

MIDWEST HIGH SCHOOL HOCKEY LEAGUE

VARSITY PROGRAM - POLICIES AND PROCEDURES

Adopted August 17, 1991 Revised as of September, 2006

PURPOSE

The purpose of this program is to provide Varsity competition to high school age students. To this end, the MSHL recognizes that most Varsity players have played competitive hockey at earlier amateur levels of competition and that it is beneficial to maintain and improve upon the level of competitiveness. Nothing, however, in this program should detract from the MSHL goal of continuing to 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. (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. All League teams must be registered with USA Hockey before any on ice activities. Any team not registered by November 1, will be assessed a \$100.00 League fine. In addition to USA Hockey Rules governing the 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 the roster during the regular season, who are otherwise eligible to play in the MSHL. The JV roster maximum shall be limited to no more than 25 players. All rosters are officially frozen on December 31st of that season.

GENERAL POLICIES

- A. Teams will have their available weekend dates (a minimum number of weekends will be determined by the MSHL scheduler) to the scheduler no later than 15 days after the Junior USHL schedule is final. {President will advise teams without a Junior A team.) Only exemption for said dates will be by the executive Board (requested by team rep) Fines for not having required dates to scheduler 15 days after Junior A schedule will be: Day 16 = \$100 Day 22 = \$125 additional Day 29 = \$225 additional if the dates are not received by the 30th day, the team will be dropped from the league schedule and will play pickup games during the season.
- B. Sunday Games and School Night Games: Only teams within 100 miles of each other may be scheduled for Sunday night or school nights after 6:00 p.m. unless both teams agree and contact the scheduler. Scheduling of League games during Christmas vacation shall be permitted, but not preferred
- C. The League will provide a League Pass to one League Representative per team, Officers, and their guest to encourage their attendance at as many League games as possible. Passes will also be given to Lifetime members, those who have served on the Executive Board for a minimum of five years, and their guest.
- D. The National Anthem must be played prior to the first period of all regular season Varsity games.

Start of game: Whole team on goal line. Announce starting 5 skaters, they skate to blue line, facing the opposing team. Rest of the team joins them at blue line, facing the opposing team. Opposing

team announced the same way. Both teams turn and face the flag for the National Anthem. Players will show respect for the flag. Stand still, helmets off.

- E. Teams entering and leaving the ice: The visiting team enters the arena first. When they are in place, the home team may enter. The visiting team leaves the ice first. When they are completely off the ice, the home team may leave the ice.
- F. League dues shall be paid in full by November 1st or will be subject to a \$30.00 fine per month, assessed by the Treasurer \$1,000 will be withheld as bond to be subtracted from the following year's dues; however, any team withdrawing from the League after July 1 will receive the full amount of money to be rebated. Any new team coming into the League must pay the \$1,000 bond by July 1 of the year that they enter the League.
- G. Each team that is not represented at an IHSHL Board Meeting will be subject to a fine of \$50. The fine, if not paid, will be added to the next season's dues.
- H. All League teams must be registered (with USA Hockey) before any on ice activities. Any team not registered by November 1, will be assessed a \$100 League fine.
- I. The fiscal year for the IHSHL is July 1 to June 30 each year.

GAME FORMAT

REGULAR LEAGUE

On ice

Clean Ice Warm-up -- 10:00 minutes

1st Period — 15:00 minutes

Scrape -- 15:00 minutes

2nd Period — 15:00 minutes

Scrape -- 15:00 minutes

3rd Period -- 15:00 minutes

Two (2) hours and 15 minutes

Dirty Ice

Warm-up – 10 minutes

Scrape — 15 minutes

1st Period – 15 minutes

Scrape- 15 minutes

2nd Period – 15 minutes

Scrape – 15 minutes

3rd Period – 15 minutes

Teams need to be lined up and ready to go as soon as zamboni leaves the ice. At second and third periods, only those first line skaters will warm up, the rest go directly to the bench.

