

SOUTH JERSEY MIDDLE SCHOOL ICE HOCKEY LEAGUE

OPERATING POLICIES

I. GENERAL

All rosters shall be locked by December 1 for play-off purposes. Any player starting after December 1 is not eligible for play-offs.

In the event of an altercation which may or may not result in personal injury or property damage, the league will take appropriate action, possibly including expulsion from the league, should such incident occur before, during or after any league sanctioned game or activity.

The USA Hockey Rule Book will govern in all cases.

It is the intention of the League to follow rules as dictated by USA Hockey in all circumstances. However, the League reserves the right to review, at the request of any member team, any situation and to take action upon any situation, which develops during the course of the season.

It is the home team's responsibility to be sure that the scoresheet is properly completed and routed in the following manner:

- One copy to be retained by the home team
- One copy to be given to the visiting team
- One copy to remain with the rink

SHOULD A GAME BE PROTESTED IT SHOULD BE NOTED ON THE ORIGINAL COPY OF THE SCORESHEET.

HOME TEAM IS THE TEAM THAT APPEARS FIRST ON THE SCHEDULE.

Length of game and Penalties: The duration of middle school game will consist of three (3) periods, lasting thirteen (13) minutes each. A minor penalty will have duration of one and a half (1:30) minutes, a major penalty will have a duration of four (4) minutes, and a misconduct will last a duration of seven (7) minutes.

Signing of Scoresheets: All players and the head coach must sign the scoresheet prior to the 3rd period. No player can enter a game after the drop of the puck for the start of the 3rd period. If a player enters the game after the beginning of the 3rd period, the offending team will forfeit the game.

Mercy Rule: When a seven (7)-goal differential exists at or after the beginning of the third period, the game will operate with a running clock. If the differential drops below seven (7) goals, then stop clock will resume.

Third Period Time: There must be twenty-five (25) minutes ice time available at the start of the third period to have a thirteen (13) minute period. Whatever amount of time remains (if less than 25 minutes) should be divided in half, and that amount of time put on the clock. It is the responsibility of the referee to see that this is accomplished.

II. ELIGIBILITY

All players must meet the proof of eligibility provisions as outlined under registration. The use of an ineligible player for any reason will result in the forfeiture of any game in which that player participated, and the head coach will receive a 1 game suspension for each game in which the ineligible player participated.

Home schooled players are eligible to play provided they reside within the school district for which the club represents.

No student may have more than four years of eligibility. A student will not be permitted to play for a Middle School team until he/she achieves the fifth grade. All students are eligible to play provided they are with their original graduating class.

Eighth (8th) grade students rostered on a High School JV team cannot be rostered on a Middle School team that is more than 2 levels down from the JV level, unless there is a petition to the Board to allow it on a case-by-case basis, ie, a JVA player shall be permitted to play MS 'A' only and a JVB player shall be permitted to play only as low as the MS 'B' level. No player rostered on a High School JV team is permitted to play on a Middle School 'C' team.

No player or goalie that has ever been rostered on a Club Travel Pee Wee 'AA' or higher or Bantam 'A' or higher team will be permitted to play at the MS 'C' level. A Middle School 'B' team is limited to a maximum of three (3) players that have ever been rostered on a Club Travel Pee Wee 'AAA' or Bantam 'AA' or higher team.

All teams may have a maximum of 2 players that do not reside within the school district. (All other players must be enrolled in a middle or elementary school within the school district for which the club represents).

No out of district player that is rostered on a Club Travel 'AA' team or higher is permitted to play. No out of district player that is rostered on a Club Travel Bantam 'A' team or higher is permitted to play on a Middle School 'B' or 'C' team. No out of district player who played the previous year at the tier 1 level will be permitted to play.

No out of district player who played the previous year at the Tier 1/AAA level or is currently rostered on a club "AA" team or higher is permitted to play, unless the player has played with that Middle School Club for a full season the previous year.

III. COACHES

Coaches and Clubs select teams. Coaches have total responsibility for participation, positioning and assignment of players.

