

Summer 2025

(905) - 299 - 0387



operations@miltonivyleague.ca

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2025 IVY League Player Handbook

Season introduction:

The IVY League is Milton's first organized 5 on 5 (19+) men's summer hockey league directed towards players who have graduated from minor / highschool hockey organizations. Our team has recognized the growing interest throughout our community for a partially competitive beer league in the convenience of our hometown and we couldn't be happier to have the opportunity to host our second annual summer hockey season. As we look back at our very successful inaugural season, the Ivy League proved to be a great way for young individuals from across our community to connect once a week to enjoy competitive, well-run hockey games with of course, ice cold beers in the mix as well. The 2025 season will feature 2 divisions of 14 teams battling all summer to ultimately answer the most important question of all... Who will be the last men standing at the end of the year, with a trophy full of beer? We are motivated to make this league a great experience for everyone involved by incorporating player giveaways, post game social outings and a league-wide camaraderie like no other. We truly can't thank you enough for joining our one of a kind beer league community, whether you are returning or a new member, we are grateful to be able to have the chance to experience our bigger and better second annual Ivy League season together.

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1. Schedule & League Format:

Team Layout (1a).

- There will be two randomly generated divisions made up of 7 teams respectively
- The “Ale Division” will play only on Tuesdays
- The “Lager Division” will play only on Thursdays
- Teams will only play the other 6 teams in their division during regular season play.

Weekly schedule (1b).

- The season will consist of 14 weeks with games being held at either the Milton Sports Centre or Milton Memorial Arena.
- Regular season Games are played at either 8:00 pm , 9:00 pm or 10:00 pm depending on your specific team’s schedule. (GAME TIMES ARE SUBJECT TO CHANGE)
- Team’s schedule and statistics can be found on Teamsnap

Bye Weeks (1b).

- Every team will have a total of three bye weeks during the regular season
- Bye weeks will be spread out evenly so that each team will have a minimum of two games in between their following bye week.

Weekly Layout (1c).

- The regular season (1d) will begin on the week of May 5th and go until July 28th.
- The post season (1e) will be held in the form of a single weekend tournament which will be held on the weekend of August 16th.

Regular season (1d).

- There will be 13 regular season weeks (1c) with all teams having played 10 games (1b).
- We will provide access through our website and social media platforms on updated Schedules, Standing and Player / Goalie statistics throughout the season.

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Post Season (1e).

- The playoff tournament will proceed as follows:

Best Of 3 Series Showcase:

Ale 1-Seed (vs) Lager 1-Seed

The series showcase will feature the top two regular season teams from each division facing off in a best of 3 series for a chance to receive the regular season award and complementary jerseys for the 2026 season. Both teams will have a bye to the quarter finals

ROUND ROBIN PLAY:

Group A

Ale 2-Seed

Lager 2-Seed

Ale 3-Seed

Lager 3-Seed

Group B

Ale 4-Seed

Lager 4-Seed

Ale 5-Seed

Lager 5-Seed

Group C

Ale 6-Seed

Lager 6-Seed

Ale 7-Seed

Lager 7-Seed

Round robin gameplay will feature 3 groups made up of four teams respectively. These groups will be made up based on regular season standings. Each team will play the other teams in their group once. All teams advance to the single game knockout stage.

SINGLE GAME KNOCKOUT:

Single Game Knockout #1 = **Group A** 1-Seed (vs) **Group C** 4-Seed

Single Game Knockout #2 = **Group A** 2-Seed (vs) **Group C** 3-Seed

Single Game Knockout #3 = **Group A** 3-Seed (vs) **Group B** 4-Seed

Single Game Knockout #4 = **Group A** 4-Seed (vs) **Group B** 3-Seed

Single Game Knockout #5 = **Group B** 1-Seed (vs) **Group C** 2-Seed

Single Game Knockout #6 = **Group C** 1-Seed (vs) **Group B** 2-Seed

Single Game Knockout seeding is based on Round Robin play. The winner of each game advances to the Quarter Finals.

