

# INTRAMURAL HOCKEY 2008-2009 CAPTAIN'S HANDBOOK

## 1. Overview

### 1.1. Manager Contact Information

The manager for IM Hockey in 2008-2009 is Dan Rodgers. If you have any questions, concerns, or other issues, please email [im-hockey@mit.edu](mailto:im-hockey@mit.edu) or call 508 527 1084.

### 1.2. Captains' Meeting

The MANDATORY Captains' Meeting will be held on Wednesday night, October 1st at 7:30pm, in room 1-190. It will be announced via the web and via the im-athchairs email list.

### 1.3. Entry Fees

The entry fee for IM Hockey is \$75 for the Fall. A signup process will occur again in December for IAP and for the Spring. **This fee must be paid to Bernice Ward ([bward@mit.edu](mailto:bward@mit.edu)), on the second floor of the Z-Center BY 4PM ON TUESDAY, OCTOBER 7<sup>th</sup> along with a hard copy of your roster.** Late payments will not be accepted, and teams not paid by this deadline **will not play** the fall season.

#### 1.3.1. Forfeit Deposit

Unaffiliated and independent teams must post a \$115.00 forfeit deposit prior to the season, covering the entire season (whether or not the team plans to play in the spring as well as the fall). The deposit check will be cashed, and a refund can be obtained at the end of the season if there were no forfeits. This refund must be claimed in a timeframe consistent with that listed in the IM handbook. *Late requests for refunds will not be accepted.*

### 1.4. Season Schedule

The season is scheduled to start on **Monday, October 20th**. Please plan accordingly. The regular season will run through February 2008. Games will be scheduled on Sunday from 5:15 until closing, Monday through Thursday at 9pm and 10pm. No games will be scheduled over Thanksgiving, or Christmas, or on student holidays.

#### 1.4.1. "No Play" Dates

Teams must specify on their entry form any dates or times on which they absolutely cannot play.

#### 1.4.2. Rescheduling

If your team absolutely cannot make a game on the schedule, an email must be sent to [im-hockey@mit.edu](mailto:im-hockey@mit.edu) at least two weeks before the game. We will try to reschedule the game, but rescheduling is NOT guaranteed. If you send an email two weeks prior and the game cannot be rescheduled, your team will not incur any monetary fines.

### 1.5. League Structure

There will be 6 possible leagues, depending on interest. Note, if interest is lopsided, leagues may be folded together. The leagues are as shown in the following table. Please note – there are no ringer leagues as there have been in the past. There are new, strict roster rules this year in response to many complaints received from last year. Please read section 1.6.3 carefully and make your roster accordingly.

League	Checking	Description
D	No	This is the lowest league, for those that can't skate well, or at all. Hockey skills are similar – for those that have not played the game very much, or at all.
D+	No	A step above D league. “Intermediate-minus to Intermediate”. Some players that can skate fairly well and look to distribute primarily to the weaker players will be allowed. The baseline should be for intermediate players that are beginning to become decent at skating, and are beginning to get decent grasp on ‘hockey skills’. Note that this is not a “ringer” league, and teams with ringers will be restricted by the refs.
Cn	No	Good skaters, decent puck handling, some team play and some accurate shooting are common. This is a higher level than intuition based on other IM sports would provide.
Cc	Yes	This is the same general level as Cn, but checking is allowed. This is the only checking league. C-level teams with weaker skaters should stay in Cn. A or B league players just looking to check should <i>not</i> join this league, as it is intended to be the same level as Cn. Cc teams with A or B caliber players will be moved up to B.
B	No	B league teams are strong teams, generally where the weakest link is defined not in terms of basic accrued skills but natural talent, and/or teams’ implementation of strategy, teamwork, and other higher level necessities. B league is for teams who have experienced players but are not quite at the A level. Playoffs will occur at the end of the season.
A	No	A league is for well-experienced hockey players who have played for several years. This is a non-checking league for the safety of everyone involved. Games often reach varsity-level speeds, and players have often played varsity-level hockey in the past.. There are playoffs for A league.

## 1.6. Team Rosters

Team rosters must contain a minimum of 9 players. Players must satisfy all eligibility requirements as set forth in the Intramural Handbook. Players may be added to a roster up until the Playoffs begin.

