

2011 MN Wild Adult League Rules

- 1) **REQUIRED FORMS**
 - a. All players must have a current NSC Liability Waiver on file before playing. NSC online waivers are available at www.superrink.org (Team roster must be submitted online before waivers will be 'live' and accessible.)
 - b. USA Hockey registration can be submitted at www.usahockey.com You must turn in confirmation / proof of your registration **prior to playing**.
 - c. Complete paperwork must be submitted prior to teams receiving their eligibility stickers. All players must have an eligibility sticker on their helmet in order to skate. No exceptions or excuses
 - d. NSC waivers and USA Hockey registrations expire annually & must be re-submitted each year. (USA Hockey is valid Sept 1 – Aug 31 annually)
- 2) All teams are required to submit an online roster prior to *each season* of play.
- 3) All players must have an **ELIGIBILITY STICKER** on their helmet in order to skate. An eligibility sticker can only be obtained after the team roster has been submitted by the team manager, an online NSC waiver has been submitted by the player, and proof of USA Hockey registration has been turned in by the player or manager. Proof of USA Hockey registration can be submitted in the form of a copy of the confirmation bar-code, a copy of the player / coach registration card, or by providing a confirmation number (along with full name, birth date, and zip code)
 - a. Teams that attempt to violate the “sticker policy” may be subject to forfeiture of games, removal from the league schedule, and / or forfeiture of league fees.
- 4) All MN Wild Adult League divisions are classified as “non-check”.
- 5) All rules are in addition to those enforced by USA Hockey for general game play.
- 6) This is a “no slap shot” league. Any shot taken from above the level of **parallel to the ice** shall be whistled dead for high-sticking. (**Stick** above level of parallel to the ice)
- 7) The **Zero Tolerance Policy** is in effect for all players, officials, fans, etc. for all Super Rink / NSC adult leagues. All players must adhere to the Player Conduct policy. Failure to do so will result in temporary or permanent expulsion from league play.
- 8) Feedback is appreciated, however, no “protests” will be accepted. **Any feedback regarding rules, players, or officials should be directed from the team manager / captain to the league coordinator.**
- 9) Alcohol / Tobacco / Drugs
 - a. Beer is permitted during AHL hours in the H.T.C. area **ONLY**. No beer may be taken into the stands, to the locker rooms, or to the main / 1st level of the Super Rink.
 - i. No outside beverages may be brought into the Schwan Super Rink.
 - ii. Do not walk outside with any ‘open container’ at any time

- b. Tailgating is permitted in the parking lot area.
 - i. Please dispose of your own trash!
- c. Tobacco products are not permitted in any area of the arena, on or off the ice.
- d. Players under the obvious influence of alcohol will not be permitted to play.
- e. Alcohol is not permitted in the lower lobby or on the player benches.
- f. Players / fans under the influence of drugs / alcohol will be asked to leave immediately.

10) Spectators, 'coaches', etc are not permitted to be in the player bench area at any time.

- a. The player bench is reserved for eligible, fully-dressed skaters only.
- b. Fans / spectators can not be around the bench area for any reason.
- c. Ejected players in street clothes may not go back to the bench during game play.

11) Equipment & Jerseys

- a. **All teams must wear matching jerseys of the exact same style and color.** Players without a matching jersey will be asked to leave the ice.
- b. All jerseys must have **permanent** numbers.
- c. If two teams have like or similar colors, the "visiting" team will wear **pullovers** (provided by the hockey office – available at the front desk).
- d. Goalies are exempt from this rule; however, they are not permitted to wear the same color as the opposing team. Goalies are encouraged to wear league issued jerseys whenever possible.
- e. Players are required to wear a minimum of elbow pads, shin pads, hockey gloves, hockey pants / breezers, mouth guard, and regulation, HECC approved hockey helmet with a permanent chin strap. Tape or lace chin straps are not acceptable.
- f. Full facial protection and shoulder pads are highly recommended.

12) Pointstreak / Online statistics

- a. Players who have not completed NSC paperwork or provided proof of USA Hockey within a reasonable amount of time will be dropped from the team's Pointstreak roster and team statistics
- b. Team manager may review the electronic game sheet for accuracy prior to the game being submitted.
- c. **Once game statistics have been 'submitted', no changes will be made (unless it affects the overall result of the game).**

13) Clock / Game Protocol

- a. Three seventeen (17) minute, running time periods will be played.
- b. A four (4) minute warm-up clock will be used.
- c. **Players may not go on the ice until the ice resurfacers doors have been closed.**
- d. The new "5 second face-off" rule will be in effect for all game play.
- e. **Stop time will be used during the last 2:00 of any game with a score within two goals or less, ties included.** During the last two minutes (2:00) of the third period in a game with a score within two goals or less, the **trailing team** is required to start / stop the clock. In the event of a tie, the **home team** will start / stop the clock. If the score becomes greater than 2, running time is resumed.
- f. Teams are allowed to change after a whistle with less than 2:00 minutes remaining in the game. However, if all players are not ready before the "5 second face off" rule takes effect, it is at the official's discretion to drop the puck into play.

