

Midwest High School Hockey League Varsity Policy

UPDATED OCTOBER, 2013

MISSION

The purpose of the Midwest High School Hockey League (MHSHL) is to provide organized hockey for high school students. The League will aspire to the following slogan: "Competitive high school hockey scoring big on family and academic values."

Section One: GENERAL POLICIES

101: ENFORCEMENT

- (a) Each Team Representative is responsible for enforcing League policies.

102: LEAGUE PASSES

- (a) The League will provide an all-League season pass for Team Representatives and their guest.
- (b) The League will provide an all-League season pass for Executive Officers and their guest.
- (c) Lifetime Members who have served on the Executive Board for a minimum of five years will receive an all-League season pass.
- (d) All coaches listed on a team's official roster are granted free admission to games. All other team officials must pay unless waived by the home team.

103: LEAGUE ASSESSMENTS

- (a) New teams must pay a \$1,000 bond by July 1 of their first season. Any team in good standing withdrawing from the League before July 1 receives a full refund; after July 1 the team is refunded \$400 and the League retains \$600.
- (b) League dues shall be paid in full by November 1st or will be subject to a \$30.00 per month fine.
- (c) Any team not represented at a general meeting will be assessed a \$50 fine. Unpaid fines will be added to the following season's dues.
- (d) Any team not registered with USA Hockey by November 1 will be assessed a \$100.00 fine.

104: FISCAL YEAR

- (a) Fiscal year is July 1 to June 30.

105: JUNIOR PLAY

- (a) Players may practice and participate in games with a Junior team up to November 15 and after the Varsity year-end tournament without coach approval. With coach approval, a player may practice on an unlimited basis and participate in a maximum of 10 games during the MHSHL season. The Team Representative will be responsible for reporting player names and number of Junior games to the Commissioner.

106: GAME MISCONDUCTS

- (a) All game misconduct penalties will be served in the division where the infraction occurred.
- (b) A player who participates in both Varsity and JV will be suspended from all games until he has served the suspension in the division where the infraction occurred.
- (c) Any unserved game suspension(s) carry over to the year-end tournament and, if necessary, the following season.
- (d) Any unserved game suspensions by a non-returning player will be served by the team's coach.
- (e) The "Multiplier Rule" will be applied to players receiving more than one game misconduct during the regular season and tournament play:
 - (1) First game misconduct = 1 game suspension
 - (2) Second game misconduct = 2 game suspension
 - (3) Third game misconduct = 4 game suspension
 - (4) Fourth game misconduct = 8 game suspension or more
- (f) Players given a penalty for leaving the bench to join an altercation (USA Hockey Rule 629a) will be assessed two game misconducts. (This is above and beyond the USA Hockey penalty of a major plus a game misconduct.) The player will progress by only one game misconduct in the "Multiplier Rule."
- (g) A game misconduct given to a player for "five penalties in a game" (401b) will not be counted in the multiplier rule.

107: APPEALS

- (a) Only Team Representatives may file an appeal regarding decisions by the Commissioner.
- (b) Appeals should be filed using the following procedure:
 - (1) The Commissioner's ruling may be appealed to the Executive Board by either Team Representative involved in the incident. The appeal must be in writing and submitted to the President within five days of the receipt of the Commissioner's ruling. The document should state the basis of the appeal and a copy should be sent to the opposing Team Representative if it is not a joint appeal.
 - (2) The President may appoint a person to make a factual determination if necessary. The Executive Board must decide the appeal within 10 days. The President will send a written response to the Team Representatives, Executive Board and any other persons he deems necessary.
- (c) The League Commissioner shall be considered the "proper authority" and may assess any additional discipline, which may be appealed to the Executive Board. The decision of the Executive Board will be final.

Section Two: REGISTRATION

201: USA HOCKEY

- (a) All teams and players must be registered with USA Hockey in accordance with rules established by USA Hockey and the Registrar of the Mid-West Affiliate before engaging in any on-ice activities.

