



# AT&T Metroplex High School Hockey League Rules & Procedures Fall/Winter Season

**REVISED 5/1/20**

## Section 1: Definitions

**Advisory Board** (“AB”): that group of individuals serving as an advisory board to the League administration. The Advisory Board shall not have any formal decision making powers, but shall instead provide input and recommendations to League administration.

**Commissioner:** the individual designated to oversee the daily administration of the League and League activities.

**League:** the AT&T Metroplex High School Hockey League

**League Game:** any Varsity or Junior Varsity Regular Season or Playoff Game that is played within the respective season(s) of the AT&T Metroplex High School Hockey League.

**Regular Season Game:** any game played as part of the League's regular season schedule for the Varsity or Junior Varsity divisions.

**Playoff Game:** any game played as part of the League playoff schedule for the Varsity or Junior Varsity divisions.

**League Year:** September 1 through the following August 31, encompassing two complete League Seasons, Fall/Winter and Spring/Summer.

**Member Club:** any organization which is comprised of Varsity and/or Junior Varsity team(s) which has been accepted as a Member of the League pursuant to the procedures set forth herein.

**Team Official:** any person serving as a coach, manager, team representative or other official capacity assisting on or off the Players' Bench during a League Game.

**TAHA:** the Texas Amateur Hockey Association.

**USAH:** USA Hockey

**USAH/CEP:** USA Hockey Coaching Education Program

## **Section 2: Member Club Parameters**

### **2.1 Application for Membership**

Clubs wishing to join the League must submit a Membership Application no later than the August 1 preceding the League Year in which the team desires to participate. The League shall determine whether to admit the applicant to the League within 10 days after receipt of application.

#### **2.1.1 Club Membership Requirements**

Clubs must follow all guidelines and rules set forth by USA Hockey, TAHA and the AT&T Metroplex Hockey League

1. Clubs must publish, post on their website, and make available in writing, all club rules and regulations.
2. Clubs must be transparent with finances including member fees and dues.
  - a. Clubs may not require players to purchase or wear any equipment that was not made known, in writing, prior to tryouts/registration.
  - b. Clubs are encouraged to do fundraisers but can't require players to participate in any fundraising activity that was not made known, in writing, prior to tryouts/registration.
  - c. Clubs must make known, in writing, to potential players any tournaments and/or travel the club/team plan during that season prior to tryouts/registration.
  - d. Clubs must make any known, in writing, potential costs, in addition to those outlined in a-c, that a player may incur during the course of the season prior to tryouts/registration.
3. Clubs must provide the league with a financial statement which includes revenues and expenses, on an annual basis, when requested.
4. Clubs must publish and follow a dispute/conflict resolution process in accordance with USAH/TAHA/LEAGUE procedures.
5. The league must approve the rules set forth by each club. No rule may be set forth by a member club that contradicts any USAH, TAHA or League rule.

### **2.2 Coach Selection**

Each Member Team shall be responsible for selecting all of its coaches and team officials. In the event a Member Team is having difficulty finding a Head Coach, the League may assist in the process by providing the names of potential coaches to a representative of the Member Team.

Upon selection of a Head Coach by a Member Team, such Member Team shall notify a member of the League administration of its selection. All coaches and team officials are subject to final approval by the League, with such approval not being unreasonably withheld.

### **2.3 Background Checks & SafeSport**

All adults involved in any TAHA member league/association, including coaches (head and assistant), team representatives, team managers, trainers and/or any other adults directly

involved with the administration, organization, operation and/or coaching of the players of the team, will have to pass a nationwide background screening that will be administered by the respective association. Anyone not agreeing to this provision will not be allowed to hold any type of administrative or coaching position. Each respective association will be tasked with administration and enforcement of this regulation. *The background check must be completed by the TAHA designated provider, NCSI through the TAHA website so it can be tracked by TAHA/USAH.*

#### 2.4 Accreditation of Coaches

All Coaches, for each Member Team must have coaching accreditation, at the appropriate USAH/CEP level and have taken the on-line USAH 18U Midget Module Background Screening and completed the SafeSport training. Coaches must have updated, or have current CEP Training. Coaches who do not have current training will be removed from the roster. Coaches must achieve a Level 4 training with USAH to coach High School Hockey. Coaches may coach prior to achieving L4 provided they take one level per year and continue to advance until they achieve L4. If there is no L4 clinic scheduled in DFW in a given year, a current L3 coach may remain at L3 for another year and take L4 the next time a L\$ clinic is offered in DFW. The coach must be sure their current L3 is valid through at least 12/31 of the current season. Any coach who has an expiring CEP level on 12/31 must take the next level prior to that date or they will be ineligible to coach after 12/31 of that season.

### **Section 3: Player Eligibility Parameters**

#### 3.1 Grade Eligibility

Students must be in the eleventh (11<sup>th</sup>) and twelfth (12<sup>th</sup>) grades and attend school full-time, to be eligible for a Varsity Team. Full-time school attendance will be defined as a student who is taking four (4) classes at his/her school. Students who are in the seventh (7<sup>th</sup>)\*\* to tenth (10<sup>th</sup>) grades and attend school full-time will be eligible for a Junior Varsity Team. Ninth (9<sup>th</sup>) & tenth (10<sup>th</sup>) graders may “play up” on Varsity if they are skilled enough. ***7<sup>th</sup> and 8<sup>th</sup> grade students may NOT play Varsity. 11<sup>th</sup> and 12<sup>th</sup> grade students may NOT play JV. Exceptions will only be made for goalies on a case by case, emergency basis.***

#### 3.2 Age Restrictions

Any player who will turn nineteen (19) prior to September 1 for the following season will not be eligible to participate. ***\*\*The minimum age for a player in the league is 13. The player must turn 13 during the calendar year that the season begins. Exceptions to this rule may be made on a case by case basis for goaltenders and female players. The maximum age for a JV player is 16. If a player turns 17 during the calendar year that the league season begins they may not play JV regardless of grade attended in school.***

#### 3.3 Private School Students & Home Schooled Students

Private school students must play for the Member Club/Team which represents the public high school attendance area in which the student resides. If the student lives in an area that does not support a team, the student will be placed on a team through the Leagues Open Tryout process.

