



RULES AND PROCEDURES

Revised 9/15/11

ARTICLE I

DEFINITIONS

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

“Commissioner” shall mean the individual designated to oversee the daily administration of the League and League activities or his designee.

“League” shall mean at&t Metroplex High School Hockey League

"League Game" shall mean any Varsity or Junior Varsity Regular Season Game or Playoff Game.

"League Year" shall mean September 1 through the following August 31, encompassing one complete League Season.

"Member Team" shall mean any team, including any Varsity and Junior Varsity team, which has been accepted as a Member of the League pursuant to the procedures set forth herein.

"Playoff Game" shall mean any one or more of the games played as part of the League playoff schedule, as such schedule is established from time to time.

"Regular Season Game" shall mean any one or more of the games played as part of the League's regular season schedule, as such schedule is established from time to time.

"TAHA" shall mean the Texas Amateur Hockey Association.

"Team Official" shall mean any person serving as a coach, manager, team representative or other official capacity assisting on **or off** the Players' Bench during a League Game pursuant to Penalties/Misconducts herein for a Member Team.

ARTICLE II

MEMBER TEAM PARAMETERS

2.1. Application for Membership

2.1.1 Schools or districts wishing to join the League must submit a Membership Application no later than August 15 preceding the League Year in which the team desires to participate. The League shall decide whether to admit the applicant based on a number of factors, including availability of ice time.

2.1.2 Meeting the requirements set forth in the application does not guarantee admittance into the League. However, any teams meeting such qualifications but not admitted to the League at that time will be admitted as ice time becomes available or Member Teams drop out in the order in which qualified applications were received.

2.2 Coach Selection

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

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

2.3 Background Checks

2.3.1 All adults involved in any TAHAHSS 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 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 related to that team. Each respective association will be tasked with administration and enforcement of this regulation.

2.4 Accreditation of Coaches

2.4.1 All Coaches, Heads and Assistants, for each Member Team must have coaching accreditation, at Level 3 or above, from USA Hockey.

2.4.2 Proof of such accreditation must be presented to the League prior to the first Regular Season game in which such coach is the Head Coach of a Member Team.

2.4.3 An exemption to this rule may be granted for cause by the League upon petition by the Head Coach of a Member Team. Such exemption shall be at the sole discretion of the League.

ARTICLE III

PLAYER ELIGIBILITY PARAMETERS

3.1 General

3.1.1 Grade Eligibility

3.1.1.1 - Varsity

Students must be in the 9-12 grades and attend school full-time to be eligible for a Varsity team. Full-time attendance shall mean a student is taking four classes at his or her school.

3.1.1.2 - Junior Varsity

Eighth through twelfth graders attending a school full-time are eligible for Junior Varsity. However, the League reserves the right to prohibit eighth graders from playing if they are clearly superior to the general level of play at the Junior Varsity level. Such players will be required to wait until the following season to play in the League. Students are required to play Junior Varsity in the program representing the high school they will be attending, as determined by attendance zones.

3.1.2 Age Restrictions - Maximum Age

Any player turning nineteen (19) prior to September 1 for the 2010-2011 season is not eligible to participate for such season.

3.1.3 Private School Students

Private school students must play for the team which represents the public school they'd attend, if such a team exists. In the event the school they attend is not represented by a team in the League, the student shall be eligible for the public school ISD team which represents the public school attendance area such student resides.

3.1.4 Home Schooled Students

Home-schooled students residing in a school's or district's attendance area are eligible to play only for the team representing that school or district (home-schooled children are not eligible for teams representing private schools). Home-schooled students will be considered as attending the represented school or district for purposes of roster composition.

Note: Home schooled students who wish to be eligible for State and Nationals will need to register with the ISD in which they live as a "home schooled student"

Home schooled children must turn 14 prior to September 1 of the year in which a season begins to be eligible for Varsity and 13 for Junior Varsity. Home-schooled students must also meet the maximum age limit set forth in section 3.1.2 above.

