrations for entire teams. As a result, the FAHL Leadership Team makes the final determination on all matters related to rosters.

Team Captains may submit rosters to the FAHL Leadership Team for approval. The FAHL Leadership Team typically tries to honor these requests, but must also ensure that the team remains at or under the Team Rating Cap and that teams remain balanced in each division. Additional players may be assigned to teams who have open roster spots.

The league does its best to give everyone who registers on time a roster spot. Once registration closes, the players are counted and teams are formed based on the players who have registered. If players register late and roster spots are still available, players may receive a roster spot, but there's no guarantee that a spot will be available.

In the event that the FAHL Leadership Team is not able to give everyone who registers a roster spot, players will be selected on a first-come, first-served basis based on who both registers and pays first. To have the best chance at receiving a roster spot, players are encouraged to register and pay early.

Team Jerseys

Teams may provide their own jerseys or use FAHL jerseys for the session. If using FAHL jerseys, all jerseys must be returned to the Scorekeeper at the end of the session. Players who do not return their FAHL jerseys may be assessed a fee to cover the replacement cost of the jersey. Teams which provide their own jerseys are responsible to distribute and collect jerseys.

In situations where both teams playing in a game have similar color jerseys, the home team gets to decide which team will wear different color jerseys for the game. The FAHL has extra jerseys in the locker for this purpose.

Chapter 6: Gameplay

Game Equipment

Sticks

In accordance with USA Hockey rules, all sticks shall be made of wood or other material approved by the USA Hockey Rules Committee, and must not have any projections. The end of a hollow shaft must be fully covered. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

Any player whose stick is broken during the play must drop his stick immediately. For additional rules regarding stick length, width, and penalties assessed for illegal equipment, see USA Hockey rule book.

Skates

In accordance with USA Hockey rules, all players must wear hockey skates of a design approved by the USA Hockey Rules Committee. The use of speed skates, figure skates, or any skate so designed that it may cause injury is prohibited.

Protective Equipment

In accordance with USA Hockey rules, all players are required to wear appropriate protective equipment for all games, warm-ups, and practices. Such equipment should include gloves, shin pads, shoulder pads, elbow pads, hip pads, or padded hockey pants, protective cup, tendon pads, plus all head protective equipment. It is recommended that all protective equipment be designed specifically for ice hockey.

All protective equipment except gloves, padded hockey pants, helmet/facemask, and goalkeeper's leg guards must be worn under the uniform.

All players must properly fasten chin straps on their hockey helmets. In the A and Upper divisions, players are permitted to wear helmets without facemasks (although facemasks or visors are preferred). In the B and C and Intermediate divisions, players are permitted to wear helmets with a half-shield facemask. In the D and Lower divisions, players are required to wear helmets with a full facemask.

Game Rosters

Absentees

It is understood that players will be absent from games from time to time. If players are going to miss a game, they are expected to either inform their team captain or open up their sub spot on the FAHL website. Refunds will not be issued for players who miss games.

It is preferred that all sub requests be submitted at least 24 hours prior to game time to provide adequate time for other players to sign up and the Sub Coordinator to approve the sub request. Prospective subs who are not approved by the Sub Coordinator prior to game time will either be approved or denied by the Scorekeeper.

Teams may not purposely not find subs in order to run short unless they pay for the sub spots. Sub fees offset the cost of league fees so that everyone gets to play for less. If players cancel late or do not show up, the team will not be required to pay for the open sub spot.

Sub Eligibility

Players who are eligible to play in the league are also eligible to sub. Players who are already rostered on a team are automatically added to the sub list. Players who are not rostered are required to fill out the Sub Registration Form.

Sub List

When players fill out a registration form, they will be asked if they want to share their contact information with team captains who may contact them to sub. If players select yes, their name and contact info will be added to a Sub List that can be accessed in All-Star Rec Manager by all team captains.

Subbing Restrictions

Players who are not eligible to play in the league are not eligible to sub.

When signing up subs, teams must continue to keep the team rating at or below the rating cap. A like-for-like sub is preferable, but in the event that a team has rating cap space available, a higher rated sub may skate in place of a lower rated rostered player. If a team cannot find a sub with a low enough rating to allow the team to remain at or under the rating cap, then they will be required to skate short.

In the event a team is over the team rating cap for a given game, a list of steps must be followed to bring the team back within the cap. See the Team Rating Cap section above for the specific steps to be taken.