### 3.4 Visiting Players

Players who are rostered on another ice hockey team outside the Dallas/Fort Worth Metropolitan area during the current season, will not be eligible to join a Varsity or Junior Varsity team, unless the player's family permanently relocates before the December 31<sup>st</sup> deadline to finish the current school year in the DFW area. Players who relocate to the DFW Metroplex must comply with the deadlines set forth in sections 3.2, 3.8, 3.9, and 3.10. The league may include full teams from outside the DFW area.

### 3.5 Billeted Players

Players who are billeted for the purpose of playing hockey will not be permitted to play in the league. The exception is a student that is part of a school, foreign exchange program.

### 3.6 Open Tryouts

The League will hold an open tryout prior to each season for players who do not have a Member Team to try out for. Once the tryout is completed, the League will assign the player to an existing Member Team, based upon geographic location and the Member Team's needs for players. Once the player is assigned to a Member Team, he/she will continue to play for that Member Team for the duration of his/her career in the AT&T Metroplex High School Hockey League, unless his/her school enters a Member Team, at the player's skill level, into the League, at which point the player will be required to play for the new Member Team. Skill level is defined as JV or Varsity and NOT the different division levels within JV and Varsity. After the Open Tryouts and during the season, prior to the roster freeze, players may be added to teams from outside that team's attendance zone. The league must approve any roster additions involving players from outside their attendance zone and those players will be subject to the same rules that apply to players attending the Open Tryout.

#### 3.6.1 Players Cut by HOME TEAM

Any player who is cut by their "HOME" club may petition the league to be placed on another team for THAT FALL/WINTER SEASON. The assignment will be for 1 year and include the following Summer Season. The following Fall/Winter the player must again tryout for their HOME club. If a player is cut twice by their HOME club in consecutive seasons then the player may be permanently assigned to the club they played with the previous season OR they may enter the Open Tryout for a permanent assignment. Clubs are not permitted to RELEASE any player other than cutting a player through the normal tryout process OR due to a confirmed verified SafeSport violation upheld by USAH.

The above rules ONLY APPLY TO FALL/WINTER SEASONS. Out of Area players assigned to teams for any Summer Season are assigned for "that summer season only". Those players must attend the Open Tryout in the fall for a permanent placement on a team. The attendance zones are set by the league and clubs may not recruit players outside of their designated area.

### Section 3.7 Junior A Players

Male or Female players who are rostered on a Junior A-Tier 1 Junior A-Tier 2, as of October 1 of the year in which a season begins, will not be eligible to participate in the League.

### Section 3.8 Proof of Eligibility

Each Member Team shall be required to complete a SAF, including signatures, and return to the League, no later than the start of the pre-season leveling tournament. Any Member Team who has not submitted their completed SAF will not be eligible to participate in any League games until the form as been completed and submitted to a member of the League Administration.

Any player who is added to the Member Team's roster after the SAF has been submitted, must complete an individual Eligibility Verification Form before he/she will be permitted to play in any League games.

### Section 3.9 Students who Move and/or Change Schools

Students who move and/or change schools on or prior to December 31 of the year in which a season begins must play for the Member Club representing the school/area that the student is transferring to, unless one (1) of the following two (2) conditions is met:

1. The student's new school does not have a Member Team within the League, [or](#)
2. The student's new school's Member Team is full.

In the event that one (1) of the above two (2) conditions is met, the player shall complete the current season on the Member Team that represents the school the player started the season with. However, in the following season, the player must try out for the Member Team representing the school he/she has relocated to. If the player's new school/area does not have a Member Team, he/she must petition the League for an exemption for future seasons.

*Students moving after 12/31 of their Junior season and prior to 12/31 of their Senior year may continue to play their final year of eligibility with their previous club or play for the club from their new school/area.*

Students who change schools after December 31 of the year in which a season begins, will be permitted to complete the current season with the Member Team that the player started the season with. However, the following season, the player must try out for the Member Team which represents the school he/she has relocated to. If the player's new school does not have a Member Team, he/she must petition the League for an exemption for future seasons.

*"Players whose families move during the season will be eligible for playoffs with their new team provided that they meet the minimum league requirements for games played using the total games played for their primary team on both clubs. This rule is for league play only and does not apply to State Tournament games"*

### 3.10 Roster Deadline

No individual player may be added or deleted from a Member Team's roster after December 31 of the year in which the season begins. No player may be added to a Member Team, at any time, if the Member Team already has thirty (30) players on the roster.

### 3.11 Rosters

1. The 7-Up Rule is effect. Once a double rostered player plays his/her 7<sup>th</sup> game on the higher team that player is frozen on the higher roster for the remainder of the season. Leveling games do not count towards the 7-Up rule. The 7-up rule continues through the playoffs (see below).
2. Players may be rostered on a maximum of 2 teams in a club. This means if a club has 3 or 4 teams players may move between 2 teams only, and only between the next highest team that club fields. Rostering may not skip a team within a club. Example; A club has 3 teams VS, JVG & JVB. Players on JVB may not be rostered on VS.
3. Teams must freeze 50% of the roster on their teams, except their lowest team. BY USAH rules, you may roster up to 30 players on any High School team. If you choose to roster 30 on your top Varsity team then you must freeze 15. Those players may not be double rostered on a lower team and their status will not change at any point during the season. This rule also applied to a second Varsity team that pulls up players from JV. That team must also freeze 50% of its players. Those players may play "up" to the higher Varsity or JV team but may not play down to the lower Varsity or JV team. Players designated as frozen must me designated with a -F following their name on the HockeyShift template you submit. If you add players during the season the number of Frozen players will increase and remain at 50%. If you lose players there will be no change to the number of Frozen players.
4. Players must play in 9 games of "that team" to qualify for the playoffs. The exception is a player who has played 9 games on the lower team, and is double rostered. That player may play in the playoffs for the upper level team. The 7-Up rule continues through the playoffs.

### 5. Exceptions & Unlimited Double Rostering

Any deviations from the standard set forth in this document shall be at the determination of the League. Players or Teams seeking such deviations shall submit requests in writing to a member of the League administration prior to LEVELING preceding the League Year for which the exemption is sought. The League shall make a final determination of all applications no later than Game 1 of the regular season.

### **2020-2021 Unlimited Rostering Rules**

- Only clubs with 2 teams may request "Unlimited" double rostering. Clubs with 3 or 4 teams may not request the exception.
- Clubs with 2 teams must have less than 28 total skaters, not including goalies, in order to request the "Unlimited" exception.
- Clubs must request the exception via email and the league will work with them on a case by case basis to determine the number of "Unlimited" exceptions.
- The club will still be required to "freeze" a percentage of players on their higher level team as determined by the league.

