

Midwest Hockey League

Rules & Regulations

(September 07)

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1. PURPOSE AND ORGANIZATION OF MIDWEST HOCKEY LEAGUE (MHL)

- The MHL is an affiliate of the, “Mid-West Amateur Hockey Association Affiliate” (MWAHA) of the “Central District” of “USA Hockey.
- The purpose of the MHL is to organize and sanction competitive hockey play for AA, A and Select Teams of Mite through Midgets divisions of amateur hockey.
- The MHL Board consists of Representatives (“Reps”) from the Hockey Associations within the MWAHA affiliate that enter teams in the MHL. Each such Association has one Rep and is entitled to one vote in matters submitted to a vote at the MHL meetings. Each Representative will participate in all MHL meetings, for which a meeting agenda will be received one month prior to the meeting. Each MHL rep will discuss the agenda with their associations, board members and current season coaching staffs and managers, as each MHL representative must arrive at each meeting with the authority to vote for their association.
- The MHL Executive Committee is elected by the Reps and consists of:
 - League President (who may also serve as a “Commissioner” for one of the levels
 - Four (4) Vice President, one selected for each of the following levels:
 - AA “Commissioner”
 - A “Commissioner”
 - Select “Commissioner”
 - Women’s Commissioner
 - Treasurer
 - Secretary
 - Referee in-Chief (appointed position)

Comment [T1]: Should this be an At-Large position instead?

The President will serve a two-year (Spring Meeting – even numbered years) term and is elected by the MHL Board. The President will have the authority to make appointments as required, consistent with MHL Rules and Regulations and Bylaws.

The Vice Presidents will serve one-year terms and are elected by the MHL Board. Vice Presidents, in addition to Executive Committee activities, will be responsible for all MHL schedules for their respective levels .

MHL holds two meetings each year – typically one in the April-May timeframe and one in the August-September timeframe. These meeting are normally held in Des Moines. Notice is provided by the President at least 30-days prior to the meeting date to all Reps. Associations who do not have a Rep (or Rep Substitute) at a meeting in which notification was provided 30-days in advance are subject to a \$100 fine. (8/28/99).

2. MHL FEES & FINES

- ❑ MHL Fees are determined by the MHL Board each season.
- ❑ MHL fees include assessments to participating teams for ice, referee and trophy expenses incurred during MHL sanctioned tournaments. Ice and referee assessments are determined each year by totaling costs for a given level (e.g. Squirt A level) and dividing those costs equally among the Associations competing at that level. .
- ❑ Fees are assessed to Associations only for teams entered in MHL play and are based on numbers of MHL games played
- ❑ Each year after schedules are determined, the MHL Treasurer will send an invoice to each Association’s MHL Rep for the Association’s net fees (Money owed by the Association for games they will play in the League minus (-) money owed from the MHL to the Association for games the Association hosts). . All MHL Fees are to be paid in one payment from each Association to the MHL Treasurer. *Only when fees from all Associations are received will the MHL Treasurer draft checks to Associations that host MHL games.* These checks are mailed to the Association MHL Rep. (8/28/99).
- ❑ If a team misses a scheduled MHL game, the team’s fees will not be credited.
- ❑ No gate admission can be charged at MHL games or tournaments.
- ❑ MHL fees are not assessed for MHL sanctioned “Mite Jamborees” (Tournaments in which win/losses are not recorded and places are not determined). Rather, costs for these games or tournaments are to be charged by the host team and are not to exceed ice, referee and trophy cost. (i.e. host Associations cannot “make a profit” by hosting a MHL Mite Jamboree.)
- ❑ In some divisions the MHL may sanction non-tournament “home-on-home” games that are not scheduled by MHL, but which are used in determining seeding for the Finals Tournament. How costs for these games are covered is to be arranged by the teams participating (MHL will not cover these game fees).

Comment [T2]: Does this accurately capture the new procedure?

Comment [T3]: I couldn’t think of who would be attending that didn’t fall into one of these categories, so decided to make it a blanket statement. Does this impact anyone?

