

Iowa High School Hockey League

Junior Varsity - Policies and Procedures

Adopted August 3, 1989 -- Revised as of September, 2005

PURPOSE

The purpose of the Junior Varsity, hereinafter JV, program is to prepare players for the Varsity competition. To this end, the IHSHL recognizes that most JV players have played competitive hockey at earlier amateur levels of competition and that it is beneficial to maintain this level of competitiveness. However, the IHSHL further recognizes that the JV program must, at its core, emphasize individual development with regard to hockey skills, team play, and good sportsmanship.

ENFORCEMENT

It will be the responsibility of the team representative to make sure that these policies are enforced. Failure to enforce then will result in further disciplinary action on both the player and the team representative by the proper disciplinary authority. (SEE GAME PENALTIES AND DISCIPLINE)

REGISTRATION

Each team must be registered with USA Hockey in accordance with rules established by USA Hockey and the Registrar of the Tri-State Affiliate. All League teams must be registered with USA Hockey before any on ice activities. Any team not registered by November 1, will be assessed a \$100.00 League fine. In addition to USA Hockey Rules governing the game play, complete team rosters must be provided to the League Commissioner prior to the start of regular season play. This will not prevent teams from adding individual players to the roster during the regular season, who are otherwise eligible to play in the IHSHL. The JV roster maximum shall be limited to no more than 25 players. All rosters are officially frozen on December 31st of that season.

REGULAR LEAGUE GAME FORMAT

Regular League On ice - one hour and 30 minutes
Warm-up - 5 minutes 1st Period - 14 minute stop time Break - 2 minutes 2nd Period - 14 minute stop time Break - 2 minute 3rd Period - 14 minute stop time

1. Due to limited time available, the home arena may limit the third period to a "time remaining" running clock, which must be communicated to both teams prior to the first period.
2. In case of injuries or other unavoidable delays during the game, the home arena may switch to a running clock in the third period in order to conclude the game within the "on ice" time allowed, which must be communicated to both teams prior to resuming play.

3. Overtime-No overtime periods will be played in regular season league games.
4. A running clock will start in the event of a six point lead by either team. When the lead goes back to 5 points the clock will again be stopped.
5. Ice Scrapes-One scrap per game if time allows.
6. Host team will decide when JV and Varsity games are played at the beginning of the season. The times will be on the schedule.

GAME OFFICIALS

- A. On-ice officials will include: Three-man referee system for all JV games. At least one official being a level 3 and the others at least a level 2. Paid at \$45.00 for referee, \$25.00 for each linesman. Failure to have all required officials will result in a \$100.00 fine for the offending team.
- B. Off-ice officials will include: One timekeeper and two goal judges provided by the home team. Two penalty box officials, one provided by each team. Failure to have all required officials will result in a \$100.00 fine for the offending team.
- C. The host team is to provide a medical person at each JV, Varsity, or other League game. Medical personal must be an EMT "B" or above. Host team will make known to the opposing team who the medical personal is, this person will be readily available to get on the ice as soon as possible when needed.
- D. the event of blood loss creates a "Blood Borne Infection" situation. These situations and their treatment are covered in Exhibit "A" and must be followed. (Reduction in the Risk of Contracting Blood Borne Infections.

PLAYER ELIGIBILITY AND PLAY

- A. No team may roster more than twenty players on an individual JV game score sheet. No team may cut or exclude otherwise eligible players from competing in JV competition within the League unless by the inclusion of each, the team's roster would include more than 20 separate Varsity and JV players. No player who is otherwise eligible to play in League shall be cut or excluded from playing unless Club's Varsity and JV roster would exceed 35 players.
- B. Eligibility for team membership shall be determined by each member team in the League in accordance with League Standards.
- C. No member who in the same or prior season has been named to a Varsity IHSHL All-Star team or has received Varsity All-Star recognition shall be eligible to play any JV competition.
- D. Each member team will designate 10 Varsity players prior to the first regular season game. Such players will be designated on the first Varsity score sheet for the season and will not be eligible to play in any JV competition. This protected list will be reviewed and can be revised one time prior to teams playing 40% of their regular season games. The intent of this rule is to exclude the 10 best players from competing at the JV level. Should a team have 12 or fewer JV skaters for a game, excluding goalies, they may draw from the protected list to attain 13 skaters for that game, excluding goalies starting with the number 10 player and working up, regardless of which

position they typically play. Players taken from this Protected list must be communicated to the opposing team prior to play.

