The Clear Service Adult Hockey League
Fall 2026
Rules and Regulations

This league is a recreational league. We're all here to have fun and have jobs, families, and lives outside of hockey. In that spirit we've created these rules to foster a fun and safe environment.

Recreational League Leadership

Nich Pariman Swonder- General Manager

Andrea Lord Swonder- Assistant General Manager

Ethan Morrison- Captain (Torsion)

Tyson Baker- Captain (Wombats)

Chris Schmidt- Captain (OGB)

Jonathan Keener - Captain (Golden Goons)

Eric Greenwood- Captain (Black Sheep)

Jeff Walker- Captain (Wristy Business)

Matt Barker- Captain (Goblins)

Mark Vivian- Captain (Evansville First Responders)

General Rules

1.0 Be respectful of your teammates, opponents, referees, and arena staff at all times. Violations of this rule can lead to disciplinary action up to and including expulsion.

2.0 Games will consist of 3 20 minutes periods with a running clock. The clock can be stopped for injury, goalie equipment issues, or referee/official discretion.

3.0 Games will be played generally under USA hockey rules including no touch red line icing and **no hitting.**

4.0 Disputes with referees or officials are only to be discussed with Team Captains. Team Captains have the authority to bring concerns to officials' attention. Violations of this rule can be penalized.

5.0 In the absence of a Team Captain the team can appoint 1 player to the referee(s) prior to the game to assume this responsibility. Abuse of officials is punishable with additional penalties and/or additional discipline including suspensions.

6.0 All players are required to have a single or two digit number unique to them on their team clearly visible on the back of their jersey. If a jersey has no printed number tape may be used to create one. This number must match their official roster number. Players in violation of this rule after 2 weeks of play can be dismissed from the game.

7.0 If a player changes their number from the official number they must notify the scorekeeper prior to the game. Failure to do so can result in dismissal from the game.

8.0 You (the player) are responsible to let your captain know if you cannot make it to a game or games. Generally, Captains will ask prior to the game who can or cannot make it to a game, however even if they do not ask it is your responsibility to volunteer the relative information.

9.0 All regular season games that end in a tie will have the winner determined by a 3-person shootout. In the event 5 different shooters have been used per team, teams can utilize any player an unlimited amount of times to determine a winner.

Substitute and Drop in Players

10.0 Substitute players are defined as players that are registered (With the Clear Service Adult Hockey League) and an assigned member of a team that is playing for the benefit of another team.

11.0 Drop in players are defined as players that are not registered players with the Clear Service Solutions Hockey League and have no assigned team.

12.0 Players are always allowed to sub up a division they are registered for (ie: a C player can sub for a B team), any player wishing to sub down must be approved by both team captains before being permitted to play. (ie a B player subbing for a C team)

13.0 A team using substitute players must not exceed 12 total skaters per game. If a team exceeds 12 skaters at any point during the game a substitute player must be asked to leave the playing surface. No additional fee is charged to substitute players. Goaltenders do not count towards the 12 skaters.

14.0 Drop in players after paying their drop-in fee ($25) at the front counter must report to the scorekeeper and **show the receipt showing they paid the drop-in fee**. Failure to provide the receipt to the scorekeeper will prevent a drop in player from being permitted to play. They will then be assigned to the team with the fewest number of skaters in that game. Drop in players do count towards the total number of skaters but unlike substitute players they cannot be asked to leave due to the number of skaters. Drop in players will only be permitted as long as the total number of skaters does not exceed 15. (Note: If a drop-in player is playing more than one game they must pay the drop-in fee for each game they play.)

15.0 Goaltenders wishing to drop in can do so by contacting the rink in advance. If goaltenders are needed League leadership will reach out to known parties that are interested. Goalies are exempt from a drop-in fee.

16.0 No player is eligible to substitute for more than 5 games or exceed 17 games played for the duration of the season, unless they are registered for multiple teams in different divisions. This rule does not apply to goaltenders.

17.0 League Leadership are the only authorized individuals to contact substitute players.

18.0 Any player wishing to play on multiple teams must pay for both roster positions and may only do so if both teams are in separate divisions (B and C).

Free Agency and Player Assignment

19.0 The recreational league is open to all players of all skill levels. Players are permitted to join existing teams with captain's approval, or to sign up as a free agent.

20.1 Free agent players will be assigned to the team with the fewest skaters, in the case of a tie the roster count the player will be assigned to a team by rink management. Players will first be assigned to teams that elect not to register with a team fee.

