



2025-2026

OFFICIAL RULE BOOK

MID-STATES CLUB HOCKEY ASSOCIATION HIGH SCHOOL HOCKEY BOARD of DIRECTORS and OFFICIALS 2025-2026

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Statistician	Ryan Harrison
Legal Counsel	Andy Leonard
Coach Liaison	Steve Walters
Executive Administrator	Barb Collumbien
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MSCHA Website	www.midstateshockey.us

ST. LOUIS AREA ICE RINKS

Afton Ice Rink
10300 Gravois Road
Afton, MO 63123
314-859-0605

Brentwood Ice Rink
2505 S. Brentwood Blvd.
Brentwood, MO 63144
314-963-8689

Centene Community Ice Center
750 Casino Center Drive
Maryland Heights, MO 63043
314-451-2244

Creve Coeur Ice Arena
11400 Old Cabin Road
Creve Coeur, MO 63141
314-432-3960

Enterprise Center
1401 Clark Avenue
St. Louis, MO 63103
314-622-5400

Fenton Forum Ice Arena
1771 Gilsinn Lane
Fenton, MO 63026
636-349-7860

FSI Shark Tank
6297 Lemay Ferry Road
St. Louis, MO 63129
314-487-1711

Ice Zone at St. Louis Mills
555 St. Louis Mills Blvd.
Hazelwood, MO 63042
314-227-5288

Kirkwood Ice Rink
111 S. Geyer Road
Kirkwood, MO 63122
314-822-5825

Maryville University Hockey Center
19383 Chesterfield Airport Road
Chesterfield, MO 63005
636-735-8501

Queeny Park-Greensfelder Recreation Complex
500 Weidman Road
Ballwin, MO 63011
314-615-8472

RP Lumber – Edwardsville
6289 Tiger Drive
Edwardsville, IL 62025
618-307-1706

Saint Peters Rec Plex
5200 Mexico Road
Saint Peters, MO 63376
636-939-2386

Shaw Park Ice Rink
217 South Brentwood Blvd.
Clayton, MO 63105
314-290-8595

South County-Kennedy Recreation Complex
6050 Wells Road
Saint Louis, MO 63128
314-615-5572

Webster Groves Recreation Complex
33 East Glendale Road
Webster Groves, MO 63119
314-963-5678

Wentzville Ice Arena
910 Main Plaza Drive
Wentzville, MO 63385
636-639-7600

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GENERAL RULES

SECTION 1: PRESEASON and PLAYOFF PROCEDURES

1-G-1 DIVISIONS

Team assignments to Divisions will be determined by the Mid-States Club Hockey Association Rules Committee and approved by the Board of Directors.

1-G-2 SEASON - LEAGUE GAMES

The season begins September 1st and concludes by the end of March.

1-G-3 FINES and FEES

- A.** All outstanding League fines and fees must be paid before September 1 of a new season. A Club will forfeit all scheduled games until such fines/fees are paid.
- B.** All fines assessed during the regular League Season must be paid prior to the start of the Playoffs.
- C.** Any fines accrued during Playoffs must be paid before the next scheduled Playoff game. Any fines incurred in the last Playoff game must be paid within seven (7) days of the game date.
- D.** Teams with outstanding fines/fees will not be allowed voting privileges until such fines/fees are paid in full.

1-G-4 PRACTICE, EXHIBITION AND TOURNAMENT GAMES

A. TOURNAMENT GAMES NOTIFICATION

Any MSCHA team participating in a tournament, either in or out of the St. Louis area at any time during the year, shall give notice of such participation to the League Office at least 24 hours before the start of the tournament; and shall furnish a copy of the score sheets to the League Office within four (4) days after completion of the tournament. Failure to furnish notice and/or the scoresheets will be reviewed by the Disciplinary Committee for the assessment of penalties at their discretion.

B. PRACTICE and EXHIBITION GAMES ON OR BEFORE SEPTEMBER 1

- 1.** Penalties - Any match penalty occurring in games involving any MSCHA team, on/or before September 1 in a new season, will be examined by Missouri Hockey disciplinary committee and may be examined by the MSCHA Disciplinary Committee for possible additional discipline for the player and / or the team.
- 2.** Suspension Penalties/Carry Over before Sept 1 - Suspension Penalties and Probation administered by Missouri Hockey will be upheld by Mid-States.

C. PRACTICE and EXHIBITION GAMES AFTER SEPTEMBER 1

- 1.** MSCHA Rules and Referees - All practice or exhibition games, after September 1 and until the end of the season, involving any MSCHA team, shall be conducted under MSCHA rules and when in the St. Louis area, shall use qualified referees from the Officials Association used by MSCHA.

2. Suspension Penalties - Carry Over - Any suspension penalties received by a player or coach, in any USA Hockey sanctioned practice, exhibition, or tournament games (1-G-4C), will be applied to and served only in the next League game or games. Failure to serve these penalties will result in the forfeiture of the appropriate number of games in which the player participated. Suspensions served in accordance with tournament rules/USA Hockey Rules have no bearing on League suspensions.
3. Suspension Penalties - Permanent Suspension - Any suspension penalties received by a player, in such practice or exhibition games (1-G-4C), will not count in the total required for a player's permanent suspension from the League. However, Match penalties in these games will be examined by the Disciplinary Committee for possible additional discipline. But all will count on the USA 411 rule. (See Rules 9-G-4 & 2-P-10)
4. Eligibility – Any player determined to be ineligible (grades, prior season, suspension, etc.) will be considered ineligible for non-league games versus other MSCHA teams or other Missouri Hockey, Inc affiliated teams. These players will be allowed to play in games against non-MSCHA and non-Missouri Hockey, Inc. affiliated teams