Coaches are responsible for the actions of their players before, during and after all games. This includes the parking lot of the rink.

Coaches and Managers are responsible for ensuring that the player bench is kept clear of individuals not associated with the team during games. This includes friends and/or parents of

players. Coaches are also responsible for ensuring that players are not on the ice while it is being resurfaced.

Coaches are not permitted on the ice unless to attend to an injured player, or otherwise notified by the referees.

Coaches and Managers are responsible for the penalty box. Only one team official is allowed in the penalty box during a game. Clubs with special inquiries about a "privileged staff (ie. Team photographer) must gain consent of the league prior to the game.

If a post-game situation is bad, coaches should keep all players on the bench and talk to them while the situation clears. Forego the usual handshake if necessary.

It is the responsibility of each coach to read the scoresheet after each game and to ensure that suspended players are advised of their suspension and not be permitted to play in the next game.

Game misconducts to coaches or other officials will be assessed in a progressive manner. First game will result in one game suspension; second game misconduct will result in two games suspension, etc. Game misconducts caused by the 15-penalty rule do not apply.

Game misconduct penalties for a coach, whose team incurs 15 penalties, will remain at one game for the first and second offense. If a coach incurs a third game misconduct penalty as a result of his team accumulating 15 penalties in a game, the coach will be suspended for one game and the team will have 1 point deducted from their point total in the standings. If a fourth 15-penalty game misconduct is issued to a head coach, two (2) additional points will be deducted from the point standings of that team and the coach will be suspended until a Coaches Review Committee can determine if that coach should continue coaching in this League. The Coaches Review Committee will be selected by the Hockey Director/League Commissioner from the Board of Directors of the S.J.M.S.I.H.L and must meet and arrive at a determination within 10 days from the date of the infraction.

IV. PARENTS - GUARDIANS

The parent/guardian of each player is expected to abide by the operating rules and procedures of the League, and must sign a waiver of consent stating they adhere to the league operating policy.

No alcoholic beverages are allowed in the rink area during games or practices.

No outside food is allowed during games or practices.

Parents are requested to support the coach and manager by:

- a) Encouraging their child at all times
- b) Providing an example of calm and restraint at all games and practices

V. PLAYERS

The player is expected to abide by the operating rules and procedures of the League, and must sign a waiver of consent stating they adhere to the league operating policy

Players' complete attention to the staff is mandatory.

Abusive language and actions by players will not be tolerated.

Any damage, to person or property, will not be tolerated. Anyone found in violation is subject to immediate expulsion and is responsible for all payments for damage.

Equipment: All players must wear their full equipment when on the ice. All players must wear a USA Hockey approved helmet and facemask, and an internal colored mouthpiece. All players on the bench, whether playing or not, must wear a helmet during games.

The Coach, Club or Commissioner, for the following cases of serious misconduct, shall discipline players:

- a) Deliberate injury to another person
- b) Deliberate attempt to injure another person, including butt-ending spearing, kicking, high-slashing or vicious charging and/or boarding
- c) Fighting
- d) Attempting to fight, including dropping or removing gloves
- e) Leaving bench or goaltender leaving crease to join an altercation
- f) Incurable behavior, including but not limited to, refusal to obey coaches, refusal to comply with a referee's decision, using force on an official or coach, or attempting to use force on an official or coach, or serious verbal intimidation
- g) Any other act of serious misbehavior which in the opinion of the coach or the commissioner calls for imposition of a special penalty

The application of serious penalties during a game, such as a match penalty or gross misconduct or game misconduct, will generally result in league or USA Hockey action including long-term suspensions from participation. Club action may also result from these types of penalties.

Any player receiving five (5) penalties in any game will be ejected from the game upon receipt of the fifth penalty. Another player will take his place in the penalty box. A double minor is considered two penalties.

Any player, coach or team official that receives a suspension as a result of that individual's actions during a SJMSIHL game, must serve that suspension during a SJMSIHL game.