Comment [T4]: What situations does this apply to?

- Any association within the MWAHA Affiliate in good standing with MHL and USA Hockey may participate in the MHL Finals tournament. Associations that have not paid their entire MHL fee will not be allowed to have their teams participate in MHL Finals. (4/30/01).

3. ENTERING TEAMS AND ROSTERING

- Any team from a MWAHA Affiliate Association in good standings with USA Hockey may place a team in the MHL Division
- Association are encouraged to place teams in AA and A divisions based on skill level of the team. Although MHL does not require an Association that fields an A team to field a AA team. MHL reserves the right to require some teams to play at the AA level if games are too lop-sided. (4/30/01).
- Preliminary team registration is determined by survey in the summer. Associations have until November 1st to make their final determination of whether their teams will compete at the AA or A level.. No changes will be permitted after November 1st without the permission of the MHL Executive Board. Fees will be assessed for teams withdrawn after November 1st (8/28/99).
- Associations have until December 1st to enter a team at the Select level. No teams will be added after 1 December without permission of the MHL Executive Board. Fees will be assessed for Select teams withdrawn after December 1st.
- MHL enforces the USA Hockey Rostering restriction that stipulates a player can only be rostered on one team that is eligible for the Regional Tournament (Peewee AA, Bantam AA and Midget AA) (4/28/01)
- Midget B team rosters will not include any player rostered on a Midwest High School Hockey Association *varsity* squad (4/26/03)
- MHL requires each team entered in any given division to designate eight players who will not be rostered on a team entered in lower level MHL play. (4/17/99)
- Once MHL play has started, a player rostered on an MHL team for one Association cannot be moved to an MHL roster of another Association without permission of the MHL Executive Committee.
- As per USA Hockey eligibility requirements for teams playing in the Regional Tournament, in order for a Midget team to compete in the Finals, the team must play in 20 Midget games and each player must play in at least 10 of those games. The rule is referred to as the “20/10” Rule.
- Any player participating in **ANY** MHL Final must have been rostered in, and played in, a minimum number of 10 USA Hockey games with that team, and half the MHL seeding weekend games of that team, unless an exception is approved by the MHL Executive Board.

- Teams must have an approved, signed official USA hockey roster, completed, and signed by all parties, including the MWAHA’s Registrar before playing their first MHL game.

4. SCHEDULING AND SEEDING

- The MHL Executive Committee will determine MHL weekends for MHL competition and notify Associations of those weekends prior to the Fall meeting. Associations will reserve ice at their home rinks for those weekends to the extent possible without making a financial commitment. They will notify the league President and Commissioners of any known conflicts at the fall meeting (College, USHL, and High School games, concerts, etc.) and update the conflict list as necessary. Please also note any activities in the host city that might make finding accommodations extremely difficult. Associations will also provide at the Fall meeting their ice cost (cost per hour) and referee costs (cost per game); and a list of teams they expect to enter in MHL competition for that season. This will provide a basis for preliminary scheduling. Final date to enter or withdraw from either AA or A levels is 1 November.

Comment [T5]: Reflects how we are doing this

- The league President and Commissioners will use the information gathered at the Fall meeting to prepare a preliminary schedule. The President will notify hosting organizations of the preliminary schedule (dates and number of games) so they can reserve ice for those weekends and make the league aware of any additional scheduling restrictions. Final AA and A schedules will be released as soon as practical after November 1st when teams are finalized.
- Finals formats are based on pairings recommended by USA hockey based on a “Top Seed plays a bottom seed in first games” (8/12/00). See MHL State Finals Game Brackets in section 5.
- Seeding for MHL Finals weekends are based on records from Round Robin Seeding Weekends. Teams will receive 2-points for a win, 1-point for a tie and 0-points for a loss. When teams are tied for the seeding into MHL Finals, ties will be broken based on: 1) Head-to-head record, 2) Goals against for all MHL games (maximum of 5 goals against per game, so a 10-0 loss counts as 5 goals against), 3) Goal differential for MHL games, 4) Fewest penalties minutes for all MHL games, 5) Coin flip. This is only for teams that are tied.

