



MIDLAND CIVIC ARENA

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2023-24 ADULT HOCKEY LEAGUE

ARTICLE I – PLAYER ELIGIBILITY AND REGISTRATION

1. Players must be 18 by their first night of play to participate in the MCA Adult Hockey League.
2. All players, coaches and team representatives must be registered with USA Hockey and turn in their confirmation page to the office before playing. Players not registered MUST do so online at www.usahockey.com
3. All adult hockey individual payments go towards team fees. Players needing or requesting a refund must work with their team to get it from them.

ARTICLE II – 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. Upper level + players are defined as one step above the overall talent level of the division. Players designated as upper level + players in any given division will be considered ++ players in any division below that one.

| | | |
|---------------------------|-----------------|---------------------------|
| 18+ “GOLD” League | Competitive | |
| 18+ “SILVER” League | Recreational | (4 Upper level + players) |
| 18+ “BRONZE” PLUS League | Recreational | (3 Upper level + players) |
| 18+ “BRONZE” League | Recreational | (3 Upper level + players) |
| 18+ “BRONZE” MINUS League | Recreational | (3 Upper level + players) |
| 18+ “TIN” PLUS League | Beginner/Novice | (2 Upper level + players) |
| 18+ “TIN” MINUS League | Beginner/Novice | (2 Upper level + players) |

Section B – Team Registration and Fees

1. Teams must register before a specified deadline. When registering, a specified down payment amount is required.
2. All team fees are due before the first game of the respective half. 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. Any player that skates in at least one game takes one of the 20 spots.
2. An official roster form with names and player info must be turned in to the office before the first game of the season. That official roster will be held at the front desk or pro shop for teams to officially add or remove players. Any player added or removed after the first game must be done using the Player addition form. The website roster is NOT the official roster, but rather only shows every player that played in that season.
3. Bronze Plus Eligibility – Any player that played High School or Midget Travel hockey, is not eligible to play in the Bronze Divisions until they are 30 years old. Any player that played Juniors, College (Club or Varsity) or higher, is not eligible to play in Bronze until they are 35 years old. Exception requests may be filed in writing to the league to be voted on by the team reps.
4. Bronze & Bronze Minus Eligibility – Any player that played High School or Midget Travel hockey, is not eligible to play in the Bronze Divisions until they are 30 years old. Any player that played Juniors, College (Club or Varsity) or higher, is not eligible to play in Bronze until they are 40 years old. Exception requests may be filed in writing to the league to be voted on by the team reps.
5. Tin Eligibility – Any player that played High School or Midget Travel hockey, is not eligible to play in the Tin Division until they are 35 years old. Any player that played Juniors, College (Club or Varsity) or higher, is not eligible to play in Tin until they are 45 years old. Exception requests may be filed in writing to the league to be voted on by the team reps.
6. Between the end of the first half, and the first game of the second half, teams will have the opportunity to remove players from their roster. Players may be added throughout the season until **January 31st** when all rosters are frozen. Player roster eligibility may not be questioned after **February 28th**.
7. Players may only be on one roster per division, but may play in multiple divisions. A goalie skating out is the only exception.
8. 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 (stats and signatures) to bring them in line with the rest of the league.

9. Any player removed from a roster due to their talent level causing the team to be out of formula will not be counted against the 20 man roster. If said player joins another team, their previous attendance will count towards playoffs.

Section D – Policing of Rosters

1. Roster Integrity Meetings (RIM) – players are rated throughout the year by the team reps of each division (except gold), and discussed at a series of RIM meetings (December, February). The process begins with team reps sending players they want on the ballot to the league. The league collects these names and sends out a ballot to team reps to be voted on. Tin + and Bronze divisions require at least three teams to nominate a player before they go on the ballot. Tin – only requires two teams to nominate a player before they go on the ballot. Only one nomination is required for a plus removal request to be put on the ballot. Collectively, the team reps discuss votes (player ratings) and whether or not a team is in formula. If a team is found out of formula, the collective team reps will determine the timeline of the team getting into formula. It is the responsibility of the offending team rep to determine how to deal with the situation internally, which includes how to get into formula (shedding players, moving up a division, etc...) and also how to deal with the individual (notification, potential refund, jerseys, etc...).
2. 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 rep);
 - 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.
3. 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.
4. 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.
5. Should a protest occur (see article VI – Protests), the league will follow up by contacting the managers of both teams regarding appropriate action. Both the offending player and the team representative 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. Both may attend any meeting but each team has only one vote.
2. Voting on league issues will be based on the majority, unless specified otherwise.

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 III – GOALIE BORROWING CODE

1. A goalie must be borrowed from the MCA Adult Hockey League in your division or lower. If a goalie is designated as an upper level player, and your team does not have room for another upper player, you may not use that goalie to sub.
2. Goalies from another league will take a roster spot, and must follow applicable league rules such as roster deadline and roster formula.
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 IV – 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 24 games.
2. Each team will qualify for Play-offs unless noted otherwise.
3. Play-offs will be double 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 and no earlier than ten minutes before scheduled game time.
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 an overtime loss or tie, and zero (0) points for a regulation loss. Teams entering the league during the season will have a multiplier to bring them in line with the rest of the league.

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. Any player that plays on multiple teams, who receives a suspension in one league, is not able to participate in the other league until the USAH mandated suspension from the initial league is served. The additional games suspended, imposed by the league, only apply to the league the suspension was given in.
4. 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.
5. 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.
6. If a player participates in a game illegally while under suspension, or if a team uses any illegal player (i.e. suspended or unregistered), any or all of the players and team representatives involved are subject to suspension determined by MAHA and or the league commissioner. The game will be forfeited 1-0. A second offense will result in the **team** being expelled from the league without refund.
7. Off-ice altercations will result in suspension at the discretion of the league commissioner.
8. 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.***
9. 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.
10. **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.
11. **Checking and Slashing Major Penalties**– A player receiving a 5 minute major for any checking or slashing penalty results in the following:

| | |
|----------------|---|
| First offense | Three Game Suspension |
| Second offense | Five Game Suspension |
| Third offense | Eight Game Suspension & ineligible for remainder of the season. |
12. **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
13. **Game Misconducts** – A player receiving one of these penalties (not including GM from fighting/3rd 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 |
14. **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 70 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, sudden death will take place up to the 4th and 5 shooter if needed (5 shooter max). Each team will have equal number of chances. Players serving penalties are not eligible to shoot.
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 three 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 designated "+" player may score more than *one* goal in any single game. *Additional goals will be disallowed.*
3. D level players are limited to two goals in regulation, but may participate in a shoot out for a potential third goal.
4. Only D players are allowed to participate in shoot outs.

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 V – 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 VI – 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. Most Wins, 3 Highest GF-GA with tied teams, 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 double 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. Players serving a penalty are not eligible to shoot.
5. Each team will be allowed one time-out per game.
6. Players must sign in at least 30% of the total games (first + second half) to be eligible for play-offs, regardless of when they joined the team.

ARTICLE VII – SCHEDULING

1. The first game will be announced early in the week of the first games. A large chunk 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 VIII – 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 (by division) approval must be met in order for that player to be reinstated.

ARTICLE IX – VOTING

1. Issues deemed by the commissioner to need a vote will take place through email, with a simple majority vote.
2. Team reps will have a 4 day window to cast their vote. In playoffs, the window will be 3 days.
3. The commissioner retains the right to change the simple majority to higher majority, or extend voting window, when they deem in the best interest of the league.