



Midwest High School Hockey League VARSITY POLICY

Created September 1989 - Updated October 2021 (changes for 2022-2023 season in red)

- 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

- Team Representatives are responsible for enforcing League policies.
- Team Representatives are responsible for reporting any violations of the League’s off-ice policies to the Commissioner.
- Team Representatives are responsible for reporting any aggressive major infractions, fighting majors, or match penalties incurred by a player during non-League play to the Commissioner.
- Teams are required to comply with the USA Hockey *SafeSport* Program.

102: LEAGUE PASSES

- The League will provide an All-League season pass for Team Representatives and their guest.
- The League will provide an All-League season pass for Executive Officers and their guest.
- Lifetime Members who have served on the Executive Committee for a minimum of 5 years will receive a Lifetime Season Pass.
- 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

- New teams must pay a \$1,000 bond by July 1st of their 1st season. Any team in good standing withdrawing from the League before July 1st receives a full refund; after July 1st the team is refunded \$400 and the League retains \$600.
- League dues must be paid in full by November 1st or team will be subject to a \$30 per month fine.
- Any team not represented at a general meeting will be assessed a \$100 fine. Unpaid fines will be added to the following season’s dues.
- Any team not registered with USA Hockey by November 1st will be assessed a \$250 fine.

104: FISCAL YEAR

- Fiscal year is July 1st to June 30th.

105: JUNIOR & TIER I (18U, 16U & 14U) PLAY

- Players can practice and participate in games with a Junior or Tier I (18U, 16U & 14U) team up to November 15th and after the Varsity year-end tournament without coach approval. With coach approval, a player can 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 or Tier I (18U, 16U & 14U) games to the Commissioner. Failure to report will result in a \$250 fine and possible forfeiture of games for using an ineligible player.

106: GAME SUSPENSIONS

- All game suspension penalties will be served in the division where the infraction occurred.
- A player who participates in both Varsity and Jr. Varsity will be suspended from all games until the player has served the suspension in the division where the infraction occurred.
- Any unserved regular-season game suspensions carry over to the year-end tournament and the following MHSHL regular season. Players with a carry-over suspension can participate in preseason games.
- Any unserved game suspensions by a non-returning player will be served by the team’s coach. The number of games served is subject to review by the Commissioner.
- Aggressive major infractions, including fighting, leading to *Progressive Suspensions* received during non-League play will be applied to a player’s season total.

- (f) Coaches assessed a game suspension for 12 penalties in a game are allowed to coach until the next scheduled game in the division in which the infraction occurred, at which time the suspension must be served.
- (g) When carry-over penalties limit a player's or coach's participation in the Varsity and/or Jr. Varsity year-end tournaments, the League Commissioner and Executive Committee will review the circumstances, after which, some participation in the tournaments may, or may not be granted.

107: APPEALS

- (a) Only Team Representatives can file an appeal regarding decisions by the Commissioner.
- (b) Appeals should be filed using the following procedure:
 - (1) The Commissioner's ruling can be appealed to the Executive Committee by either Team Representative involved in the incident. The appeal must be in writing and submitted to the President within 5 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 can appoint a person to make a factual determination if necessary. The Executive Committee must decide the appeal within 10 days. The President will send a written response to the Team Representatives, Executive Committee and any other persons deemed necessary.
- (c) The League Commissioner will be considered the "proper authority" and can assess any additional discipline, which can be appealed to the Executive Committee. The decision of the Executive Committee will be final.

108: PETITIONING PROCESS TO JOIN THE LEAGUE

- (a) Before petitioning to join the League, a team must have a Team Representative in place appointed by the host association.
- (b) Team must submit a written resume and attend a League meeting to answer any questions.
- (c) Team needs to roster a minimum of 24 players for supporting both a Varsity and Jr. Varsity team.
- (d) Team must provide USA Hockey Team Registration forms for current High School, Bantam and PeeWee divisions that provide an accurate count of current and future high school players.
- (e) Teams accepted into the League will be on a two-year probation, subject to review after each year of the probationary period.
- (f) If a team is not granted League membership during its probationary period, the team's \$1,000 bond will be refunded.

