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MSCHA Website

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ST. LOUIS AREA ICE RINKS

Affton Ice Rink
10300 Gravois Road
Affton 63123
314-859-0605

Creve Coeur Ice Arena
11400 Olde Cabin Road
Creve Coeur 63141
314-432-3960

Brentwood Ice Rink
2505 S Brentwood Blvd
Brentwood 63144
314-963-8689

Ice Zone at St. Louis Mills
5555 St Louis Mills Blvd
Hazelwood 63042
314-227-5288

Fenton Forum Ice Arena
1771 Gilsinn Lane
Fenton 63026
636-349-7860

Hardee's Ice Plex
16851 N Outer Forty Road
Chesterfield 63005
636-537-4200

Granite City Ice Rink
Benton & Oregon
Granite City 63040
618-877-2549

Lindenwood Ice Arena
910 Main Plaza Drive
Wentzville 63385
636-322-4600

Kirkwood Ice Rink
111 S Geyer Road
Kirkwood 63122
314-822-5825

Scottrade Center
1401 Clark Avenue
St Louis 63103
314-622-5400

Queeny Park Ice Rink
500 Weidman Road
Ballwin 63011
636-391-0922

St. Peters Rec Plex
5200 Mexico Road
St Peters 63376
636-939-2386

South County Recreation Complex
6050 Wells Road
St Louis 63128
314-894-3088

Shaw Park Ice Rink
Brentwood Blvd
Clayton 63105
314-290-8595

FSI Shark Tank
6297 Lemay Ferry Road
St Louis 63129
314-487-1711

Webster Groves Rec Complex
33 E Glendale Road
Webster Groves 63119
314-963-5678

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NOTES:

GENERAL RULES

SECTION 1: PRESEASON and PLAYOFF PROCEDURES

1-G-1 DIVISIONS

Team assignments to Divisions will be determined by the Mid-States Club Hockey Association (MSCHA) Board of Directors.

1-G-2 SEASON - LEAGUE GAMES

The season begins September 1st and concludes with the MSCHA Championship game or the Senior All Star game, whichever is latest. League games will start in November and be completed, including make-up games, by the end of March.

1-G-3 FINES and FEES

- A. All outstanding League fines and fees must be paid before July 1 of new season. A Club will forfeit all scheduled games played, until such fines/fees are paid. All fines assessed, during the regular League season, must be paid prior to the start of the Playoffs.
- B. Any fines accrued during Playoffs must be paid before the next scheduled Playoff game. Any fines incurred in the last Playoff game must be paid within thirty (30) days of the game date.
- C. Teams with outstanding fines/fees will not be allowed voting privileges, until such fines/fees are paid in full.

1-G-4 PRACTICE, EXHIBITION and TOURNAMENT GAMES

A. TOURNAMENT GAMES

Any MSCHA team participating in a tournament, either in or out of the St. Louis area at any time during the year, shall give notice of such participation to the League Office at least 24 hours before the start of the tournament; and shall furnish a copy of the score sheets to the League Office within four (4) days after completion of the tournament. Failure to furnish notice and/or the scoresheets will be reviewed by the Disciplinary Committee for the assessment of penalties at their discretion.

B. PRACTICE and EXHIBITION GAMES ON OR BEFORE SEPTEMBER 1

1. Penalties - Any match penalty occurring in games involving any MSCHA team, on/or before September 1 in a new season, will be examined by Missouri Hockey disciplinary committee and may be examined by the MSCHA Disciplinary Committee for possible additional discipline for the player and / or the team.
2. Suspension Penalties/Carry Over before Sept 1 - Suspension Penalties and Probation administered by Missouri Hockey will be upheld by Mid-States.

C. PRACTICE and EXHIBITION GAMES AFTER SEPTEMBER 1

1. MSCHA Rules and Referees - All practice or exhibition games, after September 1 and until the end of the season, involving any MSCHA team, shall be conducted

under MSCHA rules and when in the St. Louis area, shall use qualified referees from the Officials Association used by MSCHA.

2. Notice - Each team is responsible to notify the League Office of such practice or exhibition games (1-G-4C), in writing, email or by telephone, at least 24 hours prior to the start of the games. Failure to do so may result in forfeiture of the next League game, and/or an appropriate fine.
3. Score Sheets - Each team is responsible for forwarding a copy of the score sheet for such practice or exhibition games (1-G-4C), signed by at least one referee, to the League Office within four (4) days of such games. Failure to do so will result in a review of the matter by the Disciplinary Committee for the assessment of penalties at their discretion.
4. Suspension Penalties - Carry Over - Any suspension penalties received by a player or coach, in any USA Hockey sanctioned practice, exhibition, or tournament games (1-G-4C), will be applied to and served only in the next League game or games. Failure to serve these penalties will result in the forfeiture of the appropriate number of games in which the player participated. Suspensions served in accordance with tournament rules have no bearing on League suspensions.
5. Suspension Penalties - Permanent Suspension - Any suspension penalties received by a player, in such practice or exhibition games (1-G-4C), will not count in the total required for a player's permanent suspension from the League. However, match penalties in these games will be examined by the Disciplinary Committee for possible additional discipline.
6. Eligibility – Prior Season ineligibility or suspensions - Any player determined to be grade ineligible, will be considered ineligible for preseason practice games with other MSCHA teams or other Missouri Hockey Inc. affiliated teams. These players are eligible to play practice games against non-MSCHA and non-Missouri Hockey Inc. affiliated teams.

SECTION 2: ROSTER, REGISTRATION

2-G-1 ROSTER

- A. Each team, Varsity and JV, must submit their official roster, in alphabetical order, with not more than 30 players, by 11:59pm on October 20th. A team, with fewer than 30 names on this roster, is permitted to add additional players to their roster, bringing the maximum number to 30. NO PLAYER MAY BE DROPPED FROM THIS OR ANY SUBSEQUENT ROSTER TO ADD A NEW PLAYER, BUT HARDSHIP CASES MAY BE REVIEWED BY THE RULES COMMITTEE. Failure to comply with the above deadline will result in a \$200.00 fine to the team and the team may not be allowed to compete until the fine is paid in full (See 1-JV-2).

2-G-2 ROSTER ADDITIONS

- A. PLAYER NEW TO THE TEAM ORGANIZATION THIS SEASON: Additions to a team's roster can be made at any time up to the Playoffs. (7-G-16) The team must submit its request for additions by certified mail, email, fax, or hand delivery to the League Office. The request should state the name of the player and any other information required on the original roster (2-G-3, 2-G-4, and 7-G-10). The new

player(s) WILL NOT BE ALLOWED TO PLAY UNTIL 24 HOURS AFTER THE POST MARK ON THE CERTIFIED LETTER, 24 HOURS AFTER THE TIME STAMP ON A RECEIVED FAX / EMAIL, OR 24 HOURS AFTER HAND DELIVERY AND APPORVAL BY MSCHA.

- B. PLAYER ALREADY ON JV ROSTER: Player can be transferred to the Varsity roster with the permission of the Varsity Commissioner by giving verbal or written notice 12 hours prior to the next Varsity game time. (Rule 4-JV-1 applies). Updated rosters must be in the possession of the league office within 24 hours of the verbal or written notice (Rule 2-G-2 C applies).
- C. Failure to comply with the procedures for additions to the roster may result in forfeiture of games or fines, as determined by the Disciplinary Committee and the Board of Directors.

2-G-3 REGISTRATION FORMS

- A. Each player on the submitted roster must complete the appropriate USA Hockey form, which must be submitted to the MSCHA Hockey Registrar and should be kept on file by the individual teams. The player's grade card must be submitted to the League Office by October 1st and will be filed by the league office (7-G-4). Failure to submit these forms will cause the individual player to be declared ineligible, until such time as they are submitted.
- B. Before a team's first League game, and at every game, thereafter, the coach, should have with him on the bench for each player, a completed Definitive Emergency Medical Care Consent form, which is to be signed by the player's parent or guardian, and verified by the team coach.

2-G-4 BIRTH CERTIFICATES

Each team is responsible for securing and holding in their files a copy of each player's birth certificate and is required to make it available to MSCHA upon request. Failure to produce the birth certificate within forty-eight (48) hours, when required, will result in player ineligibility.

2-G-5 REQUEST FOR OUT OF DISTRICT PLAYERS

ALL OTHER MSCHA VARSITY GENERAL AND PLAYING RULES IN THIS RULE BOOK APPLY TO THE OUT OF DISTRICT PLAYERS.
THE FOLLOWING RULES APPLY, ONLY TO OUT OF DISTRICT PLAYERS, AND ARE REITERATIONS OF, ADDITIONS TO, OR EXCEPTIONS TO THE OTHER MSCHA VARSITY GENERAL AND PLAYING RULES STATED IN THIS RULE BOOK.

The Out of District process is administered by the Rules Committee

The intent is to supplement teams who have short term needs.

The process is meant to be fair and to avoid giving a team an advantage.

The combination of Out of District and District goalies cannot exceed two per team.

The combination of Out of District and District skaters cannot exceed sixteen.

To recruit players for the Out of District process, Midstates will publicize to the hockey community the need for out of district players for high school play. Midstates will provide an application on its website.

Teams must submit a request for players as set out herein below. Players must apply and be qualified as set out herein below. The process to place players will be conducted as set out herein below.

A. PROOF OF NEED and TEAM OBLIGATIONS

A new or existing varsity team may add players to its roster who do not attend the team's high school using the following process and subject to the limitations set out as follows.