- E. Requests for exceptions to the eligibility rules must be submitted in writing to the Executive Board for a determination, which will be final and binding.
- F. Although the League does not require equalization of ice time among players, it strongly encourages teams to require the play of each players rostered for a game in a regular rotation, excluding only short handed plays. The League similarly encourages teams to assure that each rostered goaltender receives adequate ice time in either game or period rotation.
- G. 8th graders will only be eligible for the IHSHL if they are past the age requirement for bantams Requests for exceptions to eligibility rules must be submitted to the Board at any regular Board meeting or to the Executive Committee in the interim for a determination, which shall be final and binding. Exceptions to 8th grade rule will include, but not be limited to: low team numbers, no other place to play, and if Var/JV program cannot field a minimum of 25 players. If approved, the player is only eligible to play in JV games.

GAME PENALTIES AND DISCIPLINE

- A. Games will be played in accordance with the rules established for Varsity play, including penalty minutes (e.g.. 2, 5, 10)
- B. All game misconduct penalties assessed by a referee will be served in the division where the suspension was incurred. See Varsity Procedures Games and Discipline 'B'
- C. Protests may be filed with regard to any matter that is ruled on by a game official according to the procedure set forth in the By-Laws of the IHSHL.

D. IHSHL STANDARD ON TOBACCO USAGE

Any player who uses tobacco products, or is in the possession of tobacco products, will for the first offense be suspended for the next two (2) scheduled games. For the second offense, a player shall be suspended for four (4) scheduled games and is on one-year probation from the first offense. This means that if another offense occurs within the year of probation, the player is suspended for one calendar year from the date of the second offense. If the player has no violation within the year after the first offense, full eligibility is restored. This policy begins September 1st and is effective through the Chicago Showcase. Suspensions herein are minimum suspensions and if local policies are harsher they shall prevail.

E. IHSHL STANDARD ON ALCOHOL, DRUGS, OR CRIME

Any player who uses or has possession of alcoholic beverages, including beer, or illegally controlled substances, including marijuana, or who is legally convicted of committing a crime (excluding minor traffic violations) or who agrees to enter into a diversion agreement in lieu of a conviction, will automatically be suspended. For the first offense the player will be suspended for the next four (4) scheduled games. After the first offense, a player is on one-year probation from the first offense. This means that if a second offense occurs within the year of probation, the player is suspended for one calendar year from the date of the second offense. If the player has no violation within the year after the first offense, full eligibility is restored. This policy begins

September 1st and is effective through the Chicago Showcase. Suspensions herein are minimum suspensions and if local policies are harsher they shall prevail.

ROSTERS AND STATISTICS

- A. Each team must provide a current roster of players suited-up to play to the scorekeeper prior to each JV game, which will be recorded on the official score sheet (the same style as used for the Varsity games) for that game. Players not suited-up to play are not to be rostered for that game. The official scorekeeper should assure that the score sheet is complete, accurate, and signed by both referees and himself.
- B. The host team is responsible for FAXING, the official score sheet, FRONT AND BACK IF APPROPRIATE, along with any Referee's Game Report, to the League Statistician immediately following the game.

The host team will also call or e-mail the final score to the Website director to be posted on the web page ASAP.

The official scorekeeper should assure that the score sheet is complete, accurate, and signed by both referees and himself. Coaches should also assure that the score sheet is accurate by checking it immediately after the game.

Team Representatives must submit the results of their games to the League Statistician no later than Monday after the game. Team Representatives must double-check their statistics before sending score sheets to assure that they contain the names of the Goaltenders and the names of opponent scorers. The time should be noted when a goaltender is pulled so the statistician can determine if an open net goal was scored. If more than one goalie is used, time and shots for each goalie should be noted.

