



# Michigan Amateur Hockey Association

October 19, 2014

To: All Association & Club Presidents  
MAHA Directors  
Michigan Registrars

Re: Waiting Period for Addition of Players

I seem to be doing a lot of clarification of our rules this year. Not sure why, but it seems that some seem try to find any crack they can to get around the rules instead of respecting the integrity of the game.

Today I am addressing the rule below with regard to the waiting period between the time a player is added to a roster and when they may play with the team they are rostering on.

## II. REGISTRATION AND ROSTERING: PARTICIPANTS AND TEAMS

- Q. A player signed to a certified team roster must secure a release in writing from that team before signing with another team. A player receiving a release must be signed to the new team roster, as certified by the USA Hockey Associate Registrar, at least 72 hours in advance of playing in a game. A player requesting a release must be granted that request .....

When a team releases/drops a player from the team's roster he/she is no longer on that team. If the team or player then decides to rejoin the same team, or another team, he/she is resigning/signing with that team and a new team roster is created. Once that new roster is certified that player cannot play in a game for 72 hours. This also applies to players added to the team after the initial roster is certified, even if they were not previously with another team.

Trying to add and release players in order to create a taxi squad of players who would otherwise not be eligible, or cause a team to be ineligible, is a violation of this rule. It is MAHA's intention that every player should be active on his/her team for 100% of the team activities. If that is not possible with their current team, the player should be released so they can go to a team that can provide the appropriate opportunity for that player. Coaches and teams violating this rule are subject to discipline.

George Atkinson  
President  
Michigan Amateur Hockey Association