- 1. MHSHL schedules will reflect beginning on-ice time, which will be when ice is available, not drop puck time.
- 2. Due to limited time available, in case of injuries or other unavoidable delays, the home arena may switch to a running clock to conclude the game within the on ice time available. The running clock decision must be communicated to the opposing team prior to resuming play.
- 3. Any game in progress will be deemed complete after 1 1/2 periods of play. If this cannot be achieved the referee may award a forfeit.

4. One 10 minute sudden death overtime period will be played if after three periods the score is tied.
 - a. The third period will be followed by a three (3) minute rest period before resuming overtime play.
 - b. If teams are tied at the end of regulation, there will be a 3-minute rest, then a 10 minute sudden death overtime. All penalties will carry over from the third period. Five skaters and a goaltender will be used. If teams are still tied at the end of overtime, the game is declared a tie.
 - c. Due to limited time available, the home arena may limit the overtime period to a time remaining running clock, which must be communicated to both teams prior to the start of the overtime period.
5. A running clock will start in the event of a six point lead by either team. When the lead goes back to 5 points the clock will again be stopped.
6. Prior to the start of the season, home team will decide when Varsity and JV games are played prior to finalization of schedule. Changes can be made only if agreed upon by BOTH team reps.

GAME OFFICIALS

- A. On ice officials will include one level 3 trained referee, paid at the rate of \$65 per game and two level 2 trained Linesmen paid at the rate of \$35 each, to be paid by the home team. Any additional costs associated with obtaining referees must be paid by the home team. Failure to have required officials will result in a \$100.00 fine against the home team.
- B. Off ice officials will include one timekeeper provided by the home team, two goal judges 1.0\PIA provided by the home team, and two penalty box officials, one provided by the home team and one by the visiting team. Failure to have all off ice officials will result in a \$100 fine against the offending 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. Host team will make known to the opposing team who the medical personal is, this person will be readily available to get on the ice as soon as possible when needed.
- 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).

PLAYER ELIGIBILITY AND PLAY

- A. No team may roster more than twenty players on an individual Varsity game score sheet. Only the players on the ice at the time of the start of the game may be listed on the score sheet.
- B. Eligibility for team membership shall be determined by each member team in the League in accordance with League standards. Team members must be eligible to participate in their school's interscholastic varsity athletic programs and this should be enforced to the best of the team representative's ability. Team reps will provide written documentation of each player's eligibility, to the best of his abilities, to the Commissioner before the first game. (Also, see I and J below)
- C. Any player, in the same or any prior season, who has been named to a Varsity MSHSL All-Star team or has received Varsity All-State recognition shall be ineligible to play in JV competition.
- D. Each member team must submit the top 10 Varsity players to the Commissioner prior to the first regular season game. Those 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

ten best Varsity players from competing at the JV level of competition. For exceptions see JV Policy & Procedure rule - Player Eligibility & Play D.

- E. Any player who was rostered (USA Hockey or listed on the score sheet) in an official game of hockey sanctioned by the MHSHL, on either the varsity or junior varsity squad of one of the recognized member teams of the MHSHL, who transfers to another recognized member team, shall not be eligible to participate in any IHSHL sanctioned scheduled varsity or junior varsity games for the first fifty percent {50%} of the season games. JV Players who sit out 50% of the games due to changing teams, and play in all remaining games, will be eligible for the year end State tournament even though they played less than 60% of the games.

Exception: If the prior team has disbanded and the player is otherwise eligible, the 50% rule will be waived or by specific approval of the Board of Directors of the MHSHL. A player may continue to play for an MHSHL team he previously played for even though the player's family has moved or transferred to another city, or would be eligible to play for a different MHSHL team.

If the player's parent(s) move from one city to another city, the player is eligible to transfer to the new city team. Transfer of legal custody by other than one parent to another parent does not make the player eligible and the 50% rule applies.

8th graders will only be eligible for the MHSHL if they are past the age requirement for bantams.