- g. **Teams must have a minimum of five skaters and a goaltender to start any game.** If the required number of skaters for either team is not on the ice when the warm-up clock expires, the game clock shall start & will run until the required number of players arrives. If the required number of players does not arrive before the end of the first period, the game will be recorded as a forfeit and a **3-0** loss. Referees are not obligated to officiate forfeited games.
- h. No 'time-outs' are allowed during game play.

14) Off-sides / Icing

- a. **Icing is called from the defensive blue line.**
- b. Two line passes are legal.
- c. Off-sides will be tag-up.

15) Rosters

- a. Rosters are limited to 20 players and must be submitted prior to the start of each new season. **Rosters may be amended during the season until the pre-determined cut-off date for each given season.**
 - i. To add a new player to the official roster, the team manager must first add the name to the official online roster and re-submit the roster to NSC registration. Once the player has been added and the roster has been re-submitted, that player must fill out an online waiver and provide the league with a copy or confirmation of USA Hockey registration. Newly added players will not be considered eligible and will not be given an eligibility sticker until both paperwork criteria are met. All paperwork requirements must be met before a player will be added to Pointstreak.
- b. **Every team must have a valid / current roster on file at all times.** Team managers are responsible for making sure an updated roster is submitted before the first league game of each season. (Waivers and rosters expire annually)
- c. Any player that does not turn in the appropriate paperwork within a reasonable amount of time may be subject to removal from official league rosters, including both the NSC and Pointstreak roster.
- d. Any team caught with an ineligible player (no waiver / not on roster / no eligibility sticker) on the ice will be subject to a forfeit loss.
- e. **Rosters must have player jersey numbers listed.** Any potential changes to the roster, such as changed jersey numbers or added / dropped players must be reported to the league director adultleague@superrink.org and registration registrar@superrink.org for prior approval.
- f. If you need a sub goalie, team managers can visit the pre-approved sub goalie list. Also, you may use any goalie from another team in the MN Wild league. Reminder: All sub players must be USA Hockey registered to be eligible for league play.
- g. All players must be 18 years of age and out of high school by the first day of league play. Absolutely no exceptions will be made to this rule.
- h. There are no additional age restrictions in the A, B, C, or D leagues.
- i. Players rostered on an A or B team may NOT skate in the D league.
- j. No player with high level / competitive experience may skate in the "D" league (i.e. NCAA/College, Junior A or B, H.S. Varsity) Any team or player found to be in violation of this rule will be moved to the C2 division or deleted from roster.
- k. D2 division - Absolutely no players with any prior competitive experience are allowed. This league is for newer / entry level players only.

- l. **Current professional, college varsity, or junior “A” players may not skate in the C, D, or over-40 leagues.**
 - m. Players may skate for multiple teams in the same playing division. However, if a player is rostered on multiple teams in the same playing division that player must declare a primary team on or before roster freeze date, which team roster he/she will participate on during playoffs.
 - i. Players may only skate on primary team during playoffs
 - ii. Players who have not indicated a primary team will have one selected for them by league administration.
 - n. Teams at the 40+ level are for skaters and goalies age 40 and over ONLY (Birth year 1971 or before). Goalies can be 35 or older.
 - o. Teams in the 50+ level are for skaters 50 and over ONLY (Birth year 1961 or before). Goalies can be 45 or older.
 - p. Teams in the 60+ level are for skaters 60 and over ONLY (Birth year 1953 or before). Goalies can be 55 or older.
- 16) Age Verification (40+, 50+, 60+)
- a. Date of births will be verified by USA Hockey registrations
 - b. Players with ineligible date of births will not be permitted on roster.
 - c. Age verification protests can be made by team managers (see protests section 17)
- 17) Protests
- a. Protests will be accepted only for: violation of player age eligibility, violation of rostered level or multiple team participation (playoffs only).
 - b. A written protest form must be submitted by team manager ONLY to the league management within forty-eight (48) hours of the game end time.
 - c. Protest forms will be available at the front desk or online.
 - d. **Teams found violating player age eligibility, rostered level or multiple team participation (playoffs only) may be subject to forfeiture of games and player suspensions.**
- 18) Penalties / Officials
- a. **Players serving a penalty must sit in the penalty box.** No player serving a minor or major penalty may be on the player’s bench.
 - b. All minor penalties will be 2 minutes in duration & shall begin when the puck drops to re-start the next play. If a penalty should expire while play is stopped, the player may not leave the penalty box until the puck drops to re-start play.
 - c. Any player who receives three (3) penalties in one game will be given a balance of game penalty & will be asked to leave. (No additional suspension)
 - d. Any player who is ejected from a game and refuses to immediately leave the ice surface or player’s bench area may be given an additional game misconduct penalty. Play will not resume until the offending player has left the ice and / or all viewing areas.
 - e. Any player who receives a major penalty + game misconduct shall be disqualified for the remainder of that game, as well as serve an additional one game suspension.
 - f. **Any player who receives a major penalty for fighting (or equivalent) will be ejected for the duration of that game, plus the next three league games. Any player who is suspended for second fighting altercation within one season will be removed from all team rosters for a minimum of one full season.**