Exception: Goalie subs which are run through the Goalition or picked up on the website have different rules. The lower of the rostered goalie and sub goalie's rating is counted towards the cap in these cases. Goalies subs which are picked up by the Team Captains are subject to the Rating Cap restrictions.

Signing up to Sub

All currently available sub spots are posted on the Subbing page of the FAHL website in table titled Sub Spots. Once a player signs up for an open sub spot, the Sub Coordinator will review the request and either accept or deny it. Either way, the player will receive an email notification.

Canceling a Sub Request

Contact the Sub Coordinator at subs@fmhl.org to cancel a sub request.

Team Rating Cap Overages

A player and/or team that willfully breaks the rating rules may be subject to additional consequences such as game suspension(s).

Game Information

Game Location

All games in the FAHL are held at the Cube:

3430 North Main Street
Findlay, OH 45840

Game Officials

FAHL games are officiated by two referees (USA Hockey certified) and one scorekeeper.

Game Length

FAHL games consist of three 17-minute stop-time periods following a 3 minute warm-up. Games generally take one hour and twenty minutes with ten minutes to clean the ice. Games may start as early as 5 minutes before their scheduled time if the previous game ends early.

Check-in

All players are required to check in with the scorekeeper prior to getting on the ice. Players who fail to check-in (or their team captain did not check them in) may be issued a delay of game penalty. Players who attempt to falsify their identity may be suspended and/or banned from the league.

Tie-breaks

In the event of a tie, the game will go into a shootout. Shootout rules are as follows:

1. The home team decides which team will shoot first.
2. Each team gets three attempts to score.
3. Whichever team scores the most goals out of these three shots wins the game.
4. If the score is tied after three attempts, sudden-death rounds will determine the winner.
5. The team that wins the next frame in the shootout wins the game.
6. If the shootout is still tied after 5 total rounds, then the game will end in a tie.
7. Once the shooter touches the puck with their stick, they must keep moving forward with the puck toward the goal. If at any time the shooter starts moving backward, the shot is stopped, and that shot no longer counts.
8. Once the puck has been shot, the play is considered complete. No goal can be scored on a rebound of any kind.
9. Each eligible player must take a shot before a player is allowed to take a second shot in the same shootout.
10. Players who are serving an unexpired penalty are not eligible to participate in the shootout. The exception is if a player is serving an unexpired penalty for a teammate.
11. Subs are not eligible to participate in the shootout.

Each team will get three chances to score. If the score is tied after the first three shooters, each team will get up to two more shooters. If the team that went first scores, the team that goes second gets a chance to tie it up. If the team that went second scores, the game is over. If the score is still tied after five shooters, the game will end in a tie. Each player only gets one chance to shoot in each shootout.

Players who are serving their unexpired penalty are not eligible to participate in the shootout (a player serving an unexpired penalty for a teammate are eligible). Subs are not eligible to participate in the shootout.

Timeouts

Each team will receive one 2-minute timeout per game which may be used at any point during the game.

Game Cancellations

Games are on as long as the roads are passable as determined by the Hancock County sheriff's department. In the event of a level 3 snow emergency, games will be canceled and efforts will be made to reschedule them for a future date.

Standings

Teams are ordered in the standings by the most points to the least. In the event of a tie in points, the following will determine the order:

1. Points
2. Head-to-head
3. Most wins
4. Goal differential

Game Rules

Playing Rules

The FAHL follows all USA Hockey playing rules with the exception of icing. To keep the game moving, FAHL officials call blue-line icing rather than the standard red line icing. For a complete list of all the USA Hockey rules, click this [link](#).

Zero Tolerance Policy

USA Hockey is committed to creating a safe and fair environment for all participants. Respect for the game, the opponents, coaches and officials is a critical part of the environment that is created. This [Zero Tolerance Policy](#) summarizes required actions to be taken when violations occur.

Abuse of Officials

Abuse of referees and scorekeepers will not be tolerated. If you have a question about a call or non-call being made by an official you are well within your right to respectfully ask for an explanation of the judgment. However, if you do not like the answer do not argue or yell at the official. If you are not satisfied by the answer the official gives you and feel you need to address the situation further, contact someone on the FAHL Leadership Team. The league will then speak with the official and contact you to try to resolve the situation. If you use abusive language, penalties will be assessed according to rule 601 which can include an immediate Game Misconduct for "Using language that is offensive, hateful or discriminatory in nature anywhere in the rink before, during or after play." Rule 601(E) 3.

