

Rules Committee Report 2016 Spring Meeting

rev. 1 3/17/16



The Mn Hockey Rules Committee met on Monday, March 14, 2016.

A number of board member section directors (disabled, adult, adult women, referee's etc.) are determined by various methods by the sections. Our present rules provide that the sections have a representative on the board, but do not define the process they need to use. The Committee discussed this and determined that there are considerable variations among the sections and it would be difficult to define a process that would work for everyone. We decided to leave as is for now, but will revisit if there are problems with it in the future.

Modifications to the Bylaws, Youth Rules and Affiliate Agreement are proposed as shown below. Also included is a description of the Minnesota Development Model for Board approval.

Bylaws Changes

B1. Remove the requirement that committees have both a Maroon and Gold Director and change it to a recommendation. Add a couple of committees to the exclusion list.

ARTICLE 7 – BOARD OF DIRECTORS

Committees: The President shall have the right to require the formation of committees to handle various aspects of MH activities and operations. For each committee, the President shall appoint (or consent to the committee's appointment of) a chairperson(s). Committee Charters will be listed in the handbook or posted on-line. **It is recommended that each** ~~Each~~ committee ~~shall~~ have at least one Maroon and one Gold District Director as members, with the exception of the Adult, ~~Audit~~, Disabled, **Girls' League, Handbook, Juniors, Screening and Women's committees.** Committees shall meet and discuss matters under their purview on an as-needed basis. In general, committees are responsible to ferret through details, make reports to the Board on their activities, and make requests for official Board action as required. The President may assign certain items to the entire Board of Directors, in which case the Board acts as a Committee of the Whole.

B2. There is increasing concern from our Accountant and the Finance/Budget Committee to provide some oversight of the Districts' financial operations since they are a part of Minnesota Hockey. The Executive Committee instructed Treasurer Kephart to utilize similar verbiage that USA Hockey uses to require the Districts to be accountable regarding their financial affairs. Pending BOD approval, the Finance/Budget Committee will establish policy within the organization's Financial Management Policies, and bring that back to the Board for approval.

ARTICLE 17 – DISTRICT ADMINISTRATION

1. The District Director shall ensure that district administrative matters are handled. The Director may perform such duties personally, assign them to an assistant(s), or delegate them to an advisory group/ board. Regardless of how they are performed, the Director retains responsibility and authority for these duties.

2. Districts may organize themselves as 501(c)(3) non-profit corporations. Districts shall account for all funds collected by the District or its programs and annually (prior to August 31) submit to the Treasurer a complete financial report of all operations under the District's control. MN Hockey, at its discretion, can request additional verification of all District financial matters, subject to the terms of MH Financial Management Policies.

~~23.~~ District Boards, if they exist, shall operate as an adjunct part of MH. Such boards are ...

Youth Rules Changes

R1. The District directors would like to expand the Jr. Gold Three-Game Suspension For Fighting rule to all levels. Also, remove a sentence indicating that USAH Playing Rules for Midgets also apply to Junior Gold.

VIII. PLAYING RULES

[R1]

- D. No jewelry except for religious/medical needs. Tape medals to the body under the uniform so not visible. Penalty: first offense, warning. Returning to the game without correction: Game Misconduct.
- E. The penalty for fighting ~~in the Junior Gold and 16 & Under classification~~ for the first offense will be the remainder of the game **and a three (3) game suspension** ~~plus 3 games~~. For a second violation the player will be **suspended from all participation for the remainder of the season.** ~~removed from the program.~~ ~~All provisions in the USAH Official Playing Rules that apply to the Midget age classification and younger shall also apply to the Junior Gold and 16 & Under classification except as modified by MH.~~
- F. At the Junior Gold and 16 & Under classifications, a Game Ejection may be called on any player/team official. A player/team official receiving this penalty will be removed only from the game being played.

R2. This originally came as a request from the Tier 1 Committee to exempt their teams. At the Winter Meeting, it was requested that the exception be expanded to exclude Jr. Gold teams and all no-checking levels. That evolved to a request to just eliminate the stop patch requirement. The matter was postponed, but is brought back here for Board direction.