1. An existing team must have twelve (12) players from its high school and may request as many as four (4) skaters and two (2) goalies. The total number of districted and out of district skaters will not exceed sixteen (16) unless the only Out of District skaters are grandfathered Senior(s) and the total number of districted and out of district goalies will not exceed two (2) per team unless, the only Out of District goalies are grandfathered Senior(s).
2. A new team may only use the Out of District process for goaltenders and must have the required minimum of 16 non-goalie rostered skaters from its high school. The total number of districted and out of district goalies will not exceed two (2) per team
3. A new or existing MSCHA team must file a request with the Midstates office in order to participate in the Out of District process by September 1 and must repeat this notification each year that an out of district player is needed.
 - a. The request shall be in writing or email addressed to the Rules Committee chairman and must include the following:
 - i. Preliminary roster containing a minimum of 12 players (or 25 players for Varsity and JV requesting a goalie(s) who attend the school (not including grandfathered players). A new team will submit a preliminary roster containing a minimum of 16 skaters who attend the school.
 - ii. Statement signed by the Team Rep and Coach that the preliminary roster contains all of the known eligible players available who attend the school, plus a list of eligible players who attend the school but, are unwilling to play and the reason why.
 - iii. A copy of the previous year's roster along with notations as to why each non-returning player is no longer available to the current team.
 - iv. A copy of that team's C team and JV Developmental team rosters for the current season as well as the previous year/season.
 - v. A copy of efforts made to recruit players including a list of tryouts.
 - vi. A schedule of tryouts (initial team practices), with time, place and date, will be made available to the League ten (10) days prior to the first scheduled tryout date. Tryouts must be held prior to October 1.
 - vii. A list of players who tried out including any who were cut, released or declined to play.

- viii. A team releasing a skater or goalie will not be allowed to participate in that year's Out of District process for the category of player released.
- b. The Rules Committee will review each request and determine whether the team qualifies for an Out of District skater(s) or goalie(s). They will forward this recommendation to the MSCHA Board of Directors for approval. The League will notify the teams applying for out of district players of the number granted.
- c. A team which does not meet the minimum standards for participating in the Out of District process may petition the MSCHA Board of Directors to meet for the purpose of addressing the situation.

B. SKATERS AND GOALIES

1. Eligibility
 - a. Players must be eligible under Section 7 and be enrolled in a high school that does not have a MSCHA Varsity or Junior Varsity team.
 - b. A player may participate in the Out of District process, if the player has been cut after participating in his MSCHA team's tryouts. Cut players may only participate in the Out of District process as defined in 2-G-5 E; OUT OF DISTRICT SELECTION PROCESS – SKATERS AND GOALIES.
 - c. A player may participate in the Out of District process, if the player obtains a release from the high school's MSCHA team and a financial release from the high school's MSCHA team. Released players may only participate in the Out of District process as defined in 2-D-5 E; OUT OF DISTRICT SELECTION PROCESS – SKATERS AND GOALIES.
2. An Out of District player may return to the team that he played for the previous season (GRANDFATHERED) as the result of the Out of District process under the following conditions:
 - a. The player and the team must request placement on the team through the Out of District process set out in 2-G5 A3 and
 - b. The player is a Senior and the team that cut or released the player again releases or cuts the player (not required if a player attends a high school not associated with a MSCHA Varsity team). The player's high school has not founded its own team for the new season or
 - c. The player is sophomore or junior and the team the player played for qualifies as a team that has a need for and Out of District process players and the team that cut or released the player again releases or cuts the player (not required if a player attends a high school not associated with a MSCHA Varsity team). The player's high school has not founded its own team for the new season.
3. The Rules Committee will review and approve all player applications. They will forward this recommendation to the MSCHA Board of Directors.

C. SELECTION PROCESS SEQUENCE

Teams qualifying for Out of District players will fill that need in the following sequence

1. Players from their associated C team; B team that meet the criteria outlined in Rule 2-G-5 D.
2. Players chosen in the Out of District blind draw. The blind draw will be held after the 2-G-5 C 1 has been completed (9/15). All teams still in need of Out of District players must participate in the Out of District selection process, Rule 2-G-5 E.
3. Players rostered in accordance with Rule 2-G-5 F. This activity will only take place if the Out of District needs of a team are not met via Rule 2-G-5 C 1 and 2.
4. Players rostered to the team under the above conditions are considered Out of District and reduce the Out of District need accordingly.

D. C AND B TEAM PROCESS

1. MSCHA organizations, which are associated with (sponsor) a C team and/or a B team, may select players from that team, who do not attend their school, to fill and Out of District position that has been allotted to them. These players must qualify within the following parameters.
 - a. The player must attend a high school that does not have a MSCHA team.
 - b. The player must have been rostered on the previous year's MSCHA Developmental organization's associated Fall/Winter session or Spring/Summer session C or B team. The player must have participated in 50% of the games for that team's Fall/Winter season or 80% of the games for that team's Spring/Summer session.
 - c. The player must submit a request to the MSCHA Club and to the MSCHA Board stating a desire to attend tryouts for the MSCHA Club.
 - d. Players may exercise their option to enter the blind draw at any time. Players who are unsuccessful at tryouts may enter the blind draw with permission from the MSCHA Rules Chairman.
 - e. Players must meet all MSCHA eligibility requirements. Players meet all Out of District qualifications/restrictions.
 - f. Players must fill out an Out of District application.
 - g. Teams must submit correspondence which verifies that the player qualifies (including number of games played in the qualifying C/B team season).
 - h. Teams will notify MSCHA of the date and time of their tryouts (or first team practices).
 - i. All Out of District grandfathering rules apply.
 - j. Teams must notify MSCHA no later than September 15th of which players meeting these criteria that they will add to their roster, for approval by the MSCHA Rules Chairman.

E. OUT OF DISTRICT SELECTION PROCESS – SKATERS AND GOALIES

1. The Out of District blind draw will be conducted in accordance with the current regulations outlined below. In addition all teams permitted to add Out of District players, who still have a need, must participate in this blind draw. A team must retain the player(s) that they select in the blind draw unless they have received a waiver prior to selection the player. The Rules Committee will determine what circumstances merit a waiver and approve/disapprove accordingly. Failure to retain a selected player will result in the loss of a previously granted Out of District slot.
2. The coaches of the teams approved for Out of District player selection will go through all of the application and select the players, whom they deem qualified for the draw. Those players' names will be placed in pools based on geographically districted areas, (i.e. all players south of Hwy. 40 and east of Hwy. 270). The pools could contain more than the number of needed players and will be determined by the teams requesting Out of District players and the locale of the player population seeking selection.
3. The goalies and skaters will be selected by a separate blind draw no later than October 10th, with goalie selection occurring first (3.a.).

The following criteria and format will be used:

GOALIES

- a. The blind draw for goalies will be as follows:
 - 1) Varsity & JV team – no goalie
 - 2) One Varsity team – no goalie
 - 3) Varsity and JV team – one goalie
 - 4) Back to number 1
 - 5) Back to number 2
 - 6) Back to number 3

Geographical district for goalies may be different than the geographical districts for skaters.

- b. The selection order of each round will be by the team with the lowest finish in the overall standings progressing to the team with the highest finish in the overall standings using the playoff eligibility ranking from the previous year. (if equal = flip of coin)
- c. At their determined time to select, the coaches in each district will make a blind draw from their assigned pool. If a need still exists and the pool associated with their district is depleted, they will draw from adjacent districts, retaining the original selection order, as determined by criteria "a." and "b." above.
- d. The combination of Out of District and District goalies cannot exceed 2 per team.

SKATERS

- e. Each skater selection round will be determined by the team(s) who need the greatest number of players. Current NEED will be declared for each team at the draft by the Rules Committee. (tie = flip of coin)

- f. The selection order of each round will be by the team with the lowest finish in the overall standings using the playoff eligibility ranking from the previous year. (if equal = flip of coin)
- g. At their determined time to select, the coached in each district will make a blind draw from their assigned pool. If a need still exists and the pool associated with their district is depleted, they will draw from adjacent districts, retaining the original selection order, as determined by criteria “e.” and “f.” above.
- h. The combination of Out of District and District skaters cannot exceed 16.
- i. The Rules Committee retains the authority to make decisions based on unusual or special circumstances.

F. ROSTERING PLAYER TO FILL OUT OF DISTRICT NEED PROCESS

1. Team(s) not able to meet player requested requirements per Out of District rules 2-G-5 D and/or 2-G-5 E may roster players to fill that need based on the following rules.
 - a. Team may roster player(s) who do(es) not attend their school under the following conditions
 - i. The player does not attend a school which currently has a MSCHA team
 - ii. The player meets all MSCHA eligibility requirements
 - iii. The player conforms to all Out of District qualifications and requirements. The player will complete an Out of District application and USA Hockey Registration (IMR) before rostering
 - b. The team will inform MSCHA of their intent to roster said player and submit correspondence which verifies that the player qualifies
 - c. All Out of District grandfathering rules apply
 - d. All Out of District player skill level rules apply

G. ADDITIONAL RULES – OUT OF DISTRICT

1. If a team has been formed, or will be formed for the new season, at the Out of District player’s school of current attendance, the player must play for his school.
2. If a player is drafted and refused to play as an Out of District player for the selecting team, that player will be ineligible for a period of one year.
3. Teams that qualify for an Out of District player(s) and have had Out of District player(s) during the previous season, can choose to “grandfather” (retain) this player(s) for the coming season, as one or more of their granted selections. However, the individual player(s) can choose to be part of the blind draw again rather than be “grandfathered” (retained). Notification to the player and League is the responsibility of the requesting team.
4. A team may have only one elite (AAA) or only one Junior C player, as part of their Out of District allocation. NO JUNIOR B/JUNIOR A TIER 3 PLAYER MAY BE PART OF THE OUT OF DISTRICT PLAYER POOL.
5. A team that has high school players on a C team that are not rostered on the MSCHA team(s) will not be allowed to participate in the Out of District draft.