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 1st regular-season game.
- (b) Maximum roster size is 30 players.
- (c) Rosters are frozen December 31st.

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 1st regular-season game.
- (c) Teams must comply with state concussion laws regarding high school interscholastic athletics.
- (d) The MSHSL does not allow billeted players to participate in the League.
- (e) A maximum of two foreign exchange students per team per year are allowed to participate in the League if sponsored by a certified foreign exchange placement program.

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 Jr. Varsity 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) The player transfer policy remains in effect when a player voluntarily leaves a team for a period of time and returns to play for another team.
- (2) Exception: If a player transfers from a disbanded team, the 50% rule is waived.
- (3) 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.
- (4) Exception: 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 is waived.
- (b) A player can remain on a team roster even though the family has moved to another city within the League.
- (c) Requests for transfer exceptions must be submitted to the Executive Committee.

303: PROTECTED LIST

- (a) Teams must submit a Protected List of their top Varsity players to the Commissioner prior to the 1st regular-season game. Names should be in order by ability regardless of position: number 1 being the best player; number 2 the next best, and so forth. The minimum number of players on a team’s Protected List is determined by the total number of registered high school players.

Number of Players	32 or more	31	30	29	28	27	26	25	24	23	22
Number of Protected Players	10	9	8	7	6	5	4	3	2	1	0

- (b) Protected players are ineligible for Jr. Varsity competition.
- (c) The protected list is frozen after teams complete 40% (13 games) of the regular-season games.
- (d) A team can make only 1 change to their protected list between the 1st regular-season game and prior to the 40% mark (13 games).
- (e) A copy of the Protected List will be sent to Team Representatives before the first regular-season game and each time after the list is amended.

304: USA HOCKEY STANDARDS FOR HIGH SCHOOL ELIGIBILITY

- (a) Applies to amateurs who are enrolled as full-time students (grades 9-12), and under 20 years of age on or before December 31 of the playing season.
- (b) Eligibility shall not exceed eight (8) consecutive semesters starting with the player’s freshman year (9th grade).
- (c) For home-schooled students, the term “attend” shall mean that the student is enrolled at a high school and is designated as carrying sufficient credits to be considered a full time-student for which credit toward high school graduation will be granted by the high school upon the student completing and passing the courses. The school which enrolls the student shall be exclusively responsible to verify the student’s compliance with all of the eligibility requirements.
- (d) High School students graduating mid-year shall no longer be considered full-time students and, therefore, are no longer eligible to play High School hockey, effective on their last day of attending classes full-time as defined by the school.

Section Four: OFF-ICE PENALTIES & DISCIPLINE

401: STANDARD ON TOBACCO USE OR POSSESSION

- (a) The first-offense penalty for possession of tobacco products, including vaping of any kind and nicotine products, is suspension for the next 2 scheduled Varsity games and/or the next 2 scheduled Jr. Varsity games. The second-offense penalty for possession includes suspension for the next 4 scheduled Varsity games and/or the next 4 scheduled Jr. Varsity games, plus one-calendar-year probation beginning at the date of the 1st offense. If a 3rd offense occurs during probation, the player is suspended for one-calendar year from the date of the 3rd 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 1st 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 suspension for the next 4 scheduled Varsity games and/or the next 4 scheduled Jr. Varsity games, plus one-calendar-year probation from the date of the 1st offense. If a 2nd offense occurs during probation, the player is suspended for one-calendar year from the date of the 2nd offense. If the player has no violation within the year after the 1st offense, full eligibility is restored. Harsher local policies will apply along with MSHSL suspensions.

- (b) League policy will 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 1st and is effective through the dates of USA Hockey America's High School Showcase/USA Hockey High School Nationals.

403: ABUSE AND MISCONDUCT OF SOCIAL MEDIA

- (a) Social media and other electronic communication used to commit abuse and misconduct by any participant of a USA Hockey Program are considered violations of USA Hockey's *SafeSport* Program and are subject to disciplinary action.