- The number of players granted “Unlimited” exceptions will be determined by the league and the remaining players that are double-rostered will be subject to the 7-Up Rule.
- Goalies will not be designated for “Unlimited” play. Clubs that do not have a goalie for a specific game must petition the league to be able to use an emergency substitute. These situations will be dealt with on a case by case basis. Back-Up goalies will not count toward the 7-Up and will not lose their ability to play in a lower level game unless they actually play in the game. Being a back-up goalie does count towards the 9-games required for playoff eligibility.

a. Early Graduation

The League will not penalize a player who qualifies for early graduation, as long as the player in question began the season enrolled in the high school for which he/she is eligible to compete. If/when an early graduation should enroll in a college or university, the player’s eligibility to participate in sanctioned high school hockey play shall terminate when he/she begins taking classes.

b. No Pass/No Play

The Texas Amateur Hockey Association High School Section (TAHAHSS) strictly enforces the UIL No Pass/No Play regulations for the Varsity division. The AT&T Metroplex High School Hockey League will support and enforce the UIL No Pass/No Play academic eligibility rules for both Varsity and Junior Varsity divisions. A player must be a “student in good standing” at his/her school according to the academic UIL No Pass/No Play rules established by the represented school or school district.

Any player that is not academically eligible according to the UIL and their respective local school district will not be allowed to play in any regular season or post-season games until they become academically eligible according to the UIL and/or their respective school district.

The suspension will be in effect until the player/student is reinstated by school authorities. Should a student elect to withdraw from public school and enroll in either a private school or be home schooled while they are considered academically ineligible by the public school, that student will not be eligible to participate in the High School League. He or she must be a “student in good standing” at his/her public school according to the academic pass/play rules for the individual school districts prior to withdrawing from that school. Should the student physically change addresses and become part of a different public school district while the student was academically ineligible at the previous school, the student must become a “student in good standing” at his/her new public school according to the academic pass/play rules of the public school the student is attending.

All Member Teams must abide by the following rules as they relate to UIL No Pass/No Play regulations:

- a) Each team is required to obtain a copy of their respective school's academic UIL eligibility calendar.
- b) Each team is required to complete an Academic Ineligibility Report for each grading period. This report will list every player on their official USA Hockey roster that is NOT in "good standing". The report will declare those players as being academically ineligible for that grading period. The Academic Ineligibility Report must be signed by both the team representative/manager and the head coach.
- c) Each team representative/manager will be required to verify the academic eligibility status of every player on the team's official USA Hockey roster each grading period. This verification can be complied by either reviewing the student's report card each grading period or by receiving a signed academic eligibility status report by a school official (i.e. principal, vice-principal or counselor). This verification need only declare whether or not the student is considered academically eligible or ineligible according to the school's established UIL No Pass/No Play rules.
- d) Any player for which verifiable documentation as listed above is unavailable for any reason will be listed as ineligible and not allowed to participate in any games until the academic eligibility can be verified.
- e) A student that receives an "incomplete" on a report card for any grading period is ineligible until such time the work is completed and a final passing grade rendered. An "incomplete" grade is counted the same as a failing grade until replaced with a passing grade.
- f) A student that is protesting a grade on a report card for any grading period is ineligible until such time the protest is concluded and a final passing grade rendered.
- g) A student who receives, at the end of any grading period (after the first six (6) weeks of the school year), a grade below 70 in any class (other than a school identified advanced class) may not participate in extracurricular activities for three (3) school weeks. An ineligible student may practice, however. The student regains eligibility after the seven (7) calendar day waiting period has ended following a grading or the three (3) school weeks evaluation period when the principal and teachers determine that he or she has earned a passing grade (70 or above) in ALL classes, other than those that are advanced. All schools must check grades for all participants at the end of the first six (6) weeks of the school year. From that point, grades are checked at the end of the grading period whether it is six (6), nine (9), or twelve (12) weeks in length. Students who pass remain eligible until the end of the next grading period. All team representatives/managers are responsible for verifying the grades before the student represents the school in accordance with ITEM C as listed above. This provision applies to all grading periods. It also applies to all three school week evaluation periods for ineligible students.

All students are eligible during a school holiday of a full calendar week or more. When the bell rings to dismiss students for the December holidays, all students are eligible until classes resume in January. The same is true for summer recess, fall break, and spring breaks provided those breaks consist of at least one (1) full calendar week.

Students in year-round schools are eligible during inter-sessions.



If a grading period or three school week evaluation period ends on the last class day prior to a school holiday of one calendar week or more (e.g. spring break, winter holidays), the seven calendar day grace period to lose eligibility and the seven calendar day waiting period to regain eligibility begin the first day that classes resume. Students lose eligibility for a three school week period. For purposes of the law, “three school weeks” is defined as 15 class days. Exception: One, but only one of the three school weeks may consist of only three or four class days, provided school has been dismissed for a scheduled holiday period.

Consult your school’s eligibility calendar for specific eligibility dates for each grading period.

- h) All students must receive a 70 or above in all subjects each grading period in order to be eligible to play. Eligible players remain eligible until the end of the next grading period, without submitting a progress report. The only exception to this would be if a student received a failing grade in a course that is listed by the school as being “Exempt”. AP, Honors, and designated classes by the respective school district are excluded from the No Pass/No Play rules. Each school is allowed under the UIL standards to list certain classes as being exempt from the No Pass/No Play regulations. The team representative/manager must obtain a list of any and all exempt courses from their respective school at the beginning of each school year.
- i) Any student that receives one (1) or more failing grade(s) (below 70) on their report card is ineligible to play on the date listed on their respective school’s academic eligibility calendar. The student remains ineligible until the progress reports are issued. In order to regain eligibility, the student must be passing ALL courses on the progress report. The student will regain eligibility on the date listed on the school’s academic eligibility calendar.

⌘j) The AT&T Metroplex High School Hockey League grants four (4) days to allow for reception of report cards that are sent through the mail. The four (4) days will be added both to the original, beginning, and ending dates shown on the school’s academic eligibility calendar for all grading periods. This procedure will be uniformly applied to all teams in the league. This procedure will be in effect from the start of the season and remain in effect throughout the season.

