

IOWA HIGH SCHOOL HOCKEY LEAGUE

JUNIOR VARSITY PROGRAM - POLICIES AND PROCEDURES

Adopted August 3, 1989 Revised as of September 11, 1999

PURPOSE

The purpose of the Junior Varsity, hereinafter JV, program is to prepare players for Varsity competition. To this end, the IHSHL recognizes that most JV players have played competitive hockey at earlier amateur levels of competition and that it is beneficial to maintain this level of competitiveness. However, the IHSHL further recognizes that the JV program must, at its core, emphasize individual development with regard to hockey skills, team play, and good sportsmanship.

ENFORCEMENT

It will be the responsibility of the team representative to make sure that these policies are enforced. Failure to enforce them will result in further disciplinary action on both the player and the team representative by the disciplinary authority.(11/6/93) (SEE GAME PENALTIES AND DISCIPLINE)

REGISTRATION

Each team must be registered with USA Hockey in accordance with rules established by USA Hockey and the Registrar of the Tri-State Affiliate. (8/18/91) All League teams must be registered (with USA Hockey) before tryouts or any on ice activities. Any team not registered by November 1, will be assessed a \$50 League fine. (7/17/93) In addition to USA Hockey Rules governing game play, complete team rosters must be provided to the League Commissioner prior to the start of regular season play. This will not prevent teams from adding individual players to their roster during the regular season, who are otherwise eligible to play in the IHSHL. The JV roster maximum shall be limited to no more than twenty-five (25) players. (7/15/95)

REGULAR LEAGUE GAME FORMAT

On ice - One (1) hour and 15 minutes

Warm-up — 5:00 minutes

1st Period — 12:00 minute stop time

— 2:00 minute break

2nd Period — 12:00 minute stop time

— 2:00 minute break

3rd Period — 12:00 minute stop time

(1) Due to limited time available, the home arena may limit the third period to a "time remaining" running clock, which must be communicated to the opposing team prior to the first period.

(2) In case of injuries or other unavoidable delays during the third period, the home arena may switch to a running clock during the third period in order to conclude the game within the "on ice" time allowed, which must be communicated to the opposing team prior to resuming play.

(3) JV teams with fewer than nine players who are not also included on the team's varsity roster, not including Goaltenders, may request that Junior Varsity games be played following Varsity games where the schedule does not allow at least one hour rest between the two games. Teams requiring

such dispensation must notify affected opposing teams at least two weeks prior to the first regular season game. If no agreement can be reached, the home team may select the order in which JV and Varsity games will be played. Overtime — No overtime periods will be played in regular season league games. Ice Scraps-one scrap per game if time allows, to be decided before game starts. (8-26)

GAME OFFICIALS

A. On ice officials will include:

Two referees paid in the manner of Varsity at the rate of \$25 per game by the home team, Minimum level for JV will be Level 2 or above. (9/12/98)

B. Off ice officials will include:

One timekeeper provided by the home team. Two goal judges provided by the home team. Two penalty box officials, one provided by each team.

C. The host team is to provide a medical person at each JV, Varsity or other League games. Medical personnel should be EMT "B" or above. (11/3/95)

D. The event of blood loss creates a "Blood Borne Infection" situation. These situations and their treatment are covered in Exhibit "A" and must be followed. (Reduction in the Risk of Contracting Blood Borne Infections). (11/3/95)

PLAYER ELIGIBILITY AND PLAY

A. No team may roster more than twenty players on an individual JV game roster. No team may cut or exclude otherwise eligible players from competing in JV competition within the League unless by the inclusion of each, the team's roster would include more than 20 separate Varsity players and 20 separate JV players. In sum, no player who is otherwise eligible to play in this League shall be cut or excluded from playing unless the Club's Varsity and JV roster would exceed 40 players.

B. Eligibility for team membership shall be determined by each member team in the League in accordance with League standards.

C. No player who in the same or any prior season has been named to a Varsity IHSHL All-Star team or has received Varsity All-State recognition shall be eligible to play in JV competition.

D. Each member team will designate six players prior to the first regular season game. Such players should be designated on the first Varsity score sheet for the season and will not be eligible to play in any JV competition. The intent of this rule is to exclude the six best Varsity players from competing at the JV level of competition. Should a team have 13 or fewer JV players for a game, excluding goalies, they then may draw from the protected list to attain 15 skaters for that game. (9/28/96)

E. Requests for exceptions to eligibility rules must be submitted to the Executive Committee for a determination, which shall be final and binding.

F. Although the League does not require equalization of ice time among players, it encourages teams to require the play of each player rostered for a game in a regular rotation, excluding only shorthanded plays. The League similarly encourages teams to assure that each rostered goaltender receives adequate ice time in either game or period rotation.

GAME PENALTIES AND DISCIPLINE

A. Games will be played in accordance with the rules established for Varsity play, including penalty minutes (e. g. 2, 5, 10).

B. All game misconduct penalties assessed by a referee will be served in the division where the suspension was incurred. See Varsity Procedures Pg 4. Game Penalties & Discipline "B".