Section Five: EQUIPMENT & UNIFORMS

501: SAFETY EQUIPMENT

- (a) Rules regarding the proper use of safety equipment will 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 will include a light home jersey and a dark away jersey. All jerseys will have 10-inch tall numbers on the back and a minimum of 4-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 4 inches of the back of the jersey, not to exceed 4 inches tall and no more than 2 ads or logos on a jersey. Jersey uniformity must remain consistent.
- (c) All commemorative patch requests must be submitted to the Executive Committee 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 4 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 captain/assistant letter. If needed, a 2nd commemorative patch can be placed directly below the 1st patch.

Section Six: LEAGUE SCHEDULE

601: DIVISIONS

- (a) The League's 13-teams will be divided into 3 divisions and play a 32-game schedule. Teams will play each team in their respective division 4 times and play each team in opposing divisions 2 times. Teams in the Central and East divisions will play 2 additional inter-division games.
 - (1) East Division: Cedar Rapids, Dubuque, Quad City and Waterloo.
 - (2) Central Division: Ames, Des Moines Capitals, Des Moines Oak Leafs and Mason City.
 - (3) West Division: Fremont, Kansas City, Lincoln, Omaha and Sioux City.

602: SUBMITTING OPEN DATES

- (a) The Scheduler will notify all Team Representatives when the United States Hockey League 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 can request an extension from the Executive Committee. If teams do not submit the required number of dates it can result in fewer home games.
- (b) Fines for late submissions: 1 day late = \$100.00; 2-7 days late = \$125.00 additional; 8-14 days late = \$225.00 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 Jr. Varsity games are played 1st, prior to finalization of the schedule. A team can reverse the order of a pair of Varsity/Jr. Varsity games only once during the regular season. Change can be made only if agreed upon by both Team Representatives. The home team must notify the League Scheduler, Referee-In-Chief and Pointstreak League Administrator of the change.
- (d) Schedule will reflect on-ice time, not game time.

603: SPECIAL DATES

- (a) Teams within 120 miles of each other can be scheduled for Sunday night or school nights after 6:00 p.m. Teams can choose to travel further on Sunday 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 2nd and 3rd periods, only the starting players warm up, remaining players go directly to the bench.
- (e) Teams will participate in a mandatory handshake line at the conclusion of each game.

703: ON-ICE OFFICIALS

- (a) On-ice officials will be assigned by the League Referee-in-Chief or a designated appointee by the League Referee-in-Chief.
- (b) Varsity games will be assigned 1 or 2 referees, and 2 linesmen. Referees are paid by the home team at the minimum rate of \$80.00 per game and linesmen at a minimum rate of \$60.00 per game. The home team may be required to pay travel expenses.
- (c) Discipline imposed on any on-ice official for misconduct can include withholding payment, suspension, or disqualification from participation in future League games or functions.

704: OFF-ICE OFFICIALS

- (a) The home team must provide 1 timekeeper and 1 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 1 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 (Emergency Medical Technician-Basic) 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: GAME-TIME SCHEDULE

- (a) Varsity game must begin the first period on clean ice. Follow the schedule below:

VARSITY GAME FIRST

1. 10-minute warmup
2. **Scrape**
3. Introduce starting lineups & National Anthem
4. First 17-minute period
5. **Scrape**
6. Second 17-minute period
7. **Scrape**
8. Third 17-minute period
9. If needed, 5-minute overtime and shootout on dirty ice

END OF VARSITY GAME

JR. VARSITY GAME SECOND

1. **Scrape**
2. 5-minute warmup
3. First 15-minute period
4. 2-minute break
5. Second 15-minute period
6. **Scrape**
7. Third 15-minute period
8. If needed, shootout on dirty ice

END OF JR. VARSITY GAME

JR. VARSITY GAME FIRST

1. 5-minute warmup on clean ice
2. First 15-minute period
3. 2-minute break
4. Second 15-minute period
5. **Scrape**
6. Third 15-minute period
7. If needed, shootout on dirty ice

END OF JR. VARSITY GAME

VARSITY GAME SECOND

1. 10-Minute warmup
2. **Scrape**
3. Introduce starting lineups & National Anthem
4. First 17-minute period
5. **Scrape**
6. Second 17-minute period
7. **Scrape**
8. Third 17-minute period
9. If needed, 5-minute overtime and shootout on dirty ice

END OF VARSITY GAME

706: PREGAME 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.