SECTION 2: ROSTER, REGISTRATION

2-G-1 ROSTER

Each team, Varsity and JV, must submit their official roster, in alphabetical order, with not more than 30 players, Twenty days (20 days) before the start of the League. A team, with fewer than 30 names on this roster, is permitted to add additional players to their roster, bringing the maximum number to 30. NO PLAYER MAY BE DROPPED FROM THIS OR ANY SUBSEQUENT ROSTER TO ADD A NEW PLAYER, “except if said player is no longer a student at the school or due to a documented injury/illness is unable to play for the remainder of the season. Once removed from the roster the player is ineligible for the remainder of the season. These cases will be reviewed by the Rules_Committee.” Failure to comply with the above deadline will result in a \$200.00 fine to the team and the team may not be allowed to compete until the fine is paid in full. (See 1-JV-2).

2-G-2 ROSTER ADDITIONS

- A. PLAYER NEW TO THE TEAM ORGANIZATION THIS SEASON: Additions to a team's roster can be made at any time up to the Playoffs. (7-G-16) The team must submit its request for additions on a new MSCHA roster by certified mail, email, fax, or hand delivery to the League Office. The request should state the name of the player and any other information required on the original roster (2-G-3, 2-G-4, and 7-G-10). The new player(s) will not be allowed to play until 24 hours after the postmark on the certified letter, 24 hours after the time stamp on a received fax/email or 24 hours after hand delivery and approval by MSCHA.

- B. PLAYER ALREADY ON JV ROSTER:** Player can be transferred to the Varsity roster with the permission of the Commissioners by giving written notice 12 hours prior to the next Varsity game time. (Rule 4-JV-1 applies). Updated rosters must be in the possession of the league office within 24 hours of the written notice (Rule 2-G-2 C applies).
- C.** Failure to comply with the procedures for additions to the roster may result in forfeiture of games or fines, as determined by the League Commissioners

2-G-3 REGISTRATION FORMS

- A.** Each player on the submitted roster must complete the appropriate USA Hockey form, which must be submitted to the MSCHA Hockey Registrar and should be kept on file by the individual teams. The player's grade card must be submitted to the League Office by October 1st and will be filed by the league office (7-G-4). Failure to submit these forms will cause the individual player to be declared ineligible, until such time as they are submitted.
- B.** Before a team's first League game, and at every game, thereafter, the coach, should have with him on the bench for each player, a completed Definitive Emergency Medical Care Consent form, which is to be signed by the player's parent or guardian and verified by the team coach.
- C.** All Board members, officers, committee members, team representatives and team board members must submit a current USA Hockey registration, proof of completion of Safe Sport training, background screening to the League office by August 1 each year. Failure to complete all requirements will result in discipline for non-compliant individuals and teams.

2-G-4 BIRTH CERTIFICATES

Each team is responsible for securing and holding in their files a copy of each player's birth certificate and is required to make it available to MSCHA upon request. Failure to produce the birth certificate within forty-eight (48) hours, when required, will result in player ineligibility.

2-G-5 REQUEST FOR OUT OF DISTRICT PLAYERS

All other MSCHA (Varsity, Junior Varsity and Development League General and Playing Rules in this rule book apply to the Out of District players. The following rules apply only to Out of District players and are reiterations of, additions to or exceptions to, the other MSCHA Varsity General and Playing Rules stated in this rule book.

- The Out of District process is administered by the Rules Committee
- The intent is to supplement teams who have short term needs.
- The process is meant to be fair and to avoid giving a team an advantage.
- The combination of Out of District and District goalies cannot exceed two per team.
- The combination of Out of District and District skaters cannot exceed 18.
- To recruit players for the Out of District process, MSCHA will publicize to the hockey community the need for Out of District players for high school play. MSCHA will provide an application on its website. Teams must submit a

request for players as set out herein below. Players must apply and be qualified as set out herein below. The process to place players will be conducted as set out herein below.

A. PROOF OF NEED and TEAM OBLIGATIONS

A new or existing Varsity and/or JV team may add players to its roster who do not attend the team's high school using the following process and subject to the limitations set out as follows:

1. An existing Varsity team must have twelve (12) players from their high school and may request as many as six (6) skaters and two (2) goalies. The total number of districted and Out of District skaters will not exceed eighteen (18) unless the only Out of District skaters are grandfathered Senior(s) and the total number of districted and Out of District goalies will not exceed two (2) per team unless the only Out of District goalies are grandfathered Senior(s).
2. A new exhibition team may only use the Out of District process for a goaltender and must have the required minimum of 16 players from its high school. The total number of districted and Out of District goalies will not exceed two (2) per team. (But the league Rules Committee may approve the second Out of District goalie if there are an excessive amount of goaltenders.)
3. A new or existing MSCHA team must file a request with the Mid-States office in order to participate in the Out of District process by September 1 and must repeat this notification each year that an Out of District player is needed.
 - a. The request shall be in writing or email addressed to the Rules Committee chairman and must include the following:
 - i. Preliminary roster containing a minimum of 12 players (or 25 players for Varsity and JV requesting a goalie(s) who attend the school (not including grandfathered players). A new team will submit a preliminary roster containing a minimum of 16 players who attend the school.
 - ii. Statement signed by the Team Rep and Coach that the preliminary roster contains all of the known eligible players available who attend the school, plus a list of eligible players who attend the school but, are unwilling to play and the reason why.
 - iii. A copy of the previous year's roster along with notations as to why each non-returning player is no longer available to the current team.
 - iv. A copy of that team's B & C team Developmental League team rosters, including non-MSCHA League JV, B & C teams, for the current season as well as the previous year/season.
 - v. A copy of efforts made to recruit players including a list of tryouts.
 - vi. A schedule of tryouts (initial team practices), with time, place and date, will be made available to the League ten (10) days prior to the first scheduled tryout date. Tryouts must be held prior to October 1.