202: ROSTERS

- (a) Complete USA Hockey team rosters must be provided to the Commissioner prior to the first regular-season game.
- (b) Teams may add eligible players during the regular season.
- (c) Maximum roster size is 30 players.
- (d) Rosters are frozen December 31.

Section Three: PLAYER ELIGIBILITY

301: LEAGUE STANDARDS

- (a) To participate in the League, players must be eligible to participate in their local school's interscholastic athletic programs.
- (b) Team Representatives must provide written documentation of each player's eligibility to the Commissioner before the first regular-season game.
- (c) Teams must comply with state concussion laws regarding high school interscholastic athletics.
- (d) The MHSHL does not allow billeted players to participate in the League.

302: PLAYER TRANSFERS

- (a) When a player transfers from one team to another team within the League, the player cannot participate in any Varsity or JV games until they have sat a number of games equivalent to 50% of the regular-season schedule. The period of non-participation begins as soon as the receiving Team Representative notifies the Commissioner of the player transfer. The player can practice with the new team during the non-participation period.
 - (1) Exception: If a player transfers from a disbanded team, the 50% rule is waived.
 - (2) Exception: If the player's parent(s) or legal guardian(s) move to another city, the 50% rule is waived if the new city is closer to the team they are joining.
- (b) A player can remain on a team roster even though the family has moved to another city within the League.
- (c) If a player moves from one team to another team within the League because the legal custody of the player is transferred from one parent or legal guardian to another parent or legal guardian, the 50% rule does apply.
- (d) Requests for transfer exceptions must be submitted to the Executive Board.

303: PROTECTED LIST

- (a) Teams must submit a list of their top 10 Varsity players to the Commissioner prior to the first regular-season game. For those teams with 27 players or less they will only have to protect 5 players but they still must submit 10. After 27 players it would be a 1:1 protection up to 10.
- (b) Protected players are ineligible for JV competition. (See JV Policy for exceptions.)

- (c) The protected list is frozen after teams complete 40% of the regular-season games.
- (d) A team can make only one change to the protected list between the first regular-season game and prior to the 40% mark.

Section Four: OFF-ICE PENALTIES & DISCIPLINE

401: STANDARD ON TOBACCO USE OR POSSESSION

- (a) The first-offense penalty for possession of tobacco products is suspension for the next two scheduled games. The second-offense penalty for possession includes suspension for the next four scheduled games and a one-calendar-year probation beginning at the date of the first offense. If a third offense occurs during probation, the player is suspended for one-calendar year from the date of the third offense. If the player has no violation within the probation year, full eligibility is restored. Harsher local policies will apply along with League suspensions.
- (b) Enforcement begins September 1 and is effective through the dates of USA Hockey America's High School Showcase/USA Hockey High School Nationals.

402: STANDARD ON ALCOHOL/DRUG USE OR POSSESSION, AND OTHER CRIMES

- (a) The first offense penalty for using, or having possession of, alcoholic beverages or illegally controlled substances; or, being legally convicted of a crime (excluding minor traffic violations) or choosing to enter into a diversion agreement in lieu of a conviction, is suspended for the next four scheduled games and a one-calendar-year probation from the date of the first offense. If a second offense occurs during 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. Harsher local policies will apply along with MSHSL suspensions.
- (b) League policy shall be in accord with the Iowa High School Athletic Association, which states that discipline is at the discretion of the local school board. The League expects discipline for hockey to be similar for all other interscholastic athletics.
- (c) Enforcement begins September 1 and is effective through the dates of USA Hockey America's High School Showcase/USA Hockey High School Nationals.

Section Five: EQUIPMENT & UNIFORMS

501: SAFETY EQUIPMENT

- (a) Rules regarding the proper use of safety equipment shall follow the rules established by USA Hockey.

502: GOALTENDER MASKS

- (a) Cat Eye masks of any kind are not allowed.

