

The MASH League has been organized to provide Hockey for Adults (18 or older). The skill level of its participants varies in order to provide a competitive hockey experience for its players. The MASH League will retain the right to refuse membership to any player it deems inappropriate for league play due to skill level or conduct on or off the ice that is detrimental to the game or the facilities in which the games are played.

The goals of the program are to provide participants with:

- **A FAIR GROUPING OF TEAMS BY LEVEL OF PLAY**
- **A SAFE ENVIRONMENT FOR PARTICIPATION**
- **A FAIRLY OFFICIATED AND ADMINISTERED PROGRAM**
- **AN ENJOYABLE RECREATIONAL EXPERIENCE**

THIS IS NOT THE NHL - ALMOST EVERYONE WHO PARTICIPATES HAS TO GET UP AND GO TO WORK TOMORROW

THE FOLLOWING RULES AND REGULATIONS HAVE BEEN DEVELOPED WITH THE PLAYERS SAFETY AND QUALITY OF HOCKEY IN MIND.

THE LEAGUE WILL FUNCTION UNDER THE RULES AND GUIDELINES OF USA HOCKEY EXCEPT AS STATED HEREIN.

TEAM CAPTAINS

The team captain is the most important person on the team because they are designated to conduct business with the league. Their responsibilities include:

1. Draft Players for their team.
2. Ensure every player on their team is rostered and paid and has the same color jersey as the rest of the team.
3. Ensure that all players on the roster are eligible to play in the league. All players must be at least 18 years old.
4. Communicate all league rules and information to the players on their team.
5. Communicate any problems or concerns of the "TEAM OPINION" to the League Director.
6. Assisting the league staff in controlling players when difficult situations arise. (One Minute Rule).

DIVISION OF PLAY

This is a competitive league designed to give a more moderate level of play. Teams use simple game strategies. Play with your head up. This is a non-checking league. No slap-shots are allowed. There is no gender requirement. One to Two official will be used for each game.

***All players are allowed to play for one team only.**

GAME FORMAT

SEASON

- Regular season games will be round robin match-ups
- Total number of games will be determined by ice availability and the number of players and teams registered

PLAYOFFS

- Playoffs take place at the end of the regular season
- Single elimination tournament - keep winning keep playing
- The top 8 teams from the regular season will make the playoffs
- Playoff positioning determined by regular season Standings

DURATION OF GAME

- 5 minute warm-up starts immediately after Zamboni doors are closed*
 - If after 5 minutes a team does not have 5 players on the ice they will be issued a delay of game penalty.
 - If a team does not have 5 players for the game a 5 - 0 forfeit will be scored against that team.
- All games will be 2-25 minute run time periods
- If the game is tied after 2 periods - a shootout will be used to determine the outcome of the game.
 - 3 Shooters each team
 - Home Team choose to shoot first or second
 - Away Team choose goalie to shoot on first
 - Shooters will shoot at same goalie, alternating goalies with each set of shooters
 - If tied after 3 shooters - The shootout goes to sudden death, first to score wins
- There will be a 3-minute break between periods
- All players must sign roster sheet provided to team manager before stepping on the ice. Any player participating without signing in is an illegal player
- Any player on the ice that is not registered will be asked to leave. Any team found using players not on their roster will forfeit the game.

***NOTE: No players will be allowed on ice while zamboni is resurfacing. NO EXCEPTIONS**

GOALTENDERS

- If there are enough goalies signed up we will try to assign goalies to teams. If there are more teams than goalies we will default to the following format:
 - The Home Team will select which goaltender they want to use for the first period.
 - Goaltenders will not be assigned to teams. They will be scheduled on a per game basis. At game break goaltenders will switch ends.