Comment [T6]: Reflects what we have been using.

- The Following are limits on when MHL games can be scheduled to start:
- Seeding (Round Robin) Weekends
 - Mites/Squirts
 - Friday – Not before 7pm and not after 9pm
 - Saturday – Not before 8am and not after 9pm
 - Sunday – Not before 7am and not after 2pm
 - Peewee/Bantams/Midgets
 - Friday – Not before 7pm and not after 9pm

- Saturday – Not before 7am and not after 9pm
- Sunday – Not before 6am and not after 2pm
- Finals Weekends
 - Mites/Squirts
 - Friday – Not before 7pm and not after 9pm
 - Saturday – Not before 7am and not after 9pm
 - Sunday – Not before 7am and not after 2pm
 - Pee wee/Bantam/Midget
 - Friday – Not before 7pm and not after 9pm
 - Saturday – Not before 6am and not after 10pm
 - Sunday – Not before 6am and not after 3pm
- Requests for waivers to start times must be submitted to the league President and the appropriate Commissioner.
- Note: Finals weekends which require 22 or more games may start earlier than 7pm on Friday. (8/4/01).
- A minimum of one-hour rest period should be provided between games **for both Seeding and Finals weekends**. No visiting team can be scheduled to play back-to-back games unless it is requested by them. If playing back-to-back games is unavoidable, the HOST TEAM must play the back-to-back game.
- Once game times and locations are set, there will be no changing of the schedule. Teams must play their scheduled time and games, in the hosting city - either Seeding or Finals weekends – or take a forfeit. The only exceptions will be when the game in question is a seeding weekend game, is the only game scheduled that day for both teams, and the re-located game is played on the same day as originally scheduled. There will be no exceptions for Finals games.
 - The two teams playing a re-located game will be required to pay ice and referee fees at both the originally scheduled rink and the rink where the game was re-located. There is no league reimbursement for a re-located game.

5. GAME FORMATS

- Purpose – The intent of these procedures is to provide a uniform format for all games sanctioned by MHL. Elapsed time for games will vary somewhat based on the amount of scoring, the incidence of penalties and the occurrence of injuries. It is the responsibility of the host team’s tournament coordinator/director to maintain the game schedule. Each game should be held to the time allotted so subsequent games do not have to be shortened to fit the available time. If, at the

end of the second period of the game, it appears the game will run beyond its scheduled completion time, the tournament coordinator will reduce the time allotted for the third period and will notify each coach and the referees.

- ❑ A score of 5-0 will be posted for all games that are forfeited. Teams will be fined \$50 for not showing up for a MHL scheduled weekend. Teams that forfeit games will also be accountable for the **total** game costs (ice and referees) of the forfeited game.
- ❑ Mite Jamborees
 - The intent of Mite Jamborees is to provide a game experience in a non-competitive structure. Game formats are determined by the hosting Association based on ice time availability and the number of teams participating. Jamborees must be of a round robin format (in contrast to a winner & Loser bracket type of format). Win-Loss records are not to be recorded and places are not to be determined.
- ❑ Time Outs
 - Seeding weekend games, by USA Hockey rules are, “Curfew games” and there are NO timeouts allowed. (*except for Midgets as the 2-hr game time will allow for timeouts and each team will be allowed only one-time out.*) One (1) timeout for each team will be allowed only during MHL Finals games for Mites through Bantams.
- ❑ OVERTIME
 - Seeding Weekends – NO overtimes or shootouts; games ending in ties are ties and each team will receive 1-point in the standings.