707: GAMESHEETS

- (a) The home team is responsible for entering game information into Pointstreak.
- (b) Team Representatives are responsible for providing the Scorekeeper with a lineup of players suiting for the game. Lineups should indicate temporary jersey changes and note any suspended players. Indicate starting lineup on Varsity roster.
- (c) If a team feels additional assists should be awarded on a goal, a team official must appeal to the referee before the game is complete. Only the referee can authorize adding assists. Assists cannot be added after the game is complete.
- (d) If a scoring error is found after the game is complete, contact the League Administrator with details and request that the correction(s) be made. Only the Team Representative or Pointstreak Team Administrator can request changes.
- (e) Signing off on gamesheets by the referee and a team official is no longer required.

708: OVERTIME

- (a) Overtime – Regular-season
 - (1) If a game is tied at the end of regulation time, each team will be awarded 1 point in the League standings.
 - (2) Teams will play an additional 5-minute, sudden-death overtime period with the team scoring 1st declared the winner and awarded 1 additional point in the standings. The overtime period will be played with each team at a numerical strength of 4 skaters and 1 goaltender.
 - (3) The overtime period starts following a 3-minute rest period during which time the players will remain on the ice. The teams will not change ends for the overtime period. Goaltenders can go to their respective player benches during the rest period. Penalized players must remain in the penalty box. Should a penalized player exit the penalty box during the rest period, the player will be returned immediately to the penalty box by the officials with no additional penalty being assessed, unless the player commits an infraction of any other rule.
- (b) Overtime – Regular-season – Extra Attacker
 - (1) A team will be allowed to pull its goaltender in favor of an additional skater in the overtime period. However, should that team lose the game during the time in which the goaltender has been removed, the team would forfeit the automatic point rewarded for the tie at the end of regulation play, except if the goaltender has been removed at the call of a delayed penalty against the other team.
 - (2) Should the goaltender proceed to the 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 will 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-4, teams will start overtime 4-on-3.
 - (2) When regulation ends and teams are 4-on-4 teams will start overtime 3-on-3.
 - (3) 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.
 - (4) If at the end of regulation time teams are 3-on-3, overtime starts with 3-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.
 - (5) At no time will a team have less than 3 players on the ice. This will require a 5th skater to be added if a 2-man advantage occurs.
 - (6) If teams are both full strength (4-on-4) in overtime and one team is penalized, teams play 4-on-3.
 - (7) In overtime, if a team is penalized creating a 2-man advantage, then the offending team will remain at 3 skaters while the non-offending team will be permitted a 5th skater. At the 1st stoppage of play after the 2-man advantage has expired, the numerical strength of the team will revert back to either 4-on-4 or 4-on-3, as appropriate.

(d) Overtime – Shootout

- (1) During regular-season games, if the game remains tied at the end of the 5-minute overtime period, the teams will proceed to a 3-player shootout following a 1-minute rest period. The shootout-winning team will be awarded 1 additional point in the standings. The rules governing the shootout will be the same as those for a penalty shot.
- (2) The teams will not change ends for the shootout. **The home team will have the option of shooting first or second.** The teams will alternate shots.
- (3) Three players from each team will participate in the shootout and proceed in such order as the coach selects.
- (4) Once the shootout begins, the goaltender cannot be replaced unless injured. No warm up will be permitted for a substitute goaltender.
- (5) Each team will be given 3 shots, unless the outcome is determined earlier in the shootout. After each team has taken 3 shots, if the score remains tied, the shootout will proceed to a sudden-death format. No player can 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 can 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, the final score recorded for the game will give the winning team 1 more goal than its opponent, based on the score at the end of regulation.
- (7) The losing goaltender 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.
- (8) If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that team.
- (9) A penalized player whose penalty minutes do not expire before the end of the overtime period is ineligible to participate in the shootout until all other players have shot once.