- vii. A list of players who tried out including any who were cut, released or declined to play.
- viii. A team releasing a skater or goalie will not be allowed to participate in that years Out of District process for the category of player released.
- b. The Rules Committee will review each request and determine whether the team qualifies for an Out of District skater(s) or goalie(s). They will forward this recommendation to the MSCHA Board of Directors for approval. The League will notify the teams applying for Out of District players of the number granted. The Rules Committee will review each request and determine whether the team qualifies for an Out of District skater(s) or goalie(s). They will forward this recommendation to the MSCHA Board of Directors for approval. The League will notify the teams applying for Out of District players of the number granted. Deception or failure to disclose pertinent information may be investigated by the Rules Committee and may subject the Coach, team representative and/or the Team to discipline by the Board and can affect the eligibility of the player involved.
- c. A team that does not meet the minimum standards for participating in the Out of District process may petition the MSCHA Board of Directors to meet for the purpose of addressing the situation.

B. SKATERS AND GOALIES

1. Eligibility
 - a. Players must be eligible under Section 7 and be enrolled in a high school or non-traditional high school that does not have a MSCHA Varsity or Junior Varsity team.
 - b. A player may participate in the Out of District process if the player has been cut after participating in his MSCHA team's tryouts. Cut players may only participate in the Out of District process as defined in 2-G-5 E; OUT OF DISTRICT SELECTION PROCESS – SKATERS AND GOALIES.
 - c. A player may participate in the Out of District process if the player obtains a release from the high school's MSCHA team and a financial release from the high school's MSCHA team. Released players may only participate in the Out of District process as defined in 2-G-5 E; OUT OF DISTRICT SELECTION PROCESS – SKATERS AND GOALIES.
2. An Out of District player may return to the team that he played for the previous season (grandfathered) as the result of the Out of District process under the following conditions:
 - a. The player and the team must request placement on the team through the Out of District process set out in 2-G5 A3 and
 - b. The player is a Senior and the team that cut or released the player again releases or cuts the player (not required if a player attends a high school not associated with a MSCHA Varsity team). The player's high school has not founded its own team for the new season or
 - c. The player is sophomore or junior and the team the player played for qualifies as a team that has a need for and Out of District process players and the

team that cut or released the player again releases or cuts the player (not required if a player attends a high school not associated with a MSCHA Varsity team). The player's high school has not founded its own team for the new season.

3. The Rules Committee will review and approve all player applications. They will forward this recommendation to the MSCHA Board of Directors.

C. SELECTION PROCESS SEQUENCE

Teams qualifying for Out of District players will fill that need in the following sequence

1. Players from their associated B team that meet the criteria outlined in Rule 2-G-5 D.
2. Players chosen in the Out of District blind draw. The blind draw will be held after the 2-G-5 C 1 has been completed (9/15). All teams still in need of Out of District players must participate in the Out of District selection process, Rule 2-G-5 E.
3. Players rostered in accordance with Rule 2-G-5 F. This activity will only take place if the Out of District needs of a team are not met via Rule 2-G-5 C 1 and
4. Players rostered to the team under the above conditions are considered Out of District and reduce the Out of District need accordingly.

D. B TEAM PROCESS

1. MSCHA organizations, which are associated with (sponsor) a B team, may select players from that team, who do not attend their school, to fill and Out of District position that has been allotted to them. These players must qualify within the following parameters.
 - a. The player must attend a high school that does not have a MSCHA team.
 - b. The player must have been rostered on the previous year's MSCHA Developmental organization's associated Fall/Winter session or Spring/Summer session B team. The player must have participated in 50% of the games for that team's Fall/Winter season or 80% of the games for that team's Spring/Summer session.
 - c. The player must submit a request to the MSCHA Club and to the MSCHA Rules Committee stating a desire to attend tryouts for the MSCHA Club.
 - d. Players may exercise their option to enter the blind draw at any time. Players who are unsuccessful at tryouts may enter the blind draw with permission from the MSCHA Rules Chairman.
 - e. Players must meet all MSCHA eligibility requirements. Players must meet all Out of District qualifications/restrictions.
 - f. Players must fill out an Out of District application.
 - g. Teams must submit correspondence which verifies that the player qualifies (including number of games played in the qualifying B team season).
 - h. Teams will notify MSCHA of the date and time of their tryouts (or first team practices).
 - i. All Out of District grandfathering rules apply.

- j. Teams must notify MSCHA no later than September 15th of which players meeting these criteria that they will add to their roster, for approval by the MSCHA Rules Chairman.
- k. The Rules Committee retains the authority to make decisions based on unusual or special circumstances.