3.1.5 "Visiting" Players

Players shall not be eligible to play for a Member Team if such player is rostered on another ice hockey team outside the Dallas/Fort Worth Metropolitan area during the current season, unless such player permanently relocates from such area to D/FW. Players relocating to the area must comply with the deadlines set forth in sections 3.1.2, 3.1.8, 3.1.9, and 3.1.10. Players, officially rostered on the out of town team, returning from an out of town ice hockey team after the December 31 deadline to finish the current school year in the D/FW area will not be eligible to participate in the League during such season.

3.1.6 Open Tryouts

The league will hold an open tryout prior to each season for all those players who do not have a Member Team to tryout for. After the tryout is completed, the league will assign the player to an existing Member Team based on geographic location and need for players. The player will continue to play for that Member Team for the rest of his high school career unless his/her school enters a Member Team into the league at which point the

player must play for the new Member Team. The open tryout is not for those players who are cut by existing Member Teams

3.1.7

Junior A Players (Tier 1 & 2)

Players rostered on a Junior A- Tier 1 or 2 Club as of October 1 will not be eligible to participate in the league at either the Varsity or Junior Varsity level.

Tier 3-Junior A and/or Tier 1- Amateur Players (T1-U18, U16 & U14)

Any player commuting or relocating to the D/FW area for the sole purpose of playing Tier 3-Jr A or Tier 1-Amateur Hockey is not eligible for any high school team. The AT&T Metroplex High School Hockey League does reserve the right to determine eligibility. The Following are some examples to the rule:

Example 1

John Doe moves to the D/FW area from Arizona to play Tier 3-Jr A or Tier 1 Amateur Hockey. League Ruling – Ineligible

Example 2

John Doe's family lives in the D/FW area, has played in Dallas, and makes the local Tier 3-Jr A/Tier 1-Amateur team. League Ruling – Eligible

Note: The above player must participate in 14 regular season games to be eligible for playoffs.

3.1.8

Proof of Eligibility

Each team shall be required to complete the School Attendance Form ("SAF") (including signatures) and return to the League no later than the league scheduled due date. Any team which has not completed such form at that time may not be eligible to participate in any League games until the form has been turned in to a member of the League administration. Players added to the roster after the SAF has been turned in must complete an individual Eligibility Verification Form before such player will be allowed to participate in any League games.

3.1.9

Students Changing Schools

3.1.9.1 - On or Before December 31

Students who change schools prior to December 31 must play for the team representing the school that the student has transferred to, unless one of the following two (2) conditions is met:

1. New school does not have a team
2. New school's roster is full

In the event one of these two (2) conditions is met, the player shall complete the current season on the team representing the school that such player started the season with. However, the following season, such player must try out for the team representing the school he is attending. If the student's new school does not have a team, such player must petition the League for an exemption for such future seasons. He shall not necessarily be eligible to play in the League.

3.1.9.2 - After December 31

Students changing schools after December 31 shall be able to complete the current season with the team representing the school that such player started the season. However, the following season such player must try out for the team representing the school he is attending. If the student's new school does not have a team, such player must petition the League for an exemption for such future seasons. He shall not necessarily be eligible to play in the League.

3.1.10 Roster Deadline

No individual may be added to or deleted from a team's roster after December 31. Any player moving into the school in question after December 31 may practice with that team, but not play in games; provided such team has less than 30 players on the official roster at that time. No player may be added to a team, at any time, which already has thirty (30) players on the roster.

3.1.11 Playoff Eligibility

Players must participate in 14 regular season games to be eligible for playoffs. "Participate" shall mean the player's name appeared on the official scoresheet for a game and verified by the officials as one of the up to twenty (20) players dressed for that game. "Participate" shall also mean that the player was actively playing in the game. Varsity teams may use JV players, or lower Varsity players, in Varsity playoff games who have not met the 14 game Varsity minimum as long as they have played JV for a minimum of 14 games during the season. The same rule will apply to players who are on JV Gold and JV Silver rosters. Players called up from JV for the Varsity playoffs may continue to play with their JV team as long

as they have not played in their sixth Varsity game at which time they will be permanently a member of the Varsity. Such players much have been added to the official USA Hockey roster prior to December 31.

3.1.12 Exceptions

Any deviations from the standards set forth herein shall be at the determination of the League. Persons or teams seeking such deviations shall submit, in writing, a request for an exemption to a member of the League administration prior to August 1 preceding the League Year for which the exemption is sought. The League shall make a final determination of all such applications no later than **September 30**.

