



MBHL CUP SUMMER 2018 RULES AND REGULATIONS

The rules specified in this document contain exemptions and clarifications that pertain specifically to the MBHL Cup.

1.0 TIERS AND CAP LIMITS

Tier	Leagues	Cap*	Tournament Day	Championship Prize
Tier II	D, E	8.5pts	Fridays	\$1,250
Tier III	G, H, I	3pts	Fridays	\$1,250
Tier IV	K, N, P, Masters	1pt**	Mondays	\$750
Tier V	Q, R, Legends	0pt**	Wednesdays	\$500

* Cap applies to all MBHL cup games within a Tier. Example, in Tier II, if two E League teams are playing (which is a summer 5pt league) the cap for their game is still 8pts.

** Masters and Legends teams are allowed to use their official rosters from the draft regardless of cap score. For example, a Master's team with one 1pt player and one 0.5 player can use both players for all cup games.

In the event the team is missing ranked players they can bring in ranked spares in order to reach the cap, but can not replace the default cap score of the team (if that exceeds the cap).

Ex #1: if the 0.5 player from the example above will be missing, the team can not bring in another 0.5 player to replace them since their remaining ranked players are at the cap) and they still have their 1pt player). If, however, the 1pt player is missing, the team CAN bring in a 0.5 player to reach the 1pt cap limit.

Ex #2: If a Master's team has one 1pt player, and two 0.5 players, all three players are eligible for all cup games for their team. If, however, one 0.5 player was missing, the team could NOT replace them since their remaining ranked players have them above the cap limit. If the 1pt player and a 0.5 player were missing, then the team could bring in a 0.5pt spare (since that would bring the team to the 1pt cap limit of their Tier)

2.0 ROSTERS

A team's MBHL Cup roster will be independent from the regular season roster. Games played in MBHL Cup games DO NOT contribute to the regular season's playoff eligibility, nor do games played in the regular season count towards games for the MBHL Cup semis/finals qualifications.

3.0 PLAYER REQUIREMENTS

The following conditions must apply to a player before he is eligible to play a game in the MBHL Cup:

1. He is not banned from the MBHL or is not currently under suspension in this league.
2. A player, or ranked goalie, must have played at least one Cup game for their team prior to the semifinals to play semis and/or finals. The MBHL will provide a list of approved unranked (Opt) goalies who are eligible to spare as a goalie at any time.
3. Players (and goalies) are limited to playing a total of 3 different teams within a Tier.
4. He must be able to present picture ID to the league manager upon request
5. The player must not be deemed incapable (inebriated, bleeding, etc.) to play in the game (League Manager's judgment).
6. Any player on the team's MBHL Cup roster, or Regular Season Roster, may participate at any point during an MBHL Cup game; first-time players must present themselves to the timekeeper prior to the start of the second period to be eligible to play in the 2nd half.

4.0. RANKINGS

The Official Summer rankings will apply for the caps in the MBHL Cup.

4.1 New Player Rule

MBHL reserves the right to rank unknown players to MBHL on the fly. If you wish to avoid issues, please confirm any spares with us.

Any team found to be in breach of the player requirements will default their MBHL Cup game.

5.0 GAME FORMAT

5.1 If the teams are tied at the end of a game, a 10-minute sudden death overtime period will be played. If no one scores, penalty shots will decide the. Take note that the 10-minute overtime is part of the same game and a team's one timeout may be used either in the game or the overtime. All penalties and ejections carry over into overtime.

5.2 Shootout

The first round of shootouts involves 3 shooters from each team. The home team decides if they wish to shoot first or second. If the game remains tied after these shooters, sudden death shootout applies until a winner is determined. A team must rotate through all of their players before a player can shoot twice.

6.0 SUSPENSIONS

Suspensions for infractions during Cup games will be served over cup games, until the suspension is complete. Any remaining games unserved will carry over into their team's regular season.

If a player is suspended in an MBHL Cup game for a team which team do not play for in the regular season, and their suspension results in games to be served in the regular season, the league reserves the right to choose the team for which the player will need to serve their games.

Suspensions for infractions during regular season games will be served over regular season/playoff games, and will not impact eligibility to play MBHL Cup games.

However, at the discretion of the league, severe incidents may result in cross-format suspensions.

7.0 GAME FEES

The \$35 game fee must only be paid for a team's first MBHL cup game. Every subsequent MBHL Cup game no longer requires the game fee to be paid. Regular season games still require the \$35 game fee.

8.0 COLOUR CONFLICTS

The Home team is entitled to the choice of which team changes shirts in the event of a color conflict.