E. OUT OF DISTRICT SELECTION PROCESS – SKATERS AND GOALIES

1. The Out of District blind draw will be conducted in accordance with the current regulations outlined below. In addition, all teams permitted to add Out of District players, who still have a need, must participate in this blind draw. A team must retain the player(s) that they select in the blind draw unless they have received a waiver prior to selection the player. The Rules Committee will determine what circumstances merit a waiver and approve/disapprove accordingly. Failure to retain a selected player will result in the loss of a previously granted Out of District slot.
2. The coaches of the teams approved for Out of District player selection will go through all of the application and select the players, whom they deem qualified for the draw. Those players' names will be placed in pools based on geographically districted areas, (i.e. all players south of Hwy. 40 and east of Hwy. 270). The pools could contain more than the number of needed players and will be determined by the teams requesting Out of District players and the locale of the player population seeking selection.
3. The goalies and skaters will be selected by a separate blind draw no later than October 10th, with goalie selection occurring first (3.a.). The following criteria and format will be used:

GOALIES

- a. The blind draw for goalies will be as follows:

- 1) Varsity & JV team – no goalie
- 2) One Varsity team – no goalie
- 3) Varsity and JV team – one goalie
- 4) Back to number 1
- 5) Back to number 2
- 6) Back to number 3

Geographical AREAS for goalies may be different than the geographical AREAS for skaters.

- b. The selection order of each round will be by the team with the lowest finish in the overall standings progressing to the team with the highest finish in the overall standings using the playoff eligibility ranking from the previous year. (if equal = flip of coin)
- c. At their determined time to select, the coaches in each district will make a blind draw from their assigned pool. If a need still exists and the pool associated with their district is depleted, they will draw from adjacent districts, retaining the original selection order, as determined by criteria "a." and "b." above.

- d. The combination of Out of District and District goalies cannot exceed 2 per team.

SKATERS

- e. Each skater selection round will be determined by the team(s) who need the greatest number of players. Current need will be declared for each team at the draft by the Rules Committee. (tie = flip of coin)
- f. The selection order of each round will be by the team with the lowest finish in the overall standings using the playoff eligibility ranking from the previous year. (if equal = flip of coin)
- g. At their determined time to select, the coached in each district will make a blind draw from their assigned pool. If a need still exists and the pool associated with their district is depleted, they will draw from adjacent districts, retaining the original selection order, as determined by criteria "e." and "f." above.
- h. The combination of Out of District and District skaters cannot exceed 18.
- i. The Rules Committee retains the authority to make decisions based on unusual or special circumstances.

F. ROSTERING GOALIE TO FILL OUT OF DISTRICT NEED PROCESS

In the event if a Team(s) hardship involving a goalie not able to meet player requested requirements per Out of District rules 2-G-5 D and/or 2-G-5 E, a team may request to roster players to fill that need based on the following hardship guidelines.

1. Requirements for hardship
 - a. One Varsity team – less than two goalies.
 - b. One Varsity and one JV team – less than three goalies.
 - c. Varsity and two JV teams – less than four goalies.
2. Team may roster player(s) who do(es) not attend their school under the following conditions.
 - a. The player does not attend a school which currently has a MSCHA team or attends a non-traditional or Home School and resides in an area that does not have a MSCHA Team.
 - b. The player meets all MSCHA eligibility requirements.
 - c. The player conforms to all Out of District qualifications and requirements. The player will complete an Out of District application and USA Hockey Registration (IMR) before rostering.
3. The Team will provide information supporting its request for hardship including estimated length of time of the hardship, the facts involved in the hardship, any illness or injuries, efforts to use existing roster player or resident high school players and efforts to solve the problem in any other way. The Hardship request will be considered by the Board for approval or denial.
4. Grandfather rules do not apply. This shall be a yearly application.
5. All Out of District player skill level rules apply.

G. ADDITIONAL RULES – OUT OF DISTRICT

1. If a team has been formed or will be formed for the new season, at the Out of District player's school of current attendance, the player must play for his school.
2. If a player is drafted and refused to play as an Out of District player for the selecting team, that player will be ineligible for a period of one year.
3. Teams that qualify for an Out of District player(s) and have had Out of District player(s) during the previous season, can choose to "grandfather" (retain) this player(s) for the coming season, as one or more of their granted selections. However, the individual player(s) can choose to be part of the blind draw again rather than be "grandfathered" (retained). Notification to the player and League is the responsibility of the requesting team.
4. A team that has high school players on a B Team and/or C team that are not rostered by the MSCHA team(s) will not be allowed to participate in the Out of District draft unless approved to do so by the Rules Committee.
5. If a selected Out of District player refused to play, becomes ineligible or injured for the remainder of the season, the team needing the player may return to the draft pool for another selection. Or, if the draft pool is depleted, the team needing a player may roster a player in accordance with Rule 2-G-5 F. Or, if the team has found a player from their school, who would be eligible under all of the other rules, he may be the replacement. Under all circumstances, the proper documentation, as to the "in school" replacement's sudden eligibility, must be furnished to the Rules Committee/MSCHA Board of Directors, in order to take advantage of this rule. (i.e.: Doctor's report, grade card, change of residence, etc.)
6. Any team, which received an Out of District player(s) may not add any other player(s) to their roster except as noted above. An exception would be a student who moves into that team's district, after the beginning of the school year and who would meet all other eligibility requirements. Another exception is an "in-district" player who will only play the position of goalie. The addition of any other "in-district" player will also require the review of the Rules Committee. The concerned teams will not automatically lose their Out of District selections if these exceptions occur but, their case must be reviewed and approved by the Rules Committee. The review/approval will consider unforeseen, unavoidable or unusual circumstances as well as any other pertinent facts.
7. All changes to a team's Out of District data/status must be approved by the Rules Committee after the Out of District status document has been mutually agreed to. This is the status sheet sent to each Club prior to the blind draw process of the out of District procedure.

2-G-6 ROSTERING OF BACK-UP GOALTENDER

1. Each team with only one goaltender must list on the roster submitted to the league office, a player from their organization who will act as the team's back-up goalie.
2. The commissioner may allow a goaltender, who is attending high school and who is a member of the requesting organization upon good cause shown, to be an emergency goaltender for the requesting team/organization. This will be on a

game-by-game basis. An emergency goalie will only be allowed to play if all the team's goaltenders on the roster/scoresheet are physically unable to play.