RULES OF PLAY

[USA Hockey Senior Rules](#) will apply to all games:

- Blue line icing
- No Two line pass will be enforced
- Tag-up offsides
- Playing the puck off the netting behind the net is legal. Referees will blow it down only if it results in unfair advantage to attacking team.
- No Checking
- 3 penalties of any kind will result in ejection from the rest of that game.
- **3 Game Ejections in a session will result in a suspension from the league for a period of one calendar year.**
- Penalties will be 3-minute runtime served by penalized player. Power plays will be used.

Tobacco & Alcohol:

By city ordinance, Tobacco and Alcohol are not permitted in the MAYSA or All Seasons Arena facilities. This rule applies to players and spectators. It is the responsibility of the team to make sure your spectators comply. Non-compliance may result in forfeiture of the game. Players may not participate while under the influence of alcohol. Any player caught with tobacco on the bench, locker room or ice surface will result in a game suspension.

Rink Facilities:

No players may enter the ice surface until the re-surfacer doors to the rink are closed.

Any damages to the MAYSA or All Seasons Arena will be assessed to the team captain.

Forfeits:

Forfeits shall automatically occur for any of the following:

1. If a team plays a man not on the Master Roster
2. If the team plays a suspended player
3. If the team does not have 5 players dressed at game time
4. A team winning by forfeit will be credited with a 5-0 victory

Team Rosters:

ALL GAME PARTICIPANTS MUST BE ROSTERED, OR THAT GAME WILL BE FORFEITED.

ALL TEAM PLAYERS MUST SIGN THE OFFICIAL PLAYER REGISTRATION FORM BEFORE THEY PLAY THEIR FIRST LEAGUE GAME.

GOALIES WILL BE DRAWN FROM AVAILABLE POOL PER GAME.

NO PLAYERS MAY BE ROSTERED ON TWO TEAMS.

Roster Checks:

IF YOU WISH TO CHECK TO SEE IF A PLAYER IS LISTED ON THE ROSTER YOU MUST DO SO EITHER BEFORE THE GAME OR BETWEEN THE FIRST AND SECOND PERIODS. INFORM THE REFEREE'S THAT YOU WISH TO DO A ROSTER CHECK. THE REFEREE WILL CHECK THE PLAYERS GOVERNMENT ISSUED ID. IF A PLAYER DOES NOT HAVE A GOVERNMENT ISSUED PICTURE ID WITH THEM THEY CANNOT PLAY. THE REFEREE WILL CHECK THE ID AGAINST THE TEAMS ROSTER AND SEND A REPORT TO THE LEAGUE DIRECTOR.

AFTER THE START OF THE SECOND PERIOD YOU CANNOT CHECK THE ROSTER.

IF THE PLAYER IS FOUND TO BE ON THE ROSTER, THE TEAM REQUESTING THE ROSTER CHECK WILL BE ASSESSED A MINOR PENALTY FOR DELAY OF GAME.

ANY TEAM PLAYING WITH AN ILLEGAL PLAYER ONCE THE FIRST PERIOD BEGINS WILL FORFEIT THE GAME.

Equipment:

- Full equipment is required per USA Hockey rules. Shoulder pads are optional.
- Chin Straps are mandatory on helmets and will be snapped at all times - players without a chin strap will be ineligible to play.

- All players are required to have identical colored jerseys. Teams are responsible for furnishing their own jerseys. Players without proper jersey color will be ineligible to play.

Checking:

Checking is not allowed in the league. This does not mean that there will be no contact. Some body contact should be expected. Body Checking will be penalized by either a double minor or major (or more) at the discretion of the referee. The League Director may impose further penalties for excessive checking. Two major penalties in the same season by the same player will result in suspension from all league play for the season without a refund.

Slap-shots:

Slap-shots are prohibited. Raising the blade of the stick above the plane of the knee in either wind-up or follow-through shall be considered a slapshot. Violation of this rule shall result in play being stopped and the ensuing face-off held by the end zone spot of the offending team.

Puck Played with High Stick:

Any puck played with a high stick (stick at cross bar level) shall result in play being stopped and the ensuing face-off held by the end zone spot of the offending team.

