

# 2024 Moose Sherritt Adult League Rules

- 1) **All teams are required to submit a roster prior to each season of play.**
- 2) All divisions are classified as “non-check”.
- 3) All rules are in addition to those enforced by USA Hockey for general game play.
- 4) This is a “no slap shot” league. Any shot taken from above waist level shall be whistled dead and a face off will occur either in the neutral zone (if on offensive team) or in the defensive zone (if on defensive team).
- 5) The **Zero Tolerance Policy** is in effect for all players, officials, fans, etc. for Moose Sherritt 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.
- 6) Feedback is appreciated, however, no “protests” will be allowed. Any feedback regarding rules, players, or officials should be directed from the **team manager / captain** to the league coordinator.
- 7) No Alcohol / Tobacco / Drugs
  - a. Tobacco products are not permitted in any area of the arena.
  - b. Players under the influence of alcohol will not be permitted to play.
  - c. Alcohol is not permitted in the lower lobby or on the player benches.
  - d. Players / fans under the influence of drugs will be asked to leave immediately.
- 8) Spectators, ‘coaches’, etc are not permitted to be in the player bench area at any time.
  - a. Fans who demonstrate poor sportsmanship will be asked to leave the arena.
- 9) Equipment & Jerseys
  - a. **All teams must wear matching color jerseys.**
  - b. All jerseys must have **permanent** numbers.
  - c. If two teams have like or similar colors, the “visiting” team will wear **a light color.**

**Please submit your team colors at time of registration.**

  - d. Goalies are exempt from this rule; however, they are not permitted to wear the same color as the opposing team.
  - e. Players are required to wear a minimum of elbow pads, shin pads, hockey gloves, and regulation, HECC approved hockey helmet with a permanent chin strap. Tape or lace chin straps are not acceptable.
  - f. Full facial protection, hockey pants/breezers, mouth guard, and shoulder pads are highly recommended.
- 10) 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 Zamboni doors have been closed.
  - d. The “5 second face-off” rule will be in effect for all game play.
  - e. If a team should ice the puck with two minutes remaining, icing will be waved off.
  - 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 six skaters to start any game.** Teams may start with 6 skaters and have the goalie join them during game time. If after the 1<sup>st</sup> period, the goalie doesn’t show, it is up to the team without the goalie to decide to take the forfeit. Forfeits are recorded as 3-0 games. Referees are not obligated to officiate forfeited games. **If a team has the 6 players required to start, they can add up to 4 subs, preferably not rostered players, but they can’t go over 10 total players if they have a sub. Managers are asked to discuss before the game also.**
  - h. No ‘time-outs’ are allowed during regular season play, one 30 second timeout can be taken per game in the playoffs

11) 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.

12) Rosters

- a. Rosters are limited to 20 players and are frozen after the second league game. New players and any potential substitute players should be added before the second game has started.
- b. **Every team must have a 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 Team that does not have a waiver/roster on file before the second league game is subject to removal from the league and will be considered ineligible.
- d. Any team caught with an ineligible player (not on roster) 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. [Scott.Fredrickson@monticello.k12.mn.us](mailto:Scott.Fredrickson@monticello.k12.mn.us)
- f. If you need a sub goalie, you may use any goalie over the age of 18.
- g. All players must be 18 years of age and out of high school by the first day of league play.

13) 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 will be removed from the league and play-offs. 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 will be ejected for the duration of that game, plus the next league game. 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. Any player that instigates the fight will be suspended for the duration of the current game plus an additional game (if they were fighting then its one for that offense and one for instigating.)**
- 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 will follow the following rule:
  - (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 will be ejected from the game. Any further dispute by the same player will result in their removal from the remaining league games and play-offs.
- i. Any player using racial or ethnic slurs will be expelled for the duration of any season in which he is participating.
- 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 school facility... Officials will eject any player or spectator for threatening, abusive, or vulgar language.

ii. Absolutely no use of profanity towards opponents or officials will be tolerated! Officials will give any player a game ejection for using profanity or obscene language / gestures.

iii. If any player further threatens or verbally abuses an official, the official will inform the league director and they will remove that player from the league and play-offs.

**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 Moose Sherritt Adult League.**

ii. Officials will eject any player at any time for directing any comments, whether threatening or verbally abusive language or not.

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.

p. The "**Junior Gold Ejection Rule**" a referee may remove a player from the game if the referee determines that the player is just playing to make trouble. This would remove a player before he receives an ejection or game suspension.

**14) Playoffs**

a. Teams must have a roster/waiver 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 is considered ineligible / illegal.

d. All post-season tournament rounds are played according to the bracket set up by the league manager.

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 single player 5v5 shootout will be held, if tied after the 5v5 shootout, a sudden death 1v1 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 the regular season, one 30 second time out for playoffs.

h. playoff format will be decided by how many teams sign up for the league

**15) General**

**a. Play smart**

**b. Play safe**

**c. Respect the officials**

**d. Respect your opponents**

**e. Have fun**