3. Each team must list on the roster submitted to the league office a player(s) who will act as a goaltender in the event all the team's goaltenders are physically unable to play.
4. No team will be granted the use of another team's rostered goalie.

2-G-7 TEAM PHOTOGRAPHS

All varsity and junior varsity teams are required to submit a team picture in the approved format to the designated individual by January 1. Failure to do so may result in a \$100 fine.

SECTION 3: SCORING, SCORE SHEETS, STANDINGS, STATISTICS

3-G-1 PLAYER LIST

Two copies of a typed or legibly printed player list in numerical order for the game are to be submitted to the scorekeeper. The head coach for this game as well as any suspended players will be scribed on this list. The second copy will be for the coach of the opposing team.

These shall be presented to the scorekeeper ten (10) minutes prior to scheduled ice time. A bench minor penalty (penalties) can be assessed for this infraction.

3-G-1(A) ELECTRONIC SCORING

The Scorekeeper will download both rosters and will submit the rosters to each Coach 15 minutes before the game. The Head Coach will note the players playing, players not playing and any number changes. The Head Coach will sign and return the device to the scorekeeper. The process is repeated with the opponent.

Two copies of a typed or legibly printed player list in numerical order for the game are to be submitted to the scorekeeper. The Head Coach for this game as well as any suspended players will be scribed on this list. The second copy will be for the coach on the opposing team.

These shall be presented to the scorekeeper ten (10) minutes prior to scheduled ice time. A bench minor penalty (penalties) can be assessed for this infraction.

3-G-2 ADDING PLAYERS

A player(s) name can be added to the original player list (electronic or paper), after the start of the game, provided that the Referee deems the omission to be an inadvertent clerical error. A bench minor will be assessed for each player added. Any goals scored by the player(s) will count. If it is determined that a player, whose name is on the player list or score sheet, but is wearing a number different from the number on the player list or score sheet, and he is on the

bench or playing in the game; at the next stoppage of play, the player will receive a minor penalty, but then he will be allowed to continue in the game.

3-G-3 NO-SHOW PLAYERS ON SCORE SHEET

Any player who does not dress for the game, but whose name is on the game score sheet, must have his name scratched from the sheet at the end of the game. Failure to do so may result in a penalty (monetary fine, or other disciplinary action against the player, team, coach, or coordinator, as determined by the Commissioners.

3-G-4 SCORE SHEETS MSCHA

ELECTRONIC: An electronic copy of the Scoresheet will be available post-game from the MSCHA Website

PAPER: Scoresheets will be prepared in triplicate and will be distributed in the following manner:

- 1 A copy (original) electronically submitted to the League Office Statistician by the scorekeeper
- 2 1 copy to the visiting team
- 3 1 copy to home team

3-G-5 SIGNING SCORE SHEET

The referee, in charge of the game, must sign/print the score sheet either electronically or manually. Both coaches must also sign the original score sheet. No changes shall be made on the score sheet without the approval of the referee, and such changes shall be made on all copies, with the referee's initials next to the change. The coach's signature on a score sheet only indicates that he received a copy of the score sheet. The coach's signature does not relinquish his right to protest, nor does it excuse him from recognizing penalties/suspensions, etc. **FAILURE TO SIGN THE SCORE SHEET MAY RESULT IN A GAME FORFEITURE**

3-G-6 STATISTICS

Official League standings and individual player statistics will be maintained by the League Statistician.

3-G-7 STANDINGS

Final Division standings shall be determined by total game points in Division play. Where there is a tie in game points, standings shall be determined as follows:

- A. Total points between the tied teams in games against each other.
- B. Total number of wins in all Division games.
- C. The goal differential in games played head to head involving the tied teams.
- D. The goal differential (goals for, minus goals against) in all Division games.
- E. Fewest goals against, in all Division games...
- F. Most goals for, in all Division games.

- G.** Should a tie still exist at this point, the final team/Division standings shall be determined by a flip of the coin by the MSCHA Commissioner, with the tied teams' representatives present.

Playoff format and rules are addressed separately

3-G-8 POINTS EARNED

- A.** 2 points are earned by the winning team.
- B.** 1 point is earned by each team for a tie.
- C.** No points are earned by the losing team.
- D.** Players earn 1 point each for goals scored and 1 point each for first and second assists.
- E.** In forfeited games: The forfeiting team will not be credited with any goals or points. The other team will be credited with two (2) points and all goals they have scored.

SECTION 4: UNIFORMS, PROTECTIVE EQUIPMENT

4-G-1 UNIFORMS

- A.** All players, on a team, must be dressed in a similar color and design jerseys, pants and socks, or long pants. Goalies may wear sweat pants, which are similar in color to the team's socks. Failure to have proper uniforms, during the game, will result in a two (2) minute minor penalty and the player will be removed from the ice and not allowed to continue play until the uniform infraction is corrected. The MSCHA Board of Directors may give a written waiver to this rule, but the team must have this waiver present at each game. Under no circumstances will a player display on his uniform anything other than the school name, logo player's name and number. (Advertising, sponsors, and other information will cause the player to be removed from the game.)
- B.** Teams choosing long pants must have colors approved by the MSCHA Board of Directors. At a game, where two teams have the same color long pants, the home team is responsible to provide the contrasting color long pants, or short pants and socks.
- C.** The home team will wear light color uniforms, jerseys and socks. The away team will wear dark color uniforms, jerseys and socks.
- D.** All players must be assigned the same unique number (0-99) for all Jerseys worn by the player for all games this includes a "3rd Jersey" the team may wear. All Jerseys must be approved by the MSCHA Board prior to the start of the season. Teams may not add an additional Jersey after the start of the season without the approval of the MSCHA Board of Directors. If approved, the player must wear the same number assigned to that player for the Home/Away Jersey.