VI. PLAYER SUSPENSIONS

The penalty for fighting will be administered as follows: First offense will be a five (5) game suspension; second offense will be another five (5) game suspension plus forfeiting the privilege of playing in the playoffs. A third offense will **suspend the offending player for the remainder of the season and playoffs.** All suspensions must be served with the team on which the player or coach received a suspension.

A player receiving a 5 game fighting suspension will not be permitted to participate in any games at another level, until these 5 games are served. However, the total number of games assessed at the second level shall not exceed 5. Hence, the TOTAL number of games the player must serve will not exceed 10.

The following **major penalties** always carry an additional game suspension and are **cumulative**: Unsportsman-like game misconduct ejection, butt-end, check from behind, fighting, head-butt, grabbing face mask, leaving the bench to join an altercation, stick swinging, spearing, obscene gestures, roughing, racial or ethnic slur, kicking.

Game misconduct penalties will be added to the list of major penalties and will figure in the cumulative major penalty total. Any combination of game misconduct penalty and other major penalties, as listed in but not limited to those specified above, that total four (4), will result in the suspension of that player from League play for the remainder of the season and playoffs.

Suspended players must sign the scoresheet for games for which they have been suspended. Failure to do so will result in an extension of the suspension.

Suspended players are not permitted on the bench or in the penalty box.

Misconduct penalties will be kept during the course of the year. If a player receives 3 misconduct penalties throughout the season, that player will receive a 1 game suspension. If a player receives 2 more misconduct penalties a 2 game suspension will issued along with a mandatory hearing with further penalties possible.

Failure to serve a suspension for any reason will result in a minimum of one additional game suspension.

VII. LEAGUE COMMISSIONER

The duties of the League Commissioner are to:

1. Maintain a list of individuals that have been assessed Major, Misconduct, and Game Misconduct penalties in order to track repeat offenders for potential review by the league and to enforce disciplinary action
2. Act as a liaison between USA Hockey and the League
3. Counsel the League on rules in accordance with USA Hockey regulations
4. Keep updated stats and standings.

VIII. APPEAL PROCESS

Appeal for match or gross misconduct penalties is to be handled as follows:

1. Team wishing to appeal a decision made by the Commissioner must notify the Commissioner of their intent to appeal within 7 days.
2. The Commissioner will then appoint a five-member panel to review the appeal within 7 days.

3. The panel will make an irrevocable decision within 7 days.
4. All panel decisions must conform to USA Hockey regulations.

IX. ROSTERING

Team rosters (copy of the original, signed, USA hockey team roster) are due into the League registrar and the USA Hockey Atlantic District registrar by the September league meeting. **Each team must identify all coaches and players that will be associated with and/or play for that team on the roster, ie, if a player is to play for both a middle school 'A' and a 'B' team, that player must be listed on both team rosters.** Any club that skates 2 or more middle school teams must abide by the following formula to determine the number of players to be locked on the upper level team:

<u>Total number of players in club plus 1 designated goalie per team</u>	<u>Number of locked players on upper team</u>
30 and above	13 & a goalie
28 - 29	12 & a goalie
26 - 27	11 & a goalie
24 - 25	10 & a goalie
22 - 23	9 & a goalie
20 - 21	8 & a goalie

*For example, if a club has 26 skaters and 5 goalies and intends to register a MS 'A' and a MS 'B' team, that club is expected to lock 12 skaters and a goalie (ie, 26 skaters + 2 goalies for a total of 28 players).

Any club that skates a 3rd team in addition to its 'A' and 'B' teams must lock a total of 13 skaters and a goalie on its 'A' team and 9 skaters on its MS 'B' roster.

Formatted

Designated players to be locked will be identified on the team roster.

No player may be rostered on more than 2 SJMSIHL teams within a club (except goalies).
For example:

- If a club has 2 teams an unlocked player is permitted to play on both teams.
- If a club has 3 teams ('A', 'B', and 'C'), an unlocked 'A' player is only permitted to be rostered on the 'A' and 'B' levels, and an unlocked 'B' player is only permitted to be rostered on the 'B' and 'C' teams.