### 1.6.1. Roster Submission

Rosters must be submitted by 11:59PM on Sunday, October 5<sup>th</sup> via email to [im-hockey@mit.edu](mailto:im-hockey@mit.edu). **A hard copy of the roster must also be submitted, WITH PAYMENT, to Bernice Ward on the second floor of the Z-Center BY 4PM ON TUESDAY, OCTOBER 7<sup>th</sup>.** Rosters must be entered on the Excel entry form distributed in the announcement email, and available at <http://web.mit.edu/drodgers/www/imhockey/EntryForm08.xls>. Rosters not submitted electronically by 11:59pm October 5<sup>th</sup>, or rosters not received in hard copy at the Z-center by 4pm October 7<sup>th</sup>, with payment, will not be accepted, and the associated team *will not* play the fall season. **Also, all players on your roster must be a member of the Z-center.**

### 1.6.2. Designated Goalies

You may designate a person on your roster to be a designated goalie. A designated goalie may not skate for your team. If a person is a designated goalie, he/she may be on another IM hockey roster.

### 1.6.3. Roster Restrictions

A new set of roster rules will be implemented this year in response to many complaints last year. Rosters will be checked more frequently, and any violation of roster rules will result in an automatic forfeit and expulsion of unrostered players from the game. Please read these rules carefully:

**C:** Teams in this league can have a *maximum* of **four** rostered A-league or B-league players.

**D+:** Teams in this league can have a *maximum* of **four** rostered C-league players. Teams in this league are *not* allowed to have any rostered A or B-league players. Keep in mind that C-league players who are found to be too advanced for D+-league play will be restricted by the referees or asked not to play.

**D:** Teams in this league can have a *maximum* of **two** rostered D+ or C-league players. Teams in this league are *not* allowed to have any rostered A or B-league players. Keep in mind that C or D+-league players who are found to be too advanced for D-league play will be restricted by the referees or asked not to play.

Any single player may only be rostered on a maximum of two teams, and these teams cannot be in the same league. The only exception to this rule is if the player is rostered for an A, B and C-league team (due to low participation numbers in A-league last year). Rosters will be checked for violations of the above rules before the season begins, and teams with roster violations will not be scheduled for games until those violations are corrected.

Due to low participation numbers from last year in A-league and a lack of complaints in B-league, these divisions will not have roster restrictions.

### 1.7. Forfeits

**Teams must have at least 6 rostered skaters PLUS a goalie on the ice by 15 minutes after the scheduled game time.** Teams with less than 6 skaters plus a goalie 15 minutes after game time will forfeit that game (it will count as a loss), and pay the associated monetary fine (see below). *Forfeit rules will be strictly enforced this year.*

Forfeits are EXTREMELY heavily penalized. The first forfeit for a team will incur a \$75 fine, and the forfeiting team will lose their next scheduled game to the team that did show up. The second infraction will be a \$150 fine, and disqualification of that team from the league. That team's remaining games will be redistributed. If you know your team cannot make a game, send an email to [imhockey2007@mit.edu](mailto:imhockey2007@mit.edu) at least two weeks prior to the game.

## 2. Season Detail

### 2.1. Playoffs

Playoffs will be held for A and B leagues, and will begin when the regular season ends in late February or early March. More information about this will be available via e-mail later in the season.

#### 2.1.1. Tiebreakers

Points For and Against *do not* count towards tiebreakers. In other words, running the score up against an opponent will not help your team in any way in the standings. The tiebreakers that will be used to determine which teams make the playoffs and playoff seedings are as follows:

1. Head-to-head record(s)
2. Combined record of opponents against whom your team was victorious
3. Longest, most recent winning streak

## **2.2. Games**

Game slots are an hour long. **Players should aim to be ON THE ICE AT THE SCHEDULED GAME TIME.** Games will end ten minutes prior to the start of the next game, to allow for equipment switching and zamboni'ing', etc. Refs will adjust the time of periods accordingly. Games will be played with running time in all leagues but A and B, where it will be at the refs discretion for whether stop-time is possible.

### **2.2.1. Uniforms**

The team defined as "home" should wear white/light colors, and the team defined as "away" should wear dark colors. Pennies will hopefully be available, but don't count on it. At the very least, your team should be wearing the same color uniforms.

## **3. Website**

<http://web.mit.edu/drodgers/www/imhockey>