709: RUNNING CLOCK

- (a) In case of unavoidable delays, the home arena can 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 reverts to less than 6 points.
- (c) A running clock will be stopped when an injured player is being attended to on the ice, and restarted when play resumes.
- (d) A running clock will be stopped to enter a goal or penalty on the clock, and restarted as soon as the goal or penalty has been entered.
- (e) A running clock will be stopped during a stoppage of play to repair player or rink equipment failures.

710: GAME CANCELLATIONS

- (a) If weather conditions endanger the safety of League players, or if the bus company refuses to transport the team, Team Representatives can mutually agree to cancel a regularly scheduled game. Every attempt should be made to reschedule the game.
 - (1) If teams are unable to reschedule canceled games, the League Commissioner will intervene and suggest additional options to reschedule the games.
 - (2) If the games cannot be rescheduled, the Commissioner will take into consideration the length of travel, date of the canceled games, and the effort made to reschedule the games, to rule on the number of points awarded, if any, in the standings.
- (b) If a visiting team fails to appear for a regularly scheduled game (for reasons other than weather) 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 will be forfeited in favor of the home team and the Commissioner can assess an additional fine, not to exceed \$250.00. The home team will be credited with a win and awarded 2 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 can award the visiting team a win by forfeit.

711: DISCIPLINARY ACTIONS

- (a) The Commissioner will 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 can be in addition to discipline imposed under the Rules of USA Hockey.

- (b) Discipline administered to players can include suspension and disqualification from further play in the League.
- (c) Discipline administered to team officials and coaches can include suspension, disqualification from further participation in the League, and fines imposed on teams, not to exceed \$250.

712: SECURITY

- (a) The Commissioner will 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 uniformed security officer must be present.~~

713: GAME VIDEO

- (a) The home team is responsible to ensure that regular-season and year-end tournament games are video recorded.
- (b) Video recordings of each game should be retained for at least 30 days.
- (c) Failure to provide a video recording of a game at the request of the League Commissioner will result in a \$250 fine.

Section Eight: STANDINGS & STATISTICS

801: STANDINGS

- (a) League standings are based on the following team statistics: wins, losses, overtime losses, shootout losses, goals for, goals against, and total penalty minutes.
- (b) Win - 2 points
Loss in overtime or shootout - 1 point (no point awarded if losing team pulls goaltender in overtime)
Loss - 0 points
- (c) The following tiebreakers are applied to determine the final year-end standings:
 - (1) Most wins during the regular season.
 - (2) Head-to-head (most points earned in regular-season standings 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.
- (d) For 3 or more tied teams that have played each other an unequal number of times, the following tiebreakers will be used. Once the number of tied teams has been reduced to 2, revert to tiebreakers 801 (c).
 - (1) Most wins during the regular season.
 - (2) Best goals-for minus goals-against for entire season.
 - (3) Fewest penalty minutes.
 - (4) Flip a coin.

802: PLAYER STATISTICS

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

Section Nine: REGULAR-SEASON AWARDS

901: ALL-STAR & ALL-LEAGUE

- (a) Coaches will select the League's top players designated as First-Team All-Stars, Honorable Mention All-Stars and All-League.
- (b) The Vice President in charge of All-Star Selection will conduct secret balloting using the following procedure:
 - (1) Each head coach will submit a maximum of 8 names from the team's roster for the All-Star ballot. The names should be in order of ability regardless of playing position: number 1 being the best player; number 2 the next best, and so forth.
 - (2) There will be one round of voting. Coaches cast their vote for the top 15 forwards, 8 defensemen, and 3 goaltenders - regardless of division. Coaches are allowed to vote for players on their own team.
 - (3) The 9 forwards, 6 defensemen and 2 goaltenders with the most votes will be declared First-Team All-Stars. In the event of a tie vote, all tied players will be declared First-Team All-Stars.
 - (4) Any remaining players receiving at least 6 votes will be declared Honorable Mention All-Stars.
 - (5) The 3 forwards, 2 defensemen and 1 goaltender with the most votes will be declared All-League. In the event of a tie vote, all tied players will be declared All-League.