You are not permitted to enter the referee locker room to discuss anything that occurred during the game, nor wait for them in the parking lot to discuss the game. If you would like to ask an official for their perspective on a play following the game, it must happen prior to them entering the referee locker room. At no time are you permitted to argue a call with an official during or after a game.

No Checking

The FAHL is a no-checking hockey league. All checks whether performed with a stick or the body shall be called penalties. If a player **clearly** body checks a player, **clearly** checks a player from behind, or **clearly** hits a player in the head area, a five minute major and game misconduct shall be assessed. A match penalty for reckless endangerment may also be assessed depending on the severity of the check. Repeat offenders may receive additional supplemental discipline at the discretion of the Player Safety Team.

However, this does not mean no contact. Body contact is defined as "Contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off of the puck." Body checking is not permissible in any of the league's divisions.

Fighting

Fighting will not be tolerated in the FAHL. Players who engage in a fight will receive a 5-minute fighting major and a Game Misconduct. The FAHL Leadership Team may ban players from the league for recurring fighting incidents.

Game Misconducts

Per USA Hockey rules, players who receive game misconduct penalties will be suspended for the game following the incident on the team in which the incident occurred. Players who receive two game misconduct penalties in the same game will be suspended for two games on the team in which the incident occurred. If the game misconduct happens in the final game of the session, the player will be suspended from the first game of the following session. If the game misconduct was issued while the player was subbing, then the player will be suspended from the next game with their rostered team (if the player plays for multiple teams, then the team they are suspended from will be at the discretion of the Player Safety Team). Depending on the severity of the incident, the FAHL may conduct an investigation following the game and reserves the right to issue additional suspensions or ban players from the league. No refunds will be issued to players missing games due to suspension.

Suspensions

A suspended player may not be on the bench during the time the player is suspended. The player may be at the rink, but must not cause any disturbances.

During the time a player is suspended, the player will not be permitted to sub in any other games. The player may sub again on the day following the game in which the suspension was served for the player's rostered team.

A suspended player who is double rostered is suspended from all games until their suspension is served on the team the suspension was received. This policy mirrors USA Hockey suspension guidelines. In the event the suspension was incurred while subbing for another team, the player is suspended for their next rostered game.

Appeals Process

USA Hockey offers the opportunity to appeal suspensions that are issued by the Disciplinary Team per USA Hockey Bylaw 10.C(1). However, calls which are made in games that result in a suspension, such as a game misconduct or match penalty issued by the in-game referees, are not appealable.

When supplemental discipline is issued, the player receiving the supplemental discipline will receive a letter from the FAHL stating the reason and length of the suspension. To request an appeal, a player must notify the Disciplinary Coordinator and/or the Commissioner in writing within the timeframe stated in the letter. At this point, they will receive communication from the person appointed to lead the appeals committee for this incident,

which is most often the Commissioner, with a date/time for the hearing. Per USA Hockey rules, hearings must be conducted within 30 days of the request for a hearing. The Hearing Panel comprised of at least 3 reasonably disinterested and impartial people within the league who did not vote on the initial supplemental discipline will conduct the hearing. The Disciplinary Coordinator, and anyone else requested to be in attendance by the hearing panel or player, may be present for the meeting. However, unless otherwise stated, the hearing panel, anyone they invite to speak, and the player are the only parties who may speak during the hearing.

Following the hearing, the hearing panel will issue a letter to the player with a verdict which may be the same, lesser, or greater than the initial suspension. The letter will include instructions to further appeal the suspension to the president of Mid-Am.

Full details on the provisions for discipline and suspension for any league member are set forth in Bylaw 10 of the USA Hockey Annual Guide.

Penalty Progression

This section provides a policy for the FAHL penalty progression for excessive numbers of penalties. In this section, a Season is defined as the USA Hockey season which goes from September through August, not an FAHL season.