6. If a selected Out of District player refused to play, becomes ineligible or injured for the remainder of the season, the team needing the player may return to the draft pool for another selection. Or, if the draft pool is depleted, the team needing a player may roster a player in accordance with Rule 2-G-5 F. Or, if the team has found a player from their school, who would be eligible under all of the other rules, he may be the replacement. Under all circumstances, the proper documentation, as to the "in school" replacement's sudden eligibility, must be furnished to the Rules Committee/MSCHA Board of Directors, in order to take advantage of this rule. (i.e.: Doctor's report, grade card, change of residence, etc.)
7. Any team, who receives and Out of District player(s) may not add any other player(s) to their roster, except as noted above. (An exception would be a student who moves into that team's district, after the beginning of their school year and who would meet all other eligibility requirements. Another exception is an "in district" player who will only play the position of goalie. If either of these two "exceptions" occur, the concerned team will not automatically lose their Out of District selection but, their case may be reviewed by the Rules Committee.) The addition of any other "in district" player will require the review and the approval of the Rules Committee. This approval will be based on unforeseen, unavoidable or unusual circumstances.
8. If as anytime, it has been determined that a team has taken advantage of these rules, (i.e. submitting false data as to a need for Out of District players) the consequences may include disqualification for the playoffs and a maximum fine of \$500.00 plus, the possibility of expulsion from the League.
9. Coaches and teams are not allowed to trade Out of District players.
10. If a goalie is released by the team representing the school that he attends, the goalie will be allowed to enter the Out of District draft pool. This opportunity will exist on a year to year basis. All other eligibility rules apply. The team releasing the goalie will not be allowed to participate in the Out of District goalie draft.

2-G-6 ROSTERING OF BACK-UP GOALTENDER

Each team, with only one goaltender, must list on their roster submitted to the league office, a back-up goaltender from their organization. No team will be granted use of another team's rostered goaltender.

2-G-7 TEAM PHOTOGRAPHS

All Varsity and Junior Varsity teams are required to make an appointment and have a team picture taken by the designated MSCHA photographer. Failure to do so will result in a fine of \$100.

SECTION 3: SCORING, SCORE SHEETS, STANDINGS, STATISTICS

3-G-1 PLAYER LIST

TWO copies of a typed or legibly printed player list in numerical order for the game are to be submitted to the scorekeeper. The head coach for this game as well as any suspended players will be scribed on this list. The second copy will be for the coach of

the opposing team. These shall be presented to the scorekeeper five (5) minutes prior to scheduled ice time. A bench minor penalty (penalties) can be assessed for this infraction.

3-G-2 ADDING PLAYERS

A player(s) name can be added to the original player list, after the start of the game, provided that the Referee deems the omission to be an inadvertent clerical error. A bench minor will be assessed for each player added. Any goals scored by the player(s) will count. If it is determined that a player, whose name is on the player list or score sheet, but is wearing a number different from the number on the player list or score sheet, and he is on the bench or playing in the game; at the next stoppage of play, the player will receive a minor penalty, but then he will be allowed to continue in the game. (See USA Rule 203(b))

3-G-3 NO-SHOW PLAYERS ON SCORE SHEET

Any player who does not dress for the game, but whose name is on the game score sheet, must have his name scratched from the sheet at the end of the game. Failure to do so may result in a penalty (monetary fine, or other disciplinary action against the player, team, coach, or coordinator, as determined by the Commissioner, Disciplinary Committee, or Board of Directors).

3-G-4 SCORE SHEETS

MSCHA score sheets will be prepared in triplicate and will be distributed in the following manner:

- A. 1 copy (original) electronically submitted to the League Office Statistician by the home team.
- B. 1 copy to visiting team.
- C. 1 copy to home team.

3-G-5 SIGNING SCORE SHEET

The referee, in charge of the game, must sign the score sheet. BOTH COACHES MUST ALSO SIGN THE ORIGINAL SCORE SHEET. No changes shall be made, on the score sheet, without the approval of the referee, and such changes shall be made on all copies, with the referee's initials next to the change. The coach's signature on a score sheet only indicates that he received a copy of the score sheet. The coach's signature DOES NOT RELINQUISH HIS RIGHT TO PROTEST, nor does it excuse him from recognizing penalties/suspensions, etc. FAILURE TO SIGN THE SCORE SHEET MAY RESULT IN GAME FORFEITURE.

3-G-6 STATISTICS

Official League standing and individual player statistics will be maintained by the League Statistician.

3-G-7 STANDINGS

Final Division standings shall be determined by total game points in Division play. Where there is a tie in game points, standings shall be determined as follows:

- A. Total points between the tied teams in games against each other.
- B. Total number of wins in all Division games.
- C. The goal differential in games played head to head involving the tied teams.
- D. The goal differential (goals for, minus goals against) in all Division games.
- E. Fewest goals against, in all Division games...
- F. Most goals for, in all Division games.
- G. Should a tie still exist at this point, the final team/Division standings shall be determined by a flip of the coin by the MSCHA Commissioner, with the tied teams' representatives present.

Playoff format and rules are addressed separately.

3-G-8 POINTS EARNED

- A. 2 points are earned by winning team.
- B. 1 point is earned by each team for a tie.
- C. No points are earned by the losing team.
- D. Players earn 1 point each for goals scored, and 1 point each for first and second assists.
- E. In forfeited games: The forfeiting team will not be credited with any goals or points. The other team will be credited with two (2) points and all goals they have scored.

SECTION 4: UNIFORMS, PROTECTIVE EQUIPMENT

4-G-1 UNIFORMS

- a. All players, on a team, must be dressed in similar color and design jerseys, pants and socks, or long pants. Goalies may wear sweat pants, which are similar in color to the team's socks. Failure to have proper uniforms, during the game, will result in a two (2) minute minor penalty and the player will be removed from the ice and not allowed to continue play until the uniform infraction is corrected. The MSCHA Board of Directors may give a written waiver to this rule, but the team must have this waiver present at each game. UNDER NO CIRCUMSTANCES WILL A PLAYER DISPLAY ON HIS UNIFORM ANYTHING OTHER THAN THE SCHOOL NAME, LOGO, PLAYER'S NAME AND NUMBER. (Advertising, sponsors, and other information will cause the player to be removed from the game.)
- b. Teams choosing long pants must have colors approved by the MSCHA Board of Directors. At a game, where two teams have the same color long pants, the home team is responsible to provide the contrasting color long pants, or short pants and socks.
- c. If for any reason, one or more schools consolidate; only one school name or team name may be printed on the jersey.
- d. The home team will wear light color uniforms, jerseys and socks. The away team will wear dark color uniforms, jerseys and socks.

4-G-2 WARM-UP PROTECTIVE EQUIPMENT

All players, when on the ice during warm-ups, must wear all protective equipment, including helmets and face masks, secured. Failure to do this could result in a two (2) minute bench minor penalty at the start of the game, or period.

4-G-3 MOUTHPIECE

All players, including goalkeepers, are required to wear a colored, non-modified, purchased, internal mouth guard or the dentist fitted suction style mouth guard. Players removing their internal mouthpiece, during stoppage in play, will not receive a misconduct penalty.

4-G-4 PENALTIES: IMPROPER PROTECTIVE EQUIPMENT

A. BEFORE THE GAME

A player, appearing on the ice before the puck is dropped to start the first period of the game, who in the opinion of the referee, is not wearing proper protective equipment, shall receive a warning, stating that he will not be allowed to play until the deficiency is corrected.

B. DURING THE GAME

If, after the puck is dropped starting a game, a lack of proper protective equipment is observed by the referee, the player shall be penalized with a misconduct penalty (10 minutes), and may not continue to play in the game, until the deficiency is corrected. In order to receive such a penalty, the player does not have to receive a warning, but must have participated in the play on the ice. The referee's judgment is final.

4-G-5 FIRST AID KIT

A First Aid Kit should be with each team at every game.

SECTION 5: INSURANCE

5-G-1 INSURANCE

The USA Hockey insurance liability coverage is required on all participating players, coaches and officials.

5-G-2 USE OF MSCHA NAME

The use of the Mid-States Club Hockey Association name, or its abbreviation, MSCHA, for any tournament, or other function, without approval from MSCHA in writing, is prohibited.

SECTION 6: CONDUCT

Each team's coach shall have complete RESPONSIBILITY for and authority over the CONDUCT, including the use of profanity, of his team. He shall, at all times, stress good sportsmanship and intra-team friendship. MSCHA will investigate all incidents involving the conduct of its membership, which may reflect upon MSCHA in an unfavorable manner. (This includes behavior in locations such as rink facilities, locker rooms, warming rooms, spectator stands, refreshment areas, etc.) The team's

coordinator is encouraged to attend all of their team's games, or to arrange for a qualified substitute.

FAIR PLAY CODE FOR COACHES

1. Be reasonable in your demands on the player's time, energy and enthusiasm. Remember that they have other interests.
2. Teach your players that rules of the game are mutual agreements, which no one should evade or break.
3. Avoid over-playing the talented players. The "just average" players deserve and need ice time.
4. Remember that playing is for fun and enjoyment, and that winning is only a part of it.
5. The scheduling and length of practice times and competitions should take into consideration the maturity level of the player.
6. Develop team respect for the ability of opponents.
7. Remember that young adults need a coach they can respect. Be generous with your praise, when it is deserved.
8. Make a personal commitment to keep yourself informed on sound coaching principles, and the principles of the development and growth of your players.

