



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

REVISED September 2025

Section 1: Definitions

League Management: The Dallas Stars/StarCenter Staff 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

Following are the current guidelines for member clubs. Failure to comply to the guidelines could result in penalties up to and including suspension and or removal from the league.

- Positions
 - 3-member minimum Booster Club BOD
 - Other non-board positions to assist with, but not limited to, Uniforms, Fund Raising & Sponsorships, SafeSport, No-Pass/No-Play and Scheduling.
- Primary Booster Club Functions
 - Raise funds and solicit donations and sponsorships.
 - Coordinate prepaid practice and tryout schedules with home rink.
 - Coordinate and purchase uniforms for players.
 - Provide a SafeSport Coordinator
 - Check grades each grading period and report to the league.
- Board positions are voluntary. No Board Positions may be compensated in cash or trade, including trade for player fees.
- Clubs may charge a maximum of \$750 per player for club expenses including uniforms. Uniforms should include home and away jerseys and socks, practice jerseys and anything else the club can budget for the \$750 allotted.
- No other fees or dues may be charged to any player except cost of travel to the USAH National Tournament.
- Clubs must submit a comprehensive financial statement upon request by the league..
- Club will register players for tryouts, (no fee), and Coaches will select teams. Club will submit team rosters to league and supply players with league registration links.
- Club must report any players cut to the league within 24 hours of tryouts and include phone and email contact information for each player. The league prefers that clubs do not cut players.

- Fundraising and Sponsorship sales are permitted.
 - Sponsorships may be in any amount but any sponsorship or donation of \$1000 or more must be reported to the league upon receipt.
 - No Sponsor may conflict with Dallas Stars or StarCenter/Comerica Center sponsors.
 - Sponsorship sales and Fundraising is not mandatory for any player and no player may be penalized for not participating.
 - Funds from Sponsorships and Fundraising may be used for.:
 - Additional Equipment such as gloves, helmets, shells pucks etc.
 - Leased space at home rink.
 - Tournament fees
 - Coaches Travel Expenses for the USAH National Tournament.
 - End of Season Banquet
 - Awards and Jackets
 - Any other use APPROVED by the league. (If you're not sure, ask)
 - Funds from Sponsorships and Fundraising **MAY NOT** be used for:
 - Additional coaches pay, bonuses.
 - Hiring of addition coaches for goaltending/power skating etc.*
 - Player scholarships or Financial Aid.
 - Additional camp or practice ice.
 - Any other use NOT APPROVED by the league. (If you're not sure, ask)

2.2 Coach Selection

All coaches will be hired by the league and assigned to teams. The league will consider applicants brought forth by member clubs, but the league will have sole discretion over the hiring and termination of coaches.

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 must have coaching accreditation, at the appropriate USAH/CEP level and have taken the on-line USAH 13+ 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 and not paid. 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 L4 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 (11th) and twelfth (12th) 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 (7th) to tenth (10th) grades and attend school full-time will be eligible for a Junior Varsity Team. Ninth (9th) & tenth (10th) graders may “play up” on Varsity if they are skilled enough. 7th and 8th grade students may NOT play Varsity. 11th and 12th grade students may NOT play JV. Exceptions will only be made for goalies on a case by case, emergency basis.

Early Graduation- PER USA HOCKEY RULES Those High School students graduating mid-year shall no longer be considered full-time students and, therefore, are no longer eligible to play High School hockey, effective on their last day of attending classes full-time as defined by the school.

3.2 Age Restrictions

Restricted to amateurs who are enrolled as full-time students (grades 9-12), and under 20 years of age on or before December 31 of the Playing Season. Eligibility shall not exceed eight (8) consecutive semesters starting with the player’s freshman year (9th grade). ****The minimum age for a player in the JV Division is 13. The player must turn 13 during the calendar year that the season begins. 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 Unaffiliated Tryout process.

Note-Player residency is based upon the primary residence in which the player resides. Players who use an address that is not their primary residence for the purpose of playing for a different club than they are zone for may face disciplinary action up to an including removal from the league.

3.4 Billeted Players

Players who are billeted in DFW 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.

3.5 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.

Note: (Juniors and Seniors who have played in the league for 2 or more years may play for the club they have been playing with or move to the new team representing their Zone).

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 Players Cut by HOME TEAM

Any NEW 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 *unless that player is entering their Senior year, at which point they may play with the team they were assigned to the previous season*. 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. Any RETURNING player cut by their "HOME" club may petition the league to be placed on another team. After that season it is the players choice to stay with the new teams or tryout again for his "HOME" team. 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 [School Attendance Form](#), 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.