20.2 Players can be traded by team captains with rink management notification and Captains' approval during the season prior to the start of the 8th game of the season regardless of division. Trades cannot be made if it would inflate a roster to more than 15 skaters and 1 goalie.

20.3 All teams and players must register prior to the registration deadline. Any player that misses the deadline is eligible to play only as a drop in player.

20.4 At the conclusion of the season captains can decide which players they wish to return from their previous roster for the subsequent season, other players are released to free agency. Players reserve the right to declare for free agency at the conclusion of each season if they desire.

20.5 Any disputes that may arise between captains and players regarding roster status at any point in the season or offseason will be resolved by Rink Management.

20.6 Teams must not exceed 15 skaters and 1 goalie per team.

21.0 Rosters are subject to change at any point during the season in an effort to balance the teams roster count. (Therefore, we do not recommend you purchase customized jerseys.)

21.1 B League Only- During the Fall 2026 session teams will be re-drafted every 3 weeks. Prior to the playoffs a final draft will take place for playoff rosters.

Playoffs

22.0 Playoff games that end in a tie will have the winner determined by a 5-minute sudden death 3 on 3 overtime. Line changes cannot be made during stoppages. If still tied after 5 minutes, a 3-person shootout shall determine the winner. In the event 5 different shooters have been used per team, teams can utilize any player an unlimited amount of times to determine a winner.

23.0 To be eligible to play in the post season a player must have played a minimum of 5 games for their team in the regular season.

24.0 No substitute or drop in players will be allowed in playoff games for any reason. Only rostered players will be permitted to play for their assigned team. The only exclusion is for goaltenders if absolutely necessary.

25.0 During post season play each team will be permitted one timeout (1 minute) per game. During this time the clock will stop.

Penalties/Suspensions

26.0 Any player that receives two 5-minute major penalties during the course of 1 season will face review by Swonder management in conjecture with league referees which could result in suspension or expulsion from the league.

27.0 10 minute Game Misconduct penalties do not apply in this league. All game misconducts are an automatic game ejection. This rule does not apply to 2 minute penalties.

27.1 Any player that receives two game misconduct/eject penalties during the course of 1 season will incur an automatic one game suspension. This suspension is added on to any existing suspension that took place during the same incident. 2 minute game misconduct penalties do not apply to this rule.

28.0 Any player who engages in fighting (determined by referee calling a penalty for such) will incur an automatic two game suspension and review by league leadership which could result in an additional suspension or expulsion from the league.

29.0 Any penalty that results in another player being injured will face Swonder management review which could result in suspension or expulsion from the league.

30.0 Any Match penalty assessed by the referee will be reviewed by Swonder management and could result in suspension or expulsion from the league.

31.0 Any penalty called for Abuse of Officials will incur an automatic one game suspension and review by Swonder management which could result in an additional suspension or expulsion from the league.

32.0 Use of discriminatory language is strictly forbidden. If caught by an official on or off ice before, during, or after a game has concluded will result in a minimum 6 game suspension. Video surveillance can and will also be used to determine if discriminatory language was used.

33.0 Players are permitted to appeal suspensions or expulsions in writing by emailing npariman@evansville.in.gov to plead their case within 3 days of notification of their discipline.

Scorekeeping

34.0 Designated scorekeepers will be present at every game to assist on ice officials.

35.0 The following team statistics will be tracked via Hockeyshift online software and/or mobile app: **Games played, Wins, Losses, Overtime Losses, Points, Goals for, Goals Against, Differential, Penalty minutes.** Teams earn 2 points for a win of any kind, 1 point for a loss in overtime/shootout, and 0 points for a regulation loss. In the event of a tie in points the team with the fewest penalty minutes will advance.

35.1 The following individual statistics will be tracked: **Goals, Assists, Points, Penalty Minutes, (Goaltenders only) Games Played, Record, Sv%, GAA, Saves.** Scorekeepers will record these statistics as reported from the on ice referee(s). Disputes with reporting need refer to rule 4.0.

36. Individual awards may be given at the conclusion of the season as a result of these statistics.

37. Scorekeepers are considered off ice officials for the purposes of abuse of official penalties.

A special thank you to Clear Service Solutions for sponsoring the Swonder Adult Hockey Recreational League for this season and allowing us to use this software.

Updated and effective:

October 2026