



2018-2019 MHL Playing Rules



Mullett Hockey League (MHL) is an Adult C Level league sanctioned by USA Hockey. MHL will use USA Hockey playing rules as a base. The following are modifications and additions to suit the MHL. The commissioners have the final say in any matters regarding the MHL.

Players

- Men and women 18 years of age minimum
- USA Hockey registration required
- Can only play if registered/paid and verified as printed on the roster by the league Commissioners
- Must fall within MHL rating system to fit within roster approved by league Commissioners (winter league)
- **New player's joining the MHL must attend an on-ice ratings session. On-ice rating will be used to confirm "paper" ratings**
- Cannot ref in the MHL unless League Commissioners have no other options to supply two refs for a game

Teams

- Must abide by MHL rating system
- 22 players max rostered plus goalies per team.
- **Team are allowed to have 1 player on their roster that has a 1.75-2.25 point per game average.**
- Rosters are locked on January 1st and no additions can be made. Roster additions after Jan 1 for extraordinary situations must be reviewed by league captains and approved by league commissioner
- **Captains are required to have a copy of every players driver's license at all games.**
- **Captains are required to submit roster sheets with players present, to the score keeper during warm ups for every game.**
- Only league approved, USA Hockey registered goalies are permitted to substitute
- A player can be rostered on 2 teams as long as they are under the 2.0 rating. Points and Penalties for a player rostered on 2 teams will be combined for one total.
- Cross team subbing is only allowed when teams have 9 or fewer skaters. Team Captains must approve the sub and that players name must be printed on score sheet. If one Team Captain does not agree to the sub, the game will be forfeited.
- Use of a non-registered players is not permitted and will result in forfeit

Games

- Seasons: Winter/Fall is **22 games** plus playoffs. Summer is 10 games no playoffs.
- Championship round of the playoffs is a best of 3 series
- Blue line icing
- 1.25 hour game slot
- 5 minute warm up
- 3- 20 minute run time periods
- 1 minute between periods
- 3rd period will be stop time during the last 5 minutes if within 3 goals. Run time will continue with a goal differential of 4 or more.
- 5 minute run-time sudden death OT if Tied. No shoot-out.

Penalties

- Minor penalty 2 minute stop time, Major 5 minute stop time.
- Game misconduct is removal from game and a 1 game suspension; effected team must serve and play shorthanded 2 minutes.
- Fighting will result in a league expulsion. Fighting is considered one (1) punch thrown. Expulsion is Lifetime. Because this was not in the rules, any player that received a fighting penalty in the 2016/2017 season will be welcomed back after serving a 10 game suspension, and will be on probation for the rest of the season.
- All coincidental penalties will be run time.
- 3 penalties by a single player in 1 game will result in removal from the current game at the time of the third penalty; the offending team will place a player from the ice in the box to serve the penalty. Serving player for this penalty does not count toward their personal penalty count.



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- 20 minutes accumulated in penalty minutes is a 1 game suspension (12 minutes summer)
- 30 minutes accumulated in penalty minutes is a 2 game suspension (16 minutes summer)
- 40 minutes accumulated in penalty minutes is a 3 game suspension (20 minutes summer)
- 50 minutes accumulated in penalty minutes results in expulsion from the league (24 minutes summer)
- 3 Game misconduct penalties per season including playoffs results in expulsion from the league (2 summer)
- Verbal abuse to game official's scorekeeper/referee will result in removal from current game; the offending team will place a player from the ice in the box to serve the penalty. Serving player for this penalty does not count toward their personal penalty count.
- Any player that is substance impaired may be prevented from playing or removed from the game
- MHL Commissioners reserve the right to deny/expel any person(s) or player(s) that have shown misconduct/action on or off the ice for any reason seen unfit by the league.
- Game misconduct penalties or any penalties requiring your removal from a game also requires you to leave the ice center. Failure to remove yourself from the ice center immediately after ejection from a game could result in expulsion from the league.
- Suspended players are not allowed in The Mullett Ice Center for any MHL events until the suspension is fulfilled

Playoffs (winter league only)

- Seeding will be determined in the following order
 - Most points
 - Most wins
 - Head to head wins
 - Most goals head to head
 - Lowest team penalty minutes
 - Coin toss
- Championship round of the playoffs is a best of 3 series
- Players need to play in a minimum of 5 regular season games to be playoff eligible
- Goalies need to play a minimum 3 regular season games for any team to be playoff eligible
- Tie game will result in a 5 minute stop time sudden death overtime
- If tied at the end of overtime, a 3 player shootout will determine the winner, visiting team will shoot first.
- If tied at the end of the first 3 player shootout, staying in the same order a 1 player shootout will occur until the tie is broken, each team getting equal opportunities.

Facilities

- All players must comply with Mullett Center rules and regulations. Any fines or damages charged to MHL will be billed to the team(s) responsible.

Liability

- All players playing in the MHL have read and accept that there are certain dangers inherent in playing MHL, which includes but is not limited to injuries from contact with other players, sideboards, goal standards, the ice, the puck and equipment. In consideration of being allowed to participate in the MHL, each player individually and for all others who may make a claim based on injury, accepts the risk of physical which may occur while participating in the MHL. Participants understand that the purpose and intent of this release is to prevent any player participating and others who may claim, from recovering any money from MHL or Mullett Ice Center and its employees for any physical injury suffered while participating in the MHL.



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Summer League will be draft format open to all player levels.

Winter league level of play will be "C". USA Hockey considers this "Bronze level"

MHL modified team roster rating parameters. On-ice rating will be used to confirm this rating number

- Each team is allowed one (1) player that averaged 1.75 – 2.25 points per game from the previous winter season to be evaluated on a year to year basis to achieve parity in the league.
- 1 player with 9 pts
- 3 players 10-11 pts
- Remainder 12 pts or greater per player
- Rating system is a guideline for building rosters. MHL league administration will have the final say on team rosters.

HIGHEST LEVEL PLAYED

- 1 pt. Professional (All levels anywhere in the world), Men's NCAA Div. I or III College, Tier I Junior, Junior A
- 2 pts. Junior B, ACHA (Non-Varsity College), Midget AAA, Prep School, MN VAR HS
- 5 pts. Junior C, Varsity High School, Competitive Midget, Women's College Hockey
- 7 pts. Bantam, Pee Wee, Squirt, Some Youth
- 9 pts. Very Little Youth, Pond Hockey
- 11 pts. Did not play Youth Hockey, Began playing as an Adult

Highest Level = _____ points

PLAYER'S AGE

- 1 pt. 18-25 years old
- 2 pts. 26-30 years old
- 3 pts. 31-39 years old
- 4 pts. 40-49 years old
- 5 pts. 50-59 years old
- 6 pts. 60+ years old

Age Range = _____ points

YEARS OF ADULT RECREATIONAL HOCKEY EXPERIENCE

- 0 pts. 25+ years
- 1 pt. 15-24 years
- 2 pts. 10-14 years
- 3 pts. 6-9 years
- 4 pts. 0-5 years

Years of Rec. Experience = _____ points

TOTAL SCORE = _____ POINTS

RATINGS

- 2-4 points Gold-level player
- 5-10 points Silver-level player
- 10-14 points Intermediate-level player
- 12-16 points Bronze-level player
- 16+ points Novice-level player