503: GAME JERSEYS

- (a) Game jerseys shall include a light home jersey and a dark away jersey. All jerseys shall have ten-inch tall numbers on the back and a minimum of four-inch tall numbers on each sleeve between the elbow and shoulder. It is optional for teams to place a stop sign on the backs of their jerseys above the numbers.
- (b) Corporate/advertising patches are only allowed on the lower four inches of the back of the jersey, not to exceed four inches tall and no more than two ads or logos on a jersey. Jersey uniformity must remain consistent.
- (c) All commemorative patch requests must be submitted to the Executive Board in writing for approval prior to installation. 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 four inches 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. If needed, a second commemorative patch may be placed directly below the first one.

Section Six: LEAGUE SCHEDULE

601: DIVISIONS

- (a) The 12 League teams will be divided into three divisions. Teams will play each team in their respective divisions 4 times and will play each team in opposing divisions 2 times for a season total of 28 games.
 - (1) East Division: Cedar Rapids Jr. Roughriders, Dubuque Devils, Quad Cities Blues and Waterloo Warriors.
 - (2) Central Division: Ames Little Cyclones, Mason City Mohawk, Des Moines Oak Leafs, Des Moines Capitals

(3) West Division: Kansas City Jets, Lincoln, Omaha Jr. Lancers, and Sioux City Metros.

602: SUBMITTING OPEN DATES

- (a) The Scheduler will notify all Team Representatives when the USHL Junior schedule is released. Teams must submit their required number of available dates to the Scheduler no later than 15 days after notification. Team Representatives may request an extension from the Executive Board. If they teams do not submit the required number of dates it may result in fewer home games.
- (b) Fines for late submissions: one day late = \$100; 2-7 days late = \$125 additional; 8-14 days late = \$225 additional. If dates are not received by the 15th day, the team will be dropped from the League.
- (c) The home team must decide whether the Varsity or JV games are played first, prior to finalization of the schedule. Changes can be made only if agreed upon by both Team Representatives.
- (d) Schedule will reflect on-ice time, not game time.

603: SPECIAL DATES

- (a) Teams within 120 miles of each other may be scheduled for Sunday night or school nights after 6:00 p.m. Teams may choose to travel further on Sunday's and school nights if both teams agree.
- (b) Scheduling League games during Christmas vacation is discouraged.

Section Seven: GAME FORMAT

701: GOVERNING BODY

- (a) Games will be played in accordance with the rules established by USA Hockey.

702: SPECIAL PROCEDURES

- (a) The home team will provide game pucks and 25 practice pucks for the visiting team during any warm-up period at the same time pucks are provided to the home team.
- (b) The visiting team always enters or exits the rink before the home team.
- (c) Teams must be at the door before each period and ready to enter the rink as soon as the Zamboni doors close.
- (d) Before the second and third periods, only the starting players warm up, remaining players go directly to the bench.

703: ON-ICE OFFICIALS

- (a) The home team must hire one Level Three referee, paid at the minimum rate of \$80 per game, and two linesmen, with a minimum Level Two rating, paid at the minimum rate of \$50 each.
- (b) Failure to provide required on-ice officials will result in a \$100.00 fine against the home team.
- (c) Discipline imposed on any on-ice official for misconduct may include withholding payment, suspension, or disqualification from participation in future League games or functions.

704: OFF-ICE OFFICIALS

- (a) The home team must provide one timekeeper and one scorekeeper.
- (b) No goal judges will be used during the regular season or year-end tournament play.
- (c) The visiting team and the home team must each supply one penalty box official. The League recommends that the penalty box official be the Team Representative whenever possible.
- (d) The home team should designate an individual to escort ejected players or coaches from the rink to the locker room.
- (e) The home team must provide medical personnel with EMT-B skills or above. Medical personnel should be ready to enter the rink immediately when needed. The home team will identify the medical caregiver for the opposing team.

705: LENGTH OF PERIODS

- (a) Clean Ice Starts
Warm-up: 10:00 minutes
1st Period - 17:00 minutes
Resurface
2nd Period: 17:00 minutes
Resurface
3rd Period: 17:00 minutes
- (b) Dirty Ice Starts
Warm-up: 10:00 minutes

Resurface
1st Period: 17:00 minutes
Resurface
2nd Period: 17:00 minutes
Resurface
3rd Period: 17:00 minutes

706: GAME ROSTERS

- (a) Score sheet rosters are limited to a maximum of 20 players.
- (b) Rosters cannot be changed after the game begins.
- (c) A team's 20-player roster may include up to three goaltenders.