VIII. PLAYING RULES

[R2]

~~M. A blaze orange "Stop Patch" must be displayed in the upper center on the back of all players' jerseys in all Youth and Girl's classifications, except Mites and Mini Mites. This includes the MH Advanced 15, 16, 17 and Great 8 teams. This patch/logo may be sewn or silk screened on the jerseys.~~

R3. Fair Play is currently set up so you start the game with the Fair Play point but can lose it if certain criteria occur. It is proposed to change so you earn your fair Play point by staying within the criteria. Change from penalizing a team for bad behavior to rewarding them for good behavior.

VIII. PLAYING RULES

Q. Fair Play

[R3]

- ~~2. Each team starts the game with their Fair Play point. They will lose their Fair Play point if:~~
- ~~a. Total Fair play penalty minutes criteria is exceeded.~~
- 2. Each team will earn their Fair Play point if none of the following occurs:**
- Total Fair Play **penalty** minutes **do not exceed the "equivalent" penalty minute (3 below)** ~~is exceeded.~~
 - Per Conduct Rule XIV.C.2, spectator conduct becomes so abusive that, in referee(s)' opinion, it is distracting from the game or inciting players, requiring the referee(s) to stop play and request specified individuals leave the arena.
 - Coach is assessed a Game Misconduct or Match Penalty.
 - An off-ice official (timekeeper, scorekeeper, penalty box attendant) provided by one of the teams exhibits conduct that results in the person being removed from their position by the referee(s).

R4. The Hockey Operations Committee proposes to bring Mite rule into compliance with age appropriate competition thereby increasing participant enjoyment, development and retention.

VII. LEVELS OF PLAY

- F. MITE HOCKEY – MH strongly encourages skill development for all players. This is particularly critical at the Mite level so that players are provided with the foundation to enjoy and have success in the game.
1. To reduce expense and promote development rather than competition, Mite teams shall participate within their home association and district only. However, the District Director(s) may allow exceptions for convenience or to maintain continuity. The District Director's decision is final.
 2. Mites are generally organized into levels based on age, skill and number of players. As a guideline, Mites should be divided into two levels: Mini-Mites (6 & Under) - the younger, beginner and less skilled players; and Mites (8 & Under) - the older, experienced, more skilled players.
 3. The focus for Mites is to teach and develop the basic skills of skating, puck handling, shooting and passing. Cross-ice, half-ice and small area games (~~Red, White and Blue~~) are recommended **the standard of play** to maximize ice utilization, increase puck touches and increase the competition and fun. The American Development Model (ADM) **and Minnesota Development Model (MDM)** provides the overall blueprints for player development.
 4. At the Mini-Mite (6 & Under) level – all games shall be played cross or half ice.
 5. At the Mite (8 & Under) level – **the standard playing surface for all** games ~~during the first half of the season (before December 31st.) should be played~~ **is** cross or half- ice. ~~Up to 10 full ice games may be played during the second half of the season as monitored by~~ **Recognizing that associations may want to deviate from the standard, after January 31st a few, not to exceed 6, full ice games are allowed with** the District Director's **approval**. The Director's decision is final.
 6. Local hockey associations are in the best position to design programs so their players can develop and have fun. This should be based on the principles of **the MDM and** ADM, ~~Red, White and Blue~~, the number of players in their program, the skill of their players, the availability of ice and their coaching staff.
 7. In recognition of a need for flexibility and differences between associations, the ~~guidelines~~ **standards** outlined in #4 and #5 above will be monitored by the District Director. Abuses will result in sanctions against the respective association(s) at the sole discretion of the Director.
 8. MH does not permit full ice Mite Tournaments; cross/half ice Mite Tournaments are permitted. A guideline for sanctioned Mite Cross/Half Ice Tournaments is found in the ~~allowed with restrictions as determined by the Tournament Committee (see Tournament Supplement).~~ MH Mite teams cannot participate in out-of-state tournaments, except cross/half ice tournaments as approved by their District Director.
 9. Jamborees may be conducted at the Mite level. A jamboree is defined as a low-key full participation event where players have an enjoyable and learning experience in a non-competitive environment. Jamborees need not be registered as tournaments, but must follow the “Team Rest” provisions as provided for under “Playing Rules”. The format for a Jamboree shall be as follows:
 - a. Approval to conduct a Jamboree must be obtained from the cognizant District Director at least thirty (30) days in advance.
 - b. All teams must be from one MH District, unless approved in writing by the MH Directors involved.
 - c. Information referring to the event must state “Jamboree”, not tournament.
 - d. Team fees can cover only costs for ice time, officials, medical attendants and participant awards.
 - e. There can be no gate fee. A free-will donation box will be permitted.
 - f. USA Hockey certified officials must be used.
 - g. No score may be kept, no winners, no losers, no standings. This will generally require a predetermined round-robin format to be followed.
 - h. No statistics may be kept, such as shots, saves, goals, assists, time of possession, etc.
 - i. Participation awards, if given, shall be the same for all participants. No team awards or trophies.