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QUARTER FINALS:

Quarter Final #1 = **Series Winner** (vs) **SGK #6 Winner**

Quarter Final #2 = **Series Loser** (vs) **SGK #5 Winner**

Quarter Final #3 = **SGK #1 Winner** (vs) **SGK #4 Winner**

Quarter Final #4 = **SGK #2 Winner** (vs) **SGK #3 Winner**

Teams from both the Showcase Series and round robin will meet in the Quarter Finals. Winners from each game will advance to the Bowl Games (Semi Finals)

BOWL GAMES (SEMI FINALS):

Brydens Bowl = **QF #1 Winner** (vs) **QF #4 Winner**

Rads Bowl = **QF #2 Winner** (vs) **QF #3 Winner**

Winners from each game will advance to the Ivy Cup Finals.

IVY CUP FINALS:

Championship Game = **Brydens Bowl Winner** (vs) **Rads Bowl Winner**

Both regular season and playoff tiebreakers will be resolved as follows:

- | | |
|--------------------------|---------------------------|
| 1. Points | 2. Wins |
| 3. Head to Head | 4. Goal Differential |
| 5. Regulation Wins | 6. Greater Goals for |
| 7. Greater Goals against | 8. Fewest penalty minutes |
| 9. Coin flip | |

If more than two teams are tied, the above process is followed until one team is remaining.



2. Team Information:

Players (2a).

- Each team must have a minimum of 12 registered players and 1 goaltender on a team with a designated captain (2b).

Team Captains (2b).

- Each team must designate a captain who will be in charge of the communication between teammates and others in the league community regarding the following;

Scheduling (1)

Outstanding Payments (5)

Suspensions (4)

Terms & Conditions inquiries/violations (6)

Extra players during regular season (2b).

- The use of extra players during the regular season will be allowed in order to maintain a competitive level of play.
- Extra players may play no more than 5 regular season games before they have to pay the 425\$ (+HST & GST) league fee upon re-entry to further league games.
- Substitute goalies can be used at any point of the season.

Extra players during playoffs (2c).

- Only registered players can participate in the playoffs.
- The only exception made is for goaltenders.

Jerseys (2d).

- Teams must provide their own jerseys.
- Every player must wear a readable number on their jersey at all times (only one player per number per team).
- All player numbers must correspond with the game sheet.

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Equipment (2e).

Players must wear at minimum the following in order to participate in league games:

- Skates
- Pants
- Shin pads
- Hockey gloves
- CSA approved helmet

***Neck guards and or cut resistant base layers are strongly recommended ***

- All players must wear a helmet with a cage or visor. Half visors are permitted however full visors are strongly recommended. Helmet chin straps must be properly done up at all times a player is on the ice. Any player who does not have a helmet with cage or visor is not permitted to take the ice.
- Goalies must have a full face mask

3. Gameplay

Game length (3a).

- Ice slots will be 50 minutes for all games.
- Referees and Timekeepers may adjust period times if required to ensure the game is completed on time

Game breakdown (3b).

- WARM UP: 3 minutes (clock starts immediately, 60 second reminder horn before schedule puck drop)
- 1st Period: 12 minute RUN TIME period
- 2nd Period: 10 minute RUN TIME period
- 3rd Period: 10 minute (last 3 minutes STOP TIME)
- Overtime: 3 on 3 sudden death continuous overtime
- Time outs: PLAYOFFS ONLY (1x 30 second timeout)

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Players (3c):

- There will be 5 skaters on the ice at all times, overtime excluded (3b)

Forfeits (3d):

- Registration is a commitment and we expect teams to play all of their scheduled games and be respectful of their opponent's commitment and expectations.
- Team failure to attend a scheduled game will have a team fee of \$400

Home and away benches (3e):

- Use your assigned bench at all times as outlined in your team's home or away destination.
 - After each period, teams do not switch sides.
-

4. Rules & Suspensions

Player rules (4a):

- All games will follow the Hockey Canada or Hockey USA case books (dependent on game location) of the site unless identified in the Automatic Double Minor section.

Icing (4b):

- Icing will be called if the puck is shot from behind the **BLUE** line to behind the opposing team's goal line. The referee will blow the whistle as soon as the puck crosses the goal line of the non-offending team.

Offsides (4c):

- The position of the attacking player's skates will be used to determine if he's offside or not rather than the position of his stick. If both skates are completely over the opposing blue line before the puck has entered the zone then he's deemed to be offside.

Body checking (4d):

- Body checking is not permitted. Incidental body contact is unavoidable and will not be called as a penalty.