707: PRE-GAME CEREMONIES

- (a) Teams assemble on their respective goal lines.
- (b) The public address announcer introduces the visiting team's starting lineup first. As each name is called, that player skates to the blue line, facing center ice. After the starting lineup is announced, the remainder of the team advances to the blue line, facing center ice. Repeat this procedure for the home team.
- (c) The National Anthem must be played prior to the start of all regular-season Varsity games. All players remove helmets and face the flag.

708: SCORE SHEETS

- (a) The official scorekeeper should ensure that the score sheet is complete and accurate. Each team representative is responsible for providing a game-day roster to the official scorer.
- (b) The referee, scorekeeper and both team managers must sign the score sheet at the end of the game.
- (c) Changes cannot be made after the score sheet is signed.
- (d) The host team is responsible for entering the game information into Pointstreak.
- (e) The host team is responsible for mailing the white copy of the score sheet or the signed copy of the Pointstreak Game Sheet to the League Commissioner as soon as possible.

709: REFEREE'S GAME REPORTS

- (a) USA Hockey requires on-ice officials to submit an online report for all Game Misconducts and Match penalties.

710: OVERTIME

- (a) Overtime – Regular-season
 - (1) During regular-season games, if at the end of three (3) periods, the score shall be tied, each team shall be awarded one point in the League standings.
 - (2) The teams will then play an additional overtime period of five (5) minutes with the team scoring first declared the winner and being awarded an additional point. The overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goalkeeper.
 - (3) The overtime period will be commenced immediately following a three (3) minute rest period during which the players will remain on the ice. The teams will not change ends for the overtime period. Goalkeepers may go to their respective players' benches during this rest period, however, penalized players must remain on the penalty bench. Should a penalized player exit the penalty bench during this rest period, he shall be returned immediately by the officials with no additional penalty being assessed, unless he commits an infraction of any other rule.
- (b) Overtime – Regular-season – Extra Attacker
 - (1) A team shall be allowed to pull its goalkeeper in favor of an additional skater in the overtime period. However, should that team lose the game during the time in which the goalkeeper has been removed, it would forfeit the automatic point gained in the tie at the end of regulation play, except if the goalkeeper has been removed at the call of a delayed penalty against the other team.
 - (2) Should the goalkeeper proceed to his bench for an extra attacker due to a delayed penalty call against the opposing team, and should the non-offending team shoot the puck directly into their own goal, the game shall be over and the team that was to be penalized declared the winner.
- (c) Overtime – Regular-season – Penalties

- (1) When regulation time ends and the teams are 5 on 3, teams will start overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate. When regulation ends and teams are 4 on 4 teams will start overtime 3 on 3.
- (2) If at the end of regulation time teams are three (3) skaters on three (3) skaters, overtime starts three (3) skaters on three (3) skaters. Once player strength reaches five (5) skaters on four (4) skaters or five (5) skaters on five (5) skaters, at the next stoppage player strength is adjusted to four (4) skaters on three (3) skaters or four (4) skaters on four (4) skaters, as appropriate.
- (3) At no time will a team have less than three players on the ice. This may require a fifth skater to be added if a two-man advantage occurs.
- (4) If a team is penalized in overtime, teams play four (4) skaters against three (3) skaters.
- (5) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater.
- (6) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either four (4) skaters on four (4) skaters or a four (4) skaters on three (3) skaters situation, as appropriate.