First, Fax the white copy to the Statistician, both sides if there are comments, and include a copy of any Referee's Game Report. Referees should explain in writing all game misconducts, gross misconducts and match penalties. The white copy, along with the REFEREE'S GAME REPORT, is then mailed to the Commissioner. All referees' comments should be written on the back of the white copy OR set forth fully in the REFEREE'S GAME REPORT.

- C. The Statistician shall maintain the following statistics of each JV team:
1. JV team Standings including win/losses/ties and total team points:
 - Win 2 Points
 - Tie 1 Point
 - Loss 0 Points
 2. Total individual player Games Played, Goals Scored, Assists, Total Points, Number of Penalties, Major Penalties, and Penalty Minutes.
 3. Goaltender statistics shall include Games Played, and minutes, Games Won-Lost-Tied (determined by the game result and result at the time of substitution), Shots On Goal, Saves, Goals Against, Number of Penalties, Major Penalties and Penalty Minutes. The scorekeeper shall only record Shots On Goals and Saves where the puck has or would have entered the net but for the goaltender's intervention.

EQUIPMENT AND UNIFORMS

- A. Rules regarding the proper use of safety equipment shall be as required by the current Official Playing Rules established by USA Hockey, Amateur Hockey Association of the United States.
- B. Game jerseys shall normally include a light home jersey and a dark away jersey. All jerseys shall have 10" high numbers on the back and 6" numbers on each sleeve between the elbow and shoulder. It is optional for all teams to place a stop sign on the backs of their jerseys above the numbers.
- C. Game pucks will be provided by the home team. Additionally, the home team will provide 25 practice pucks to the visiting team for use during any warm-up period at the same time pucks are provided to home team players.
- D. Criteria regarding commemorative patches on game uniforms have been established. The purpose of the patch must be to commemorate a major team milestone, the loss of an individual team member, or an outstanding individual who contributed to the sport of hockey. This patch must not exceed 4" in diameter. Placement of the patch on the game jersey is to be on the right pectoral area, directly across and proportional to the captains/ assistants letter. In the event that a commemorative patch is in place on the jersey a second patch of equal size may be placed directly below the superior patch, as designated by the Executive Board of the IHSHL. Corporate/advertising patches are only allowed on the lower 4" of the back of the jersey (not to exceed 4" in size: no more than two on a jersey). Jersey uniformity must remain consistent. All patch requests must be submitted to the Executive Board in writing and approved prior to installation.

RECOGNITION AND AWARDS

- A. As appropriate during the JV State Tournament, in addition to tournament awards, the following awards and recognition shall be accorded recipients for regular season play:
 - 1. Scoring Leader. Plaques/trophies of equal size are awarded to the top ten scoring leaders, total goals and assists, in regular season play. Any tie will be resolved in favor of the player with the fewest Game Misconducts (D. Q.) or, secondly, the least total penalty minutes.
 - 2. Silver Glove. Plaques/trophies of equal size given to the three-goaltender leaders with the best percentage of total Saves divided by total shots On Goal. To be eligible they must have played in at least 500 minutes of total league games. Any tie will be resolved in favor of the player with the Game Misconducts (D. Q) or, secondly, the least total penalty minutes.
 - 3. Sportsmanship. The single award/trophy given to the team with the least total penalty minutes. Any tie will be resolved in favor of the team with the fewest Game Misconduct Penalties, or secondly, the least total game disqualifications.
 - 4. Academic Award: All players with cumulative 3.0 GPA and above will receive a certificate that will be given to team reps to give to players at the State Tournament, this will help shorten the awards ceremonies. All Seniors with cumulative 3.5 GPA and above will receive The President's Academic Award to be provided and purchased by the President. Proof of cumulative GPA will be submitted to President.