Matters must be communicated to the League no later than **September 15** to ensure that a decision with respect to such matter will be reached for the upcoming season. If application is not submitted prior to **September 30**, the League cannot guarantee determination of eligibility for the upcoming season and the affected player(s) will most likely not be considered for eligibility until the following season.

3.1.13 Early Graduation

The league will not penalize a player who qualifies for early graduation, as long as the player in question began the season enrolled in the high school for which he/she is eligible to compete.

If and when an early graduate should enroll in a college or university, his/her eligibility to participate in sanctioned high school hockey play shall terminate when he/she begins taking classes on a full- or part-time basis.

Here are two examples:

Example 1

John Doe earns his high school diploma from Coppell High School on January 5, 2011, effectively graduating six months ahead of his class. He is accepted at Texas A&M, where he plans to begin his studies in August 2011.

Status - Eligible. John can finish the season with the Coppell team (up to and including playoffs) since he will not begin his college studies until August.

Example 2

Tom Smith elects to take early graduation from Plano East High School on

January 7, 2011. He starts a full-time job, and then begins part-time studies at Collin County Community College in Plano on March 1, 2011.

Status - As an early high school graduate who began the 2010-2011 school year enrolled at PESH, Tom is eligible to continue playing for his high school team until he begins classes at CCCC on March 1. In other words, his eligibility to compete for PESH in the High School Hockey League would end on February 28, 2011.

Once again, the spirit of the ruling pertaining to player eligibility is to prevent college students from participating in sanctioned high school hockey play, while at the same time not penalizing those players whose work ethic and academic accomplishments permit them to take advantage of mid-year graduation.

3.1.14 No Pass/No Play

The Texas Amateur Hockey Association High School Section (TAHAHSS) strictly enforces the UIL No Pass/No Play regulations for the Varsity division. The at&t Metroplex High School Hockey League will support and enforce the UIL No Pass/No Play academic eligibility rules for both **Varsity and Junior Varsity divisions**.

A player must be a “student in good standing” at his/her school according to the academic pass/play rules for the individual 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 such time as they become academically eligible according to the UIL and/or their respective school district.

This suspension is in effect until the player/student is reinstated by the 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:

- a) Each team is required to obtain a copy of their respective school's academic eligibility calendar.
- b) Each team is required to complete an academic eligibility report for each grading period, which lists every player on their official USA Hockey **roster that is not in good standing only**. This report will declare those players as being academically ineligible. This 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 with either by 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 report need only declare whether or not the student is considered by the school as being academically eligible or ineligible according to the 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 weeks of the school year), a grade below 70 in any class (other than an identified advanced class) may not participate in extracurricular activities for three school weeks. An ineligible student may practice, however. The student regains eligibility after the seven calendar day waiting period has ended following a grading or the 3 school weeks evaluation period when the principal and teachers determine that he or she has earned a passing grade (70 or above) in ALL classes, other than those that are advanced.

All schools must check grades for all participants at the end of the first six weeks of the school year. From that point, grades are checked at the end of the grading period whether it is six, nine, or twelve 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) 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 and fall and spring breaks provided those breaks consist of at least a full calendar week.

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

If a grading period or three school week evaluation period ends on the last class day prior to a school holiday of one calendar week or more (e.g. spring break, winter holidays), the seven calendar day grace period to lose eligibility and the seven calendar day waiting period to regain eligibility begin the first day that classes resume.

Students lose eligibility for a three school week period. For purposes of the law, “three school weeks” is defined as 15 class days. Exception: One, but only one of the three school weeks may consist of only three or four class days, provided school has been dismissed for a scheduled holiday period.

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

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

respective schools academic eligibility calendar. The student remains ineligible until the progress reports are issued. In order to regain eligibility, the student must be passing ALL courses on the progress report. The student will regain eligibility on the date listed on the school's academic eligibility calendar.

- j) The at&t Metroplex High School Hockey League grants 4 days to allow for reception of report cards that are sent through the mail. The 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.