(d) Overtime – Shootout

- (1) During regular-season games, if the game remains tied at the end of the five (5) minute overtime period, the teams will proceed to a shootout following a one (1) minute rest period. The rules governing the shootout shall be the same as those for a Penalty Shot.
- (2) The teams will not change ends for the shootout. The visiting team shall shoot first and the home team shall shoot second. The teams shall alternate shots.
- (3) Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they have been assessed a game misconduct or match penalty.
- (4) Once the shootout begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper.
- (5) Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters.
- (6) Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.
- (7) The losing goalkeeper will not be charged with the extra goal against. The player scoring a goal in the shootout will not be credited with a goal scored in his personal statistics.
- (8) If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that team

711: RUNNING CLOCK

- (a) In case of unavoidable delays, the home arena may switch to a running clock to conclude the game within the available time. The running clock decision must be communicated to the opposing team prior to resuming play.
- (b) A running clock will be in effect when a team reaches a 6-point lead. The clock reverts to stop-time if the lead is less than 6 points.

712: GAME CANCELLATIONS

- (a) If weather conditions or other acts of God which would endanger the life or safety of League players, or if the bus company refuses to transport the team, Team Representatives may mutually agree to cancel the regularly scheduled game. Every attempt should be made to reschedule the game.
- (b) If a visiting team fails to appear, for reasons other than weather, a regularly scheduled game, the visiting team must compensate the home team for loss of expenses, including ice fees and gate receipts, and must agree to reschedule the game. If the Commissioner determines that the game cannot be rescheduled, the game shall be forfeited in favor of the home team and the Commissioner may assess an additional fine, not to exceed \$100. The home team will be credited with a win and awarded two points in the standings. The visiting team will be credited with a loss and no points in the standings.

(c) In case of unavoidable delays, a game is declared complete after 1½ periods. If the game is shorter than 1½ periods, the referee may award the visiting team a win by forfeit.

713: DISCIPLINARY ACTIONS

(a) The Commissioner shall have the authority to discipline players, team officials, team coaches, and game officials for conduct occurring prior to, during, and following League games and functions, which may be in addition to discipline imposed under the Rules of USA Hockey.

(b) Discipline administered to players may include suspension and disqualification from further play in the League.

(c) Discipline administered to team officials and coaches may include suspension, disqualification from further participation in the League, and fines imposed on teams, not to exceed \$100.

714: SECURITY

(a) The Commissioner shall have the authority to require a home team to provide security at its arena during games, including the presence of police or uniformed security, at the expense of the home team.

(b) If alcohol is served at the arena during League games a uniformed police officer or uniform security officer must be present.

Section Eight: STANDINGS & STATISTICS

801: STANDINGS

(a) The League Statistician shall determine the League standings based on the following team statistics: wins, losses, ties, overtime losses, goals for, goals against, and total penalty minutes.

Win - 2 Points

Loss in OT or shootout - 1 Point (no point awarded if losing team pulls goaltender)

Loss - 0 Points

(b) The following tiebreakers are applied to determine the final year-end standings:

(1) Most wins during the regular season.

(2) Head-to-head between tied teams.

(3) Best goals-for minus goals-against between tied teams.

(4) Best goals-for minus goals-against for entire season.

(5) Flip a coin.

803: PLAYER STATISTICS

(a) The League will contract to maintain player statistics.

Section Nine: REGULAR-SEASON AWARDS

901: ALL-STAR - ALL-DIVISION - ALL-LEAGUE

(a) Coaches will select the League's top 40 players, including 24 forwards, 12 defensemen and 4 goaltenders - designated as All-Stars. Among the 40 players, coaches will select the top 3 forwards, 2 defensemen and 1 goaltender in each division – designated as All-Division; and the top 3 forwards, 2 defensemen and 1 goaltender in the League – designated as All-League.

(b) All-Star players will be acknowledged and presented awards at the Varsity year-end tournament. There will be no All-Star game.

(c) The League Officer in charge of the selection process will conduct secret balloting using the following procedure:

(1) **All-Star Ballot:** Each coach will submit a list of his 8 best players, regardless of position played. The names should be in order by ability: number 1 being the best; number 2 the next best, and so forth. The coach should also indicate the player's jersey number, position and year in school. Each player's name must appear on the team's protected list, with the only exception being goaltenders. A goaltender not on the protected list can be added to the team's ballot, not to exceed 8 players. The order players are listed on the protected list can be changed for the All-Star ballot.