Penalties:

ANY PLAYER RECEIVING 3 MINOR PENALTIES IN ONE GAME WILL BE EJECTED FROM THAT GAME AND WILL RECEIVE AN ADDITIONAL ONE GAME SUSPENSION.

Icing & Off-Sides:

1. Blue line icing will be enforced.
2. The centerline will not be used for offsides (2 line pass is legal).

One minute to leave rule:

In the event that a player is ejected or disqualified from a game, the Official will inform the player that they need to leave the ice. If the player refuses to leave immediately or begins to argue, the team representative will be notified that the player has one minute to leave the ice. If the player does not leave in one minute,

the team will forfeit the game and the team representative will be suspended for two games and the ejected player will be suspended for five games.

Player Conduct:

- 1. PLAYERS ARE SUBJECT TO DISCIPLINARY PROCEDURES OF THE LEAGUE FOR ALL ACTIONS THAT OCCUR BEFORE, DURING OR AFTER GAMES IN THE FACILITY OR IN THE PARKING LOT.**
- 2. ANY PLAYER OR TEAM, WHO IN THE JUDGEMENT OF THE LEAGUE DIRECTOR OR THE ICE RINK MANAGER, IS DANGEROUS, BELLIGERENT, UNCOOPERATIVE, NON-COMPLIANT WITH LEAGUE RULES OR DECISIONS, OR DISRUPTIVE TO THE LEAGUE WILL NOT BE ALLOWED TO PARTICIPATE. REFUNDS WILL NOT BE GIVEN WHEN A PLAYER IS DROPPED FROM THE LEAGUE.**

Fighting:

A player who in the officials' opinion is involved in a fight before, during or after a contest at either the MAYSA or All Seasons Arena facilities will be suspended from the league without a refund for one calendar year.

FIGHTING IS CLASSIFIED AS THROWING ONE PUNCH AT AN OPPONENT. THE REFEREE'S HOWEVER DO HAVE LATITUDE UNDER THE USA HOCKEY RULEBOOK WHEN CALLING FIGHTING PENALTIES. ANY PLAYER WHO GETS A FIGHTING PENALTY WILL BE SUSPENDED FOR A CALENDAR YEAR. THE SECOND OFFENSE WILL RESULT IN TERMINATION FROM THE LEAGUE PERMANENTLY WITH NO REFUND OF FEES PAID. THERE WILL BE ZERO

Player Suspensions:

The suspensions listed are guidelines that will be used. Each incident will be reviewed individually. It is unlikely that it will be appropriate to reduce a penalty below what is listed; hopefully it won't be necessary to lengthen a suspension. But the League retains the flexibility to do either.

All suspensions will be posted on the MASH web site. To avoid confusion, the listing will include the date on which the player becomes eligible to play. Suspensions will carry over into the following season.

Any player who receives a game misconduct will sit out at least one additional league game. Any player that receives a game misconduct or match penalty under rule 601, (Abuse of Officials and other misconduct) will be suspended for a minimum of 4 games. The League Director may require the player to sit out additional games or suspend them for the remainder of the season, depending on

the severity of the offense. Players who are suspended may not be in the team area during their suspension. Players who are penalized at the last game will serve their suspension during the playoffs or at the beginning of next season in order to remain eligible to participate in future MASH leagues.

All recommended penalties listed are in addition to any required [USA Hockey](#) suspensions:

No Additional Suspension:

- Third player interfering with a fight, if the involvement does not cause the fight to escalate.

Additional One Game Suspension:

- Fourth and subsequent players interfering with a fight if the involvement does not cause the fight to escalate.
- Third and subsequent game ejection because of three penalties in one game.