⌘k) Bottom line, if a student is considered eligible by their respective school to participate in any other UIL approved sport, then they are eligible to play high school hockey.

### 3.15 School Suspension

Any player who is placed in alternative education classes, suspended out of school, or placed on in-school suspension is not eligible to compete in any League game(s) until he/she has been back in the regular classroom setting for one (1) complete school day. Should a student elect to withdraw from public school and enroll in either a private school

or be home schooled while they are participating in alternative education classes or are under any type of school imposed suspension, that student will not be eligible to participate. He or she must be a “student in good standing” at his/her public school and have completed any and all disciplinary requirements or other suspensions or required attendance in alternative education classes assigned by the public school prior to withdrawing from that school. Should the student physically change addresses and become part of a different public school district while the student is attending alternative education classes at the previous school, the student must become a “student in good standing” at his/her new public school according to the rules of the public school the student is attending.

This suspension will be in effect until the player/student is reinstated by the school authorities. Generally, if a student would otherwise be eligible to play a UIL recognized sport for their respective school, then they are eligible to play high school hockey.

3.16 Major or Match Penalties received by a Senior in the Final Game of the Season If a senior in the last game of his/her team’s current competitive year/season receives a major penalty, then the head coach of that team will receive a minimum of a one (1) game suspension to be served in the first regular scheduled high school game of the next competitive season.

If a senior in the last game of his/her team’s current competitive year/season receives a match penalty, then the head coach of that team will receive a minimum of a two (2) game suspension to be served in the first two (2) regular scheduled high school games of the next competitive season.

In both cases the AT&T Metroplex High School Hockey League maintains the right to review and adjust the penalty as the case dictates. The League may increase the penalties set forth above, but may not reduce the penalties set forth above.

3.17 Major or Match Penalties received by a non-Senior in the Final Game of the Season Any player in the last game of his/her high school team's current competitive year/season that receives a major penalty, then that player will serve a minimum of a one (1) game suspension at the start of the next high school competitive season. This penalty will follow the player, which means the player will serve the suspension regardless of what high school team he/she may be playing for in the next competitive season.

Any player in the last game of his/her high school team's current competitive year/season receives a match penalty will abide by and comply with the decision and ruling of the respective high school association's hearing conducted as per USA Hockey rules concerning players receiving match penalties.

In both cases, the AT&T Metroplex High School Hockey League maintains the right to review and adjust the penalty as the case dictates. The League may increase the penalties set forth above, but may not reduce the penalties set forth above.

## **Section 4: High School Team Eligibility Parameters**

### **4.1 Pure and Blended School Teams**

Any Varsity team comprised of students from a single school will be designated as a PURE team will be eligible for the TAHA State PURE Championship. Any Varsity team comprised of students from two or more schools will be designated as a BLENDED team and will be eligible for the TAHA State BLENDED Championship. [Additional eligibility requirements for competing in the TAHA State Tournament and USAH's High School Hockey National Tournament may be imposed by TAHA and USAH. The final determination regarding a team or player's eligibility for the state or national tournament rests with TAHA and USAH.](#)

### **4.2 Team Composition**

Clubs must be comprised of a school, or schools, that support multiple sports participating in a sanctioned UIL or TAPPS conference. Schools whose primary focus is elite level, athletic training will not be considered for membership in the league.

### **4.3 School Teams – Roster Composition**

The AT&T Metroplex High School Hockey League encourages the growth of high school hockey and the addition of new teams to the League. When a new team is formed, players attending the schools which comprise the new team will be required to play for that team, regardless of where they played in previous seasons, [subject to the requirement in 3.6 that the new team be at the player's skill level](#). Players in their final season of eligibility, (HS Seniors), will have the option to be “grandfathered” for their final season and will be eligible to play with the team they played with the previous season. All other players attending the new member school must play for the new member team regardless of past affiliation. The decisions of the League will be final in all cases involving eligibility. The AT&T Metroplex High School Hockey League has final authority over all Blended Team rosters and where those Blended teams recruit their players.

## **Section 5: League Schedule**

### **5.1 Game Location**

League Games shall not be conducted at any rink that has not been approved by the League. The list of rinks that have been so approved shall be distributed to Member Teams no later than August 31 preceding the League Year in which such approval shall be in effect. Any approved rink shall be eligible to conduct League games until such time as the League determines approval of such rink is no longer appropriate.

### **5.2 Tournaments & Scrimmages**

Member teams may play in games other than League Games. However, League Games take precedence over other games. Any team not participating in a scheduled League Game shall forfeit such game and shall be subject to such disciplinary action as is deemed

appropriate by the League. All officiated scrimmages/games are under the jurisdiction of the AT&T Metroplex High School Hockey League.

### 5.3 Organization of Teams by Conferences and/or Divisions

Organization of Member Teams into Conferences and/or Divisions shall be at the discretion of the League. The goal of such alignment shall be to provide a relatively balanced playing schedule, to promote geographical and traditional rivalries and to conform to State Championship divisional organization, if applicable.

## **Section 6: League Games**

The rules and regulations set forth in this section shall be applicable to all League games, including Varsity, Junior Varsity, Regular Season, and Playoff games.

### 6.1 Six-Goal Rule

If during the third (3<sup>rd</sup>) period of a League Game, the score differential reaches six (6) goals, the game clock shall be operated using a running time format until such time as the differential is reduced below six (6).

### 6.2 Jerseys

All League teams shall have two (2) sets of jerseys – one (1) white/light colored and one (1) dark. All Teams must notify the League of their jersey colors prior to October 1 of each League Year. The designated Home team shall wear DARK colored jerseys. Temporary numbers may not be taped onto jerseys at any time.

### 6.3 Protective Equipment

All protective equipment required by USA Hockey Rules must be worn by all players on Member Teams for all on-ice League practices and games.

### 6.4 Seven (7) Game Rule

Once a double rostered player has played his seventh (7<sup>th</sup>) game on the higher level team, he/she can no longer play on the lower level team. This rule applies to goaltenders as well. The goaltender must be playing and accumulating minutes to be considered as playing in an official game. Exceptions for goalies playing in emergency situations will be granted on a case by case basis. The 7 game rule will continue through the playoffs. Hockey Shift will be used to determine the number of games played. It is each clubs responsibility to check Hockey Shift each week and notify the league of any roster errors. Teams will not be allowed to request any changes to a completed game once the next scheduled league game of that team has been played.