3.1.15 School Suspension

Any player who is placed in the alternative education classes, suspended out of school, or placed in in-school suspension is not eligible to compete in any League scheduled season or post-season games until he/she has been back in the regular classroom setting for one 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 in or have been placed in alternative education classes or are under any type of school imposed suspension by the public school, that student will not be eligible to participate. He or she must be a "student in good standing" at his/her public school and have completed any and all disciplinary requirements or other suspensions or required attendance in alternative education classes assigned by the public school prior to withdrawing from that school. Should the student physically change addresses and become part of a different public school district while the student was 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 is in effect until the player/student is reinstated by the school authorities.

In order to participate in a high school league the player must be a student in good standing in their respective school. 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.

3.1.16 Major or Match Penalties received by a senior in the final game of the season

If a senior in the last game of his or 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 or 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 regular scheduled high school games of the next competitive season.

In both cases (a) and (b) above, should the head coach of that team be different for the upcoming competitive season, then the penalty will follow the team, not the coach, and the new head coach of that team will serve the penalty.

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.

3.1.17 Major or Match Penalties received by a non-senior in the final game of the season

Any player in the last game of his or her high school team's current competitive year/season that receives a major penalty, then that player will serve a minimum of a one 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 or she may be playing for in the next competitive season.

Any player in the last game of his or 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.

ARTICLE IV

HIGH SCHOOL TEAM ELIGIBILITY PARAMETERS

4.1 Public/Private Single School Teams

Any team representing a single public or private school shall have 100% of its roster attending such school.

4.2 New School Construction

If a new school is constructed in a district having a single school team or teams, students attending the new school will be eligible to play for the existing team or teams for up to two seasons or until the new school establishes a team, whichever is earlier. Player eligibility for existing teams will be determined by the geographic attendance boundaries, as they existed prior to the construction of the new school.

4.3 School Teams - ISD Teams

4.3.1 Roster Composition

1. 4.3.1.1 – ISD Teams

ISD teams shall be subject to the following guidelines as to roster composition.

	Represented
	District
First year:	100%

If additional schools are constructed in an ISD after the district has a team, the district may continue as one team until the league determines a split is necessary.

Students on the roster of a team representing an ISD must attend one of the district high schools or be home-schooled and reside in the district. We encourage the ISD to then split and create single schooled teams after the initial year the ISD has a team. The splitting and creation of single schooled teams within an ISD will be at the leagues discretion.

As new teams are added within the ISD, the various teams would be subject to the guidelines set forth herein as to roster composition based on Public/Private Single School Teams.

The at&t Metroplex High School Hockey League has final authority over all ISD teams.

2. 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. Players in their final season of eligibility, (HS Seniors), will be “grandfathered” for their final season, if they choose, 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.

4.4 Enforcement - Team Violations

Any team which uses a player who does not satisfy the requirements set forth herein, shall forfeit any game(s) in which such player participates. The official score of such game shall be 1-0 and all individual statistics shall be recorded as if there had not been a forfeit.

4.5 Establishment of Team Parameters

The League shall establish parameters for individual teams for the upcoming season no later than the August 31 immediately preceding such season. Such parameters will be established pursuant to the guidelines set forth herein.

ARTICLE V

LEAGUE SCHEDULE – GENERAL

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 and Scrimmages

Member teams may play in games other than League Games. However, League Games take precedence over other games. Any team not participating in a scheduled League Game shall forfeit such game and shall be subject to such disciplinary action as is deemed appropriate by the League. All officiated scrimmages/games are under the jurisdiction of the at&t Metroplex High School Hockey League.

5.3 Organization of Teams by Conferences and/or Divisions

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

ARTICLE VI

LEAGUE GAMES

6.1 General

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

6.2 Six Goal Rule

If during the third 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.

6.3 Jerseys

6.3.1 All League teams shall have two sets of jerseys - one white or light-colored and one dark. All teams must notify the League of their jersey colors prior to October 1 of each League Year.

6.3.2 The designated home team shall wear white or light-colored jerseys.

6.3.3 Temporary numbers may not be taped on to jerseys at any time.

6.4 Protective Equipment

6.4.1 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.

6.4.2 Ear guards must be worn by all players on Member Teams for all on-ice League practices and games.

6.4.3 The League strongly encourages all players on Member Teams to wear neck guards for all League practices and games.

A neck guard shall be defined as a piece of protective equipment that is specifically designed to protect the neck and throat area. Sweat bands, socks and similar items are not considered neck guards for the purposes of this Section.