902: LEAGUE CHAMPION

- (a) Team with the most points earned during the regular season will be declared League Champion.
- (b) The League champion will have its name inscribed on a traveling trophy.
- (c) Each member of the League championship team will be presented an award.

903: SCORING LEADERS

- (a) The League will recognize the top-10 scoring leaders determined by combined total goals and assists during the regular-season.
- (b) Tied players will share the ranking.
- (c) Awards will be the same for all 10 scorers.

904: GOALTENDING LEADERS

- (a) The League will recognize the top-3 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 no more than 3 decimal places.
- (b) To be eligible for a Silver Glove award, goaltenders must have been in net for a minimum of 650 Varsity game minutes.
- (c) A goaltender qualifying for a Silver Glove in both Varsity and Jr. Varsity will only be eligible in the division in which the most minutes were played. If the total minutes are equal in both Varsity and Jr. Varsity, the goaltender will only be eligible in the Varsity division.
- (d) Tied players will share the ranking.
- (e) Awards will be the same for all 3 goaltenders.

905: SPORTSMANSHIP AWARD

- (a) The Sportsmanship Trophy will be awarded to the team with the fewest penalty minutes during the regular season.
- (b) The following tiebreaker will be applied: Team with the fewest major penalties.

906: 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) 1st round: Coaches cast 1 vote for Coach-of-the-Year.
 - (2) The 2 coaches receiving the most votes advance to the 2nd round of voting.
 - (3) In the event of any ties, all tied coaches advance to the 2nd round.
 - (4) 2nd round: Coaches cast their vote for 1 of the 2 finalists.
 - (5) In the event of a tie, both coaches will be declared co-coaches of the year.

907: PLAYER ACADEMIC AWARD

- (a) All players with cumulative 3.0 GPA and above will receive an academic award certificate.
- (b) The Executive Committee can 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.

908: PRESIDENT'S SENIOR ACADEMIC ACHIEVEMENT AWARD

- (a) All seniors with cumulative 3.5 GPA and above will receive the President's Senior Academic Achievement Award.
- (b) Proof of GPA must be submitted to the League President.
- (c) The Executive Committee can withhold awards 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.

909: PRESENTATION OF AWARDS

- (a) Format for presentation of regular-season awards will be determined by the Executive Committee.

Section Ten: YEAR-END TOURNAMENT

1001: FORMAT & SCHEDULE

- (a) Top-8 teams qualify for year-end tournament.
 - (1) Friday: 4 quarterfinal games (single elimination)
 - (2) Saturday: 2 semifinal games.
 - (3) Sunday: 2 games - 3rd place and championship.

