Team Captain’s Meeting
Attendance at the team captain’s meeting is MANDATORY for new captains. The captain’s meeting is also highly recommended for every captain to attend.

Entry Fee
The entry fee of $50/player must be paid at the captain’s meeting. The acceptable forms of payment are cash or checks made out to: MSUM Intramurals. Payments can also be made online at IMLeagues.com via PayPal. Payments must be paid before a player touches the ice.

League Schedules
Schedules for league play and playoffs will be done through IMLeagues. Please go to the MSUM Campus Rec website at http://www.msumdragons.com/sports/2012/5/9/Logo.aspx?tab=homepage and click on the IMLeagues hyperlink to access the IMLeagues website.

Forfeit/Default
If you are unable to compete in a contest, please notify the Intramural Director by phone (218.477.2016) by 5pm day of competition. After ten minutes if your team does not show, or you do not have enough players, it will result in a forfeit.

Questions
Please feel free to contact the Intramural Staff with any questions or concerns.

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<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Contact Number</th>
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<tbody>
<tr>
<td>Kari Peterson</td>
<td>Intramural Director</td>
<td>218-477-2016</td>
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<td></td>
<td>Graduate Assistant</td>
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<td></td>
<td>Sports Coordinator</td>
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General Procedures
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests. The handbook can be found on the Intramural Sports at website (Insert webpage hyperlink here)

1. Each participant must present a valid MSUM student I.D. to the intramural staff stationed at the check-in desk.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on. Roster additions are only allowed during the regular season and cannot be made for post-season contests.

3. Each participant must wear appropriate apparel and non-marking athletic footwear.

4. First aid treatment is typically, but not always, available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. All visible jewelry: i.e. earrings, watches, and bracelets etc. must be removed or covered legally prior to participation.

Rules

1. EQUIPMENT:
   a. Players must wear a helmet. A player will not be allowed to play without one.
   b. All appropriate gear is recommended, but not required (except for goals).
   c. All gear must be provided by the players, intramurals will not have any gear to give out.

2. THE GAME:
   a. Teams will be made before each game via "Sticks in the Middle."
   b. There are no periods. Play will continue the entire time.
   c. Basic high school hockey rules will be followed.
   d. If there is an odd number of players (excluding goalies), the team with fewer players will start with the puck. If there is an even number, games will start with a face-off.
   e. If no goalies are playing, teams will play posts.
   f. Absolutely no slap shots.
   g. No checking. Players will be kicked out of the game for intentional physical contact.
   h. Major Penalties (slashing, spearing, etc.) will NOT be tolerated. Players will be kicked out of the league after the first offense.
   i. Minor penalties (tripping, hooking, etc.) will result in the other team having the puck. After a warning of a minor penalty, the rules will apply as for a major penalty.
   j. Fighting will result in the expulsion of the player(s) from the league.
   k. Tie games will remain tie games.