JV STATE TOURNAMENT

- A. The Varsity All-Star game and the JV Tournament will be held at the same location during the second week in March. This location will be determined by the Varsity Tournament rotation of the following year. (See G Below) Any team who forfeits the opportunity to host or co-host the JV Tournament, also forfeits the Varsity Tournament the following year. The Tournament will not exceed three days.
- B. But for the following exceptions, the rules and procedures for regular season games will govern the tournament play.
- C. JV teams, which have participated in regular season play and finished in the top eight positions will qualify for the eight-team field. In the event teams are tied in the standings, the following tiebreakers are applied to determine which team receives the higher seeding:
 - 1. Team with the most wins during the entire season
 - 2. Most points obtained in games against tied teams
 - 3. Goal differential
 - 4. Fewest Penalty Minutes
 - 5. Flip a coinThe host team of the tournament will receive, if necessary, an automatic qualifying berth to be one of the eight teams, dropping the regular season eighth place out of the tournament. . Higher seeded team going into the tournament is always home team and wears white jerseys.
- D. Participating teams in the season ending tournament shall be bracketed according to their results in league play. The team finishing first will open play against the team finishing eighth. The second place team will follow by playing the seventh place team. 3 vs. 6, 4 vs 5. The four winning teams will advance to the championship bracket and the four losing teams will go to the consolation bracket. All teams will play three games, with no more than one game per day.
- E. Tie games with teams with no tournament losses shall be determined by successive 10 minute, sudden-death overtime periods, with three (3) minute rest period following the third period and between each overtime periods. Player substitutions may be made during overtime period as provided for in regular game time. All overtime will be with 5 skaters and a goaltender Tie games with teams with at least one loss will be determined by; one ten minutes over time then 5 on 5 shoot out, then 1 on 1 shoot out.
- F. Player eligibility to play in the JV tournament will include only those players who have played in at least 60% of their teams regularly scheduled JV League games, with the exception of waivers granted by the commissioner due to injuries. Those players who sat 50% of the games due to team movement are eligible to play in the Tournament as long as they play in ALL remaining regular season games.
- G. Tournament location is based rotation basis, based on teams and not cities or regional territories. Any new team will follow the team hosting the tournament in subsequent years. Thus the rotation in the future will be:
 - 2005 - Des Moines Oak Leafs
 - 2006 - Lincoln
 - 2007 - Quad Cities
 - 2008 - Ames

2009 – Omaha Jr Lancers
2010 – Sioux City
2011 – Mason City
2012 - Dubuque
2013 - Waterloo
2014 – Des Moines Capitals
2015 – Kansas City

- H. League executive officers are reimbursed for their expenses at State Tournaments at the rate of \$30 per day for meals, current IRS rate per mile for travel, calculated by treasurer with trip counter from home to rink, and lodging which is also the rate for reimbursement for officials' expenses.
- I. Teams will be required to have 13 players for the State tournament or forfeit their right to next team in line.
- J. Top 25 Varsity scorers will not be eligible to play in JV tournament.
- K. JV Tournament games will have 2 level 2 trained linesmen and one level 3 trained referee. League will pay the officials expenses.
- L. Game format will be the same as during regular season EXCEPT: one ice scraping per game is mandatory.
- M. Tournament Passes
Passes will be given to tournament players and All-Star Players for JV Tournament and All-Star games. Season Passes include year-end tournaments. Prices for 2003-04 tournament will be: Tournament \$20.00, Day Pass \$8.00, All-Star Game \$5.00 Children under 12 free.
- N. Trophies to be provided by the Jr. Varsity Tournament Host Team. IHSHL will reimburse up to \$1,250.00
 1. 1 trophy for the tournament champion, 1 trophy for the 2nd place team, 1 trophy for the 3rd place team (These trophies are to be graduated in size to reflect the achievement)
 2. 1 trophy for the sportsmanship team winner
 3. Individual awards (25 per team) for the regular season championship team along with the 1st, 2nd, and 3rd place teams in the tournament
 4. 3 awards for the top three goalies (these awards will be the same in size and appearance)
 5. 10 awards for the scoring leaders (these awards will be the same in size and appearance)