### 6.5 Official Rosters

Players must be rostered on the official roster that is turned into the League. Players must be rostered on both the varsity and junior varsity rosters if you wish to play him/her at both levels. If a player is rostered on the Junior Varsity team's roster and not the Varsity team roster, you are not allowed to call the player up to play Varsity.

For clubs with two (2) or more teams, each team in that club's program must permanently freeze 13 skaters and 1 goalie on the higher level team. Exceptions to the 13+1 rule for clubs with low enrollments will be made on a case by case basis.

## **Section 7: Regular Season Schedule – Varsity**

The number of Member Teams, the number of League Games each such team plays, start times of games, length of season and other elements of the League Schedule shall be determined at the discretion of the League. No Regular Season Game shall be scheduled prior to September 15<sup>th</sup> or later than the first weekend of April during any League Year. Each Member Team shall play the same number of Regular Season Games each Season, unless weather causes games to be cancelled and appropriate ice is not available to schedule make-up games.

### **7.1 Regular Season Game Format**

All Regular Season Games shall be limited to three (3) periods of not less than fifteen (15) minutes utilizing the stopped clock concept. The ice will be re-surfaced between games.

No game shall end in a tie. If a game is tied at the end of regulation then a four on four (4 on 4), 5-minute stop clock, sudden death OT will be played. If the game remains tied at the end of OT, then a 3-man shootout will determine the winner. If the game remains tied after each team has had three (3) shots, then the shootout will revert to sudden death with each team having an equal number of shots. No player who was serving a penalty at the end of overtime may participate in the shootout. In any one shootout all players, except goaltenders, must shoot once before a player shoots for a second time.

### **7.2 Tiered Varsity Divisions**

The Varsity Division will be divided into multiple divisions in seasons where the number of teams allow for a competitive schedule at multiple levels. Teams will have the opportunity to apply for the division most appropriate for their teams' competitive level. The League reserves the right to place a team in the most appropriate division and may require some leveling play to determine the most competitive division for a team. A maximum of eight (8) teams per division teams will make the playoffs. There will be separate division playoff tiers.

### **7.3 League Standings – Regular Season**

League standings shall be determined by awarding **three, (3) points for a regulation victory, two (2) points for an OT or SO Victory, one (1) point for an overtime or shootout loss, and zero (0) points for a regulation loss.**

In the case of a tie, the following guidelines shall be followed:

For cases where a tie is between two (2) teams:

- a) Most regulation time wins
- b) Points earned in head-to-head games between the two (2) teams
- c) Fewest goals allowed in all League games

- d) Largest goal differential total in all League games
- e) Fewest penalty minutes allowed in all League games
- f) Coin Toss

For cases where a tie is between three (3) or more teams:

- a) Most regulation time wins
- b) Fewest goals allowed in all League games
- c) Largest goal differential total in all League games
- d) Fewest penalty minutes allowed in all League games
- e) Coin toss

League games cancelled due to inclement weather may or may not be rescheduled by the league based on the ability to secure available ice.

#### 7.4 Game Re-Play

No game, playoff or regular season, will be replayed in part or in full for any reason, including administrative errors by the scorekeeper, officials or League management. Any game that has been suspended after it has begun, for any reason, may or may not be played. The game may be considered final or be replayed in full.

### **Section 8: League Playoffs – Varsity**

The League playoff format is affected by numerous factors including the number of Member Teams. Therefore, the playoff format may change from time to time and shall be determined by the League prior to each League Year.

#### ~~8.1~~ Playoff Game Format

All Playoff Games shall consist of three (3) periods of not less than fifteen (15) minutes **OR fourteen (14) minutes**, utilizing the stopped clock concept. The ice shall be resurfaced prior to each game. Sudden death overtime shall be utilized to determine the outcome of Playoff Games in the following manner:

- a) All Playoff Games, other than the City Championship Game, tied at the end of regulation time shall play one (1) 5-minute, stop-time, sudden death overtime period. If the game remains tied at the end of such overtime, a shoot-out, as described below, will be utilized to determine the winner.
- b) The City Championship Game, if tied at the end of regulation time, shall play one (1) fifteen-minute stop time, sudden death overtime period. If the game remains tied at the end of such overtime, a shoot-out, as described below, will be utilized to determine the winner.

#### 8.2 Shoot-Out Format

Each coach will select three (3) players to participate. Each of those three (3) players will shoot on the opposing goaltender in penalty shot fashion. The Home team coach will elect whether he wants his team to shoot first (1<sup>st</sup>) or second (2<sup>nd</sup>). Once that is determined, the

teams will alternate shooters until three (3) from each team have gone. The team scoring the most goals out of the three (3) shooters is the winner.

If an equal number of the three (3) shooters from each team score, each coach will select a fourth (4<sup>th</sup>) shooter (who was not among the original three). The teams will continue to alternate shooters in the order until one shooter scores and the other does not. Each team will continue selecting shooters who have not shot yet, until all players dressed for that team for that game have shot.

### 8.3 Game Re-Play

No game, playoff or regular season, will be replayed in part or in full for any reason, including administrative errors by the scorekeeper, officials or League management. Any game that has been suspended after it has begun, for any reason, may or may not be played. The game may be considered final or be replayed in full.

## **Section 9: Regular Season Schedule – Junior Varsity**

The number of Member Teams, number of League Games each such team plays, start times of games, length of season and other elements of the League Schedule shall be determined at the discretion of the League. No Regular Season Game shall be scheduled prior to September 20 or later than the first weekend in April during any League Year.

Each Member Team shall play the same number of Regular Season Games each Season unless weather causes games to be cancelled and appropriate ice is not available to schedule make-up games.

### 9.1 Regular Season Game Format

All Regular Season Games shall be limited to three (3) periods. All periods will be fourteen (14) minutes in length and utilize the stopped clock format.

No game shall end in a tie. If a game is tied at the end of regulation then a four on four (4 on 4), 5-minute stop clock, sudden death OT will be played. If the game remains tied at the end of OT, then a 3-man shootout will determine the winner. If the game remains tied after each team has had three (3) shots, then the shootout will revert to sudden death with each team having an equal number of shots. No player who was serving a penalty at the end of overtime may participate in the shootout. In any one shootout all players, except goaltenders, must shoot once before a player shoots for a second time.