C. Protests may be filed with regard to any matter that is ruled on by a game official according to the procedure set forth in the BY-LAWS OF THE IOWA HIGH SCHOOL HOCKEY LEAGUE.

D. IHSHL STANDARD ON TOBACCO USAGE

Any player who uses tobacco products, or is in the possession of tobacco products, will for the first offense be suspended for the next two (2) scheduled games. For the second offense, a player shall be suspended for four (4) scheduled games and is on one year probation from the first offense. This means that if another offense occurs within the year of probation, the player is suspended for one calendar year from the date of the second offense. If the player has no violation within the year after the first offense, full eligibility is restored. This policy begins with the annual IHSHL Jamboree and is effective through the Chicago Showcase. Suspensions herein are minimum suspensions and if local policies are harsher, they shall prevail. (11/6/93)

E. IHSHL STANDARD ON ALCOHOL, DRUGS, OR CRIME

Any player who uses or has possession of alcoholic beverages, including beer, or illegally controlled substances, including marijuana, or who is legally convicted of committing a crime (excluding minor traffic violations) will automatically be suspended. For the first offense the player will be suspended for the next four (4) scheduled games. After the first offense, a player is on one year probation from the first offense. This means that if a second offense occurs within the year of probation, the player is suspended for one calendar year from the date of the second offense. If the player has no violation within the year after the first offense, full eligibility is restored. This policy begins with the annual IHSHL Jamboree and is effective through the Chicago Showcase. Suspensions herein are minimum suspensions and if local policies are harsher, they shall prevail. (11/6/93)

ROSTERS AND STATISTICS

A. Each team must provide a current roster of players suited-up to play in the instant game to the scorekeeper prior to each JV Game, which will be recorded on the official score sheet (the same style as used for Varsity games) for that game. Players not suited-up to play should not be rostered for that game. The host team is responsible for forwarding the official score sheet to the JV Statistician immediately following the game. The official scorekeeper should assure that the score sheet is complete, accurate, and signed by both referees and himself.

B. The host team is responsible for FAXING, the official score sheet, FRONT AND BACK IF APPROPRIATE, along with any Referee's Game Report, to the League Statistician immediately following the game. The official scorekeeper should assure that the score sheet is complete, accurate, and signed by both referees and himself. Coaches should also assure that the score sheet is accurate by checking it immediately after the game at the score table. Team Representatives must get the results of their games in to the League Statistician no later than the day after the game or on Monday on those occasions where teams play more than one game on a weekend. Results must be

received by Thursday. Team Representatives must double check their statistics before sending score sheets to assure that they contain the names of the Goaltenders and the names of opponent score makers. The time should be noted when a goaltender is pulled so the statistician can determine if an open net goal was scored. If more than one goalie is used, time and shots for each goalie should be noted. The white copy, along with the REFEREE'S GAME REPORT, is mailed to the Commissioner, the canary copy is mailed to the Chief-of-Referees All referee's comments should be written on the back of the white copy OR set forth fully in the REFEREE'S GAME REPORT. Again, Fax the white copy to the Statistician, both sides if there are comments, and include a copy of any Referee's Game Report. Referees should explain in writing all game misconducts, gross misconducts and match penalties. (Revised 11/9/91 & 11/6/92)

C. The JV Statistician shall prepare and provide a copy of a report containing the following statistics to each Junior Varsity team at the conclusion of each third of the regular season, the final report to be issued prior to the JV State Tournament.

1. JV Team Standings including Wins-Losses-Ties and total Team Points (Win = 2, Tie = 1, Loss = 0, Loss in Overtime=1 unless the losing team pulls their goalie.
 2. Total Individual player (excluding Goaltenders) Games Played, Goals Scored, Assists, Total Points, Number of Penalties, Major Penalties, and Penalty Minutes.
 3. Goaltender statistics shall include Games Played, Games Won-Lost-Tied (determined by the game result and result at the time of substitution), Shots On Goal, Saves, Goals Against, Number of Penalties, Major Penalties and Penalty Minutes. The scorekeeper shall only record Shots On Goals and Saves where the puck has or would have entered the net but for the goaltender's intervention.
- D. Power Play and Shorthanded statistics shall not be reported at the JV level of play. The addition of "Major Penalties" emphasizes the Board's continuing concern with reducing such conduct.

EQUIPMENT AND UNIFORMS

- A. Rules regarding the proper use of safety equipment shall be the same as required for Varsity play and shall be rigidly enforced.
- B. Game jerseys shall normally include a light home jersey and a dark away jersey. All jerseys shall have 10" high numbers on the back and 6" numbers on each sleeve between the elbow and shoulder. Any exception to this rule must be announced to the opposing team one week prior to the scheduled game.
- C. Game pucks will be provided by the home team in the manner and number provided for Varsity games.
- D. Criteria regarding commemorative patches on game uniforms has been established. The purpose of the patch must be to commemorate a major team milestone, the loss of an individual team member, or an outstanding individual who contributed to the sport of hockey. No businesses or advertisement for any firm may be used. The team requesting permission for a patch must submit their request in writing, and include an artists rendition of the patch for approval by the Executive Board. This patch must not exceed 4" in diameter. Placement of the patch on the game jersey is to be on the right pectoral area, directly across and proportional to the captains/ assistant's letter. In

the event that a commemorative patch is in place on the jersey a second patch of equal size may be placed directly below the superior patch, as designated by the Executive Board of the IHSHL.