R5. Youth Rules presently require USAH certified officials for jamborees. The District Directors would like to make it "recommended" as it is for Cross-Ice Tournaments (Tournament Supplement).

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R6. We should include references to E-Cigarettes in two locations in our Youth Rules:

XIII. MOOD ALTERING CHEMICALS

The use, consumption or possession of mood altering chemicals, regardless of quantity, is expressly prohibited during the entire playing season. Included are: (1) beverages containing alcohol, (2) tobacco (including chewing tobacco) (3) **E-Cigarettes** and ~~(3)~~ **(4)** controlled substances defined by law as drugs (including marijuana), and (4) buying, selling or giving away controlled substances. It is not a violation for a player to possess a controlled substance specifically prescribed for the player's own use by the player's physician.

XIV. CONDUCT

G. Coaches, managers, minor officials, or players exuding the scent of alcohol, ~~or~~ while using any tobacco products **(including chewing tobacco) or while using E-Cigarettes**, shall not be allowed within the players' bench area or the penalty box area.

Affiliate Agreement Change

A1. Drop I(2) from our Affiliate agreement since it has been removed from the USAH Affiliate Agreement.

I. Insurance

~~(1)~~ Affiliate agrees, at all times throughout the term of this Agreement, to be covered by the general liability insurance policy maintained by USA Hockey. The Affiliate shall be informed of the limits of that policy, and of any changes to those limits which may be made by USA Hockey at its sole prerogative. Affiliate retains the right to obtain whatever additional insurance coverages it may desire, at its own expense, but agrees to name MH as an additional insured thereof. By purchasing and maintaining the aforementioned general liability insurance policy, MH does not assume, and indeed disclaims, any liability for any actions or omissions of Affiliate.

~~(2) Affiliate agrees to use reasonable efforts to purchase, acquire or provide, and maintain in full force and effect at all times, directors and officers' liability insurance, and (to the extent such insurance is not obtained through USA Hockey) name MH as an additional insured thereunder.~~

Minnesota Development Model

Hockey Operations would like the Board to officially adopt the Minnesota Development Model. This would not be a governing document – it is a guideline. We intend to include it somewhere in the Handbook.

Minnesota Development Model

A. Background and Objectives

1. The Minnesota Development Model (MDM) is based on the principles of USA Hockey's American Development Model (ADM) and the Long Term Athlete Development (LTAD) model.
2. Minnesota Hockey is providing the following guidelines and best practices, with the goal of assisting associations in developing programming which supports LTAD. The application of the guidelines will be different from association to association based on number of players, personnel and resources.
3. The Minnesota Hockey ADM Committee, Association Coaching & Education (ACE) Committee, USA Hockey Coach Education Program (CEP) Staff, District Directors and USA Hockey Regional ADM Manager are available to work with associations towards the implementation and support of these guidelines.
4. The MDM, through utilization of LTAD principles, allows us to integrate training, competition and age appropriate development guidelines so that we can assist each participant in reaching his or her potential. The MDM offers equal opportunity to learn the basic skills for recreation and competition – a key to retaining younger players.
5. Remember, winning games comes after fun and skill development. A coach's success is measured by how many kids keep playing hockey