❑ **SEEDING WEEKEND PLAY**

Mite –Peewee competitive Play

Seeding (Round Robin weekends)

- On Ice time approximately 1-hour
- Warm up – 5 Minutes
- All periods 12 minute stop clock
- 1 Minute Break between periods
- No Time Outs

Bantam competitive Play

Seeding (Round Robin weekends)

- On Ice time approximately 1.5-hours
- Warm up – 5 Minutes
- All periods 14 minute stop clock
- 1 Minute Break between periods

- o No Time Outs

Comment [T7]: This change has not been approved yet.

Midgets – Round Robin weekends

- o On Ice time Approximately 2-hours
 - o Warm up – 5 minutes
 - o All periods 15 minute stop time
 - o Resurface ice before each game and between 2nd and 3rd periods
 - o All midgets Round Robins weekends shall have 3 officials
 - o 1 Time Out allowed per team per game
- **FINALS WEEKEND PLAY** (See section 6 for finals played with 6 or less teams) *Note: Higher seeded team for Finals is always the home team.*

Mites - Peewees

- o On ice time approximately 1 hour 15 minutes
- o Warm up – 5 Minutes
- o All periods 12 minute stop clock
- o 1 Minute Break between periods
- o Overtime – 5 minutes stop clock (5 on 5 with penalties carrying over from regulation time) Games are played until a winner is determined. There are no points award for overtime losses in pool play finals format.
- o 1 – Minute Break
- o Shootout – 5 players (players serving penalties at the end of the Overtime period are excluded from the shootout)
- o Sudden Death Shootout

Bantams

- o On ice time approximately 1 hour 45 minutes
- o Warm up – 5 Minutes
- o All periods 14 minute stop clock
- o 1 Minute Break between periods
- o Overtime – 5 minutes stop clock (5 on 5 with penalties carrying over from regulation time) Games are played until a winner is determined. There are no points award for overtime losses in pool play finals format.
- o 1 – Minute Break
- o Shootout – 5 players (players serving penalties at the end of the Overtime period are excluded from the shootout)
- o Sudden Death Shootout

Comment [T8]: This change has not been approved yet

Midgets Finals weekend

- On Ice time Approximately 2-hours
- Warm up – 5 minutes
- All periods 15 minute stop time
- 1 minute break between 1st and 2nd period.
- Resurface ice before each game and between 2nd and 3rd periods
- Overtime – 5 minute stop clock (5 on 5 with penalties carrying over from regulation time)
- 1 – Minute Break
- Shootout – 5 players (players serving penalties at the end of the Overtime period are excluded from the shootout)
- Sudden Death shootout

Overtime and Shootout Procedures

All games played to a winner:

If the game is tied following regulation play, one five-minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a three-minute rest period. The teams will remain on the ice. The teams will not change ends. If the score is tied at the end of the five-minute sudden death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score. **If no goal is scored in the overtime period, there will be a shootout.**

a. Shootout

The shootout will be conducted as follows:

- ◆ A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- ◆ The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- ◆ All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- ◆ Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- ◆ The shootout procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- ◆ The goalkeepers from each team may be changed after each shot.

- ♦ The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- ♦ If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

b. Sudden Death Shootout

The sudden death shootout will be conducted as follows:

- ♦ A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- ♦ Teams will select their shooters to participate in sudden death shootout, whether or not they shot in the previous round.
- ♦ All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- ♦ Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- ♦ Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- ♦ The goalkeepers from each team may be changed after each shot.
- ♦ The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

Comment [T9]: Do we want to add the overtime and shootout procedures?

□ **RUNNING CLOCK**

- If there is a 10-goal lead at the beginning of or during the 2nd period, time will shift to a running clock and remain so as long as there is a 10-goal lead. At such a time the clock will continue to run at all times except for goals, penalties and injuries.
- If there is a 5-goal lead at the beginning of or during the 3rd period, time will shift to a running clock and remain so as long as there is a 5-goal lead. At such a time the clock will continue to run at all times except for goals, penalties and injuries.