- F. Any player who is eligible to play in the MHSHL may play and practice with a Jr. team up to November 15 of that season (date specific) and after the IHSHL Varsity State Tournament. During the IHSHL season, a player, with his coach's approval, may practice with a Jr. team on an unlimited basis. The player may suit up for Jr. games with the approval of the MHSHL coach and the President for a limited number of games (10) that do not interfere with the MHSHL games.
- G. Requests for exceptions to eligibility rules must be submitted to the Executive Board at any regular Board meeting or to the Executive Committee in the interim for a determination, which shall be final and binding. Exceptions to 8th grade rule will include, but not be limited to: low team numbers, no other place to play, and if Var/JV program cannot field a minimum of 25 players. If approved, the player is only eligible to play in JV games.

H. MHSHL 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 September 1st and is effective through the Chicago Showcase. Suspensions herein are minimum suspensions and if local policies are harsher they shall prevail.

I. MHSHL 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) or who agrees to enter into a diversion agreement in lieu of a conviction, 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 12 consecutive months 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 September 1st and is effective

through the Chicago Showcase. Suspensions herein are minimum suspensions and if local policies are harsher, they shall prevail.

GAME PENALTIES AND DISCIPLINE

- A. Games will be played in accordance with the rules established by the USA Hockey, Amateur Hockey Association of the United States, Inc.
- B. All game misconduct penalties assessed by a referee will be served in the division where the suspension was incurred. A player who plays both JV and Varsity will be suspended from all play until he has served his suspension in the division where it was incurred. Any unserved game suspension(s) will carry over to the State Tournament and the following season, if necessary to serve the full suspension. Any unserved game suspensions by non-returning player will be served by the offending team's coach at the time of the offense. If that coach is no longer coaching, the current team's coach will serve all remaining suspensions.
- C. A question arose concerning MHSHL policy on suspending players apprehended by the law for the illegal possession of alcohol or narcotics or apprehension for other illegal acts. The MHSHL policy is the same as the Iowa High School Athletic Association which is -discipline for this is at the discretion of the local school board. The MHSHL expects that discipline for hockey would be the same policy followed for all other interscholastic athletics. (Revised - See Player Eligibility and Play, Sections I and J)
- D. Protests may be filed only by team rep with regard to any matter that is ruled on by a game official, including Match Penalties, according to the procedure set forth in Article IX of the BY-LAWS OF THE MIDWEST HIGH SCHOOL HOCKEY LEAGUE. The Commissioner of the League shall be considered the "proper authority" with regard to USA Hockey Official Playing Rules, Rule 405 c, Match Penalties, and including but not limited by Rule 410 and may assess any supplementary discipline, which may be appealed to the Executive Committee, with or without a recommendation. In all such matters, the decision of the Executive Committee will be final and binding on all players, representatives, and officials participating in MHSHL games.
 2. The Commissioner shall have the authority to discipline players, team officials, team coaches, and game officials for conduct occurring prior to, during, and following League games and functions, which may be in lieu of or in addition to discipline imposed under the Rules of USA Hockey.
 3. Discipline administered to players may include suspensions and disqualification from further play in the League.
 4. Discipline administered to team officials and coaches may include suspensions, disqualifications from further participation in the League, and fines imposed on teams, not to exceed \$100 and/or the cost of any ice rental time that may be appropriately reimbursed to the home team.
 5. If, prior to the start of a scheduled game, the visiting team refuses to appear, except for weather conditions or other acts of God which would endanger the life or safety of League players, the visiting team must compensate the home team for loss of direct expenses, ice fee, and gate receipts, and must agree to reschedule the game at the convenience of the aggrieved team. If the Commissioner determines that the game cannot be rescheduled, the game shall be forfeited in favor of the aggrieved team and the Commissioner may assess any additional fine, not to exceed \$100.

6. Discipline imposed on any game official, including minor officials, linesmen and referees, shall include denying payment for any game affected by such misconduct, suspensions, or disqualifications from participation in future League games or functions.
7. The Commissioner shall have the authority to require appropriate security for all League games, including the presence of police or uniformed security, at the expense of the home team, where gross misconduct by such team's players, parents, or fans has shown such precautions as to be warranted.
8. Decisions of the Commissioner may be appealed to the Executive Board via the president by the team rep only according to the League By-laws.