Additional players may be added to a team's roster up to the 31st of December, if all required paperwork has been submitted to the USA Hockey Atlantic District Registrar and the player has been deemed eligible by the League Commissioner. In order to be eligible for playoffs, a player must appear in at least 1 game prior to the 1st of December and must play in 5 league games for the respective team before the start of playoffs (The 5 game minimum only applies to players dropping down a level in order to be eligible for playoffs and not to players coming up from a lower level). Each player added must be identified either as a locked or non-locked player and a supplemental USA hockey team roster must be submitted to the League Commissioner and the USA Hockey Atlantic District Registrar before the player will be permitted to play in a league game. **If a team fails to submit the required paperwork and/or fails to file the supplemental roster, the team will forfeit the games in which that player participated.**

In addition to the USA team roster, each club must submit a copy of each coach's USA coaching certification card. In order to be the head coach of a Middle School team, the coach must possess a USA Hockey Level III (Intermediate) Coach or above Certification Card (the only exception to this rule will be if a coach is in possession of a Level II (Associate) Certification Card and will be enrolled in the Level III clinic within 1 year).

Since USA Hockey insurance expires as of August 31st each year, no player may step on the ice unless IMR forms have been filed with the Atlantic District Sub-Registrar.

X. LEVELS OF PLAY

"A" League is designed for the advanced Middle School Hockey players. This league is typically played on Friday nights to not interfere with Travel Hockey. Any club can declare to play at the "A" level

"B" League is designed for players at the intermediate to advanced level or teams who are only fielding one team in the league. Games are played Saturday's and Sunday's

"C" League is designed for beginner to intermediate hockey players to develop their skills in a way to provide a sound foundation to move onto the "A" and "B" leagues. This league will be played no check till November 1. Games are played Saturday and Sunday

I have read the above rules and agree to abide by them.

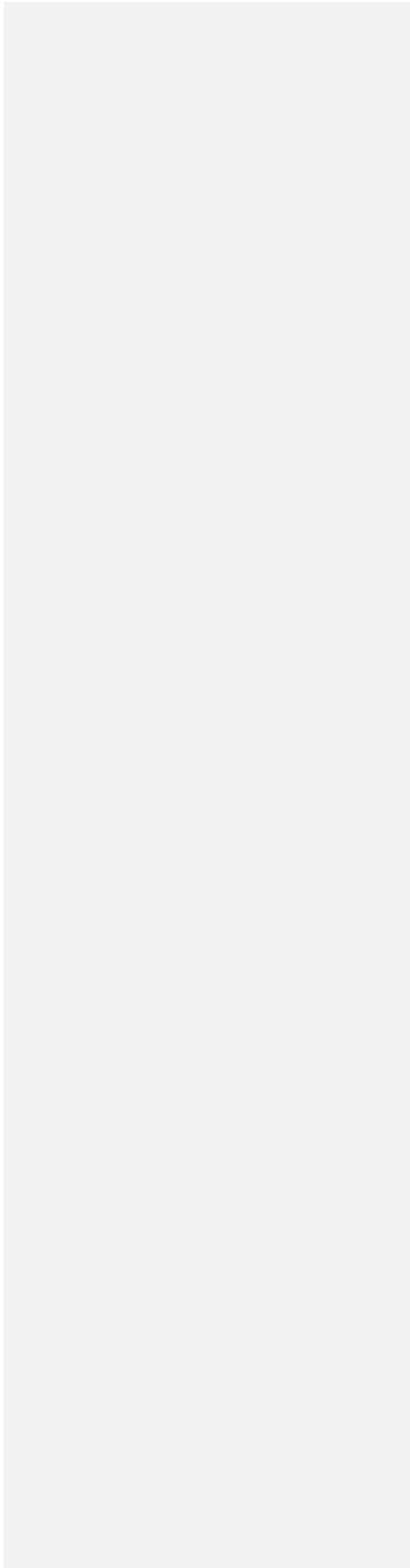
Organization

Officer

Date

Head Coach

Date



I have read the above rules and agree to abide by them.

Organization

Parent/Guardian

Date

Player

Date