□ **PENALTIES**

- **STOP CLOCK OR RUNNING CLOCK**
 - Minors – 2 minutes
 - Majors – 5 minutes
 - Misconduct – 10 minutes

** Note – if a player (or team official) receives a Game Misconduct penalty in a MHL game, the MHL requires that player or team official to sit out his or her next *scheduled* MHL game. USA Hockey requires the player or team official to sit out the next

scheduled USA Hockey game. If the next game is not a MHL game, the player or team official will sit out a total of two games: the next USA Hockey sanctioned game and the next MHL game. Such a situation would arise where the Game Misconduct penalty occurred in the last game of a MHL weekend and the next game played by a team would be a non-MHL game (e.g., a Minnesota tournament game). If the player is doubled rostered, he or she must serve their game suspension for the team in which the misconduct occurred.

6. GAME FORMAT WITH 6 OR FEWER TEAMS *(to be revisited in August 2004)*

- ❑ When the Finals weekend involves 6 or fewer teams, it is not possible to conduct a standard single-elimination tournament with a winner's and consolation bracket. In this instance, play will involve a round robin or pool format depending on the number of teams. These games will be played using the Finals Weekend format, i.e. with a winner determined through overtime play as described in Section 1 above if a game ends in a tie. The results of this play will determine which team plays for first, third and fifth (if necessary).
- ❑ In the event of a tie among two or more teams at the end of pool play; ties will be broken according to the methodology described in the (2006-2007) USA Hockey Annual Guide's Rules and Regulations pertaining to District Playoffs and National Championship Section. XII.O.3.(e).1.
 - a. Standings – Most points
 - b. Most wins
 - c. Differential – (Goals for) minus (Goals against)
 - d. Quotient – (Goals for) divided by (Goals against) [greater quotient gets higher position]
 - e. Most periods won – Points awarded for each period won (2) and each period tied (1); position determined by most points
 - f. Quickest first goal

7. REFEREES

- ❑ Three-member officiating crews are required (and compensated for by the MHL_ for Midget (all levels, all weekends)/Bantam (all levels, all weekends)/PeeWees AA level, all weekends . The third official is optional for PeeWee A and all Squirt and Mite weekends.
- ❑ **All MHL games, regardless of whether a Seeding or Finals weekend,** require at least one official (preferably two) be over 18 years of age, . (April 05)
- ❑ Two off-ice officials are required for each MHL game, a clock operator and a scorebook keeper
- ❑ Adult Goal Judges are not mandatory but are encouraged.
- ❑ Competing teams will provide penalty box attendants for their respective teams.

- All off-ice officials, goal judges and penalty box attendants are to conduct themselves in a professional, non-partisan manner at all times. Conduct violations will result in ejections from MHL weekends for the remainder of the season.

Comment [T10]: New due to problems that occurred last year

MINIMUM REFEREE LEVELS FOR GAMES

<u>Age Class</u>	<u>Girls'/Women's</u>	<u>3 Official System</u>			<u>2 Official System</u>		
		<u>Referee</u>	<u>Tier I/ Tier II</u>	<u>Linesman</u>	<u>Tier I/ Tier II</u>	<u>Referees</u>	<u>Tier I/ Tier II</u>
18 or Under	19 or Under	Level 3	Level 3	Level 2	Level 3	Level 3 and Level 3	L 3 and L 3
16 or Under	16 or Under	Level 3	Level 3	Level 2	Level 3	Level 3 and Level 3	L 3 and L 3
14 or Under	14 or Under	Level 2	Level 3	Level 2	Level 2	Level 2 and Level 2	L 3 and L 3
12 or Under	12 or Under	Level 1	Level 2	Level 1	Level 1	Level 1 and Level 1	L 2 and L 2
10 or Under	10 or Under	Level 1	Level 1	Level 1	Level 1	Level 1 and Level 1	L 1 and L 1
8 or Under	8 or Under	Level 1	Level 1	Level 1	Level 1	Level 1 and Level 1	L 1 and L 1

NOTE

To be eligible to officiate in any State, Regional or National Championships, an official must be completely registered on or before December 31 of the current season. Only level 4 officials will be eligible to referee National Championships.