- g. Any player that illegally plays while under suspension will be removed from that team's roster. The offending team will be assessed a forfeit loss for any game with an illegal / suspended player on the ice.
- h. When assessing misconduct penalties, officials may follow USA Hockey rule 601 (a). Any player who **challenges or disputes the rulings of any Official**, or endeavors to incite an opponent (including taunting) or create a disturbance during a game shall be assessed a minor penalty for unsportsmanlike conduct (2 mins.). Any further dispute by the same player will result in either a 10-minute misconduct or a game misconduct penalty being assessed.
- i. Any player using racial or ethnic slurs will be expelled for the duration of any season in which he is participating, or a **minimum** of 3 games.
- j. Any player who is given a gross misconduct / match penalty will be suspended for a minimum of three games.
- k. League suspensions and / or expulsions will be given to any player who intentionally tries to injure an opponent.
- l. **Foul language and profanity**
 - i. This is a family facility... Officials may eject any player or spectator for threatening, abusive, or vulgar language at any point during a game.
 - ii. Absolutely no use of profanity towards opponents or officials will be tolerated! Officials may give any player an unsportsmanlike conduct penalty for using profanity or obscene language / gestures.
 - iii. **If any player threatens or verbally abuses an official, the official may immediately assess a game misconduct.**
- m. **DO NOT confront the officials for any reason.**
 - i. **Any physical abuse of an official will result in permanent expulsion from participating in the MN Wild Adult League.**
 - ii. Officials may eject any player at any time for using threatening or verbally abusive language.
 - iii. **Do not ask the official 'for his name' if you have an issue regarding a call or a game outcome. All games are tracked and officials are assigned. Managers - Report any problems to the league director for a resolution.**
 - iv. Re-entering the ice surface following an ejection will result in a suspension. This is for the safety of both players and officials.
- n. All spectators must adhere to good sportsmanship guidelines. Any spectator using foul language towards the opposing team's players, other fans, or officials will be asked to leave the facility. Refusal to leave the facility will result in a penalty towards the team with whom they are associated. Game play will not resume until the offending spectator(s) has left the facility.
- o. Absolutely no refunds will be given to players who are suspended or expelled from league play.

19) Post season tournament

- a. Teams must have a roster and waivers for all players on file to be eligible for the playoffs. NO exceptions.
- b. Any team that forfeits more than one regular season game may be disqualified from post-season competition.
- c. Any team caught with an illegal / non-rostered player skating during the playoffs shall forfeit that game & be eliminated from further playoff contention. Any

player not listed on that team's master roster, or who does not have complete paperwork on file is considered ineligible / illegal.

- d. All post-season tournament rounds are single elimination.
- e. If any playoff game should end in a tie, a sudden death, 5:00, 4-on-4 overtime shall be played. If neither team scores in the overtime session, a best of three shootout will follow. If still tied, a single player 1v1 sudden death shootout will be held until a winner is determined.
- f. No player may take a second shot in playoff shoot-outs until all players on the bench have had the opportunity to shoot.
- g. There are no time-outs allowed in overtime.
- h. Any team that wins a regular season or league championship in two consecutive seasons will be required to move up to the next level.
- i. Seeding
 - i. Seeds will be posted at least one week prior to scheduled playoff dates. In the event of make-up games, etc, the seeds may be posted before final standings are available.
 - ii. Two teams tied in points = head to head, most wins, fewest goals against
 - iii. Three or more teams tied = procedure will follow the above protocol, with the first goal to eliminate the lowest team and 'start over' with two teams.

20) General

- a. Play smart**
- b. Play safe**
- c. Respect the officials**
- d. Respect your opponents**
- e. Have fun**

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