ROSTERS AND STATISTICS

- A. Each team must be registered with USA Hockey in accordance with rules established by USA Hockey and the Registrar of the Tri-State Affiliate. 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 rosters 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. The Varsity roster maximum shall be no more than 30 players. All rosters are frozen on December 31st of that season.
- B. Each team must provide a current roster of players suited-up to play to the scorekeeper prior to each game, which will be recorded on the official score sheet for that game. Players not suited-up to play will not be rostered for that game. A team may dress three (3) goalies on a 20-man roster, and the 20-man roster may change from game to game.
- C. The host team is responsible for FAXING, the official score sheet, FRONT AND BACK IF APPROPRIATE, along with any Referees Game Report, to the League Statistician immediately following the game. The host team will also call or e-mail the final score to the Website director to be posted on the web page ASAP. 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. Team Representatives must submit the results of their games to the League Statistician no later than Monday after the game. 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 scorers. 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. First, Fax the white copy to the Statistician, both sides if there are comments, and include a copy of any Referees Game Report. Referees should explain in writing all game misconducts, gross misconducts and match penalties. The white copy, along with the REFEREES GAME REPORT, is then mailed to the Commissioner. All referees' comments should be written on the back of the white copy OR set forth fully in the REFEREES GAME REPORT
- D. The League Statistician shall maintain the official statistics as listed below
 1. Varsity Team Standings including Wins-Losses-Ties and total Team Points: Win 2 Points, Tie 1 Point, Loss 0 Points, Loss in OT 1 Point (unless losing team pulls their goalie, then no points are awarded)
 2. Total Individual player (excluding Goaltenders) Games Played, Goals Scored, Assists, Total Points, Power Play and Short-Handed Points, Number of Penalties, Major Penalties, and Penalty Minutes.
 3. Goaltender statistics shall include Games Played, and minutes, 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.

EQUIPMENT AND UNIFORMS

- A. Rules regarding the proper use of safety equipment shall be as required by the current Official Playing Rules established by USA Hockey, Amateur Hockey Association of the United States.
- 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. It is optional for all teams to place a stop sign on the backs of their jerseys above the numbers.
- C. Game pucks will be provided by the home team. Additionally, the home team will provide 25 practice pucks to the visiting team for use during any warm-up period at the same time pucks are provided to home team players.
- D. Criteria regarding commemorative patches on game uniforms have been established.
- E. Cat Eye masks of any kind are not allowed

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. This patch must not exceed 4 inches diameter. Placement of the patch on the game jersey is to be on the right pectoral area, directly across and proportional to the captains/ assistants 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.

Corporate/advertising patches are only allowed on the lower 4 inches of the back of the jersey (not to exceed 4 inches size: no more than two on a jersey). Jersey uniformity must remain consistent. All patch requests must be submitted to the Executive Board in writing and approved prior to installation.

RECOGNITION AND AWARDS

A. All-Star Selection

1. The IHSHL All-Star game will feature teams from the West Division: Kansas City, Lincoln, Omaha Gladiators, Omaha Jr. Lancers, Des Moines Oak Leafs, Sioux City; and the East Division: Ames, Des Moines Capitals, Dubuque, Waterloo, Mason City and Quad Cities.
2. Each team will be composed of twenty players: 12 forwards, 6 defensemen, and 2 goaltenders.
3. The West and East All-Star teams will be coached by the coach whose team finished highest in their respective divisions in the previous year's State Tournament.
4. It is an honor for a player to participate in this event. The All-Star game is a showcase of talent for the IHSHL. Coaches should consider hockey talent, sportsmanship and leadership when making selections to the All-Star teams.
5. The VP in charge of All-Star selection will initiate contact with each team's coach. The voting process will be conducted as follows:
 - a. Each coach will submit a list of his 8 best players, regardless of position played. The names should be in order by ability: number 1 being the best; number 2 the next best, and so forth. The coach should also indicate the player's jersey number, position and academic level. Each player's name must appear on the team's protected list, with the only exception being

goaltenders. A goaltender not on the protected list can be added to the team's All-Star ballot, not to exceed 8 players.