8. TEAM BENCH OFFICIALS

- The intent of this section is to establish the number of team officials, their duties and registration, carding and documentation requirements. Those persons not meeting these requirements are not permitted to be on the team bench. Games played with unapproved team officials on the bench will not count toward meeting the 20/10 rules nor will the insurance protection afforded by USA Hockey sanctioning be available in the event of an injury.
 - Up to a maximum of four adult team officials may be present on a team's bench during the conduct of a game.
 - Team officials may include a head coach, assistant coaches, and team manager/coordinator and team trainer. Only the head coach and assistant coaches may be present on the team's bench during conduct of a game.
 - The requirements for a team official, on or off the team's bench, are established per USA Hockey guidelines.
 - Add a paragraph on required credentials.

Comment [T11]: Do we want a description of required documentation for team bench officials?

9. APPEALS

- Host Associations will appoint a Tournament Director for all MHL Seeding Weekends and Finals Weekends.
- Grievances arising during any aspect of a MHL sanctioned tournament are to be taken by the respective team official to the Tournament Director. The Tournament Director will do what is necessary to settle the grievance during the tournament.
- If a grievance involves a referee, the Tournament Director will contact that Host Association Referee in Chief for a decision.

- Appeals can be made in writing to the MHL Board of Directors. The MHL Board of Directors will request a report from the Tournament Director and then make a final decision (9/26/00 document).
- USA Hockey has Ethics Violation forms available for anyone wishing to file a complaint or concern. Any Ethic Violation reports filed in connection with a MHL event must be copied to the MHL President (4/30/01).

10. DISCIPLINE / DISPUTE POLICY (8/3/03)

- PURPOSE – This policy will guide the resolution of disciplinary issues or other areas of dispute between two or more member associations. This policy does not control areas otherwise addressed by USA Hockey rules for on-ice activity or infractions of USA Hockey zero-tolerance guidelines for players, coaches, managers or attendees of USA Hockey sanctioned events.
- It is the intent of the Midwest Hockey League to encourage direct interaction between the affected parties to resolve problems. No action will be taken by the Midwest Hockey League to address unresolved issues unless affected parties declare their inability to negotiate a mutually satisfactory resolution and present evidence of their efforts to reach a solution.
- **Action Steps and Requirements**
 - The President of the Association affected by an event under these guidelines will contact the president of the Association believed responsible within 5-days of the occurrence of the offending event. This contact will be in writing (E-mail acceptable) and will specifically describe the issue in question. A copy of the initial complaint will be sent to the President and the appropriate Commissioner of the Midwest Hockey League.
 - Photographs and independent estimates of repair cost will accompany a request for monetary compensation for damages.
 - The President of the Association believed responsible will investigate the allegations and respond within 10-days of receipt of the initial written contract. IF facts are not in question by either Association, the respective Presidents will negotiate a mutually acceptable resolution and so inform the President of the Midwest Hockey League.
 - If a mutually acceptable resolution is not obtained, either party may request consideration by the Midwest Hockey League. Upon such an appeal, the President of the Midwest Hockey League will appoint a panel of three or more members from Associations not involved in the dispute. This panel will review the written complaint, documentation, and responses and make other inquiries it believes necessary. The panel will forward its recommendation resolution within 30-days to the President of the Midwest Hockey League. The Midwest Hockey League executive committee will then take action within an additional 30-days. Resolutions

set through official Midwest Hockey League action will be binding on the affected Association.