FAIR PLAY CODE FOR PLAYERS

- A. Play for the "fun of it", not just to please your parents.
- B. Play by the rules.
- C. Never argue with the officials' decisions.
- D. Control your temper.
- E. Work equally hard for yourself and your team.
- F. Be a good sport. Cheer all good plays, whether your team's, or your opponent's team.
- G. Treat all players, as you would like to be treated.
- H. Remember that the goals of the game are to have fun, improve your skills and feel good.
- I. Cooperate with your coach, teammates, opponents and officials, for without them, you do not have a game.
- J. An unsportsmanlike act while participating in an event may cause you to become ineligible.

FAIR PLAY CODE FOR PARENTS

1. Do not force an unwilling child to participate in sports.
2. Remember that children are involved in organized sports for their enjoyment, not yours.
3. Encourage your child to always play by the rules.
4. Teach your child that honest effort is as important as victory.
5. Turn defeat into victory by helping your child work toward skill improvement and good sportsmanship. Never ridicule or yell at your child for making a mistake.

6. Remember that children learn best by example. Applaud good plays by your team and the opponents.
7. Do not publicly question the officials' judgment and never their honesty.
8. Support all efforts to remove verbal and physical abuse from children's sporting activities.
9. Recognize the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for your child.
10. The unsportsmanlike conduct of any spectator (parent) could cause that individual to be barred from attending any future Midstates games. Help the referees do their job. Their duty is to enforce any infraction of the rules of the game. Helping the referee, whenever possible, will build a better relationship and a stronger Association.

SECTION 7: PLAYER ELIGIBILITY

7-G-1 MAXIMUM NUMBER - ROSTER and GAME

Players on the team roster may not exceed thirty (30), of which a maximum of twenty (20) may be suited for game play. The Maximum number of players, excluding goalkeepers, shall not exceed 18. A player is declared ineligible if the player's name is absent from the current league roster for that team.

7-G-2 AGE and GRADE IN SCHOOL

Players of teams, designated as Varsity, may be of various ages, but must be in grades 9 through 12, they must be students of the High School on whose roster they are listed, or in the 9th grade of a Junior High School in the same school district. Where more than one Junior High School or Senior High School exists in a district, the 9th grader is eligible to be on the High School Club roster of that High School which he must attend upon entering the 10th grade.

7-G-3 OUT OF DISTRICT PLAYERS

- A. Any player, who participated on a MSCHA team during the past season, and who was not a student of the school he was representing as a player, is an out of district player, and shall be subject to all other regulations, including General Rules Section 2: 2-G-5.
- B. **TEAM IS FORMED AT HIS SCHOOL** If a team is formed at his school of current attendance, any player eligible under Rule 7-G-3 as an out of district player, must then play for his school team.(2-G-5-C-1) Does not apply to teams playing an exhibition season.

7-G-4 SCHOLASTIC ELIGIBILITY

- A. A player must be currently enrolled in courses that offer 3.0 units of credit per semester and must have earned 3.0 units of credit the preceding semester he was in attendance.
- B. Entering school for the purpose of eligibility consists of regular registration for classes and attendance in classes.
- C. A student must have entered the school for which they are competing, within the first eleven days of the semester in which he is competing, unless allowed by Rule 7-G-13.

- D. In case of withdrawal: If withdrawal occurs on or after the twentieth school day of the preceding semester, a student is ineligible for one complete semester. If withdrawal occurs before the first twenty days of the semester have elapsed, that student will not be considered as having been in attendance that semester; provided he or she has not participated in hockey during this period. This does not apply to students who transfer to another school and continue in attendance at that new school.
- E. Students who become scholastically eligible for the second semester may participate in league games only after they have attended class in that semester.
- F. A student promoted to the 9th grade is immediately eligible to participate in MSCHA.
- G. SUMMER SCHOOL WILL HAVE A BEARING ON THE QUESTION OF ELIGIBILITY provided the course is necessary for graduation or promotion and it is placed on the transcript. No more than one credit in summer school shall be counted toward eligibility each year.
- H. Hardship waivers to the scholastic eligibility rule may be submitted for consideration by the Rules Committee by October 1st for Fall eligibility or written seven (7) days after the issuance of Fall semester grade cards for Winter semester eligibility. LDD-OHI waiver applications to be considered for the League Season (first semester and second semester eligibility) must be received by the Rules Committee by October 1st. Waivers may be granted if unforeseen, unavoidable or unusual circumstances contributed to the reason for the eligibility problem. A player's eligibility must be determined by the player's team no later than 72 hours after report card issuance. Business days will not be considered.

7-G-5 GRADUATION CREDITS COMPLETED

A player, who has completed the requirements for graduation but is not attending school, shall be eligible only until the first day of the next semester. If he does attend High School after completing the graduation requirements and is eligible under all other rules, he must be taking a course load that would offer 3.0 units of credit per semester. Dual enrollment credits, recognized by the local HS, from a College or Univ., shall be included in the 3.0 unit requirement.

7-G-6 MAXIMUM AGE

A player becomes ineligible when he reaches the age of nineteen (19) prior to July 1st of the year in which the current season begins.

7-G-7 OUTSIDE LEAGUE SUSPENSIONS

When monies are owed by any player removed from participation for more than a normal suspension in another hockey program (MO A, Jr., etc.), the player shall have his eligibility in MSCHA subject to review by the Disciplinary Committee. The request for this review shall originate from the suspending organization.

7-G-8 MAXIMUM NUMBER OF SEASONS

A player shall not participate in more than four (4) seasons. Beginning with initial entry into the ninth (9th) grade and lasting for the next eight consecutive semesters. Placement of the player's name on the roster form constitutes a season. If after entry

into the program, a player becomes ineligible during the season (i.e. grades); this period shall count as a season.

7-G-9 EARLY RELEASE

A player, who applies for, is granted and leaves school any time after Junior year to take advantage of an early release program, shall no longer be eligible for competition, even though he later returns to school.

7-G-10 GRADE CARD

To be eligible to play, a student must supply his coach with a copy, obtained from a school official, of his latest semester grade card. THE LEAGUE MAY REQUIRE THE SUBMISSION OF THIS GRADE RECORD AT ANY TIME. FAILURE TO PRODUCE THE GRADE RECORD WILL CAUSE THIS PLAYER TO BE DECLARED INELIGIBLE.

7-G-11 SCHOOL SUSPENSION and PROBATION

Any player, who is on disciplinary probation, which excludes ones participation in extracurricular activities, including suspension from school, is not eligible to play, until after midnight of the last day of the suspension period.

7-G-12 ELIGIBILITY CHALLENGES, PROCEDURES, FORFEITURES, TIME LIMIT

A. CHALLENGES, PROCEDURES

Any team or League Official that believes a team is playing an ineligible player, under Section 7: Player Eligibility rules, must contact the Commissioner, in writing, to request verification of the player's eligibility. The Commissioner will call upon the player's coach, and/or coordinator, and/or player, and/or the player's parents or guardian to verify or support the player's eligibility. The player, and/or the offending team's representative, will be notified of the player's eligibility status by certified letter or email, within five (5) days after the initial verification request to the Commissioner, with a copy to the challenging team's representative. If the offending team does not accept the judgment, then they may file an appeal in writing, within five (5) days of their receipt of the certified notification letter or email, with the CHAIRMAN OF THE RULES COMMITTEE. This protest letter must state the reason why the player should be eligible in spite of the information furnished by the Commissioner. The Rules Committee shall meet within ten (10) days of the receipt of the protest letter. In order to review the protest, the coach, coordinator, player and the complaining party shall be invited to attend this hearing. FAILURE TO COMPLY WITH A REQUEST FROM THE COMMISSIONER TO FURNISH INFORMATION AS STATED ABOVE WILL OFFER NO ALTERNATIVE BUT TO DECLARE THE PLAYER INELIGIBLE. The Rules Committee will make a recommendation to the Board of Directors, who will make the final decision.

B. FORFEITURE

Any games, where the player's name appears on the official score sheet while in an ineligible status, shall be forfeited and a fine may be assessed, except for those exceptions covered in paragraph 7-G-12 C. (9-G-2)

C. TIME LIMIT

There is no time limit, as to when player eligibility may be challenged for verification, but for the Playoff portion of the season (from after the last game of the regular season through the Championship Game), the Disciplinary Committee shall determine what sanctions shall be taken against the player, team, or coach. The ruling of the Disciplinary Committee is final and may not be appealed.

7-G-13 SCHOOL TRANSFERS

A. For purposes of this rule the following definitions shall be used:

1. Residence - Residence shall be defined as the place where the student and his/her parents have established their permanent home. This means that the family regularly eats and sleeps in a specific place of lodging. The permanent home of a student with parents who are divorced or separated shall be the dwelling place where the student has resided with one of his parents for a majority of the overnight periods during the 365 consecutive days immediately prior to enrollment or in the case of a parenting plan in a Divorce Decree setting out joint physical custody, then residency may be with either parent. Guardianship shall be recognized only if neither parent is living or legally competent. Only a legally appointed guardian, meeting the above provision, appointed by court order before the transfer of enrollment, or a person with whom a student has been living continuously for at least 365 days, shall be considered as meeting this standard.
2. Change of Residence – A change of residence shall consist of moving all household property to the new address and the parents and the student actually living there. A second family residence shall not meet the requirement.