4-G-2 PROTECTIVE EQUIPMENT

All players, when on the ice during warm-ups and games must wear all protective equipment pursuant to USA Hockey Rules, including helmets, neck laceration protectors, and face masks, secured. Failure to do this could result in a two (2) minute bench minor penalty at the start of the game, or period

4-G-3 MOUTHPIECE

All players, including goalkeepers, are required to wear a non-modified, purchased, internal mouth guard or the dentist fitted suction style mouthguard. Players removing their internal mouthpiece, during stoppage in play, will not receive a misconduct penalty.

4-G-4 PENALTIES: IMPROPER PROTECTIVE EQUIPMENT

- A. BEFORE THE GAME** A player, appearing on the ice before the puck is dropped to start the first period of the game, who in the opinion of the referee, is not wearing proper protective equipment, shall receive a warning, stating that he will not be allowed to play until the deficiency is corrected.
- B. DURING THE GAME** If, after the puck is dropped starting a game, a lack of proper protective equipment is observed by the referee, the player shall be penalized with a misconduct penalty (10 minutes), and may not continue to play in the game, until the deficiency is corrected. In order to receive such a penalty, the player does not have to receive a warning but, must have participated in the play on the ice. The referee's judgment is final.

4-G-5 FIRST AID KIT

A First Aid Kit should be with each team at every game (MSCHA Trainer)

SECTION 5: INSURANCE

5-G-1 INSURANCE

The USA Hockey insurance liability coverage is required on all participating players, coaches and officials. (USA Hockey Online Registration)

5-G-2 USE OF MSCHA NAME

The use of the Mid-States Club Hockey Association name, or its abbreviation, MSCHA, for any tournament or other function, without approval from MSCHA in writing, is prohibited.

SECTION 6: CONDUCT

Each team's coach shall have complete responsibility for and authority over the conduct, including the use of profanity, of his team. He shall, at all times, stress good sportsmanship and intra-team friendship. MSCHA will investigate all

incidents involving the conduct of its membership, which may reflect upon MSCHA in an unfavorable manner. (This includes behavior in locations such as rink facilities, locker rooms (USA Hockey Safe Sports Rules), warming rooms, spectator stands, refreshment areas, etc.) The team's coordinator is encouraged to attend all of their team's games or to arrange for a qualified substitute.

FAIR PLAY CODE FOR COACHES

- A.** Be reasonable in your demands on the player's time, energy and enthusiasm. Remember that they have other interests.
- B.** Teach your players that rules of the game are mutual agreements, which no one should evade or break.
- C.** Avoid over-playing the talented players. The "just average" players deserve and need ice time.
- D.** Remember that playing is for fun and enjoyment and that winning is only a part of it.
- E.** The scheduling and length of practice times and competitions should take into consideration the maturity level of the player.
- F.** Develop team respect for the ability of opponents.
- G.** Remember that young adults need a coach they can respect. Be generous with your praise, when it is deserved.
- H.** Make a personal commitment to keep yourself informed on sound coaching principles, and the principles of the development and growth of your players.

FAIR PLAY CODE FOR PLAYERS

- A.** Play for the "fun of it", not just to please your parents.
- B.** Play by the rules.
- C.** Never argue with the officials' decisions.
- D.** Control your temper.
- E.** Work equally hard for yourself and your team.
- F.** Be a good sport. Cheer all good plays, whether your team's or your opponent's team.
- G.** Treat all players, as you would like to be treated.
- H.** Remember that the goals of the game are to have fun, improve your skills and feel good.
- I.** Cooperate with your coach, teammates, opponents and officials, for without them, you do not have a game.
- J.** An unsportsmanlike act while participating in an event may cause you to become ineligible.

FAIR PLAY CODE FOR PARENTS

- A.** Do not force an unwilling child to participate in sports.
- B.** Remember that children are involved in organized sports for their enjoyment, not yours.

- C. Encourage your child to always play by the rules.
- D. Teach your child that honest effort is as important as victory.
- E. Turn defeat into victory by helping your child work toward skill improvement and good sportsmanship. Never ridicule or yell at your child for making a mistake.
- F. Remember that children learn best by example. Applaud good plays by your team and the opponents.
- G. Do not publicly question the officials' judgment and never their honesty.
- H. Support all efforts to remove verbal and physical abuse from children's sporting activities.
- I. Recognize the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for your child.
- J. The unsportsmanlike conduct of any spectator (parent) could cause that individual to be barred from attending any future Mid-States games. Help the referees do their job. Their duty is to enforce any infraction of the rules of the game. Helping the referee, whenever possible, will build a better relationship and a stronger Association.

SECTION 7: PLAYER ELIGIBILITY

7-G-1 MAXIMUM NUMBER - ROSTER and GAME

Players on the team roster may not exceed thirty (30), of which a maximum of twenty (20) may be suited for game play. The Maximum number of players, excluding goalkeepers, shall not exceed 18. A player is declared ineligible if the player's name is absent from the current league roster for that team. (19 SKATERS AND 1 GOALIE IS NOT ACCEPTABLE)

7-G-2 AGE and GRADE IN SCHOOL

Players of teams, designated as Varsity, may be of various ages, but must be in grades 9 through 12, they must be students of the High School on whose roster they are listed, or in the 9th grade of a Junior High School in the same school district. Where more than one Junior High School or Senior High School exists in a district, the 9th grader is eligible to be on the High School Club roster of that High School which he must attend upon entering the 10th grade.