b. All coaches will select both the East and West All-Star teams.

c. The first-round vote will determine the East and West First-Team All-Stars. Coaches will vote for 3 forwards, 2 defensemen, and 1 goaltender from both the East and West ballot. Coaches cannot vote for players on their own team. Players with the most votes will be declared First-Team All-Stars, and will start at the All-Star game. In the event of a tie vote, tied players will be declared First Team All-Stars.

d. The final round of voting will fill the remainder of the 20-player roster to include 12 forwards, 6 defensemen, and 2 goaltenders. This round, coaches can vote for their own players. All teams shall have at least one player selected to the All-Star team.

6. The Vice President shall maintain a list of alternate players in case replacement players are needed. Alternates will be determined by final ballot voting results.

7. All-Star players will receive award certificates at the Varsity Tournament Dinner

8. The final team selection should be completed 3 weeks before the All-Star game.

9. The All-Star game will be played at the JV Tournament. In the event of a tie there will be a 5 on 5 shoot out, then a 1 on 1 shoot out

B. League Champions

The team with the best win/loss record during the regular season, determined on a percentage basis, shall be named League Champion and shall have its name inscribed on the traveling trophy, which will be awarded at the Varsity Tournament. Any tie will be determined as follows 1. Team with the most wins during the entire season 2. Most points obtained in games against tied teams. 3. Goal differential. 4. Fewest Penalty Minutes. Should this fail to resolve the tie, the teams will be regarded as Co-Champions and shall share the honor equally.

Each member of the League Champion team shall be awarded at the State Tournament an individual trophy/medal/plaque comparable to the trophy/medal/plaque to be awarded to the members of the team finishing first in the State Tournament.

C. All-League (formerly All-State)

1. All-League players are the league's best -1 goaltender, 2 defensemen, and 3 forwards - as voted on by the head coach of each team. The voting process will be conducted by the VP All-Star:

a. Voting will take place after All-Star team selection.

b. Each coach will receive a ballot that contains the names of players selected as First-Team West All-Stars and First-Team East All-Stars.

c. From that list, coaches will vote for 1 goaltender, 2 defensemen and 3 forwards. Coaches cannot vote for players on their own team. The players with the most votes will be declared All-League players. If there is a tie vote for any position, all tied players will receive All-League honors.

2. All-League players will be announced and receive plaques of equal size at the Varsity State Tournament.

D. Sportsmanship Award

The League team with the least amount of penalty minutes in regular season play will receive the Sportsmanship Award, which will be presented to the team at the State Tournament banquet. Any tie will be resolved in favor of the team with the least amount of major penalties.

E. Individual Regular Season Awards

At the Varsity Banquet, in addition to tournament awards, the following awards and recognition shall be accorded recipients for regular season play.

(1) Scoring Leader. Plaques/trophies of equal size are awarded to the top ten scoring leaders, total goals and assists, in regular season play. Any tie will be resolved in favor of the player with the fewest Major Penalties or, secondly, the least total penalty minutes.

(2) Silver Glove. Plaques/trophies of equal size 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 played in at least 500 minutes of total league games. Any tie will be resolved in favor of the player with the fewest Major Penalties or, secondly, the least total penalty minutes.

F. Coach of The Year Award

A Coach of the Year shall be selected by his peers at the time of the All-State selections.

G. Most Valuable Player Award

A trophy shall be awarded to the most valuable player in the state tournament and the award shall be named The Al Murdoch Appreciation Trophy. The Most Valuable Player shall be selected from all eligible players by the Executive Committee and the Commissioner during the year end tournament.

H. Academic Award

All players with cumulative 3.0 GPA and above will receive a certificate that will be given to team reps to give to players at State Tourney-this will help shorten the awards ceremonies. All seniors with cumulative 3.5 GPA and above will receive a plaque to be provided and purchased by President. Proof of GPA will be submitted to President

The Executive Committee may withhold certificates of players who quit their respective teams before the season ends and of players whose conduct is not in keeping with the spirit of the League.