6.5 6 Game Varsity Rule

Once a player has played his 6th Varsity game, he can no longer play on the Junior Varsity team. This rule applies to goalies as well. The goalie must be playing and accumulating minutes to be considered playing in an official game. The same rule applies to a club that has a Varsity Gold team and a Varsity Silver team.

6.6 Official Rosters

Players must be rostered on the official roster that is turned into the league. For example, a player 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. Just because a player is listed on the junior varsity roster doesn't mean you can automatically pull a player up to play varsity. The player MUST be listed on the official roster to play.

For clubs with two or more teams each team in that club's program must permanently roster two-thirds of their players on a designated team.

For example if a club has 36 total skaters, not including goalies, and two teams, a varsity and a JV, and 18 skaters on each team, then each team must permanently roster 12 players. Those 24 players, 12 on each team, may not move between teams. It will leave 6 players on each roster who can move up or down up to the point when they play their 6th varsity game at which point they are frozen on the varsity roster.

In cases where a club has two teams with 30 or less player, not including goalies, the number of players permanently rostered on each team will be 50%.

6.7 Tag-Up Offside Rule

The league will adopt the “tag-up” offside rule starting with the 2008-09 season.

ARTICLE VII

REGULAR SEASON SCHEDULE – VARSITY

7.1 General

7.1.1 The number of Member Teams, number of League Games each such team plays, times of games, length of season and other elements of the League Schedule shall be determined at the discretion of the League.

7.1.2 No Regular Season Game shall be scheduled prior to October 1 or later than the first weekend of April during any League Year.

7.1.3 Each Member Team shall play the same number of Regular Season Games each Season.

7.2 Regular Season Game Format

All Regular Season Games shall be limited to three periods of not less than fifteen (15) minutes utilizing the stopped clock concept. The ice will be re-surfaced every 2 periods.

Tied Games- No game shall end in a tie. If a game is tied at the end of regulation then a four on four, 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 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.

7.3 Tiered Varsity Divisions

The Varsity Division will be divided into Gold and Silver divisions. 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. The top 8 Gold and Silver division teams will make the playoffs. There will be separate Gold and Silver division playoff.

7.4 League Standings - Regular Season

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

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

7.4.2.1 Tie between **two** teams:

- 1) Most wins in all league games
- 2) Points earned in head to head games between the 2 teams
- 3) Fewest goals allowed in all league games
- 4) Largest goal differential total in all league games
- 5) Fewest penalty minutes allowed in all league games
- 6) Coin toss

7.4.2.2 Tie among **three or more** teams:

- 1) Most wins in all league games
- 2) Fewest goals allowed in all league games
- 3) Largest goal differential total in all league games
- 4) Fewest penalty minutes allowed in all league games
- 5) Coin toss

Only those games that count in the League standings will be used for tiebreaking purposes.

7.4.3 At the discretion of the League, the playoffs or the regular season will be used to select varsity participants to represent the League at post-season and state tournaments.

ARTICLE VIII

LEAGUE PLAYOFFS-VARSITY

8.1 Playoff Format

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. Each year teams from the Varsity Gold Division will earn the opportunity to participate in the TAHA Texas Cup State Championship. The league will notify teams of the format for that seasons league playoff each year prior to February 1.

8.2 Playoff Game Format

8.2.1 All Playoff Games shall consist of three periods of not less than fifteen (15) minutes utilizing the stopped clock concept. The ice shall be resurfaced every 2 periods. Sudden death overtime shall be utilized to determine the outcome of Playoff Games in the following manner:

All Playoff Games, other than the City Championship Game, tied at the end of regulation time shall play one (1) five 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.

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.

8.3 Shoot-Out Format

8.3.1 Each coach will pick three (3) players to participate. Each of those three players will shoot on the opposing goalie in penalty shot fashion. The Home team coach will elect whether he wants his team to shoot first or second. Once that is determined, the teams will alternate shooters until three from each team have gone. The team scoring the most goals out of the three shooters is the winner.

If an equal number of the three shooters from each team score, each coach will select a 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.

8.4 Game Re-Play

8.4.1 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.