### 9.2 League Standings – Regular Season

League standings shall be determined by awarding three, (3) points for a regulation victory, two (2) points for an OT or SO Victory, one (1) point for an overtime or shootout loss, and zero (0) points for a regulation loss.

For cases where a tie is between two (2) teams:

- g) Most regulation time wins
- h) Points earned in head-to-head games between the two (2) teams

- i) Fewest goals allowed in all League games
- j) Largest goal differential total in all League games
- k) Fewest penalty minutes allowed in all League games
- l) Coin Toss

For cases where a tie is between three (3) or more teams:

- f) Most regulation time wins
- g) Fewest goals allowed in all League games
- h) Largest goal differential total in all League games
- i) Fewest penalty minutes allowed in all League games
- j) Coin toss

League games cancelled due to inclement weather may or may not be rescheduled by the league based on the ability to secure available ice.

### 9.3 Game Re-Play

No game, playoff or regular season, will be replayed in part or in full for any reason, including administrative errors by the scorekeeper, officials or League management. Any game that has been suspended after it has begun, for any reason, may or may not be played. The game may be considered final or be replayed in full.

## **Section 10: League Playoffs – Junior Varsity**

The League playoff format is affected by numerous factors including the number of Member Teams. Therefore, the playoff format for Junior Varsity teams may change from time to time and shall be determined by the League prior to each League Year.

### 10.1 Playoff Game Format

All Playoff Games shall consist of three (3) periods of not less than fifteen (14) minutes, utilizing the stopped clock concept. The ice shall be resurfaced prior to each game. Sudden death overtime shall be utilized to determine the outcome of Playoff Games in the following manner:

- a) All Playoff Games, other than the City Championship Game, tied at the end of regulation time shall play one (1) 5-minute, stop-time, sudden death overtime period. If the game remains tied at the end of such overtime, a shoot-out, as described below, will be utilized to determine the winner.
- b) The City Championship Game, if tied at the end of regulation time, shall play one (1) fourteen-minute stop time, sudden death overtime period. If the game remains tied at the end of such overtime, a shoot-out, as described below, will be utilized to determine the winner.

### 10.2 Shoot-Out Format

Each coach will select three (3) players to participate. Each of those three (3) players will shoot on the opposing goaltender in penalty shot fashion. The Home team coach will elect whether he wants his team to shoot first (1<sup>st</sup>) or second (2<sup>nd</sup>). Once that is determined, the



teams will alternate shooters until three (3) from each team have gone. The team scoring the most goals out of the three (3) shooters is the winner.

If an equal number of the three (3) shooters from each team score, each coach will select a fourth (4<sup>th</sup>) shooter (who was not among the original three). The teams will continue to alternate shooters in the order until one shooter scores and the other does not. Each team will continue selecting shooters who have not shot yet, until all players dressed for that team for that game have shot.

### 10.3 Game Re-Play

No game, playoff or regular season, will be replayed in part or in full for any reason, including administrative errors by the scorekeeper, officials or League management. Any game that has been suspended after it has begun, for any reason, may or may not be played. The game may be considered final or be replayed in full.

## **Section 11: Varsity All-Star Game**

Subject to availability, the league will hold a Varsity All-Star game either during the season or at the conclusion of the season. Each Member Team will have an opportunity to select player(s) to participate in the game. The League will determine breakdown of the number of players each Member Team can select. The HOME team will be known as the Eastern Conference, while the AWAY team will be known as the Western Conference. The League will select three (3) goaltenders from the Eastern Conference and three (3) goaltenders from the Western Conference to participate. Four (4) Head Coaches from each conference will be selected by the League.

## **Section 12 – Penalties & Misconducts**

The rules and regulations set forth in this section shall be applicable to all League games, including regular season and playoff games. Any player or Head Coach suspended pursuant to this section must serve the suspension at the same level of play (Varsity or Junior Varsity) at which such suspension was incurred.

A player receiving a Game Misconduct penalty in a JV or Varsity game must serve his suspension in the next scheduled HS League game of the team he was playing for when he received the penalty. However, that player may not play in any HS game, Varsity or JV, until the suspension is fully served.

### 12.1 USA Hockey Rules

USA Hockey's Official Rules of Ice Hockey ("USA Hockey Rules"), as applicable to the High School age division, in conjunction with League playing rules as set forth herein, shall be used in all League games.

## **12.2 Progressive Penalties and Suspensions**

**(Note) USA Hockey is committed to providing a safe and fair environment for all participants. While the vast majority of players participate within the rules and respect the game and their opponents, USA Hockey recognizes the need to hold those players and coaches deemed to be repeat offenders accountable for their actions. Beginning with the 2014-15 playing season, the Progressive Suspensions rule will take affect nationally.**

(a) Any player who receives their third major penalty during the same season for any combination of aggressive infractions listed below shall receive an additional three-game suspension. For any player who receives their fourth major penalty in this category, the player shall receive an additional five-game suspension. Any player who receives their fifth major penalty in this category during the same season shall be suspended until a hearing is conducted by the proper authorities (USA Hockey Affiliate). These designated game suspensions shall be in addition to any other suspensions imposed through the official playing rules. The aggressive infractions that fit into this category are:

Rule 603 Boarding

Rule 604 Body Checking (Body Contact categories)

Rule 606 Butt-Ending

Rule 607 Charging

Rule 608 Checking From Behind

Rule 609 Cross-Checking

Rule 611 Elbowing

Rule 619 Head-Butting

Rule 620 Head Contact

Rule 621 High Stick

Rule 627 Kicking

Rule 628 Kneeing

Rule 634 Slashing

Rule 635 Spearing

Rule 639 Tripping/Clipping/Leg Checking

Rule 640 Unnecessary Roughness (Roughing)

(Note) A separate progressive suspension rule for Fighting is covered under Rule 615(f) Fighting.

(b) Any team that receives three major penalties in the same game shall have its Head Coach suspended for the next game of that team. For any subsequent game where that team receives three or more major penalties in the same game, the Head Coach shall serve a three-game suspension. For a third game with three or more major penalties by the same team during the same season, the Head Coach shall be suspended indefinitely until a hearing has been conducted by the proper authorities (USA Hockey Affiliate).