STATE TOURNAMENTS

A. The Varsity All-Star Game and the JV State tournament will be held at the same location during the second 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 first 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 Varsity Tournament shall not extend beyond 3 days. But for the following exceptions, the rules and procedure for regular season games shall govern tournament play, except for any particular tournament based upon the number of participating teams and available time. The tournament host will provide a copy of the tournament format and rules to each team prior to the first game of the tournament in which each team is participating.

B. The Chief-Of-Referees shall submit a list of available, qualified referees to the President and Commissioner. They will select referees keeping in mind location and the budget. The Chief-of-Referees will schedule all tournament officials for each State Tournament game. Every effort should be made to avoid scheduling referees to officiate games in which a team or teams from their home communities are playing. 11-ISHL will pay for officials' expenses.

C. Varsity teams who have participated in regular season play and finished in the top eight positions shall qualify for the eight-team field. In the event teams are tied in the standings, the following tiebreakers are applied to determine which team receives the higher seeding:

1. Team with the most wins during the entire season
2. Most points obtained in games against tied teams
3. Goal differential
4. Fewest Penalty Minutes
5. Flip a coin

The host team of the tournament will receive, if necessary, an Automatic Qualifying berth to be one of the eight teams dropping the regular season eighth place team out of the tournament. . Higher seeded team going into the tournament is always home team and wears white jerseys.

D. Participating teams in the season ending tournament shall be bracketed according to their results in league play. The team finishing first will open play against the team finishing eighth. The second-place team will follow by playing the seventh-place team. 3 vs. 6, 4. 5. 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.

E. Tie games with teams with no tournament losses shall be determined by successive 10 minute, sudden-death overtime periods, with three (3) minute rest period following the third period and between each overtime periods. Player substitutions may be made during overtime period as provided for in regular game time. All overtime will be with 5 skaters and a goaltender, unless a penalty is being served. Tie games with teams with at least one loss will be determined by one ten-minute sudden death over time, then 5 on 5 shoot out, then 1 on 1 shootout.

F. Any unserved game suspensions will be served by the player or the coach if necessary and carry over to the next season.

1 game misconduct=1 game

2 game misconducts=2 games

3 game misconducts=4 games

4 game misconducts= 8 games or more

G. Hosting the State Tournament. Tournament location is hosted on a rotation based on teams and not by cities or regional territories. Any new team coming into the league shall follow the team hosting the tournament that year in the subsequent rotation.

h the rotation in the future will be:

2007 - Lincoln hosting at Des Moines

2008 - Quad Cities

2009 – Centralized

H. The Varsity State Tournament host team(s) shall provide each participating varsity team with tournament passes as follows: one team representative and their guest, rostered coaches and players, listed cheerleaders, IHSHL offices and their guest and Referees. All others must pay regular gate admission.

I. League executive officers are reimbursed for their expenses at State Tournaments at the rate of \$30 per day for meals, currant IRS rate per mile for travel, and lodging which is also the rate for reimbursement officials' expenses.

J. Teams will be required to have 13 players for the State tournament or forfeit their right to next team in line.

K. Gate: Tournament passes will be given to Players that are on the playing roster for the tournament, and two coaches per team. Season passes given to team reps and officers will include all tournament games. Prices for the tournaments will not exceed: Tournament \$20.00, Day \$8.00, Children under 12 free.

The Chicago Showcase

Team will be selected and run by Tri-State

Trophies to be provided by the Varsity Tournament Host Team MSHL will reimburse up to \$1,250.00

1 trophy for the tournament champion

1 trophy for the 2nd place team

1 trophy for the 3rd place team

(These trophies are to be graduated in size to reflect the achievement)

1 trophy for the sportsmanship team winner

Individual awards (25 per team) for the regular season championship team along with the 1st, 2nd, and 3rd place teams in the tournament.

1 award for the coach of the year

1 award for the MVP of the tournament

3 awards for the top three goalies (these awards will be the same in size and appearance)

10 awards for the scoring leaders (these awards will be the same in size and appearance)

A minimum of 6 awards for the All-League Team (additional may be necessary in case of ties in voting)

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