ARTICLE IX

REGULAR SEASON SCHEDULE - JUNIOR VARSITY

9.1 General

9.1.1 The number of Member Teams, number of League Games each such team plays, times of games, length of season and other elements of the League Schedule shall be determined at the discretion of the League.

9.1.2 No Regular Season Game shall be scheduled prior to October 1 or later than April 1 during any League Year.

9.1.3 Each Member Team shall play the same number of Regular Season Games each Season.

9.1.4 The league shall have a Gold and Silver division at the JV level. 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.

9.2 Regular Season Game Format

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

Tied Games- No game shall end in a tie. If a game is tied at the end of regulation then a four on four five, 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 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.

9.3. League Standings - Regular Season

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

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

9.3.2.1 Tie between **two** teams:

- 1) Most wins in all league games
- 2) Points earned in head to head games between the 2 teams
- 3) Fewest goals allowed in all league games
- 4) Largest goal differential total in all league games
- 5) Fewest penalty minutes allowed in all league games
- 6) Coin toss

- 9.3.2.2 Tie among **three or more** teams:
- 1) Most wins in all league games
 - 2) Fewest goals allowed in all league games
 - 3) Largest goal differential total in all league games
 - 4) Fewest penalty minutes allowed in all league games
 - 5) Coin toss

Only those games that count in the League standings will be used for tiebreaking purposes.

- 9.3.3 At the discretion of the League, the playoffs or the regular season will be used to select junior varsity participants to represent the League at post-season and state tournaments, if any.

ARTICLE X

LEAGUE PLAYOFFS-JUNIOR VARSITY

10.1 Playoff Format

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.

10.2 Playoff Game Format

- 10.2.1 All Playoff Games shall consist of three periods of not less than fourteen (14) minutes utilizing the stopped clock concept.

- 10.2.2 Sudden death overtime shall be utilized to determine the outcome of Playoff Games in the following manner:

- 10.2.2.1 All Playoff Games tied at the end of regulation time shall play one (1) five-minute stop clock 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.

10.3 Shoot-Out Format

Each coach will pick three (3) players to participate. Each of those three players will shoot on the opposing goalie in penalty shot fashion. The Home team coach will elect whether he wants his

team to shoot first or second. Once that is determined, the teams will alternate shooters until three from each team have gone. The team scoring the most goals out of the three shooters is the winner.

If an equal number of the three shooters from each team score, each coach will select a 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.

ARTICLE XI

VARSITY ALL-STAR GAME

11.1 General

11.1.1 Subject to availability, the league will hold a Varsity All-Star game during season. Each member team will have an opportunity to select a player(s) to participate in the game. The league will determine breakdown of the number of players each team can select. The HOME team, known as the Eastern Conference, while the AWAY team known as the Western Conference, the league will select three (3) goalies from the Eastern Conference and three (3) from the Western Conference to participate.

11.1.2 Four Head Coaches from each conference will be selected by league

ARTICLE XII

PENALTIES / MISCONDUCTS

12.1 General

12.1.1 The rules and regulations set forth in this section shall be applicable to all League games, including regular season and playoff games.

12.1.2 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. For example: A player receives a

Game Misconduct in a JV game on Sunday. The player must serve the suspension by sitting out that teams JV game the following Sunday. While waiting to serve the suspension the following Sunday the player MAY NOT play in the Varsity game on Thursday night.

Except for Match Penalties, suspensions earned in HS Hockey do not affect a players/coaches status on any other team that player/coach is affiliated with. The same is true for suspensions earned in other leagues. Except for Match Penalties suspensions earned in other leagues do not affect participation status in the HS League.

12.2 USA Hockey Rules

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

12.3 5-Minute Majors

Any player who receives a major penalty shall be assessed an automatic game misconduct.

Note: This rule is applicable to all major penalties with the exception of the major penalty (no associated game misconduct) option under rule 616 - Head Contact. However, if a second 5 minute major penalty for head contact is assessed to the same player in the same game a game misconduct will also be assessed in addition to the major penalty. A Player receiving a game misconduct for two major penalties assessed in the same game, will also be suspended for his/her teams next two games per USA Hockey rule 404b.

