



# MIDLAND CIVIC ARENA

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## 2012 SPRING ADULT HOCKEY LEAGUE

### ARTICLE I – PURPOSE

The Midland Civic Arena Adult Hockey League is intended to provide recreational hockey for teams with individuals 18 years of age and older, separated into different skill levels to provide opportunities for beginning and experienced players.

### ARTICLE II – PLAYER ELIGIBILITY AND REGISTRATION

#### Section A – Player Eligibility

1. Players must be 18 by their first night of play to participate in the MCA Adult Hockey League.

#### Section B – Player Registration

1. All players, coaches and team representatives must be registered with USA Hockey and turn in their confirmation page to the office. Players who are not registered MUST do so online at [www.usahockey.com](http://www.usahockey.com) for \$35.
2. Once a player is registered, there will be no refund.

### ARTICLE III – TEAMS AND TEAM ROSTERS

#### Section A – Team Classification

The league is divided into the following classifications. The MCA reserves the right to move teams among divisions.

18+ “GOLD” League	Competitive
18+ “SILVER” League	Recreational
18+ “BRONZE” League	Recreational (0-Gold, 2-Silver players)
18+ “TIN” League	Beginner/Novice (0-Gold, 0-Silver, 2-Bronze players)

#### Section B – Team Registration and Fees

1. Teams must register before a specified deadline. When registering, a specified deposit amount is required.
2. All team fees are due before the first game. It is a good idea to pay with check or credit card for tracking purposes.
3. Once a team is registered, there will be no refunds. Individual player refunds will be handled amongst the team.

#### Section C – Team Rosters

1. A maximum of twenty (20) players are allowed on a team’s roster. This includes substitute players.
2. A player may only be on one roster per division, but may play in multiple divisions.
3. A roster with names and jersey numbers must be turned in to the office before the first game of the season.
4. All rosters will be frozen as of **May 15<sup>th</sup>**.
5. Players must sign in before each game at the front desk or pro shop. This is used as a check on the total games played by each individual for playoffs. Signatures the arena staff determines to be “forged” will not count towards their total. Late players are advised to sign the score sheet if sign in sheet is not available. Teams entering the league during the season will have a multiplier to bring them in line with the rest of the league.

#### Section D – Policing of Rosters

1. Policing of team rosters and detection of illegal players is primarily the responsibility of the individual teams. The League may, however, declare a game a forfeit under the following circumstances, but is not limited to these:
  - The name of an illegal (non-roster) player, defined as any player who does not have complete paperwork on file, plays or appears on the score sheet;

- A suspended player dresses while under suspension (such incidents will also be reported to the Michigan Amateur Hockey Association, if appropriate, for disciplinary action against said player and team manager);
  - League or game officials recognize an illegal player on the ice.
  - The number of players dressed for any game is more than the number of players listed on the score sheet.
2. In cases where a player's identity is in question, the protesting team has the right to require that said player produce a valid photo I.D. Any player unable to produce valid I.D. will automatically be declared illegal, unless a league or game official is present who can vouch for his identity. In the absence of any such verification, a forfeit declared in favor of the protesting team may occur after the game.
  3. If the player's I.D. is verified to the satisfaction of the league and/or game officials, the game officials will indicate this on the back of the score sheet and the game will continue. The team registering the protest will be assessed a two-minute bench minor for delay of game.
  4. Should a protest occur, the league will follow up by contacting the managers of both teams regarding appropriate action. Both the offending player and the team manager will be held responsible when an illegal player is discovered to have dressed and/or played.

#### Section E – Team Representatives

1. Each team will designate a team representative and alternate representative to represent the team at the league meeting or any other business that concerns the team.
2. Both representatives may attend any meeting but each team has only one vote.
3. The team representative will be noted as such on the USA Hockey roster.

#### Section F – Team Colors

1. Each team is eligible to choose their jersey colors.
2. Each player must wear the same color jersey as his or her respective team. If a player (s) does not have one, the opposing team rep and the officials must OK it.
3. An alternate jersey color with a number is required in the case of two teams with similar colors. The home team has their choice of jersey color. If the visiting team does not wear another color and the home team protests the game (before it starts), the visiting team will forfeit.

