



**AZ ICE ADULT LEAGUE
SUMMER 2018
B-LEAGUE
D-LEAGUE
OVER 30-LEAGUE**

Men/Women's League 18 and over ONLY
14 game season - includes at least one (1) playoff game
Single game elimination playoffs (Everyone makes it to playoffs)

Team deposit of \$900.00 due by March 1st to secure your teams spot

Early Bird Pricing if paid in full by March 23rd

Team Fee: \$3,400.00 (\$2,500.)

Individual Fee: \$280.00

(Must have 10 paid in full players to have a team)

Goalies: \$125.00

Summer 2018 Pricing after March 23rd

Team Fee: \$3,650.00 in full (\$2,750.00) after deposit

Defer plan: Two (2) Equal Payments of \$1,825.00

1st Due at registration

2nd June 30th

Individual Fee paid in full: \$340.00

Goalies Fee: \$155.00 (defer not offered)

(No discounts on team fee, individual only)

Individual Defer: \$355.00

Defer plan: Two (2) equal payments of \$177.50. First payment due at registration and

2nd payment due May 30th

3rd payment due June 30th

Please review the AZ Ice Player Handbook

USA Hockey Rules and Officials

(With the exception of our AZ Ice Player handbook rules)

QUALIFICATIONS

All players must be USA Hockey registered and must provide their number

-Max 20 player roster **including** goalies

**-Minimum 10 paid in full rostered players (individual payment) to be considered a team
(NO EXCEPTION)**

-Team Reps (Captains) are responsible for their players/payments and communication between the Directors.

-All teams must have same color jerseys with different numbers by their 5th game
Depending on prior events and/or number of teams in the league, teams may be required to play on a different night of the week.

USA HOCKEY RULES APPLY

With the following exceptions:

Blue Line Icing

Player with four (4) penalties in one game will be removed for that game and suspended for the next scheduled game.

FIGHTING IS NOT TOLERATED, 4 GAME MINIMUM SUSPENSION

START DATE- Sunday League

May be subject to change

B-League

May 13th

D-League

May 13th

OVER 30-League

May 13th

Possible Saturday night game may be necessary