7-G-3 OUT OF DISTRICT PLAYERS

- A. Any player, who participated on a MSCHA team during the past season, and who was not a student of the school he was representing as a player, is an Out of District player and shall be subject to all other regulations, including General Rules Section 2: 2-G-5.

- B. If a Varsity team is formed at the player's school of current attendance, any player eligible under Rule 7-G-3 as an Out of District player must then play for his school team.(2-G-5-C-1) Does not apply to teams playing an exhibition season.

7-G-4 SCHOLASTIC ELIGIBILITY

- A. A player must be currently enrolled in courses that offer 3.0 units of credit per semester and must have earned 3.0 units of credit the preceding semester he was in attendance.
- B. Entering school for the purpose of eligibility consists of regular registration for classes and attendance in classes.
- C. A student must have entered the school for which they are competing, within the first eleven chronological days of the semester in which he is competing, unless allowed by Rule 7-G-13.
- D. In case of withdrawal: If withdrawal occurs on or after the twentieth school day of the preceding semester, a student is ineligible for one complete semester. If withdrawal occurs before the first twenty days of the semester have elapsed, that student will not be considered as having been in attendance that semester; provided he or she has not participated in hockey during this period. This does not apply to students who transfer to another school and continue in attendance at that new school.
- E. Students who become scholastically eligible for the second semester may participate in league games only after they have attended class in that semester.
- F. A student promoted to the 9th grade is immediately eligible to participate in MSCHA.
- G. Summer School will have a bearing on the question of eligibility provided the course is necessary for graduation or promotion and it is placed on the transcript. No more than one credit in summer school shall be counted toward eligibility each year.
- H. Hardship Requests to the scholastic eligibility rule, pursuant to Rule 7G17, may be submitted for consideration by the Rules Committee by October 1st for fall eligibility or written seven (7) days after the issuance of fall semester grade cards for winter semester eligibility. IEP waiver applications to be considered for the League Season (first semester and second semester eligibility) must be received by the Rules Committee by October 1st. If the Expiration Date of the IEP changes, the MSCHA League office must be notified of the change and a new Waiver Request must be sent to the League Office and a new Waiver Request must be sent to the League Office within 5 Business Days. Failure to comply with may result in disciplinary action.
- I. Enrollment Options for Academic Eligibility.
 - 1. Traditional Option: A Player may meet the requirements by being enrolled in a minimum of 3 Credit Units and attending classes at his/her High School.
 - 2. Non-Traditional Option 1 – Transcribed Credits. A player may meet educational requirements through meeting ALL of the following:

a. Player is an enrolled student of the high school, but all or some of the courses/credits are not taken at his/her local high school (virtual, post-secondary, work study, etc.)

b. All credits attempted/earned are placed on the high school transcript.

c. All classes must be completed by the high school's close of the semester in order for these classes/credits to be considered toward eligibility.

d. Players participating in Option 1 must play for the MSCHA team of their residence high school Public School Only. If the resident high school does not have a MSCHA team, the player will be considered Out of District and may only be added to an eligible team through Rule 2-G-5.

3. Non-Traditional Option 2 (Public Schools Only) Seat Time + Non-Transcripted Credits: A student may meet the requirements for eligibility for purposes of MSCHA Rule through meeting ALL of the following:

a. The student is an enrolled student of the public high school of residence and is taking a minimum of two credit-bearing, seat-time classes for a minimum of 1.0 units of credit at the high school; and

b. The high school administration confirms after a full academic review that the student is further enrolled in courses taken outside of the school which bring the student up to the academic credit requirement. Each local school will determine its own oversight, standards and criteria for approval of such outside courses/credits, as well as the procedures to determine success/credit conformation for academic eligibility for the current and following semester. It is not necessary that such confirmed credits be placed on the high school transcript, but may be listed, at the school's discretion.

c. All classes/assignments must be completed by the high school's close of the semester, in order for those classes/credits to be considered toward active eligibility.

d. Players participating in Option 2 must play for MSCHA team of their residence high school (Public School Only). If resident high school does not have a MSCHA team, the player will be considered Out of District and may only be added to an eligible team through Rule 2-G-5.

4. Non-Traditional Option 3 – Non-Transcripted Credits (Home and Virtual Schools)
In the event that Option 1 or Option 2 are not available or for good cause shown, the student may apply to MSCHA scholastic eligibility based on NCAA guidelines/rules for Home School Students. Report cards, including credit hours must be submitted to MSCHA upon completion of a Semester. The student will play for the Player's residence High School (Public School Only) and is subject to Rule 7G13E. If the residence area high school does not have a MSCHA team, the player will be considered Out of District and may only be added to an eligible team through Rule 2-G-5.

The eligibility of players under this rule will be determined by the Rules Committee.

7-G-5 GRADUATION CREDITS COMPLETED

A player, who has completed the requirements for graduation but is not attending school, shall be eligible only until the first day of the next semester. If the player does attend High School after completing the graduation requirements and is eligible under all other rules, the player must be taking a course load that would offer 3.0 units of credit per semester. Dual enrollment credits, recognized by the local High School, from a College or University, shall be included in the 3.0 unit requirement. A player who has graduated from high school is ineligible.

7-G-6 MAXIMUM AGE

A player becomes ineligible when the player reaches the age of nineteen (19) prior to July 1st of the year in which the current season begins.