- **Failure of an Association to meet its obligations negotiated or imposed through this policy will result in the elimination of tournament hosting activity in the following year, and will remove that association from “good standing” with the MHL.**

11. MHL TOURNAMENT DIRECTOR (TD) CHECKLIST

□ Before the Tournament

- Send hotel information to all out-of-town teams in a timely manner. Include directions to the ice rink(s) Send info to teams that direct them to the MHL/ MWAHA web page for hotel info. Teams are strongly encouraged to establish local hotel agreements and to reciprocate by supporting host team hotel agreements during seeding and finals weekends.
- Secure necessary ice times and notify appropriate MWL Commissioner (or President if no Commissioner has been identified) who will establish game pairings and post them on the MWL Web page. Go to: <http://www.tristatehockey.com> and click on the Midwest button.
- Schedule appropriate number of USA Hockey referees.
- Schedule two off-ice officials for each game – one to operate the game clock and one score keeper. (*Goal judges are not required, but are suggested*) Announcers are not required but are a nice addition if available, particularly for Finals weekend.
- Competing teams will provide penalty box attendants for their respective teams. Penalty box attendants are to conduct themselves in a professional, non-partisan manner at all times. Conduct violations will result in ejection from MHL weekends for the remainder of the season.
- Ensure appropriate First Aid is available
 - First aid kit equipped as described in coaching manuals
 - Emergency phone numbers prominently displayed
 - Directions to medical facilities available
 - Encourage Associations to try and have voluntary medical assistance on site, particularly for larger tournaments at the checking levels
 - Encourage all coaches to take a first aid class???
 - Defibulator available??
- Provide approximately 20-game pucks for the weekend.

Comment [T12]: These items are not approved

- Assign a person to check the current team roster before the first game is played by each team and compare to the game roster. Verify signed roster, all
- Assign a person to check teams in before the first game is played. They will be checking for:
 - Birth certificates
 - A signed USA Hockey roster (see detailed information below)
 - USA Hockey Team Application
 - USA Hockey Consent to Treat forms
- All teams must present birth certificates for each player; a signed USA Hockey roster; a USA Hockey Team application; and USA Hockey Consent to Treat forms. These must be verified by the hosting organization. The current team roster must be checked before the first game is played by each team and compared to the game roster. Rosters must be signed by players, coach, and the USA Affiliate Registrar (Joe Strako)
 - **With out these items, teams (no signed roster and/or no USA Hockey Team Application) or players (no birth certificate or consent to treat form; or missing from/no signature on roster) WILL NOT BE ALLOWED ON THE ICE. ABSOLUTELY NO EXCEPTIONS. USA hockey rules state that there will be NO liability insurance for that game if a player is on the ice without his USA hockey roster being signed by the player and coach and the Affiliate Registrar.**
- The TD will ensure game schedules and locker room assignments are posted in a prominent location (including the Tournament Director's name) and will provide copies of each to all participating teams (either coaches or managers). The TD will also ensure score sheets for all games are ready to go.
 - After the Tournament;
 1. Collect and send signed original game score sheets (top copy) to the appropriate Commissioner (or MHL President if no Commissioner is assigned) immediately following the weekend. It is imperative these sheets be mailed within five (5) working days so Commissioners have time to review and verify reported results for seeding purposes, and take appropriate action on any Major penalties or Game Misconduct penalties.

2. Log onto the MHL web site and report scores from the weekend. Contact your travel director or the MHL President for the username and password.
3. Report major penalties or game misconducts to the MHL President and appropriate Commissioner. Also provide a short summary of how the tournament went, any problems encountered, things that worked particularly well, etc.

- For Finals weekends

- i. Purchase trophies (budget is \$55 per team attending)
- ii. Individual trophies for the 1st place team
- iii. Team trophies as listed below

- Trophies and ordering

- 1st place – 35” high – any number of teams playing
- 2nd place – 27” high – any number of teams playing
- 3rd place – 25” high – when 7 or more teams playing
- Consolation – 24” high – optional with 6 or 7 teams playing
- Sportsmanship – 23” high – winner to be identified by the appropriate Commissioner or MHL President if no Commissioner assigned

The hosting organization will have a budget of \$55/participating team to purchase trophies with. Receipts for trophies will be sent to the MHL Treasurer for reimbursement. If there are funds remaining out of budgeted amount after purchase of required trophies, the additional funds may be used to purchase participation medals or medals for 2nd and 3rd place teams as the hosting association sees fit. League reimbursement will be limited to \$55/participating team.