RECOGNITION AND AWARDS

A. Following the Championship JV game, in addition to tournament awards, the following awards and recognition shall be accorded recipients for regular season play.

(1) Scoring Leader. Awards given to the top ten scoring leaders, total goals and assists, in JV regular season play.

(2) Silver Glove. Awards given to the three goaltender leaders with the best percentage of total Saves divided by total Shots On Goal. To be eligible they must have participated in at least 50% of total league games. (6/20/96)

(3) Sportsmanship. The single award given to the team with the least total penalty minutes. Any tie will be resolved in favor of the player or team with the fewest Major Penalties or, secondly, the least total penalty minutes.

JV STATE TOURNAMENT

A. Beginning with the 1994-1995 season, the Varsity All Star Game and the JV State tournament will be held at the same location during the first weekend in March. The location of the All-Star Game and the JV State Tournament shall be determined by the Varsity State Tournament rotation of the following year (See G below). The Varsity State Tournament shall be held during the second week in March. Any team who forfeits the opportunity to host or co-host the JV State Tournament on their turn in accordance with JV Policies & Procedures section JV State Tournament "A", also forfeits their right to host or co-host the Varsity State Tournament the following year. The tournament shall not extend beyond three days. (9/28/96)

B. But for the following exceptions, the rules and procedures for regular season games shall govern tournament play.

C. JV teams which have participated in regular season play and finished in the top four positions in their Divisions, shall qualify for the eight-team field. The host team of the tournament will receive, if necessary, an Automatic Qualifying right to be one of the four teams from their division, dropping the regular season fourth place team in that Division. (9//11/98) (8-4-00)

D. Participating teams in the season ending tournament shall be bracketed according to their results within their own Division play. The team finishing first in their division will open play against the team finishing last in the opposite Division. E.g. (1st West vs 4th East). The second-place team will follow by playing the third-place team in the opposite Division. E.g. (2nd West vs 3rd East). The four winning teams will advance to the championship bracket and the four losing teams will go to the consolation bracket. All teams will play three games, with no more than one game per day. The host, team may require an entry fee to help off-set the cost of ice time and expenses, including tournament awards. (9/11/98)

E. Tie games shall be determined by successive three (3) minute, sudden-death overtime periods, with one (1) minute rest periods following the third period and between each overtime period. In all games except the Championship game, the second overtime period will be played by four (4) skaters and a goaltender. Each succeeding overtime period will be played by three skaters and a goalie.

Player substitutions may be made during overtime period as provided for in regular game time. In the event of a penalty while playing 3 players and a goalie, the unpenalized team shall add an additional player until the next stoppage of play after the penalized player has returned to the ice following expiration of the penalty. (When the penalty expires, player would return to ice thus making 4 on 4 until next stoppage of play.) In the event of succeeding penalties, the unpenalized team will keep an extra person. (Delayed penalties) (6/96) A tied Championship game will be played with five skaters and a goaltender in all overtime periods.

F. Player eligibility to play in the JV tournament shall include only those JV players who have played, who have not simply been rostered, in at least 60% of their team's regularly scheduled JV League games, with the exception of players whose participation was limited by injury. Those players who sat out 50% of games due to team movement are eligible to play in Tournament as long as they play in ALL remaining games. (8-00)

G. Hosting the State Tournament. Tournament location is hosted on a rotation basis based on teams and not by cities or regional territories. (9/28/96) Any new team coming into the league shall follow the team hosting the tournament that year in the subsequent rotation. Thus, the rotation in the future will begin with Des Moines in 1995-1996 followed by Omaha, Ames, Omaha Jr Lancers, St Joseph, Sioux City, Mason City, Dubuque, Waterloo, Des Moines, Kansas City, Des Moines Oak Leafs, Lincoln and Davenport. (1-01)

H. League executive officers are reimbursed for their expenses at State Tournaments at the rate of \$30 per day for meals, current IRS rate per mile for travel, and current local rate for lodging which is also the rate for reimbursement officials' expenses. (8-4-00)

I. Teams are required to field a minimum of a 13-player team for State Tournament or forfeit their seat to the next team in line. (8-00)

J. Top 25 scorers will be ineligible for the JV Tournament. Based on points per game. (8-00)

K. JV Tournament games will have 2 linesmen and 1 referee (8-00)

L. Game format will be the same as during the year EXCEPT: one ice scraping is mandatory. (8-00)

TROPHIES

Team trophies will be provided by the League to the First, Second and Third place, which shall be graduated in size. Individual trophies/medals will be provided to each player on each Tournament team and they will include First, Second Third and Participation trophies/medals. A trophy will also be provided by the league for the Sportsmanship award. (8-00)