If 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 if 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 23 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 Double Rostering & Emergency Players

1. Players, (Skaters & Goalies) may only appear on one roster within their club with the following exceptions.

i Ebug GOALIES- Goalies may only be double rostered “UP” between JV and Varsity. This means that a goalie who is primarily a Varsity goalie may not play JV. If a team does not have an available goalie for a game, they may use one of the following.

ii A goalie from another team playing at a lower level within their organization that is age appropriate.

iii A goalie from another team in the league playing at the same level or a lower level.

iv A goalie not playing in the league as follows.

1 JV Ebug must be age appropriate and play A/B Travel or any level of House.

No AA or AAA Ebug goalies at JV from outside the league.

2 Varsity Ebug must be age appropriate and play AA/A/B Travel or any level of House. No AAA Ebug goalies are permitted from outside the league.

Note: ALL REQUESTS FOR AN EBUG OR A DOUBLE ROSTERED GOALIE TO PLAY MUST BE APPROVED BY THE LEAGUE and A CURRENT TEAM AND USAH MEMBER NUMBER PROVIDED.

v GOALIES may be double rostered within your organization provided they are not playing “DOWN” and are Age/Grade appropriate.

vi SKATERS-If a team falls below 10 skaters for a specific game the coach may request emergency skaters from another team within the club provided, they are age and grade eligible. The number of players added may not exceed a number which brings the roster to 10 skaters for that game. The league must approve the addition of any skater, and they will only be eligible for that game.

2 Any other use of a non-rostered player could result in game forfeit(s) and/or a suspension for the coach.

3 A substitute skater, goalie or Ebug may only play if the team falls below 10 skaters and/or there is no rostered goalie available to play. The decision to play an Ebug is not at the coach’s discretion and only in emergency situations when no rostered goalie is available to play.

a. No Pass/No Play

The purpose of No-Pass/No-Play is to recognize that school is the priority and hockey is a privilege. Since clubs may encompass multiple schools within their programs the exact reporting dates may vary. Each club should choose dates that work for their club and submit an [Academic Eligibility Report](#) to the league on those dates. Failure to submit Academic Eligibility Reports may result in sanctions against the club.

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 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 league games until a progress report indicates the player has achieved a 70 or higher. An ineligible student may practice, however. 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.

Ineligible players are permitted to play games during periods when school is out, such as Thanksgiving, December Holiday, and Spring Breaks.

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 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 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 a progress report is submitted to the club showing a passing grade.

h) 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 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.

3.18 Playoff Eligibility

To be eligible for the playoffs, a player must play in 8 regular season league games of the playoff bound team. Games in which players are suspended for grades, playing rules violations or SafeSport violations will not count as games played. Players who suffer long term injuries, may apply to the league for an injury waiver. The request must be accompanied by a physician's note which includes the date the player was injured and the clearance date. Injury waivers for single game absences for illness are not available.

Section 4: High School Team Eligibility Parameters

4.1 Pure and Blended School Teams

All USAH registered Varsity teams are eligible to register for a TAHA State Tournament. Teams may be required to play in a playdown to secure a spot in the final group. Information about the State Tournament will be shared in October by the TAHA High School Section President. Player 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. Virtual Schools and schools whose primary focus is elite level, athletic training will not be considered for membership in the league. Out of state and out of affiliate teams will be considered for membership on a case-by-case basis.

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 entering their Junior or Senior season of eligibility, will have the option to be "grandfathered" for their final two seasons 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 provided those games are following all club rules and guidelines set forth in Section 2.1.1. 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. The league will make scheduling accommodations for the all-girls teams playing in the league so that they are able to complete a full schedule of games.

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 (3rd) 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 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.

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 15th 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 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 (1st) or second (2nd). 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 (4th) 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 –JV

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 –JV

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 (1st) or second (2nd). 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 (4th) 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.

10.4 Game Bench Personnel

No individual(s) (including, but not limited to the Member Organization's team doctor, photographer, goalie coach, hockey director, board member, parent, etc.) other than team coaches, players and/or staff listed on the official 1-T roster or in HockeyShift, are eligible to be present on the game bench; provided, however, that:

1. **Any such player listed on the official 1-T roster that is injured, or otherwise unable to participate in game play, is NOT eligible to be on the player bench regardless of game apparel or protective equipment.**
 - b) Suspended players are NOT allowed on the player bench.
 - c) The Head Coach of any team found to be in violation of this Section shall be suspended for the team's next DSTHL game.