Additional Two Game Suspension:

- Sucker Punch
- Flagrant Two-Handed Slash
- Fight Instigator
- Third and subsequent players interfering with a fight if the involvement causes the fight to escalate.
- Leaving the bench during a fight
- Leaving the crease to join a fight

Additional Three Game Suspension:

- Hit-from-Behind into the Boards or Net
- Spear
- Butt End
- Kick
- Fighting

Season Suspension - Player must meet with the League Director and disciplinary committee prior to the next season:

- Wayne Maki/Marty McSorley type stick swinging
- Flagrant Intent to Injure
- Injury to a Player or Official as the result of any of the above infractions

Abuse of Official:

- Mild Verbal Abuse – no additional games
- Continued abuse after being given ample time to settle down – one additional game
- Threatening or making contact with Official – three additional games

OFFICIALS

WHEN AVAILABLE USA HOCKEY CERTIFIED OFFICIALS WILL BE USED TO OFFICIATE GAMES. USA HOCKEY RULES WILL BE FOLLOWED TO THE STRICTEST DEGREE. ALL TEAM MANAGERS SHOULD INFORM PLAYERS OF RULES AND HOW THEY WILL BE ENFORCED.

The MASH league makes every effort to put the best available officials on the ice. The Game Officials are in charge before, during, and after the game, this includes any incidents that may occur on the premises. Players are subject to the rules of this league before, during and after the contest while at the Ice Rink. The league will not entertain any protest on the basis of the judgment of an official. League Officials will file a report to the league any time an incident occurs with a recommendation for discipline of the offending player.

ZERO TOLERANCE: DO NOT ARGUE WITH OFFICIALS. THE LEAGUE DOES NOT ACCEPT PROTESTS OF THEIR CALLS. ARGUING WITH OFFICIALS WILL RESULT IN YOUR BEING ASSESSED WITH PENALTIES AND POSSIBLE EJECTION FROM THE GAME. IF YOU REPEAT THE SITUATION, YOU WILL BE DROPPED FROM THE LEAGUE WITHOUT A REFUND.

THE ONLY OPINION THAT COUNTS ON THE ICE IS THE OFFICIAL'S OPINION. IT IS HIS OR HER CALL AND THEY ARE IN CHARGE OF THE GAME.

A REFEREE MAY ASSES ANY PLAYER A GAME MISCONDUCT FOR THEIR BEHAVIOR AT ANY TIME. THAT PLAYER WILL BE EJECTED FROM THE GAME WITH NO FURTHER SUSPENSION.

ANY PLAYER RECEIVING 3 GAME MISCONDUCTS WITHIN THE CURRENT SEASON WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON INCLUDING PLAYOFFS.

THE LEAGUE DIRECTOR RESERVES THE RIGHT TO REMOVE ANY PLAYER FROM THE LEAGUE FOR BEHAVIOR THAT IS DETRIMENTAL TO THE INTEGRITY OF THE LEAGUE AND THE PLAYERS IN IT. THIS WILL BE AT THE DISCRETION OF ONLY THE LEAGUE DIRECTOR. NO REFUND WILL BE GIVEN.

PROTESTS

ANY TEAM WISHING TO PROTEST A GAME MUST PROVIDE IN WRITING THE BASIS FOR THE PROTEST AND A \$50 PROTEST FEE WHICH WILL BE FORFEITED IN THE EVENT THE PROTEST IS NOT UPHELD.

A REFEREE'S CALL IS NOT A MEANS FOR PROTEST!! YOU CANNOT PROTEST A JUDGMENT CALL.

LEAGUE STANDINGS

League standings are determined by points.

- **Win 2 Points**
- **Loss 0 Points**
- **Shootout Loss 1 Point**

If a tie occurs in points at the end of the regular season the following tie-breaking system will be used:

- **Greater number of wins**
- **Head-to-head competition**
- **Goal differential (goals for – goals against)**
- **Higher goals for**
- **Fewer losses**
- **Fewer goals allowed in all games**

League standings will be updated at the end of each week of play.

The MASH league reserves the right to change these rules and regulations at any time. All decisions of the League are final.