(2) **First-Round Vote – All Division:** Coaches vote for the top 3 forwards, 2 defensemen, and 1 goaltender from each Division. Coaches cannot vote for players on their own team. In the event of a tie vote, all tied players will be declared All-Division. All-Division players will be awarded certificates during the Varsity year-end tournament.

(3) **Second-Round Vote – Additional All-Stars:** Coaches vote for additional players, including 15 forwards, 6 defensemen and 1 goaltender, regardless of Division, to fill the balance of the 40-player All-Star lineup. Coaches can vote for players on their own team. In the event of a tie vote, all tied players will be declared All-Stars. All-Star players will be awarded certificates during the Varsity year-end tournament.

(4) **Third-Round Vote – All-League:** Coaches vote for the top 3 forwards, 2 defensemen and 1 goaltender in the League from a ballot that includes only the names of All-Division players. Coaches can vote for players on their own team. In the event of a tie vote, all tied players will be declared All-League. All-League players will be presented awards during ceremonies at the year-end tournament. Members of the All-League team will not be made public until ceremonies at the year-end tournament.

903: LEAGUE CHAMPION

- (a) Team with the most points earned during the regular season shall be declared League Champion.
- (b) The League Champion will have its name inscribed on a traveling trophy, which will be presented during ceremonies at the year-end tournament.
- (c) Each member of the League Championship team will be presented an award during ceremonies at the year-end tournament.
- (d) The Regular-Season Champion will represent the MSHSL in the USA Hockey High School Nationals. If the League Champion declines to attend, the next regular-season ranked team will be asked in succession until a team accepts.

904: SCORING LEADERS

- (a) The League will recognize the top-ten scoring leaders determined by combined total goals and assists during the regular-season.
- (b) Tied players will share the ranking.
- (c) Awards shall be the same for all ten scorers.
- (d) Scoring leaders will be presented an award during the Varsity year-end tournament.

905: GOALTENDING LEADERS

- (a) The League will recognize the top-three goaltending leaders with A Silver Glove award determined by best save percentage (total saves divided by total shots on goal) during the regular season. Save percentage will be carried out to no more than three decimal places.
- (b) To be eligible for a Silver Glove award, goaltenders must have been in net for a minimum of 500 Varsity game minutes.
- (c) A goaltender qualifying for a Silver Glove in both Varsity and JV will only be eligible in the division in which the most minutes were played. If the total minutes are equal in both Varsity and JV, the goaltender will only be eligible in the Varsity division.
- (d) Tied players will share the ranking.
- (e) Awards shall be the same for all three goaltenders.
- (f) Goaltending leaders will be presented an award during ceremonies at the year-end tournament.

906: SPORTSMANSHIP AWARD

- (a) The Sportsmanship Award will be awarded to the team with the fewest penalty minutes during the regular season.
- (b) The following tiebreaker will be applied:
 - (1) Team with the fewest major penalties.
- (c) The team will be presented an award during ceremonies at the year-end tournament.

907: COACH-OF-THE-YEAR

- (a) The Coach-of-the-Year award is presented to the League's top head coach as voted on by other head coaches.
- (b) The Vice President in charge of All-Star Selection will conduct secret balloting using the following procedure.

- (1) First round: each head coach votes for one head coach.
 - (2) The two coaches receiving the most votes advance to the second round.
 - (3) In the event of any ties, all tied coaches advance to the second round.
 - (4) Second round: each head coach votes for one of two finalists.
 - (5) In the event of any ties, all tied coaches will be declared co-coaches of the year.
- (c) Coach-of-the-Year is presented an award during ceremonies at the year-end tournament. Coach-of-the-Year recipient will not be made public until ceremonies at the year-end tournament.

909: PLAYER ACADEMIC AWARD

- (a) All players with cumulative 3.0 GPA and above will receive an academic award certificate.
- (b) The Executive Board may withhold certificates of players who quit their respective teams before the season ends and of players whose conduct is not in keeping with the spirit of the League.
- (c) Certificates will be given to Team Representatives for presentation to players at individual team banquets.