- Post Cups. Post Cups are awarded to the winner of the Finals tournament. It is a traveling trophy and is passed to the team that wins the following year’s Final tournament. The trophy is engraved with the names of each member of the winning team (like the Stanley Cup) on plates attached to the base. When the base is filled up another section of trophy base is added. The league pays for engraving the trophy with the names. The team who wins the trophy is responsible for getting it to the following year’s tournament so it can be presented at the end of the tournament. The team in possession is responsible for maintaining the trophy in good repair and paying for any damages.

12. MHL AA ALL-STAR GAMES.

- All-Star games are conducted at the AA level for Bantams, Peewees and Squirts only. The game is played on Saturday evening at the Finals tournament. Players wear their own organization's jersey. Light colored jerseys are worn by the Host conference players (i.e. Western conference host, all players from Western conference wear light-colored jerseys). Playing time should be divided relatively equally among players selected for the game. Costs for the game (ice and referees) are factored into the season fees for teams competing at those levels.
- Selection of Players. Selection of players is done by their respective coach. Each team is allotted a certain number of slots (both number and position) based on their seeding for the Finals tournament and the number of teams competing at that level. Each of the top three teams in each conference will provide 1 goaltender for the All-Star Game. Nominations are due to the AA Commissioner no later than 1 week after the second AA seeding weekend. Each team will be composed of 3 goalies, 12 forwards and 6 defensemen.

USA HOCKEY Zero Tolerance Policy

In an effort to make ice hockey a more desirable and rewarding experience for all participants, the USA Hockey Youth, Junior and Senior Councils have instructed the Officiating Program to adhere to certain points of emphasis relating to sportsmanship. This campaign is designed to require all players, coaches, officials, team officials, administrators and parents/spectators to maintain a sportsmanlike and educational atmosphere before, during and after all USA Hockey-sanctioned games. The MHL is fully supportive of the Zero Tolerance Policy.

Thus, the following points of emphasis must be implemented by all On-Ice Referees and Linesmen:

Players:

A minor penalty for un-sportsmanlike conduct (Zero Tolerance) shall be assessed whenever a player:

1. Openly disputes or argues any decision by an official.
2. Uses obscene or vulgar language at any time, including any swearing, even if it is not directed at a particular person.
3. Visually demonstrates any sign of dissatisfaction with an official's decision. Any time that a player persists in any of these actions, they shall be assessed a misconduct penalty. A game misconduct shall result if the player continues such action.

Coaches:

A minor penalty for un-sportsmanlike conduct (Zero Tolerance) shall be assessed whenever a coach:

1. Openly disputes or disputes any decision by an official.
2. Uses obscene or vulgar language in a boisterous manner to anyone at any time.
3. Visually displays any sign of dissatisfaction with an official's decision including standing on the boards or standing in the bench doorway with the intent of inciting the officials, players or spectators.

Any time that a coach persists in any of these actions, they shall be assessed a game misconduct penalty.

Officials:

Officials are required to conduct themselves in a businesslike, sportsmanlike, impartial and constructive manner at all times. The actions of an official must be above reproach. Actions such as "baiting" or inciting players or coaches are strictly prohibited.

On-Ice officials are ambassadors of the game and must always conduct themselves with this responsibility in mind.

Parents/Spectators:

The game will be stopped by On-Ice officials when parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The On-Ice officials will identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area. Once removed play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the local Governing Body.

1. Use of obscene or vulgar language in a boisterous manner to anyone at any time.
2. Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
3. Throwing of any object in the spectator's viewing area, player's bench, penalty box or on the ice surface, directed in any manner as to create a safety hazard.

Need to add in deadline (31 December) for when teams need to have in applications for MWAHA (Tri-State) Championships and clarify how it works if AA champs are also Tri-State champs for moving on to Central Districts. See discussion above #3 above. No additional discussion. Voted on/approved.

Comment [T13]: CHECKING TO SEE IF THIS STILL APPLIES