### ARTICLE IV – GOALIE BORROWING CODE

1. A goalie must be borrowed from the MCA Adult Hockey League in your division or lower.
2. In an emergency, a goalie may be borrowed from another league if absolutely necessary. In this case, the team rep of the opposing team must be notified and approve the substitution. These borrowed goalies must be registered with USA Hockey and provide proof.
3. A goalie may play multiple games in one night. The intent is to fill in for a team without a goalie, not to replace an open goalie spot on the roster.

### ARTICLE V – PLAYING RULES

#### Section A – MAHA and USA Hockey Affiliation

The USA Hockey Rulebook will govern all leagues with amendments noted in these rules.

#### Section B – League Format

1. Regular Season is 9 games.
2. Each team will qualify for Play-offs unless noted otherwise.
3. Play-offs will be single elimination.
4. Games will consist of 3 – twelve minute stop time periods.
5. Warm-up will be 4 minutes, which will be posted on the clock. The time will start when the zamboni doors are closed.
6. A resurface will take place only before each game.
7. League record points will be awarded as follows: two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss, including shoot outs.

#### Section C – Penalties & Suspensions

1. For league record purposes, minor penalties = two (2) minutes, major penalties = five (5) minutes, misconduct penalties = (10) minutes.
2. Suspended players or coaches may not be in the player's bench area.
3. If a player is suspended and there are not enough regular season and / or play-off games remaining for them to complete their suspension, the suspension will carry over into the next adult league season that they are registered.

4. The team representative, or in his absence, the player who has the most penalty minutes (penalties) on a team which received 15 or more penalties in one game shall be suspended for the next game the team is scheduled to play.
5. If a player participates in a game illegally while under suspension, or if a team uses any illegal (i.e. suspended or unregistered) player, any or all of the players and team representatives involved are subject to suspension determined by the league commissioner and or MAHA. The game will be forfeited 1-0. A second offense will result in the team being expelled from the league without refund.
6. Off-ice altercations will result in suspension at the discretion of the league commissioner.
7. It is the responsibility of the players and team captains, **not the arena or the league**, to notify a player of his suspension. Getting a copy of the score sheet after each game is a good idea. ***Any player who dresses while under suspension will be suspended indefinitely. Both the offending player and his team manager may be reported to the Michigan Amateur Hockey Association for further disciplinary action.***
8. The MCA reserves the right to suspend or permanently bar any player from participation in its adult hockey program who has demonstrated an inability to follow the rules and practices poor sportsmanship, or who, in the judgment of the MCA, poses a threat to the health and safety of other participants. This includes specifically (but not exclusively) individuals who habitually receive game misconducts, engage in fighting, threaten game officials, participate in games under the influence of alcohol or drugs or attempt to injure other players. Any action taken by the MCA in such cases shall be in addition to any disciplinary action taken by on-ice officials, the Michigan Amateur Hockey Association, USA Hockey or any other legal authority.
9. **Misconducts** – If a player receives three misconducts during a season, they shall receive an automatic one (1) game suspension. If a player receives a fourth misconduct, they shall receive a three (3) game suspension and be ineligible for the playoffs. If a player receives a fifth misconduct, they shall be suspended for the remainder of the season.
10. **Fighting / Third Man In Penalties** – A player receiving one of these penalties will result in the following:
 

First offense	Three Game Suspension
Second offense	Five Game Suspension
Third offense	Eight Game Suspension & ineligible for remainder of the season.

*Fights in the last game of the season result in a 5 game suspension in the next league the player is registered*
11. **Game Misconducts** – A player receiving one of these penalties (not including GM from fighting/3<sup>rd</sup> man in) will result in the following:
 

First offense	One Game Suspension
Second offense	Three Game Suspension
Third offense	Five Game Suspension & ineligible for playoffs
Fourth offense	Eight Game Suspension & ineligible for remainder of the season
12. **Match Penalties** – A player receiving one of these will be forced to attend a MAHA hearing and comply with their verdict before playing again. They may also face further suspension from the league.