Penalties (4e):

- MINOR = 2 MIN RUN TIME
 - (Tripping, Slashing, Hooking, Boarding, Cross Checking)
- DOUBLE MINOR = 4 MIN RUN TIME
 - (High Stick, head contact)
- FIGHTING = 5 MIN RUN TIME, PLAYER EJECTION FROM GAME & 2 GAME SUSPENSION
- 2nd Fighting occurrence (at any point of the season) = 5 MIN RUN TIME, PLAYER EJECTED FROM GAME & SEASON SUSPENSION

Any call up player that is not a full time registered player in the current season who engages in a fight, will automatically be ineligible for all future games for the remainder of the season.

- If a penalty ends during a stoppage in play in running time, a penalized player must remain in the penalty box until puck is dropped to resume play.
- Face-offs following any penalty will take place in the offending team's defensive zone.
- Three minor Penalties will result in an ejection from the game.
- Players who serve any penalty as a server for any other player shall not be charged for that penalty.
- A delayed penalty which is canceled by a goal scored, must be reported to the scorekeeper and recorded and does count toward a player's gross penalty total.

Misconducts (4f):

Any Player, except a Goaltender, incurring a Misconduct penalty, shall be ruled off the ice for a period of ten (10) minutes playing time. A substitute for the penalized Player shall be permitted immediately. A Player serving a Misconduct penalty shall remain on the penalty bench until the first stoppage of play following the expiration of their penalty. Any Player who is assessed a second Misconduct penalty in the same game shall automatically be assessed a Game Misconduct penalty. An automatic minimum one (1) game suspension (4h) will be assessed. All Misconduct penalties are subject to review by the league Management. No Player shall be required to serve a Misconduct penalty for another Player

Any Player or Team Official incurring a Game Misconduct penalty shall be ordered to the dressing room for the remainder of the game and shall be reported to league management. If this penalty is assessed in the last five (5) minutes of regulation time, an automatic minimum one (1) game suspension (4h) will be assessed. All Game Misconduct penalties are subject to review (and possibly further suspension depending on offense)



Any Player or Team Official incurring a Gross Misconduct penalty shall be ordered to the dressing room for the remainder of the game and shall be reported to league Management for further action. This penalty will be assessed to any Player or Coach who conducts themselves in such a manner as to make a travesty of the game.

Any Player or Team Official who engages in verbal or non-verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation, language) shall be assessed a Gross Misconduct and be suspended according to Discipline and Complaints Policy. There will be no tolerance for this type of behavior and league Management will be very harsh with their assessment of suspensions. Should the Player who committed the offense is not discovered, the team representative will be automatically and indefinitely suspended pending a review by the league.

Match penalties (4g):

This penalty will be assessed when any Player physically abuses another Player with intent to injure (whether or not an injury occurs). A Match penalty will result in an automatic indefinite suspension from the League. There is no minimum suspension. An attempt to injure is an automatic Match penalty, regardless of whether it causes injury or not will be reviewed by Management. The results of the injury will be considered by the League Manager when determining the length of the suspension and whether additional penalties are to be handed out.

Suspensions (4h):

The league reserves the right to impose disciplinary action against any player deemed to have broken the rules and regulations of the league including but not limited to suspension and expulsion with ZERO refund.

- No one is allowed to play on any team in the league while on suspension from another team.
- Captains are ultimately responsible for notifying their players of any suspensions.
- Suspension from the regular season will carry over to the playoffs and future seasons.

Any player knowingly participating in a League game while under suspension will automatically have their teams' points removed for that game and the suspension length will be doubled. If the Team Rep knowingly permits a suspended or ineligible Player to participate in a League game, the Team Rep and the team will face disciplinary action.

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5. Terms and Conditions

Liability (6a):

The league shall not be held liable for any personal injury, damage, or loss (including any theft of clothing, valuables or equipment) in relation to the rented ice time.

Alcohol Policy (6c):

Alcohol Policy: The consumption of alcoholic beverages on Town property (including change rooms, parking lots, and park open spaces) is prohibited.

Smoking policy (6d):

In accordance with Town of Milton By-law #48-2002, all Town operated facilities are smokefree environments. In accordance with Halton Region By-law #24-09, smoking is not permitted within 9 meters of staff/public entrances or exits at municipally owned or leased buildings.