B. A student, who transfers schools, is ineligible for 365 days unless his/her case meet one of the exceptions set out below:

1. Change of Residence – Transfer of schools contemporaneous with a change of residence of the parents.
2. Transfer of the school district of one divorced parent to the other pursuant to a Court Order or to a joint physical custody parenting plan. This will only be allowed one time.
3. Boarding School – Transfer to a boarding school for the first time and living at the school.
4. Special Education A student, who is enrolled in a special learning center or magnet school, may be eligible to represent the public school serving the district or attendance area of the parents' residency. A student who has enrolled in a private school immediately prior to attending a special learning center as a full time student may be eligible to represent that institution. Notification and the granting of permission must be requested of the Board of Directors.
5. Foreign Exchange Student
A foreign exchange student, attending a school and playing hockey for that school, may be considered eligible under the residence standards to participate in hockey for a maximum of one year, provided the following conditions are met:
 - a. The student's 19th birthday falls on or after July 1st, preceding the school year in which he/she is enrolled.

- b. The student possesses a current and valid student visa.
- c. The student has not previously attended any other American high school.
- 6. Hardship- Hardship Rule as defined in 7-G-17.
- 7. Waiver – even though a transfer student does not meet the terms of an exception to the 365 day rule, he/her may be granted eligibility if:
 - a. Transfer from a school with a Varsity ice hockey team and the student did not appear on a Varsity or Swing roster the previous 365 days and the transfer occurs over the summer. If the transfer occurs during the season the player will only be eligible for JV.
 - b. Transfer from a school without a Varsity, but with a B or C teams than the player will be eligible at the beginning of a new season.
 - c. Transfer from a school with no ice hockey teams or a discontinued team than the player will be eligible at the beginning of the next semester.
- 8. A billeted player, who attends the same St. Louis area high school as that player attended during the player's 365 days of ineligibility due to being billeted.

C. NEW SEASON

A new season, as used in these transfer rules, shall be considered from September 1st through the end of playoffs.

D. TRANSFER NOTIFICATION

A player, who transfers schools for any reason, will not be eligible under any of the above rules, until the MSCHA League Office is notified in writing of his transfer.

E. TRANSFER - FINANCIAL RELEASE

A player, who transfers schools, must have a financial release, in writing, from his old team. When a financial release has been requested by a player, the old team has thirty (30) days in which to respond. If a response is not received within thirty (30) days, it will be assumed by MSCHA that no financial obligation exists for that player. A dated copy of the player's request letter must be sent to the MSCHA League Office. This is only applicable to those financial obligations incurred, relating to the prior season. See (1-G-2).

F. TRANSFER PENALTIES

A player and/or team, who does not comply with the above transfer rules, will be penalized with a \$100.00 fine and/or forfeiture of all games in which the player was rostered, as determined by the MSCHA Board of Directors.

7-G-14 ELIGIBILITY CHANGES, NOTIFICATION

Each team will immediately notify the MSCHA League Office as to any changes affecting the eligibility status of a player. Any team that suits or plays an ineligible player forfeits all games won in which the player was suited or played, and the player forfeits all individual records earned in the forfeited games and a fine may be assessed. (9-G-2)

7-G-15 RULE CHANGES

There will be no changes in the MSCHA eligibility rules after publication of the Rule Book, until completion of the playoffs and All-Star games.

7-G-16 VARSITY PLAYOFF and ALL-STAR ELIGIBILITY

A non-elite player must play in (11) Varsity League games or (17) cumulative Varsity/JV League games or 50% of the games the player is physically or scholastically eligible to play in order to be eligible for the playoffs. An elite player (AAA, Junior A, B, C) must play in 11 Varsity League MSCHA games or 50% of the games the player is physically or scholastically eligible to play in, in order to be eligible for the playoffs. All exceptions must be referred to the Rules Committee by February 1st. This rule also applies to all post-season activities, including All-Star games. Scholastic exceptions must be verified by the applicable grade card.

7-G-17 HARDSHIP PROVISION

THE BOARD OF DIRECTORS MAY GRANT A STUDENT ELIGIBILITY, who does not meet the transfer standards, when sufficient evidence is provided to show that it was necessary for the student to transfer, because of unforeseen, unavoidable, or unusual circumstances.

7-G-18 SWING PLAYER EXCEPTION

A swing player, who played on a Varsity team for 5 or less league games (name appearing on the game sheet) will be eligible to play Varsity or JV at his new school.

SECTION 8: RECRUITING, AMATEUR STATUS, AWARDS

8-G-1 RECRUITING

- A. If a player transfers from one school to another for the purpose of playing hockey, and if there has been undue influence by anyone connected directly or indirectly with the new school or with the hockey club at this school, the player shall be ineligible for 365 days from the date of transfer, and the hockey club at the new school shall be subject to dismissal from the MSCHA League, as determined by a hearing with the Board of Directors. The Board of Directors will determine what shall constitute undue influence. Undue influence shall always include, but not be limited to the following:
1. Offer or acceptance of money, room, board, clothing or other valuable considerations to the player.
 2. Offer or acceptance of a home, or living quarters with any person affiliated with the hockey club. (Extenuating circumstances will be considered if presented to the Board of Directors.)
 3. Offer or acceptance of any club privilege not available to other team or club members.
 4. Payment of moving expenses, rent, or providing employment by the hockey club, as related to the parents or the player.

8-G-2 AMATEUR STATUS

- A. A player, who represents a team, shall be an amateur in that sport, and engage in athletic competition solely for the physical, mental, social and pleasure benefits derived there from. A player becomes ineligible for further participation in the MSCHA League by:

1. Competing for, or accepting money, or other monetary compensation. (It is permissible for a player to accept necessary meals, lodging and transportation, when connected with playing in a contest.)
 2. Receiving any award, or prize of monetary value, which exceeds a monetary value of \$25.00
 3. Capitalizing on athletic fame by receiving money, gifts of monetary value, or merchandise.
- B. Amateur status shall not be jeopardized by accepting a nominal, standard fee, or salary, for instructing, supervising, or officiating in organized youth sports programs, recreations, or playground activities.

8-G-3 AWARDS

Only symbolic awards, of no intrinsic value, may be accepted by a player, as a result of participation in a hockey program.

- A. A player may receive the following, without violating this standard: unattached school letters or emblems, medals ribbons, plaques, trophies, certificates.
- B. A player shall not accept, or compete, for the following types of awards: services, cash, gift certificates, jewelry, blankets, balls, watches, etc., regardless of their value.
- C. This standard shall not prevent a player from signing an agreement that binds he/she to play only for a particular team.
- D. Awards, in the form of high school scholarship, or concessions on tuition, because of athletic ability, shall cause the player to be ineligible for future competition.

SECTION 9: SUPPLEMENTARY DISCIPLINE, FINES

9-G-1 AUTHORITY MSCHA

At the conclusion of a game, or season, the MSCHA Board of Directors may, at their discretion, investigate any incident, game related or not, that occurs, and may assess suspensions and/or fines, in addition to any suspensions and/or fines that have already been imposed under MSCHA Hockey or USA Hockey rules, for any offense committed by a player, trainer, manager, coach, spectator or team official, whether or not such offense was penalized by the referee. The MSCHA Board of Directors will be required to contact the offending party or parties, so they may present their side of the incident, before additional penalties are imposed. The player, trainer, manager, coach, spectator, team official and/or Club may appeal to the Missouri Hockey, Inc Board pursuant to the rules applicable to Missouri Hockey, Inc.

9-G-2 FINE FOR INELIGIBLE PLAYER

Any Club deliberately playing an ineligible player, during the season (including playoff games), is subject to a maximum fine of \$500.00, as well as forfeiture of game(s) and the team's coach may have to appear before MSCHA.

9-G-3 FINE FOR SUSPENSIONS NOT SERVEABLE

All suspensions that cannot be served at the end of the season, or at the beginning of the next season, are subject to a \$50.00 fine per violation, to be paid by the Club within sixty (60) days.

9-G-4 FINES - FIFTH GAME SUSPENSION

After a team has played four games in which a player(s)/coach(s)/administrator(s) has been removed from the game (this includes game suspensions), the team shall be subject to the following penalty: On the commission of an offense in the fifth game, the team will be fined \$100.00, payable to MSCHA within five (5) days after the completion of the game. If the fine is not paid within five (5) days, the TEAM is suspended from the League and will forfeit all games after the five day period, until the fine is paid. It is the responsibility of the team to recognize the fifth offense and to pay the fine.

Ignorance is no excuse, since every team has a copy of the score sheet.

For each successive game after the fifth game in which such offense(s) occurs the fine shall be increased \$100.00; i.e. 6th game \$200.00, 7th game \$300.00, 8th game \$400.00, etc., all payable within 72 hours (3 days).

On the sixth offense, the head coach of record shall be suspended for one game, and on the seventh offense, the head coach of record shall be suspended indefinitely, until a hearing before the Disciplinary Committee. An eighth game will subject the club's league membership to be reviewed.

Penalties incurred by the head coach, with regard to his team receiving fifteen (15) or more penalties in one game, will be counted with regard to this ruling. (2-P-11)

SECTION 10: APPEALS and APPEALS PROCEDURES

10-G-1 AUTHORITY, DECISIONS BY MSCHA

Commissioner(s) will be appointed by the MSCHA President, and shall have authority over matters pertaining to the application of rules, regulations, and game situations, as well as disciplinary and protest matters. Such Commissioner(s) are responsible to the Mid-States Board of Directors. The Disciplinary Committee shall have jurisdiction for hearings and rulings on appeals for infractions of the MSCHA By-Laws, Rules and Regulations or conduct detrimental to high school hockey.