#### Section D – Local Rules

1. No checking is allowed.
2. Slap shots are allowed in all divisions except the 18+ Tin Division.
3. There will be no red line, except for icing.
4. Games are slotted for 75 minutes including the resurface time. If a game is running over and if, in the judgment of the officials or MCA management that the delay was caused by the teams involved, the officials or MCA management may order that the third period be played with running time.
5. 5 & 5 Mercy Rule – If a team is down by five or more goals, the last five minutes of the third period result in running time. If the deficit becomes less than five, the clock will revert back to stop time.
6. Players receiving 4 penalties in one game are ejected for the remainder of that game only. When a player accumulates 100 penalty minutes during the regular season, they will be suspended for the remainder of the regular season and playoffs with no rights for appeal.
7. A game can be started without a goalie. If a goalie does not show before the second period, the game will result in running time. If a goalie shows after the first period, the game will continue to be under running time.
8. All players are required to wear their registered jersey number, which must be on the score sheet prior to the start of the game.
9. No player is permitted to step onto the ice surface before the zamboni has exited and the doors closed. Any violation of this rule will result in a two (2) minute bench minor penalty, which will be assessed at the start of the game.
10. Tie games result in a best of 3 shootout. If tied after three shooters, a sudden death shootout will take place, with the number of rounds limited to match the team with the fewest skaters. If still tied, the game will result in a tie. No players may shoot twice.
11. There will be no time-outs during any game, until the playoffs, where there will be one per team.
12. A team that forfeits two or more games will be ineligible for playoffs.

## Section E – Tin League Rules

1. No slap shots are allowed, a "slap shot" being defined as any play on the puck in which the windup brings the stick above the waist. Anytime a slap shot is taken, regardless of whether or not a goal is scored, the referee will whistle the play dead and bring the faceoff back into the offending team's defensive zone. *A delay-of-game penalty may also be assessed if, in the referee's judgment, the slap shot was a deliberate attempt to kill time off the clock.*
2. No single player may score more than *two* goals in any single game. *Additional goals will be disallowed, including in overtime and shoot out situations.*

## Section F - Arena Rules

1. Teams may pick up the locker room key 40 minutes prior to game time at the pro shop in exchange for car keys.
2. No glass bottles are allowed in the locker rooms or players bench area.
3. Alcohol is not allowed in the MCA. If alcohol is seen by the staff or public, you will be asked to put it in your vehicle.

### ARTICLE VI – PROTESTS

1. The commissioner will rule on all protests.
2. Protests of illegal players must be made immediately following the period in which the suspected player participated. The team representative must present the protest to the referee at this time. Random identification checks may be made over the course of the season. If at any time a player is unable to present proper identification to the game officials or MCA Staff, that player will be disqualified for the remainder of the game and the team will forfeit.
3. A protest must be filed in writing and be accompanied with a \$50 cash protest fee within 24 hours from the beginning of the game in question. No verbal communication will be accepted. If the protest is upheld, the \$50 is returned.
4. No protests will be allowed regarding rule interpretations or judgment calls made by game officials.
5. Only team representatives have the right to protest games.

### ARTICLE VII – PLAY OFFS

1. Each team will qualify for Play-offs (unless noted otherwise.)
2. Tie breakers in standings will be 1. Head to Head (two tied teams), 2. Highest GF-GA with tied teams, 3. Most Wins, 4. Highest GF-GA with all teams, 5. Fewest goals against, 6. Highest GF/GA Quotient, 7. Fewest Penalty Minutes
3. Play-offs will be single elimination.
4. Tie games in the play-offs will be decided by the following procedure. Overtime will consist of one (1) five (5) minute stop time sudden death period. If the game remains tied, a three (3)-player shootout will take place. The opposing teams will take alternating shots on opposite ends of the ice. If a tie remains, one additional, different shooter is picked and the same procedure will be followed until a winner is determined. No player can shoot twice until the entire roster of eligible players has shot.
5. Each team will be allowed one time-out per game.
6. Players must sign in and play in at least 30% of the total games to be eligible for play-offs.

### ARTICLE VIII – SCHEDULING

1. The first game will be announced early in the week of the first games. A large chunk, if not the rest of the schedule will be given by the end of the week. Each team rep will be emailed that they are ready.
2. Once the schedule is complete, there will be a \$50 (or more) fee to reschedule any game. There is no guarantee that a game can or will be rescheduled.

### ARTICLE IX – LAWSUITS

1. Any player that brings a lawsuit against another player forfeits his/her right to participate in the MCA Adult Hockey League until the lawsuit is resolved.
2. An appeal may be filed in writing to the commissioner where a 75% Team Rep approval must be met in order for that player to be reinstated.