Section 11: League Awards

Each Fall/Winter Season the league will honor players for achievements on and off the ice.

VARSITY PLAYER OF THE YEAR AWARDS- Awards for Varsity GOLD, SILVER and BRONZE will be presented for in the categories listed below. **There will be winners in each of the THREE Varsity Divisions so there will be winners for each level, Gold, Silver, and Bronze.**

Offensive Player of the Year -The Forward who demonstrated a high level of skill and was also a player of high character.

Defensive Player of the Year - The Defenseman who demonstrated a high level of skill and was also a player of high character.

Goaltender of the Year- The goaltender who demonstrated a high level of skill and was also a player of high character.

VARSITY ALL-ACADEMIC RECOGNITION-The league will recognize the top ***Juniors and Seniors, (11th & 12th grade)***, players in the league. These will be players who excel in the classroom and play the game with character and respect. We will honor as many deserving students as possible and will divide the group into Top Honors and Honors categories.

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 USA Hockey Progressive Penalties and Suspensions

(Note) USA Hockey is committed to providing a safe and fair environment for all participants. While most 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 took effect 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.

12.1 League Rules Team Penalty Minutes

- ***Suspensions will carry over to the next Fall/Winter Season if they can't be served in the next regular season or playoff game. These include player and coach suspensions.***
- ***The league reserves the right to review TEAMS, PLAYERS and COACHES with excessive PIMS on a case-by-case basis and assess additional suspensions.***

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 and posting in HockeyShift 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 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 Texas Amateur Hockey Association (TAHA). 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) Always conduct themselves in a positive and sportsmanlike manner; and

- c) Strive to always provide a safe and positive environment 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 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) Always conduct themselves in a positive and sportsmanlike manner; and
- c) Strive to always provide a safe and positive environment 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, Children’s Health StarCenters and Comerica Center.

WITH THE EXCEPTION OF COACHES ON THE BENCH, NO SPECTATOR, PARENT, PLAYER, COACH OR TEAM OFFICIAL MAY OPEN ANY RINK DOOR FOR ANY REASON DURING A GAME INCLUDING DURING A STOPPAGE IN PLAY, UNLESS APPROVED BY THE ON-ICE OFFICIALS. AT THE CONCLUSION OF GAMES DOORS MAY BE OPENED FOR PLAYERS TO EXIT PROVIDED THERE IS NOT AN ALTERCATION IN PROGRESS AND THE PLAYERS HAVE ARRIVED AT THE DOOR.

NO SPECTATOR, PARENT, PLAYER, COACH OR TEAM OFFICIAL MAY ENTER THE PLAYING SURFACE AT ANY TIME DURING A GAME FOR ANY REASON UNLESS APPROVED BY THE ON-ICE OFFICIALS.

NO SPECTATOR, PARENT, PLAYER, COACH OR TEAM OFFICIAL MAY ENTER THE OPPOSING TEAMS LOCKER ROOM, OR LOCKER ROOM VESTIBULE AT ANY TIME BEFORE, DURING OR AFTER A GAME FOR ANY REASON.

VIOLATIONS OF THESE RULES WILL BE ADDRESSED BY THE STARCENTER HEARING AND DISCIPLINARY COMMITTEE IN ACCORDANCE WITH LEAGUE, TAHA & USAH RULES AND GUIDELINES.

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 League 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 act as it deems necessary. Such action may include termination from 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 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 act 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 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 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 act 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 all League duties and banned from all League events.

ALL SAFESPORT VIOLATIONS SHOULD BE REPORTED IMMEDIATELY TO USAH/SAFESPORT. FOR INFORMATION ON HOW TO REPORT AND WHAT CONSTITUTES A SAFESPORT VIOLATION PLEASE GO TO:

[Safe Sport - TAHA Hockey](#)

Section 18 Social Media Statement

The Social Media Policy is currently being review and updated by StarCenter Management,

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.

Section 20 – Game Cancellations

If games are cancelled for any reason, including inclement weather, every effort will be made to reschedule the game(s). However, if there are no remaining dates in which the game(s) can be rescheduled, standings will be considered final based on the number of games played as long as each team in the division has played an equal number of games. If teams in the division have not played an equal number of games, standings will be determined based on win percentage as calculated in HockeyShift. There will be no refunds or credits for games cancelled due to weather or other “acts of God”.