910: PRESIDENT'S SENIOR ACADEMIC AWARD

- (a) All seniors with cumulative 3.5 GPA and above will receive the President's Senior Academic Award.
- (b) Proof of GPA must be submitted to the League President.
- (c) The Executive Board may withhold certificates of players who quit their respective teams before the season ends and of players whose conduct is not in keeping with the spirit of the League.
- (d) Awards will be presented during ceremonies at the year-end tournament.

Section Ten: YEAR-END TOURNAMENT

1001: DATES & TIMES

- (a) The year-end tournament shall be held the last weekend in February.
- (b) The year-end tournament shall not extend beyond 3 days.
- (c) Teams cannot play more than one game per day.
- (d) The first game of the tournament can start no earlier than 12:00 pm on Friday.
- (e) The championship game can start no later than 2:00 pm on Sunday.

1002: ELIGIBILITY

- (a) Teams with less than 13 players are ineligible for the year-end tournament and must forfeit their position in the standings. All teams next in the standings move up one position.

1003: REFEREES

- (a) The Referee-in-Chief shall recommend a list of available and qualified on-ice officials to the President and Commissioner who will make the final selection based on location and budget.
- (b) The Referee-in-Chief will schedule all on-ice officials for each year-end tournament game.
- (c) Every effort should be made to avoid scheduling on-ice officials in games with a team or teams from their home communities.
- (d) The League will pay expenses for on-ice officials.

1004: BRACKETING

- (a) The top-eight teams will participate in the year-end tournament. Each division champion will be seeded 1st through 3rd based on points earned during the regular season. The next five teams, regardless of division alignment, will be seeded 4th through 8th based on points earned during the regular season.
- (b) There will be no Sunday morning seventh-place game. Teams losing game 5 and 6 will be done.
- (c) Pairings for first round games are based on final regular-season standings.

1005: GAME FORMAT

- (a) Regular-season game format applies except for overtime.
- (b) If teams are tied at the end of regulation in a championship bracket game, the game continues with successive 10-minute, sudden-death overtime periods, with a 3-minute rest following the third period and between each overtime period.

(c) If teams are tied at the end of regulation in a consolation bracket game, the overtime format reverts to a five-player shootout, followed by a one-player, sudden-death shootout if needed. Players cannot repeat until the entire roster has shot once.

(d) First game of the day teams will skate on clean ice for a 10-minute warm up and begin the game without a break. Remaining games of the day teams will have a 10-minute warm up on dirty ice, leave the ice and begin the first period on clean ice. Ice will be scraped after the first and second periods. Any scrapes during successive overtimes will be at the discretion of on-ice and tournament officials.

(e) If tournament is ahead of schedule, teams will be asked to start early, but no sooner than 15 minutes before the scheduled start time.

(f) The highest seeded team is the home team and will wear light-colored jerseys.

1006: PASSES

(a) Free passes are provided for the following personnel:

- (1) Each participating Team Representative and a guest.
- (2) All League Rostered Players and Coaches. Identification may be required.
- (3) Executive Officers and one guest each.
- (4) On-Ice Officials.

(b) The cost of tournament passes cannot exceed the following:

- (1) Adults over 18 years and out of high school: \$25.00 weekend pass, \$10.00 daily pass.
- (2) Students 12 years through high school: \$15.00 weekend pass, \$6.00 daily pass.
- (3) Children under 12 years: Free

1007: EXPENSE REIMBURSEMENT

(a) Executive Officers and on-ice officials are reimbursed for year-end tournament expenses as follows:

- (1) \$40 per day for meals
- (2) Current IRS rate per mile for travel
- (3) Lodging

1008: TOURNAMENT AWARDS

(a) Third-Place trophy will be presented on the ice at the conclusion of the third-place game.

(b) Second-Place trophy will be presented on the ice at the conclusion of the championship game.

(c) The Most Valuable Player Trophy is presented during the year-end tournament.

(1) The Executive Board and Commissioner will select the Most Valuable Player from all participating tournament players based on performance in all tournament games.

(2) The MVP will be announced on the ice at the conclusion of the championship game.

(d) Championship trophy will be presented at the conclusion of the championship game.