10-G-2 FIRST APPEAL

If an organization or disciplined player, or person(s) feels that the appropriate League Commissioners ruling has been in error, it may lodge a formal protest, in writing, with the Rules Committee Chairman, as delegated by the Disciplinary Committee, within five (5) business days of notice of the ruling. This written protest shall contain all pertinent details of the case and shall be accompanied by a fee of \$150.00.

The Rules Committee will handle the appeal in the following manner:

- a. The Rules Committee will review the information presented and issue a decision within 5 days, unless the Rules Committee determines that a hearing is needed.
- b. If the Rules Committee determines that a hearing is needed, the Rules Committee will hold a hearing with invitations to all participants including the Commissioner. The rules Committee will render its decision within 5 days of the

completion of the hearing. The Rules Committee decision will be provided orally or in writing or by email.

10-G-3 SECOND APPEAL

If the Rules Committee denies the first appeal, the Organization or player may appeal to the MSCHA Board. The appeal must be presented to the MSCHA Board, in written form, accompanied by a check for an additional \$100.00, within 5 days of the receipt of the notice from the Rules Committee.

The MSCHA Board will issue its decision stating whether the appeal is granted or denied within 15 days of the receipt of the notice of the appeal to the Board.

Notice of the decision to the player or organization will be given orally, in writing or by email

10-G-4 THIRD APPEAL

If the MSCHA Board denies the appeal, the player or organization may appeal to Missouri Hockey, Inc. Board pursuant to the Rules applicable to Missouri Hockey, Inc.

The appeal fee, at each level of appeal, shall be refundable only in the event of a ruling in favor of the appealing member or party. Any suspension, or other disciplinary action, shall remain in effect during the entire appeal procedure, unless suspended or changed by any appeal decision.

10-G-5 LAWSUIT

Any recourse to the Courts, of any jurisdiction by any individual or group of individuals before all of the appeals procedures outlined in the MSCHA and USA Hockey Rules, Regulations and Procedures have been exhausted, will subject such litigants to immediate suspension or permanent disqualification.

10-G-6 PLAYOFFS

The Disciplinary Committee will convene, after the conclusion of the semi-final games, but not later than twenty-four (24) hours prior to the beginning of the championship games. There will be no other appeal process, until the conclusion of the championship games.

SECTION 11: GENERAL AUTHORITY

The MSCHA Board of Directors shall have the authority to interpret the Rules and may make appropriate exceptions, additions, and adjustments that the Board deems necessary in the best interest of high school hockey. The Rules Committee shall conduct investigations and make recommendations when necessary. Decisions rendered in accordance with this section may be appealed to the Missouri Hockey, Inc. Board pursuant to the rules applicable to Missouri Hockey, Inc.

PLAYING RULES

SECTION 1: REGULATION PLAY - TIME OF MATCH

1-P-1 PLAYING RULES

All games will be played in accordance with the Amateur Hockey Association of the United States (USA Hockey) Official Playing Rules, current edition, except as specifically modified herein.

1-P-2 PLAYING TIME ALLOWED

A. Regular League games will provide for a 4-minute warm-up and then shall proceed as follows:

1 st period	15 min. clock stop time	1 min. break max.
2 nd period	15 min. clock stop time	1 min. break max.
3 rd period	15 min. clock stop time	

A regular game should require the following time and will allow for cleaning the ice for the next game.

Warm-up	4 minutes	4 minutes
1 st period	15 minutes	22 minutes
Break	1 minute	1 minute
2 nd period	15 minutes	22 minutes
Break	1 minute	1 minute
3 rd period	15 minutes	22 minutes
Total		72 minutes
Extra Time		18 minutes
Grand Total		90 minutes

TIME OUT - Each team shall be permitted to take one time-out of 30 second duration during the game, which must be taken during a stoppage of play. If one team takes a time-out, the opposing team may exercise the rights of a time-out. Non-penalized players and goalkeepers may proceed to their respective team bench during any time-out.

A time-out must be requested prior to the conclusion of the line change procedure. A team that is requesting its time-out during the same stoppage of play as their opponent's time-out must make such request prior to the conclusion of the first time-out.

B. SHORTAGE OF TIME REMAINING:

It is the intent of MSCHA that all varsity games receive 45 minutes of playing time. Barring injury, mechanical failure, previous rink facility scheduling conflicts, or refusal

of the facility to extend the ice time, all varsity games will be played for the entire 45 minutes (three 15 minute periods). In the event that the third period cannot be played for the full 15 minutes, due to expiration of the regularly scheduled ice time or the curfew time agreed upon by the coaches and rink management prior to the start of the game, at the first stoppage of play, when the wall clock shows five minutes remaining, the game (scoreboard) clock will be reset to two (2) minutes and the game shall be concluded.

The decisions pertaining to the length of the game made by the referee are final and are not subject to any appeal or protest.

- C. At the end of the four (4) minute pre-game warm-up and in between periods, the timekeeper will place one (1) minute on the game clock. The game will start at the end of that one (1) minute. Any team not ready to start, will, at the discretion of the referee, be assessed a minor penalty (2 minutes) for delay of game.

1-P-3 HANDSHAKE

At the completion of the game, the teams may exchange the traditional handshake. If the referee determines that the handshake should be suspended, he will so notify both coaches before the end of the game, and advise which team is to leave the ice first.

1-P-4 EARLY TERMINATIONS

- A. EIGHT (8) GOAL LEAD: If after the completion of the second period of play, or any time during the third period of play, a team has or attains an eight (8) goal lead over the opposing team; the game will proceed from that point as a running time game. When play is stopped due to an injury, a goal being scored or a penalty being called, the clock will stop. It will start again on the ensuing face-off. The game does not return to stop time if the lead is cut to less than eight (8) goals.
- B. FIFTEEN (15) GOAL LEAD: If a team obtains a fifteen (15) goal lead at any time during the game, the game will be terminated at that point, and both teams will leave the ice.

SECTION: 2 PENALTIES

Penalties will be assessed and served in accordance with USA Hockey official playing rules, except as otherwise stated in this section.

2-P-1 PENALTY TIMES

Minor	2 minutes
Major	5 minutes
Misconduct	10 minutes

2-P-2 GAME MISCONDUCT

A game misconduct penalty assessed against a player, or team official, will require suspension for the balance of that game, and the next League or Playoff game.

*See USA Hockey Rules and Regulations; Current Edition

2-P-3 MATCH PENALTY

A match penalty assessed against a player, coach, or team official will require suspension for the balance of the game, and all practices and games, until dealt with by the Disciplinary Committee.

*See USA Hockey Rules and Regulations; Current Edition

2-P-4 BUTT-ENDING

A direct hit with the top end of the stick, or an attempt to butt-end, shall include all cases where a butt-end gesture is made; regardless of whether body contact is made. Striking, with the top end of the stick covered with the glove hand or fist, is to be considered roughing, and the referee, at his discretion, may also treat it as a deliberate attempt to injure.

2-P-5 FIGHTING (FISTICUFFS)

- A. A major plus a game misconduct penalty shall be assessed to any player who engages in fighting.
- B. A game misconduct shall be assessed to any player whose helmet/facemask comes off their head during an altercation.
- C. A match penalty 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 that is in progress.
- E. Any player who received 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 in the same season, the player shall be suspended until a hearing is conducted by the proper authorities under USA Hockey Rule 410 Supplementary Discipline.

2-P-6 COACH SUSPENSION

A coach, who receives a suspension penalty, in either a Junior Varsity or a Varsity game, will serve the suspension in the League where assessed and will also be assessed a one game suspension of the next game, in the other League. (2-P-12)

Penalties incurred by the coach, with regard to his team receiving fifteen (15) or more penalties in one game, will be counted with regard to this ruling.

A suspended coach will not be allowed to communicate, in any manner, with his players, or other coaches, after the team leaves the locker room to enter the ice for the pre-game warm up. If, in the referee's determination, communication is suspected, a two (2) minute unsportsmanlike penalty will be assessed and the suspended coach must then leave the premises. If he refuses, an additional two (2) minute delay of game penalty will be assessed. In all cases, a hearing by the Disciplinary Committee will be held within ten (10) days and any additional penalties (i.e. game suspensions or fines) will take place after this hearing. (2-P-12)

2-P-7 DELIBERATE ATTEMPTS TO INJURE

A player, coach, or team official, who deliberately attempts to injure an official, a player, coach, or team official, before, during, or after a game, will be given a match penalty.

2-P-8 ACCOSTING GAME OFFICIALS

A player, coach, or team official, who assaults or accosts a game official in a disrespectful manner, will be assessed an indefinite suspension. Game officials will include the League scorekeepers, or other game officials designated by the Board of Directors, as well as the game referees. Such suspensions shall be by review of the Disciplinary Committee. Any player, coach, or team official, who engages in profanity, obscene gestures, or physical abuse, whether directed toward other members or spectators, is subject to an indefinite suspension, also by review and direction of the Disciplinary Committee.

2-P-9 AGGRESSOR - INSTIGATOR

A player identified by the referees, as being the aggressor or the instigator, shall be assessed the same penalties as for those fighting, grabbing the face mask, etc. THIS INCLUDES VERBAL INTIMIDATION AS A FORM OF AGGRESSION.