12.4 Fisticuffs

12.4.1 Any player who receives a major penalty for Fisticuffs (Fighting) (USA Hockey Rule 613) shall be assessed the following:

12.4.1.1 First Offense: a five (5) minute major penalty, a game misconduct and a three (3) game suspension.

12.4.1.2 Second Offense (same League Year): a five (5) minute major penalty, a game misconduct and a five (5) game suspension.

12.4.1.3 Third Offense (same League Year): a five (5) minute major penalty and suspended for the remainder of the season.

- 12.4.2 Any player who receives a penalty for being the third man into an altercation (USA Hockey Rule 613(d)) shall be assessed a one (1) game suspension in addition to any other penalties assessed pursuant to this section (i.e., Fighting).
- 12.4.3 Any player identified as the instigator of or aggressor in an altercation (USA Hockey Rule 613(a)) shall be assessed a three (3) game suspension unless the player also receives a fighting major then one (1) additional game for instigating will be added to the suspension received for fighting.
- 12.4.4 Any player who receives a penalty for leaving the bench to participate in an altercation (USA Hockey Rule 613(f)) shall be assessed a three (3) game suspension in addition to any other penalties assessed pursuant to this section (i.e., Fighting).

12.5 Major or Match Penalties received by a non-senior in the final game of the season

Any player in the last game of his or her high school team's current competitive year/season that receives a major penalty, will serve a minimum of a one 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 or she may be playing for in the next competitive season.

Any player in the last game of his or 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.

12.6 Major or Match Penalties received by a senior in the final game of the season

If a senior in the last game of his or her team's current competitive year/season receives a major penalty, 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 or 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 regular scheduled high school games of the next competitive season.

In both cases (12.5) and (12.6) above, should the head coach of that team be different for the upcoming competitive season, then the penalty will follow the team, not the coach, and the new head coach of that team will serve the penalty.

12.7 Non-Team Officials

12.7.1 No more than four (4) individuals, other than players, shall be in a Member Team's Players' Bench area during League games.

12.7.2 No parents, friends, relatives or other individuals who are not a Player or Team Official shall enter the Players' Bench area, Penalty Box area, Scorekeepers' area or attempt to enter any of these areas or the ice surface during a League Game.

12.7.3 Any Member Team violating the rules set forth in this section shall be assessed the following:

12.7.3.1 First Offense: a two (2) minute minor penalty and the game shall be stopped until the offending individual is removed from the building.

12.7.3.2 Second Offense (same League Game): The game shall be ended and declared a forfeit.

12.7.4 A violation of any rule set forth in this Article II shall be considered a first offense and any subsequent violation of any rule in this Article II shall be considered a second offense for the purposes hereof. (It is not necessary that the violation be of the same type to declare the game a forfeit.)

12.8 Multiple Penalties in a League Game

12.8.1 Any player incurring five (5) penalties of any kind in the same League Game shall be assessed a game misconduct penalty.

12.8.1.1 A double-minor penalty shall be counted as two (2) penalties for the purposes of this section.

12.8.1.2 Any ten (10) minute misconduct or other misconduct penalty shall be counted as one (1) penalty for the purposes of this section.

12.8.1.3 Any misconduct incurred pursuant to this section shall be applicable for the next League Game scheduled at the time the penalties

were incurred. Any games scheduled after the penalties are incurred shall not be relevant for the purposes of serving any suspensions related to such misconduct. However, in the event such game(s) is scheduled after the suspension is incurred, the suspended player must sit out the first such game, in addition to the next scheduled game as of the time of the suspension.

12.8.2 Any Head Coach whose team incurs fifteen (15) or more penalties in the same League Game shall be suspended for that team's next scheduled League Game (including Playoffs).

12.8.2.1 A double-minor penalty shall be counted as two (2) penalties for the purposes of this section.

12.8.2.2 Any ten (10) minute misconduct penalty shall be counted as one (1) penalty for the purposes of this section.

12.8.2.3 Any suspension incurred pursuant to this section shall be applicable for the next League Game scheduled at the time the penalties were incurred. Any games scheduled after the penalties are incurred shall not be relevant for the purposes of serving such suspension. However, in the event such game(s) is scheduled after the suspension is incurred, the suspended Head Coach must sit out the first such game, in addition to the next scheduled game as of the time of the suspension.