Excessive Minor Penalties in the Same Game

1. A third penalty (minor and major; not including 10-minute misconducts) in the same game will result in an automatic 10-minute misconduct
2. A fourth penalty in the same game will result in an automatic game misconduct

Excessive Major Penalties in the Same Game

1. A major penalty in a game will result in an automatic game misconduct

Excessive Major Penalties in the Same Season

1. A third major penalty in the same season will result in an automatic 3 game suspension from the league (every team on which the player is rostered)
2. A fourth major penalty in the same season will result in an indefinite suspension from the league until a hearing is conducted by members of the FAHL Leadership Team

Excessive Game Misconducts in the Same Season

1. A second game misconduct in the same season may result in up to a 3 game suspension (every team on which the player is rostered)

2. A third game misconduct in the same season will follow the “life suspensions” procedure outlined below

Excessive Game Suspensions over the Lifetime of a Player

1. After 3 individual suspensions or 10 total game suspensions, a hearing will be conducted by members of the FAHL Leadership Team which may result in additional game suspensions, a time-based suspension, or a lifetime suspension from the league

Incident Reviews

The FAHL Disciplinary Team exists to coordinate and manage discipline throughout the league, including players, officials, and board members. To accomplish this purpose, the team is empowered to issue supplemental discipline to players following the completion of a game. This team also handles safety-related incidents. Everyone playing in the FAHL somehow provides for themselves and/or family and needs to be able to get up and go to work the next day. This team intends to do everything within their power to allow that to happen.

All major penalties, 10-minute misconducts, and game misconducts will automatically be reviewed. If you witness or are a part of a play where you believe a player recklessly endangered another player, you may reach out to the Disciplinary Team (safety@fmhl.org) within 48 hours of the incident with the period and time of the infraction, and within 48 hours, they will decide whether to review the replay to determine if supplemental discipline should be issued. The period and approximate time of the incident must be provided. Additional penalties may be issued following the completion of a game, even if a penalty was not called on the play during the game.

To provide maximum transparency, after reviewing an in-game play, the Disciplinary Team will publish an incident report on the FAHL website on the Incident Reports page. Automated emails will be sent to all players named in the report, team captains, and the in-game referees.

Facility Rules

The City of Findlay also has rules which are required to be followed by everyone associated with the league while on the Cube’s property. A link to the rules can be found [here](#).

Chapter 7: Payments

Cost to Roster

The table below breaks down the typical cost to roster on a team, although this cost may change from session to session based on the number of games. For the Fall and Winter session, the FAHL offers a \$40 discount for players who register and pay for both at the start of the Fall session.

Position	Fall or Winter	Fall and Winter	Summer
Goalie	\$140	\$240	\$85
Skater	\$220	\$400	\$135

The additional cost to roster as a skater on an 11-man team is \$65.

No discounts are currently offered for players who roster on multiple teams.

Cost to Sub

Skaters who are both rostered during the current session in the FAHL and fully paid may sub for \$5. Skaters who are not rostered during the current session or have an outstanding balance on their account may sub for \$30. Goalies sub for free.

Players that claim a sub spot and do not show up to the game will still be charged and expected to pay the sub fee. If you claim a sub spot and cannot make the game, you will not be charged a sub fee if you contact the Sub Coordinator to reopen the sub spot at least 24 hours prior to the game start time or find another approved sub to fill your spot.

If you are rostered but continue to run an outstanding balance while continuing to sub, you may be charged the non-rostered fee of \$30 each game.

Payment Methods

Credit Card

All league payments including league fees and sub fees must be made with a credit card on the FAHL website. Go to the Registration page to locate the link to make payments. The league is no longer accepting checks and/or cash.

Refunds

Refunds are up to the discretion of the Financial Coordinator. Prior to the start of the season, players may withdraw their registration and receive a full refund. Once the season starts, refunds will be considered on a case-by-case basis and if issued, will be placed on the player's FAHL accounts as a credit for a future season. In a case where a refund/credit is issued, it will be prorated for the number of games remaining. If the player's team has played more than half the games for the season, a refund/credit will not be issued. Refunds will not be issued for missed game time as a result of a game ejection, suspension, or expulsion from the league.

Appendix A: Player Code of Conduct

1. I agree to follow the [USA Hockey Code of Conduct](#) and the [Zero Tolerance Policy](#).
2. I agree to respect other players, officials, and league leaders at all times.
3. I agree to abide by all decisions made by officials and league leaders.
4. I agree to not play recklessly.
5. I agree not to put another player in a position where they could get injured.
6. I agree not to intentionally “rile up” other players while playing.
7. I agree not to instigate fights with other players.
8. I agree to abstain from fighting, even if another player is instigating it.
9. I agree to pay all league and sub fees I am assessed prior to stepping on the ice.
10. I agree to return the jersey(s) I am borrowing at the end of the season to either my Team Captain or the scorekeeper.
11. I agree not to show up to my game intoxicated.
12. I agree not to consume alcohol in or on the Cube’s property as it is against the Cube’s policies.
13. I agree not to use tobacco products in or on the Cube’s property as it is against the Cube’s policies.