2-P-10 FIVE SERIOUS PENALTIES

Any player, coach, or team official receiving five (5) game misconducts, match penalties, and/or major penalties, shall be suspended from play in the League, until hearing before the Disciplinary Committee. If the Disciplinary Committee does not meet to review the case before the fifth (5th) game of such suspension, the suspension shall be deemed terminated. It is the responsibility of the team to recognize such fifth (5th) incident and self-impose the suspension, and to advise the Chairman of the Disciplinary Committee immediately, so that the proper review may be held. This does not apply to coaches suspended with regard to his team receiving fifteen (15) or more penalties in one game. (9-G-4)

2-P-11 COACH, TEAM OFFICIALS REFUSING TO LEAVE

A coach, or team official, receiving a game misconduct or match penalty, shall not be on the bench, in the locker room, or spectator area after this time. Any such person, who offers assistance to his team, subjects himself to further disciplinary action by the Disciplinary Committee or the MSCHA Board of Directors, and may cause the team to forfeit the game where such action takes place. (2-P-7)

2-P-12 SUSPENSION CARRY-OVER

Any penalty that involves a suspension is understood to carry-over into the Playoffs, All-Star games and other Mid-States activities, whether stated or not in other parts of these rules.

2-P-13 SUSPENSIONS - RESCHEDULED GAMES

Players, who were to serve their suspension during a canceled, protested, or suspended game (i.e. mutual agreement between coaches due to weather, poor conditions of facilities as determined by rink management or referees, and/or other MSCHA action), will serve it at the next scheduled League or Playoff game. "Next scheduled" shall include any intervening make-up or rescheduled game, which is scheduled by the League Office. Any game scheduled by the offending team shall not count as service of the penalty.

SECTION 3: INSTRUCTIONS TO REFEREE

3-P-1 REPORTING GAME MISCONDUCT and MATCH PENALTIES

When a game misconduct or match penalty is assessed, there shall be notations on the score sheet and the match penalty shall be reported to the Disciplinary Committee Chairman, or to a designated substitute, within 24 hours. Game misconducts will be reported by phone to the league statistician. Action will be taken against officials who fail to file a report.

3-P-2 REFUSING TO LEAVE AFTER SUSPENSION

Should a player, receiving a suspension penalty, refuse to leave the playing and bench area immediately, the referee should issue a warning to the coach that he will invoke the rule of "refusal to obey a referee" and declare the game forfeit if the player does not leave the playing area and bench within one minute.

3-P-3 OBSCENITY

The referee is encouraged to give the appropriate USA hockey penalty to any player using obscene language, gestures, or exhibiting other unsportsmanlike conduct. This is especially encouraged for a player proceeding to, or who is in the penalty box. If a player receives such a penalty, another player must serve his original penalty and the offender is removed from the game. When a team representative (coach or captain) reports the use of an obscenity dealing with race or religion during a game, the referee will warn both benches against further similar obscenities.

3-P-4 FAN CONDUCT

The referee is encouraged to assess bench penalties against a team for the unsportsmanlike conduct of its fans. The official is asked to bring the violation to the attention of the minor officials, so that they can make an announcement to the crowd, where possible. (Unsportsmanlike conduct shall include obscene cheers and other actions, which would bring discredit upon the League.)

3-P-5 COACH ENTERING ICE

Any coach, or other team official, coming on the ice without the consent of the referee, may be assessed a bench minor penalty, and be subject to suspension upon action by the Disciplinary Committee and the Board of Directors. Should such an incident occur, the referee should make a clear notation on the score sheet.

3-P-6 DELAY OF GAME

When a penalty is called on a player, he will immediately skate to the penalty box, or his team shall be assessed an additional bench minor penalty for delay of game. His team captain, or an alternate, may speak to the referee who called the penalty for a clarification. Any delay, beyond the time necessary to receive such clarification, will result in a bench minor penalty being called against the offending team. THE REFEREES ARE ENCOURAGED TO ASSESS THE BENCH MINOR PENALTY FOR DELAY OF GAME BEFORE ASSESSING ANY MISCONDUCT.

3-P-7 GOALKEEPER REPLACEMENT

A team must dress one (1) player, in regulation goalkeeper equipment, to start any game. If the only goalkeeper receives a game misconduct or match penalties, the team has the right to take a delay of game penalty (2 minutes), and within five (5) minutes, dress another player in regulation goalkeeping equipment, or they may continue to play minus a goalkeeper while the goalie is serving his penalty, with no delay of game penalty assessed.

The player replacing the goalkeeper shall be in complete regulation goalkeeping equipment. This rule is in addition to USA Hockey rule 203f.

Regulation goalkeeping equipment consists of a blocking glove, a catching glove, leg pads, a caged helmet, and adequate shoulder and arm protection. See USA Hockey rule 303.

3-P-8 PENALTY NOMENCLATURE

It is most important that the game officials adhere strictly to the nomenclature of penalties, particularly misconduct and game misconduct. When an official rules a player off the ice, the official must designate the offense and any special amount of time to the penalty timekeeper and shall announce, or have the offense announced. The official must also see that such penalties are clearly recorded on the score sheet, at the time of the occurrence and before play continues. No corrections are allowed on the score sheet, after being signed by the referee, unless such change is initiated by the referee. In the event that an official score sheet is received by the league statistician with incorrect penalty nomenclature or lacking proper notation of automatic game suspension penalties, the appropriate changes will be made by the league statistician. Affected teams will be notified. These changes will be considered corrected clerical errors and are not subject to protest.

3-P-9 VIDEOTAPING

Game officials shall not be allowed to use videotaping during or after a game to assist in making any decisions.

SECTION 4: GAME SCHEDULE, CHANGES

4-P-1 SCHEDULED GAMES

All League and Playoff games will be played at the time and place designated in the schedule. Coaches may not agree to change a game, except as provided for in rule 6-P-5. In cases of natural disasters, MSCHA may reschedule a game on as little as 24

hour notice. If, through unforeseen difficulties, a rink has trouble with ice or other equipment and the Directors deem it unwise or unsafe to play a scheduled game at the designated time, no additional cost to a team would be involved, just the inconvenience of having the game rescheduled.

4-P-2 SUSPENDED GAMES

Games that are suspended by the referee: Example: The ice is no longer playable.

- A. If a game has started, but two periods are not complete and the game is suspended by the referee: The penalties are still in effect and any suspensions shall be served in the next scheduled League game. When the game is rescheduled, only those players' names which appeared on the original game score sheet are eligible for the rescheduled game. The game will start from where it was suspended, with penalties in effect.
- B. If the game has completed two full regulation periods and is then suspended: The game will be considered complete at that point. Either team may appeal this decision to the Commissioner within seven (7) days, and a decision will be made within seven (7) days after receipt of the appeal. An appeal must be accompanied by a Fifty Dollar (\$50) fee. (Rule 6-P-2 takes precedence over this rule.)

SECTION 5: PROTESTS INVOLVING REFEREES DECISIONS

5-P-1 PROTESTS INVOLVING REFEREES

Protests of referee's decisions must be submitted, in writing, within 72 hours of the occurrence, to the Commissioner, accompanied by a protest fee of \$100.00. The fee will be refunded if the protest is upheld.

- A. Referee's judgment calls are non-protest actions (i.e. penalties that are assessed for cross-checking, high sticking, fighting, etc., off-side, goal or non-goal calls).
- B. Referee's decisions that are in conflict with non-judgment rules may be protested.
- C. The Commissioner may hold a hearing, within ten (10) days after receipt of the written protest, and shall respond within five (5) days thereafter.
- D. The burden of proof in all protests is on the person lodging the protest.
- E. The procedure, as to protests during Playoffs, must be defined in the Playoff Rules. It will be determined by the Board of Directors.

SECTION 6: MISCELLANEOUS PLAYING PROCEDURES

6-P-1 INSUFFICIENT PLAYERS

Teams must have at least ten (10) players, including one (1) player dressed in proper goaltender equipment, suited for the game to start. If a player is not in goalkeeper's equipment at the beginning of the game, the referee will not allow the team to play, and shall declare the game a forfeit. Teams appearing at game time, with less than this minimal number, shall forfeit the game; unless both coaches agree to play the game, or to reschedule the game, which will then be at the expense of the team requesting the postponement.

Before a game is declared forfeit, because of the lack of sufficient players, the start of the game shall be delayed to the limit of time necessary to allow a "Late Arrival-Short Time Game". (6-P-2) At no time will a game be started, if either team has less than five (5) players and a goalie. The forfeiting team must leave the ice. The winning team may use the ice for practice only.

6-P-2 LATE ARRIVAL-SHORT TIME GAME

If either team arrives late, but time permits at least two periods to be played (60 minutes left of ice time), the game shall be played and considered official. A delay of game penalty will be assessed to the team causing the delay. If both teams are at fault, the game will start with both teams assessed a delay of game penalty and the teams will skate 4 on 4. Failure of a team to arrive and/or to play this short game shall be considered a forfeited game by the late or no-show team; unless both coaches agree to play the game at a later date at their expense. Teams are asked to exercise all care to avoid a forfeit.

6-P-3 ABSENCE OF COACH OR SUBSTITUTE and COACHES CERTIFICATION

- A. A team must have two Certified Coaches behind the bench before a game starts and at all times during the game. A team which is regularly reported as not having two adults behind the bench is subject to disciplinary action; this could include game forfeiture.
- B. All Coaches shall be properly certified by the USA Hockey District Coaching Director at Level 3 (Intermediate) or above or otherwise approved by the MSCHA Board of Directors. A team, which is regularly reported as not having certified coaches, is subject to disciplinary action.
- C. All Coaches must be USA Hockey Certified and have a certification or temporary card with them while occupying the bench area. MSCHA Board members have the authority to check certificate cards. Persons found in bench area without proper certification will be assessed a bench minor penalty for delay of game and will be required to leave the bench area. Refusal to leave the bench area or returning to the bench area without proper certification will be assessed a game misconduct penalty. If at any time through penalties, illness or any other reason there are no Certified Coaches on the players bench to be in control of and responsible for the team, the game shall be played provided there is adult supervision on the bench.