12.9 Multiple Game Misconduct's

Any Head Coach whose team incurs 5 game misconduct's shall be suspended for that team's next scheduled League Game and must appear before the Advisory Board for review. Match Penalties will be referred to as one (1) game misconduct.

12.10 Notification of Suspensions

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

12.11 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 so listed on the official scoresheet for a League Game, such game shall not count toward the player's suspension, regardless of whether or not the player participated in such game.

ARTICLE XIII

MATCH PENALTIES

13.1 Discipline Committee

- 13.1.1 Any player, coach or team official who receives a Match Penalty shall be suspended from all USA Hockey activities (including all League activities, including practices), until a hearing is held by the Local or State Disciplinary Committee.
- 13.1.2 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.
- 13.1.3 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.
- 13.1.4 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

- 13.2.1 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.

ARTICLE XIV

COACHES CODE OF CONDUCT AND RESPONSIBILITIES

The 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:

Code of Conduct-Coaches

All League coaches shall:

- (i) 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;
- (ii) Conduct themselves in a positive and sportsmanlike manner at all times; and
- (iii) Strive to provide a safe and positive environment at all times and promote fair play and sportsmanship among all players, coaches, referees and parents.
- (iv) Sign and adhere to the Double Dipping Coaches Policy before league play begins.

The Following behavior by League coaches shall not be tolerated:

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

Responsibilities

- (i) All League coaches shall adhere to certification requirements established by USA Hockey or the League.
- (ii) Coaches shall make efforts to continually develop their coaching skills and to learn new drills and coaching methods.
- (iii) Coaches shall conduct organized practice sessions for their team during the season.
- (iv) Coaches shall ensure that their players wear any and all equipment required by USA Hockey and the League for all practices and games.

- (v) Coaches shall stay abreast of all rules, policies and procedures implemented by the League and shall maintain an open line of communication with team parents and officials to ensure that they are kept informed of any and all rules, policies and procedures so implemented that may affect them.
- (vi) All coaches registered with USA Hockey must wear ice hockey helmets during all on-ice sessions, including practices and controlled scrimmages.
- (vii)

ARTICLE XV

REFEREES CODE OF CONDUCT AND RESPONSIBILITIES

Code of Conduct-Referees

All League referees shall:

- (i) 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;
- (ii) Conduct themselves in a positive and sportsmanlike manner at all times; and
- (iii) Strive to provide a safe and positive environment at all times and promote fair play and sportsmanship among all players, coaches, referees and parents.

The Following behavior by League referees shall not be tolerated:

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

Responsibilities

- (i) All League referees shall maintain proper certification as required by USA Hockey;
- (ii) Referees shall be responsible for attending all League Games which they are scheduled to officiate;

- (iii) 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
- (iv) Referees shall stay abreast of all rules, policies and procedures implemented by the League.

ARTICLE XVI

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. Any parent or spectator so banished shall have the rights of appeal set forth herein above.

ARTICLE XVII

COMPLAINT PROCESS

17.1 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.

17.2 The following procedures will be followed with respect to complaints registered with the League pursuant hereto:

17.2.1 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 it deems appropriate.

17.2.2 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 League events.

17.2.3 Third Incident During a Twelve (12) Month Period.

The appropriate individual(s) must appear before the Commissioner, or a committee designated thereby, to discuss the circumstances surrounding the complaint. If it is determined the allegations surrounding the third incident are valid, provided the actions alleged in the first two incidents in the same twelve month period were also valid, the individual involved shall immediately be terminated from any and all duties involving the League and shall be banned from all League events. If the circumstances in either of the first two incidents were unfounded, the League shall take action concerning the third incident as it deems appropriate.

17.3. In addition to the above:

- 17.3.1 Any written complaint of physical abuse by any individual toward a coach, referee or player shall be thoroughly investigated by the League. If it is determined the allegation of physical abuse is valid, such individual shall be permanently terminated from any and all League duties and banned from all League events.
- 17.3.2 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.
- 17.3.3 Written complaints of the use of excessive profanity by a referee will require the referee to appear before the Commissioner. 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.

ARTICLE XVIII

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 and/or regulations if the league feels it is in the best interest of the league and it's members. This includes, but is not limited to penalties assessed under USA Hockey rule 410, Supplementary Discipline.