1002: ELIGIBILITY

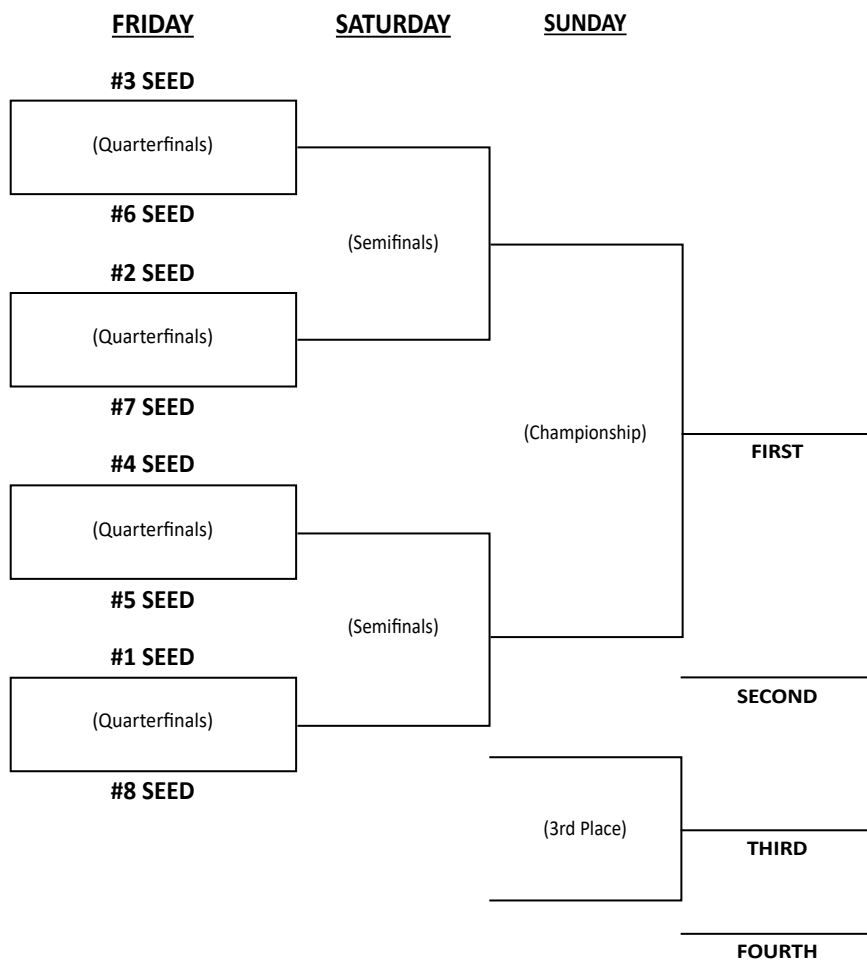
- (a) Teams with less than 13 players are ineligible for the year-end tournament and must forfeit their position in the standings. All teams next in the standings move up 1 position.

1003: REFEREES

- (a) The Referee-in-Chief will 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 from their home communities.
- (d) The League will pay expenses for on-ice officials.

1004: BRACKETING

- (a) Eight teams qualify for the year-end tournament, ranked 1 through 8 based on points earned during the regular season.
- (b) Pairings for quarterfinal games are based on final regular-season standings: 1-vs-8, 2-vs-7, 3-vs-6, and 4-vs-5.



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 3rd period and between each overtime period.
 - (1) Teams will switch ends at the end of regulation and after each overtime period.
 - (2) The ice will be resurfaced after the first overtime period and after every two successive overtime periods.
- (c) If teams are tied at the end of regulation in the third-place game, the overtime format reverts to a 5-player shootout, followed by a 1-player, sudden-death shootout if needed. Players cannot repeat until the entire roster has shot once. A penalized player whose penalty minutes do not expire before the end of regulation time is ineligible to participate in the shootout until all other players have shot once. **The home team will have the option of shooting first of second.**
- (d) The highest seeded team is the home team and will wear light-colored jerseys.
- (e) **Varsity game must begin the first period on clean ice. Follow the schedule below:**
 - 1. 10-minute warmup
 - 2. **Scrape**
 - *No player introductions during quarterfinal and semifinal games.*
 - *If first game of the day, National Anthem.*
 - *If championship game, introduce starting lineups and National Anthem.*
 - 3. First 17-minute period
 - 4. **Scrape**
 - 5. Second 17-minute period
 - 6. **Scrape**
 - 7. Third 17-minute period
 - 8. Overtime
 - *Teams tied at the end of championship bracket games continue with successive 10-minute sudden-death overtime periods.*
 - *Scrape after first overtime and after every two successive overtimes.*
 - *Teams tied at the end of third place game continue with a 5-player shootout on dirty ice.*

1006: TOURNAMENT ADMISSION

- (a) Free admission.

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-ice at the conclusion of the 3rd-place game.
- (b) Second-Place trophy will be presented on-ice at the conclusion of the championship game.
- (c) Championship trophy will be presented on-ice at the conclusion of the championship game.
- (d) **Each member of the tournament championship team will be presented an award.**
- (e) Most Valuable Player award.
 - (1) The Executive Committee and Commissioner will select the Most Valuable Player from all participating tournament players based on performance in all tournament games.
 - (2) The Most Valuable Player announcement and award will be presented on-ice at the conclusion of the championship game.