(Note) The role of the Official is to enforce all playing rules at all times and they are expected to strictly enforce playing rules that fall under the aggressive infraction category. Players and coaches must be held accountable for dangerous actions and the onus is on them to teach and play the game within the rules. Officials are required to submit a game report immediately following the game for any major penalty falling in the aggressive infraction category, game misconduct or match penalty that is assessed.

### **Fighting-**

(a) A major plus a game misconduct penalty shall be assessed to any player who engages in fighting. An additional minor penalty shall be assessed to any player who starts or instigates fighting. A minor penalty shall be assessed to any player who drops his stick and/or removes his glove(s) during an altercation and is not a participant in the original altercation. A game misconduct penalty shall be added if, in the judgment of the Referee, such player is deemed to be the instigator of a subsequent altercation. A minor, double minor or major plus game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who, having been struck, continues the altercation by retaliating.

(Note) The Referee is provided very wide latitude in the penalties that he may impose under the rules, including Rule 601 "Abuse of Officials and Other Misconduct" in an effort to discourage fighting. This is done intentionally to enable him to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting.

(b) A major plus game misconduct penalty shall be assessed to any player involved in fighting

(c) A game misconduct penalty shall be assessed to any player whose helmet/facemask comes off their head during an altercation. A match penalty (**for all Youth, Girls'/Women's Classifications**) shall be assessed to any player who deliberately removes his (or opponent's) helmet/facemask prior to or during an altercation.

A game misconduct penalty (**for Adult Male Classifications**) shall be assessed to any player who deliberately removes his (or opponent's) helmet/facemask prior to or during an altercation.

(d) A game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in an altercation then in progress. This penalty is in addition to any other penalty incurred in the same incident.

(e) A minor penalty shall be assessed to any player who fails to move immediately and directly to their players' bench (or goal crease for a goalkeeper) when instructed to do so by the Referee during an altercation.

(f) Any player who receives a second major penalty for fighting with the same team during the same season shall receive a three-game suspension. For a third fighting major with the same team in the same season, the player shall be suspended until a hearing is conducted by the proper

Zero Tolerance Policy-The AT&T MSHSL support the USA Hockey Zero Tolerance policy when it comes to player, coach and spectator conduct. We will remove from the building any person not able to control their emotions no matter the circumstances. Please report any issues to the Manager on Duty. This is youth hockey and there is no reason for anything other than a positive environment.

## 12.7 Notification of Suspensions

All game misconducts and suspensions (other than Match Penalties) less than five (5) games or thirty (30) days are automatic, non-appealable and according to USA Hockey and League Rules. No written notification other than the scoresheet shall be issued.

## 12.8 Serving Suspensions

A player suspended pursuant to this section (not including those players suspended for a specified number of days), shall be listed on the official scoresheet as a Suspended Player for any game(s) for which such player is suspended. If a suspended player is not listed on the official scoresheet for a League Game, such game shall not count toward the player's suspension, regardless of whether or not the player participated in such game.

## **Section 13 – Match Penalties**

### 13.1 Disciplinary Committee

Any player, coach or team official who receives a Match Penalty shall be suspended from all USA Hockey activities (including all League activities, including practices), until a hearing is held by the Local or State Disciplinary Committee. The Disciplinary Committees shall hold hearings pursuant to a schedule established by the Disciplinary Committees. No hearings shall be held other than those held pursuant to such schedule, unless a hearing is not scheduled within thirty (30) days of the date on which the match penalty or gross

misconduct was incurred. Any suspension rendered by the Disciplinary Committees shall be retroactive to the date of the incident. Once a decision is rendered, the Chairman of the Disciplinary Committees shall, within three (3) business days of the hearing, notify the Head Coach of the appropriate Member Team and TAHA of any suspension imposed. Any player, coach or team official suspended pursuant to this section shall be suspended from all League activities, including practices, until such suspension has been served in full.

### 13.2 Appeals

Procedures for any appeals shall be in accordance with TAHA and USA Hockey By- Laws and Rules and Regulations, and will be discussed on an individual basis between the Commissioner and the appropriate Team Representative as necessary.

## **Section 14 – Coach’s Code of Conduct and Responsibilities**

The AT&T Metroplex High School Hockey League is very appreciative of the time, effort and dedication its coaches contribute to the program. All coaches are representatives of their respective school or district as well as the League. To ensure that all League coaches perceive their position and responsibilities in the same manner, the following code of conduct and responsibilities have been developed.

### Coach’s Code of Conduct

All League Coaches shall:

- a) Refrain from engaging in any activities or conduct which are, or may be viewed as being, detrimental to any player, team, school or district or the League;
- b) Conduct themselves in a positive and sportsmanlike manner at all times; and
- c) Strive to provide a safe and positive environment at all times and promote fair play and sportsmanship among all players, coaches, referees and parents.
- d) Sign and adhere to the Double Dipping Coaches Policy before league play begins

The Following behavior by League coaches shall not be tolerated:

- a) Any type of physical, verbal or sexual abuse of a player;
- b) Verbal or physical confrontations with other coaches, players, referees, parents or spectators; and
- c) Excessive use of profanity.

### Coach’s Responsibilities

- a) All League coaches shall adhere to certification requirements established by USA Hockey or the League.
- b) Coaches shall make efforts to continually develop their coaching skills and to learn new drills and coaching methods.
- c) Coaches shall conduct organized practice sessions for their team during the season.

- d) Coaches shall ensure that their players wear any and all equipment required by USA Hockey and the League for all practices and games.

### **Section 15 – Referees Code of Conduct and Responsibilities**

#### **Referee’s Code of Conduct** All

League referees shall:

- a) Refrain from engaging in any activities or conduct which are, or may be viewed as being, detrimental to any player, team, school or district or the League;
- b) Conduct themselves in a positive and sportsmanlike manner at all times; and
- c) Strive to provide a safe and positive environment at all times and promote fair play and sportsmanship among all players, coaches, referees and parents.

The Following behavior by League referees shall not be tolerated:

- a) Any type of physical, verbal or sexual abuse of a player;
- b) Verbal or physical confrontations with other coaches, players, referees, parents or spectators; and
- c) Excessive use of profanity

#### **Referee’s Responsibilities**

- a) All League referees shall maintain proper certification as required by USA Hockey;
- b) Referees shall be responsible for attending all League Games which they are scheduled to officiate.
- c) Referees officiating League Games shall conduct periodic equipment checks before and during games to ensure all players are wearing the appropriate and required protective equipment; and
- d) Referees shall stay abreast of all rules, policies and procedures implemented by the League.

