

University of Minnesota

UAHL Hockey Rules

I. General Provisions

- A. Each team may have a maximum of 25 players on their roster. A team must have a minimum of 9 players ready to play at game time and available to play throughout the game in order to avoid a default. A team having no players ready to participate at game time will be given a forfeit and thus be ineligible for playoffs.
- B. If a player loses his helmet during play, the play will be stopped and the player must return to the bench before returning to the ice. If a player wears any goalie equipment, that player may not skate as a regular player. All goalie restrictions apply.
- C. Equipment
 - Hockey Skates must be worn by all players.
 - Helmets with a full face mask must be worn by all players. The following equipment is also strongly recommended:
 - Shoulder pads
 - Elbow pads
 - Breezers
 - Pelvic protection
 - Shin pads
 - Gloves
- D. No jewelry of any kind may be worn at any time while playing.
- E. Sticks may be wooden, aluminum, or a graphite full shaft stick. The curve of the blade can be no greater than one inch between its maximum deflection and a plane from its toe to heel.
- F. It is preferred that the players have all of their own equipment. In the event that an equipment problem arises, helmets with masks and goalie equipment that can be checked out. Leave this resource as a last resort. An ID is required to checkout all equipment.

II. Eligibility

- A. Players must be full-time undergraduate or full-time graduate student at the University of Minnesota
- B. Players must sign a participation waiver form.
- C. Only 4 members of any UAHL team may be members of the U of MN Club Team.
- D. A player may only play for one team in the extended league and one team in the UAHL.

III. Time Factors

- A. Games will consist of three 20-minute periods with a 2 minute break between periods.
- B. If the score difference becomes 6 or greater the time will be changed to a running clock until the difference becomes less than 6.

- C. In the event of a tie there will be one 5-minute overtime period. Only in playoffs will there be a shootout.
- D. Each team is given one timeout per game.

IV. Rules and Regulations

- A. Checking is allowed.
- B. The use of a slap shot is permitted.
- C. All other rules shall be taken from the 2006-2007 MSHSL Hockey rule book.

V. Penalties

- A. The penalties will be issued at the discretion of the referees and in accordance with the MSHSL rule book.
- B. Any player who receives 3 minor penalties in one game will receive a game ejection. As well as possible suspension from the next game.
- C. Fighting is not allowed and any players fighting will be immediately removed from the league. Throwing a punch, whether it has landed or not will be classified as fighting. Officials have complete judgment on whether to classify an incident as a fight.

I.D. Check-in-Policy and Procedure

- A. All students, staff and faculty **MUST** present a valid U of M identification card; non-affiliates **MUST** present a valid non-affiliate card and picture I.D. to participate in any Intramural activity.
- B. There will be no exceptions to this policy. If participants do not present a valid U of M identification and/or a valid non-affiliate card they will **NOT** be allowed to participate in the Intramural activity.
- C. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individuals **MUST** meet with the Intramural Director for possible reinstatement into the Program.

Player Add Policy and Procedure

- A. All players **MUST** be officially added to the team roster by completing a roster add form. The forms are available at the Intramural Office in building 1901 room 110.
- B. The add form must be completed and returned to the Intramural Office by **12 NOON** the day of the scheduled match for the players to be eligible. For matches scheduled on Sundays, forms must be completed and returned by **12 NOON** Friday.
- C. Captains are responsible to ensure the eligibility of all players added. This includes insuring that all added players are **NOT** on another team's roster.
- D. Players not added to the roster will **NOT** be allowed to participate.