B. Guidelines for Mini-Mites, Mites/8U Girls, Squirts/10U Girls, Peewees/12U Girls

1. Utilize a 'Hockey Director' position to lead and be involved in everyday implementation of the LTAD, including planning of practices and off-ice training sessions.
2. Utilize a Hockey Development Committee to assist the Hockey Director and Administrative Board.
3. Utilize age division coordinators for Mini-Mites, Mites/8U Girls, Squirts, 10U Girls, Peewees and 12U Girls to assist Hockey Director at their level.
4. Have access to designated off-ice training area (best if located at arena).
5. Have access to a meeting room with video capability for chalk talk sessions.
6. Team schedules (practice/game) should be reviewed and approved by the level coordinator or Hockey Director. Documented practice plans should be reviewed by the level coordinators or Hockey Director monthly.
7. Provide player skill evaluations early and at the end of the season.
8. Utilize a skating coach to work with Squirt/10U and Peewee/12U teams and/or players periodically during the season. Utilize a puck handling/shooting coach to work with Squirt/10U and Peewee/12U teams and/or players periodically during the season.
9. Utilize a goaltending coach to work with Squirt/10U and Peewee/12U goaltenders regularly during the season.
10. Conduct a coach's education session once per month specific to the Mite/8U, Squirt/10U and Peewee/12U levels.
11. Complete an association coaching competency review and develop a plan for future improvements, based on USA Hockey Skill Progression Guidelines outlined in Skill Progression Guide.
12. Begin development of players no earlier than Tuesday following Labor Day, form teams no earlier than October 15th, and end season no later than March 31st.
13. Provide players with some time off during the season (No practices, games, etc)
14. Provide hard ice dividers for cross/half ice games. Learn about the Minnesota Hockey Hard Divider Program subsidy through Rink Systems at www.minnesotahockey.org

C. Guidelines for Mini-Mites

1. Utilize Learn To Skate or Learn To Play as a transition program for new participants to Mini-Mites (beginners). The program should be low cost and low time commitment.
2. Use 6U Age Specific (ADM) practice plans and guidelines
3. 8-10 skaters per team, teams composed of like skill ability
4. Station based practices should contain multiple teams to maximize ice time
5. There should be 8-10 skaters of like ability per station
6. No goaltenders in practice or on game days
7. 2 on-ice sessions per week
8. Maximum of 50 on-ice days, 50–60 minute sessions
9. All in-house game days should be played cross-ice (3v3 or 4v4 based on number of kids)
10. All away games and jamborees should be played cross-ice.
11. 1 off-ice session per week (30 minutes possibly done right after short ice session)

D. Guidelines for Mites/8U Girls

1. Use 8u Age Specific (ADM) practice plans and guidelines
2. 10-12 skaters per team, no full time goaltenders, teams of like skill ability
3. No full-time goaltenders in practice, give all players the opportunity to play goaltender for games.
4. 2-3 on-ice sessions per week includes practices and games
5. 40 to 50 on ice days, 50 – 60 minute ice sessions
6. 12 to 14 cross/half ice game days and 28 to 36 practices
7. No more than 10 full ice games after December 31st.
8. Players grouped in practice & in games by like ability
9. Players at the Mite/8U classification are discouraged from moving up to the Squirt/10U classification. Association guidelines shall govern.
10. 1 off-ice session per week (30-40 minutes possibly done right after short ice session)

E. Guidelines for Squirts/10U Girls

1. Use 10U Age Specific (ADM) practice plans and guidelines (station based, small area games).
2. 11-12 skaters & 1-2 goalies per team (nonplaying goalie should be encouraged to skate out as forward or defense)
3. 4-5 on-ice sessions per week includes practices and games
4. 75 to 100 on-ice days
5. Recommend 3 to 1 practice to game day ratio
6. No more than 35 game days
7. Pre-season player development sessions count toward practice to game ratios
8. Incorporate tracking, angling and body positioning drills into practice
9. 2 off-ice training sessions per week (30-40 minutes)
10. Minimum 2 teams per on-ice practice session (3 recommended, 30-40 players)
11. Players grouped by like ability in practices & games
12. Equal playing time for all players
13. Rotate positions so that participants experience playing both forward and defense positions

F. Guidelines for Peewees/12U Girls

1. Practices follow Age Specific (ADM) practice guidelines
2. 11-13 skaters and 2 goalies per team (recommended 12 skaters and 1-2 goalies)
3. 5-6 on-ice sessions per week including practices and games
4. Include body contact/body checking drills in every practice or conduct two body contact/checking practices each month.
5. 90–110 on ice days
6. 3 to 1 practice to game day ratio recommended
7. 40-45 game days recommended
8. Pre-season player development sessions count toward practice to game ratios
9. 2-3 teams per on-ice practice session
10. 2 off-ice training sessions per week (30-40 minutes)
11. 1 Chalk Talk/Video session per week
12. Equal playing time for all players
13. Rotate positions so that participants experience playing both forward and defense positions.

End of Minnesota Development Model

[End of Rules Committee Report]