6-P-4 LACK OF SUFFICIENT GAME OFFICIALS

Varsity MSCHA games must be played with at least two game officials on the ice and will not be played with only one official. If the minimum number of officials are not available, the game will be rescheduled by MSCHA. This rule differs from USA Hockey.

6-P-5 WEATHER CANCELLATION PROCEDURES

All League and Playoff games will be played at the time and place designated in the schedule. Failure of one or both teams to show for a scheduled game will result in a forfeiture or loss to one or both teams.

The procedure to request a weather cancellation of a game is to contact, by phone the President or his designated representative. The President will determine if the game will be played or cancelled. Every effort will be made to reschedule that game as soon as possible. We will attempt to give you sufficient notice, but MSCHA may reschedule a game with only 24 hours notice.

6-P-6 FINES-INSUFFICIENT PLAYERS AND NO-SHOW

Any team that forfeits a game due to lack of players, or a no-show, will be fined \$100.00, plus game expenses (\$600.00 Varsity, \$300.00 Junior Varsity), payable to the League within three (3) days, or the team may not be allowed to continue to play in the League. They may lose their eligibility for Playoffs and this will definitely jeopardize their ability to participate in League play in future seasons.

6-P-7 ALCOHOLIC BEVERAGES, SMOKING AND CHEWING TOBACCO

NO ALCOHOLIC BEVERAGES ARE PERMITTED IN LOCKER ROOMS, OR PLAYING AREA. NO SMOKING BEHIND PLAYERS BENCH. NO CHEWING OF TOBACCO ON THE BENCH, OR ON THE PLAYING SURFACE.

6-P-8 LOCKER ROOM RESPONSIBILITY and LIABILITY

The team will be liable for damage to the locker room. MSCHA will pay for the damage and then the team will be billed and payment will be due within five (5) days of notification, or the team may be suspended. If damage is done to rink facilities by fans of a team, the team will be liable for the damage. This has been the case in the past and will be the policy in the future.

6-P-9 NON-PLAYERS IN BENCH AREA

Each team may have four (4) non-players in the player bench area. All must be USA Hockey Certified.

6-P-10 TAG UP

As defined by **Missouri Hockey, Inc.** rules.

JUNIOR VARSITY

The preceding Varsity General and Playing Rules apply to all Junior Varsity teams, players and games.

The following rules apply, only, to Junior Varsity teams, players and games, and are additions to, or exceptions to the preceding Varsity General and Playing Rules.

SECTION 1: ROSTERS

1-JV-1 ROSTER

Each team must submit their JV rosters, printed on an official MSCHA form, in alphabetical order, with not more than thirty (30) players, at least seven (7) days before the 1st League game.

1-JV-2 ROSTERS for VARSITY and JUNIOR VARSITY

Organizations, with both Varsity and Junior Varsity, teams must also submit a copy of their Varsity roster attached to the Junior Varsity roster. The Varsity roster must designate twelve (12) Varsity players, who will not be permitted to play Junior Varsity if, the combined Varsity and Junior Varsity rosters have twenty-eight (28) or more players. The Varsity roster must designate eleven (11) Varsity players who will not be permitted to play Junior Varsity games if, the combined Varsity and Junior Varsity rosters have twenty-six (26) or twenty-seven (27) players. The Varsity roster must designate ten (10) Varsity players who will not be permitted to play Junior Varsity games if, the combined Varsity and Junior Varsity and Junior Varsity rosters have twenty-four (24) or twenty-five (25) players. These players will be referred to as "frozen". Only one of the frozen players may be a goalkeeper. It is the responsibility of the team to contact the league statistician, prior to the next league game it plays, if an additional player must be frozen. They must conform to all eligibility rules and be capable of physically participating. All Varsity teams will have up to their fourth (4) League game to unfreeze one player and replace with another player. Any team, having a frozen player that has not played at the beginning of the season (first 5 league games), has the responsibility to notify the league, in writing, as to the reasons for non-participation. Failure to do so may subject the team to fines and/or forfeitures as determined by the Varsity Commissioner.

1-JV-3 MINIMUM NUMBERS for VARSITY and JUNIOR VARSITY

An organization, with both Varsity and Junior Varsity teams, must have a minimum of twenty-four (24) players, on the combined rosters.

1-JV-4 SENIORS

The Junior Varsity roster may have no more than three (3) players, who are seniors.

1-JV-5 SWING JV– TWO JV TEAMS

Players cannot swing from one JV team to the other JV team.

1-JV-6 SWING VARSITY – TWO JV TEAMS

Players from either JV team may swing to the Varsity. (There is a maximum of 18 Swing players on the Varsity Roster.)

1-JV-7 MINIMUM NUMBERS FOR VARSITY AND JV – TWO JV TEAMS

An organization with a Varsity and two JV teams must have a minimum of 45 players on the combined rosters; Varsity and JV.

SECTION 2: PLAYER ELIGIBILITY**2-JV-1 JUNIOR TEAM MEMBER**

A player, who is a member of a Junior B/Junior A Tier 3 or C, may not play on a Junior Varsity team.

2-JV-2 ELITE TEAM MEMBER

A player, who is a member of an Elite (AAA, Junior A, B, C) team, is only eligible to play on a Junior Varsity team until he plays in his tenth (10th) Varsity game. After his tenth (10th) Varsity game, he is no longer eligible to play Junior Varsity. This rule does not exempt an Elite (AAA, Junior A, B, C) team member from any other rules, which may cause him to be ineligible to play Junior Varsity.

2-JV-3 SWING PLAYER - JUNIOR VARSITY/VARSITY GAME ELIGIBILITY

A swing player (a player who is listed on both the Varsity and Junior Varsity rosters of an organization) is no longer eligible to play Junior Varsity League and/or Playoff games, after he has earned a combined point total of 30 points in both Varsity and Junior Varsity games. This point total shall continue to accumulate throughout the Varsity and Junior Varsity playoffs.

2-JV-4 JV COMMISSIONER'S DISCRETION

The MSCHA Junior Varsity Commissioner and the Varsity Division Chairmen will have the authority to declare a player ineligible for Junior Varsity games, when, at their discretion, they consider a player to be above the Junior Varsity level in ability.

2-JV-5 ELIGIBILITY for JUNIOR VARSITY PLAYOFFS

A player must participate in at least 50% of all Junior Varsity League games, in order to be eligible for League Playoffs. All exceptions must be referred to the Rules Committee by Feb 1.

SECTION 3: REGULATION PLAY - TIME OF MATCH

3-JV-1 PLAYING TIME ALLOWED

League games shall provide for a three (3) minute warm-up and then shall proceed as follows:

1st period	12 minutes clock stop time	1 minute break
2nd period	12 minutes clock stop time	1 minute break
3rd period	12 minutes clock stop time	

A regular game should require the following time and does not include cleaning the ice for the next game:

Warm-up	3 minutes	3 minutes
1 st period	12 minutes	18 minutes
Break	1 minute	1 minute
2 nd period	12 minutes	18 minutes
Break	1 minute	1 minute
3 rd period	12 minutes	18 minutes
Total		59 minutes
Extra Time		1 minute
Grand Total		60 minutes

3-JV-2 PENALTY TIMES

Penalty times shall be as follows:

Minor	2 minutes stop time
Major	5 minutes stop time
Misconduct	10 minutes stop time

3-JV-3 INSUFFICIENT PLAYERS

Teams must have at least eight (8) players, including one (1) player dressed in proper goaltender equipment, suited for the game to start. If a player is not in goalkeeper's equipment at the beginning of the game, the referee will not allow the team to play, and shall declare the game a forfeit. Teams appearing at game time, with less than this minimal number, shall forfeit the game; unless both coaches agree to play the game, or to reschedule the game, which will then be at the expense of the team requesting the postponement. Before a game is declared forfeit, because of the lack of sufficient players, the start of the game shall be delayed to the limit of time necessary to allow a "Late Arrival-Short Time Game". (3-

JV-4) At no time will a game be started, if either team has less than five (5) players and a goalie. The forfeiting team must leave the ice. The winning team may use the ice for practice only.

3-JV-4 LATE ARRIVAL-SHORT TIME GAME

If either team arrives late, but time permits at least two periods to be played (40 minutes left of ice time), the game shall be played and considered official. A delay of game penalty will be assessed to the team causing the delay. If both teams are at fault, the game will start with both teams assessed a delay of game penalty and the teams will skate 4 on 4. Failure of a team to arrive and/or to play this short game shall be considered a forfeited game by the late or no-show team; unless both coaches agree to play the game at a later date at their expense. Teams are asked to exercise all care to avoid a forfeit.

SECTION 4: SUSPENSIONS

4-JV-1 SWING PLAYER SUSPENSION

A swing player (a player who is listed on both the Varsity and Junior Varsity roster of an organization), who receives a suspension penalty, in either a Junior Varsity or a Varsity game, will serve the suspension in the League where assessed and will also be assessed a one game suspension of the next game in the other League. A multiple game suspension is to be served in its entirety in the league where it was received, only one game will be served in the other league.

4-JV-2 COACH SUSPENSION

A coach, who receives a suspension penalty in either a Junior Varsity or a Varsity game, will serve the suspension in the League where assessed and will be assessed a one game suspension of the next game in the other League.

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