### **Section 16 – Parents and Spectators Code of Conduct**

All parents and spectators are expected to conduct themselves in a proper, respectful and sportsmanlike manner while attending League Games. Obnoxious behavior, verbal abuse of players, coaches, referees and other spectators or the use of profanity will not be tolerated. Any parent or spectator engaging in inappropriate behavior may be asked to leave the arena. If they do not, the proper law enforcement agency will be summoned. In the case of consistent or particularly egregious behavior, the League may ban a parent or spectator from all League activities at the sole discretion of the league and the Dr Pepper StarCenters.

### **Section 17 – Complaint Process**

Complaints regarding a player, coach, referee, parent, spectator or other individual must be made in writing to the League administration. A response to such complaint shall be provided in a prompt and appropriate manner by the League. All written complaints shall remain on file with the League for a period of one year from the date of such complaint. The following procedures will be followed with respect to complaints registered with the League pursuant hereto:

- a) First Incident during a Twelve (12) Month Period: The Commissioner shall contact the individual involved to discuss the circumstances of the complaint. If warranted, the appropriate Code of Conduct and Responsibilities shall be reemphasized. The League may take other actions if it deems appropriate.
- b) Second Incident during a Twelve (12) Month Period: The appropriate individual(s) must appear before the Commissioner to discuss the circumstances surrounding the complaint. If it is determined the allegations surrounding the second incident are valid, the League shall take action as it deems necessary. Such action may include termination from any and all duties involving the League and/or banishment from the League events.
- c) Third Incident during a Twelve (12) Month Period: The appropriate individual(s) must appear before the Commissioner, or a committee designated, to discuss circumstances surrounding the complaint. If it is determined the allegations surrounding the third incident are valid, provided the actions alleged in the first two (2) incidents in the same twelve (12) month period are also valid, the individual involved shall immediately be terminated from any and all duties involving the League and shall be banned from all League events. If the circumstances in either of the first two (2) incidents were unfounded, the League shall take action concerning the third incident as it deems appropriate.

In addition to the above, any written complaint of physical abuse by any individual toward a coach, referee or player shall be thoroughly investigated by the League. If it is determined the allegation of physical abuse is valid, such individual shall be permanently terminated from any and all League duties and banned from all League events.

Written complaints of the use of excessive profanity by a coach or other team official will require the individual to appear before the Commissioner. If it is determined the allegations are true, such individual shall be suspended for three (3) League Games (including Playoffs, if any). If the League receives a second written complaint regarding the use of excessive profanity within a twelve (12) month period and concludes such allegations are valid, such individual shall be terminated from all League duties.

Written complaints of the use of excessive profanity by a referee will require the referee to appear before a committee comprised of TAHA and League representatives. If it is determined the allegations are true, such referee shall not be permitted to officiate League Games for one (1) month. If the League receives a second written complaint regarding the use of excessive profanity within a twelve (12) month period and concludes such allegations are valid, such referee not be permitted to officiate League Games for one (1) year.

- a) First Incident during a Twelve (12) Month Period: The Commissioner shall contact the individual involved to discuss the circumstances of the complaint. If warranted,

- the appropriate Code of Conduct and Responsibilities shall be reemphasized. The League may take other actions if it deems appropriate.
- b) Second Incident during a Twelve (12) Month Period: The appropriate individual(s) must appear before the Commissioner to discuss the circumstances surrounding the complaint. If it is determined the allegations surrounding the second incident are valid, the League shall take action as it deems necessary. Such action may include termination from any and all duties involving the League and/or banishment from the League events.
  - c) Third Incident during a Twelve (12) Month Period: The appropriate individual(s) must appear before the Commissioner, or a committee designated, to discuss circumstances surrounding the complaint. If it is determined the allegations surrounding the third incident are valid, provided the actions alleged in the first two (2) incidents in the same twelve (12) month period are also valid, the individual involved shall immediately be terminated from any and all duties involving the League and shall be banned from all League events. If the circumstances in either of the first two (2) incidents were unfounded, the League shall take action concerning the third incident as it deems appropriate.

In addition to the above, any written complaint of physical abuse by any individual toward a coach, referee or player shall be thoroughly investigated by the League. If it is determined the allegation of physical abuse is valid, such individual shall be permanently terminated from any and all League duties and banned from all League events.

### **Section 18 Social Media Statement**

Children's Health StarCenters & the Comerica Center understands and appreciates the importance of social networking to those who use our facilities and respects the individual right to freely express views publicly. Social media provides unique opportunities for networking and promotion; however, it also provides an unsupervised medium for inappropriate conduct to occur. Such conduct may be detrimental to the Children's Health StarCenters & the Comerica Center, its hockey leagues and skating programs, and not in the best interest of ice sports across Dallas-Fort Worth.

Children's Health StarCenters & the Comerica Center expects those who use our facilities to conduct themselves in an appropriate and professional manner at all times. Social media communications targeted towards our membership that are used to commit abuse or misconduct (e.g., emotional, sexual, bullying, harassment, and hazing) are considered violations of Children's Health StarCenters & the Comerica Center policies and will not be tolerated.

Children's Health StarCenters & the Comerica Center also abides by the USA Hockey Social Media, Mobile and Electronic Communications Policy and the US Figure Skating Social Media, Mobile and Electronic Communications Guidelines (each a "Policy" and together the "Policies"). These Policies are designed to protect against harassment, bullying, and other inappropriate conduct or behavior.

Social media outlets are periodically reviewed by the Children's Health StarCenters & the Comerica Center. Should the Children's Health StarCenters & the Comerica Center be made aware of or find a posting or postings on social media that are in violation of this Social Media Statement or an applicable Policy, Children's Health StarCenters & the Comerica Center

reserves the right to take appropriate enforcement action, including but not limited to, ejection from the Children's Health StarCenters & the Comerica Center facility and reporting violations in accordance with the USA Hockey SafeSport Program Handbook or the US Figure Skating SafeSport Program Handbook.

### **Section 19 – Best Interest of the Game Clause**

The League reserves the right to assess additional sanctions or penalties against any player, coach, team official or team/association member and/or modify rules/regulations if the League feels it is in the best interest of the League and/or its members. This includes, but is not limited to, penalties assessed under USA Hockey Rule 410, Supplementary Discipline.