Developmental League Fall 2026

Rules and Regulations

This league is a developmental 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.

Developmental League Leadership

Nich Pariman Swonder General Manager

Andrea Lord Swonder Assistant General Manager

Kyle Haney- Captain

Randi Conrad-Bogard- Captain

Brett Clapp- Captain

Shane Ritz- Captain

General Rules

1. The developmental league is an invite only league. The Captains and Rink Management will compile a list of accepted players that will be core members of the developmental league.

2. 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.

3. 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.

4a. Captains are responsible for substitutes. Rink Management and Team Captains are the only people authorized to ask for substitute players.

4b. Substitute Players must be on the approved list of subs. If no player on the approved list of substitutes is available both applicable captains and rink management must approve the use of another player.

5a. Disputes with calls 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.

5b. 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. All regular season games that end in a tie will have the winner determined by a 3-person shootout.

7. There is a 3-goal limit per player per game regardless of ability. Additional limitations can occur if necessary and can apply to individual players. If a player scores a 4th goal or violates set limitations, the goal will be disallowed and will result in a 2-minute penalty for delay of game.

8. Rosters are subject to change at any point during the season in an effort to balance the teams skill level. (Therefore, we do not recommend you buy customized jerseys as you could be moved.)

9. All players are required to register prior to the deadline. Any player that fails to register prior to the deadline each season will only be eligible to play as a drop in.

10. Drop in players will pay the $25 drop in fee per game and play for the team with the fewest number of skaters at the start of that game.

Playoffs

11. Playoff games that end in a tie will have the winner determined by a 5-minute sudden death 3 on 3 overtime. If still tied after 5 minutes, a 3-person shootout shall determine the winner. After 3 shooters teams may repeat shooters until a winner is determined.

12a. No substitute players will be allowed in playoff games. If a team appears to have less than 8 skaters the team captain can appeal this rule to League Leadership by notifying Nich Pariman. Otherwise the only exception to this rule is goaltenders if absolutely necessary.

12b. If no player on the approved list of substitutes is available both applicable captains and rink management must approve the use of another player.

Penalties/Suspensions

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

14.0 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.

15.0 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.

16.0 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.

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

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

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

20.0 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.

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