7-G-7 OUTSIDE LEAGUE SUSPENSIONS

When monies are owed by any player removed from participation for more than a normal suspension in another hockey program (MO A, Jr., etc.), the player shall have his eligibility in MSCHA subject to review, by the League Commissioners. The request for this review shall originate from the suspending organization.

7-G-8 MAXIMUM NUMBER OF SEASONS

A player shall not participate in more than four (4) seasons. Beginning with initial entry into the ninth (9th) grade and lasting for the next eight consecutive semesters. Placement of the player's name on the roster form constitutes a season. If after entry into the program, a player becomes ineligible during the season (i.e. grades); this period shall count as a season.

7-G-9 GRADE CARD

To be eligible to play, a student must supply his coach with a copy, obtained from a school official, of their latest semester grade card. The League may require the submission of this grade record at any time. Failure to produce the grade record will cause this player to be declared ineligible.

7-G-10 SCHOOL SUSPENSION and PROBATION

Any player, who is on disciplinary probation, which excludes one's participation in Extracurricular activities, including suspension from school, is not eligible to play, until after midnight of the last day of the suspension period.

7-G-11 BILLETED PLAYERS

Billeted – A billeted player is ineligible for the first 365 days that the billeted player attends a St. Louis area high school. The billeted player will be eligible after the 365 days if, the player continues to attend the high school which the player attended during the ineligibility period.

7-G-12 ELIGIBILITY CHALLENGES, PROCEDURES, FORFEITURES, TIME LIMIT

A. CHALLENGES, PROCEDURES

Any team or League Official that believes a team is playing an ineligible player, under Section 7: Player Eligibility rules, must contact the League Commissioners, in writing, to request verification of the player's eligibility. The Commissioner will call upon the player's coach, and/or coordinator, and/or player, and/or the player's parents or guardian to verify or support the player's eligibility. The player, and/or the offending team's representative, will be notified of the player's eligibility status by email, within five (5) days after the initial verification request to the League Commissioners, with a copy to the challenging team's representative. If the offending team does not accept the judgment, then they may file an appeal. "A player declared ineligible by the commissioner remains ineligible until officially declared otherwise." (By following the appeal procedures in section 10)

B. FORFEITURE any games, where the player's name appears on the official score sheet while in an ineligible status, shall be forfeited and a fine may be assessed.

C. TIME LIMIT There is no time limit as to when a player's eligibility may be challenged for verification but, for the Playoff portion of the season (from after the last game of the regular season through the Championship Games). A committee of three MSCHA Board members appointed by the MSCHA Board will verify the eligibility of the player named in the request. This Committee will determine what sanctions shall be taken against the player, team and/or coach if the individual is determined to be ineligible. The ruling of the Committee is final and may not be appealed.

7-G-13 SCHOOL TRANSFERS

A. For purposes of this rule the following definitions shall be used:

- 1. Residence** - Residence shall be defined as the place where the student and his/her parents have established their permanent home. This means that the family regularly eats and sleeps in a specific place of lodging. The permanent home of a student with parents who are divorced or separated shall be the dwelling place where the student has resided with one of his parents for a majority of the overnight periods during the 365 consecutive days immediately prior to enrollment or in the case of a parenting plan in a Divorce Decree setting out joint physical custody, then residency may be with either parent. Guardianship shall be recognized only if neither parent is living or legally competent. Only a legally appointed guardian, meeting the above provision, appointed by court order before the transfer of enrollment, or a person with whom a student has been living continuously for at least 365 days, shall be considered as meeting this standard.
- 2. Change of Residence** - A change of residence shall consist of moving all household property to the new address and the parents and the student actually living there. A second family residence shall not meet the requirement.

- B.** A student, who transfers schools, is ineligible for 365 days unless his/her case meets one of the exceptions set out below:
- 1.** Change of Residence – Transfer of schools contemporaneous with a change of residence of the parents.
 - 2.** Transfer of the school district of one divorced parent to the other pursuant to a Court Order or to a joint physical custody parenting plan. This will only be allowed one time.
 - 3.** Boarding School – Transfer to a boarding school for the first time and living at the school.
 - 4.** Special Education A student, who is enrolled in a special learning center or magnet school, may be eligible to represent the public school serving the district or attendance area of the parents' residency. A student who has enrolled in a private school immediately prior to attending a special learning center as a full-time student may be eligible to represent that institution. Notification and the granting of permission must be requested of the Rules Committee.
 - 5.** Foreign Exchange Student: A foreign exchange student, attending a school and playing hockey for that school, may be considered eligible under the residence standards to participate in hockey for a maximum of one year, provided the following conditions are met:
 - a.** The student's 19th birthday falls on or after July 1st, preceding the school year in which he/she is enrolled.
 - b.** The student possesses a current and valid student visa.
 - c.** The student has not previously attended any other American high school.
 - d.** USA Hockey Form for Written Transfers from Canada or non US Citizens has been submitted.
 - 6.** Hardship- Hardship Rule as defined in 7-G-17.
 - 7.** Waiver – even though a transfer student does not meet the terms of an exception to the 365 day rule, he/she may be granted eligibility if:
 - a.** Transfer from a school with a Varsity ice hockey team and the student did not appear on a Varsity or Swing roster the previous 365 days and the transfer occurs over the summer. If the transfer occurs during the season the player will only be eligible for JV.
 - b.** Transfer from a school without a Varsity, but with a B or C teams than the player will be eligible at the beginning of a new season.
 - c.** Transfer from a school with no ice hockey teams or a discontinued team then the player will be eligible at the beginning of the next semester.
 - 8.** A swing player, who played on a Varsity team for 5 or less league games (name appearing on the game sheet the preceding season) will be eligible to play Varsity or JV at his new school.
- C.** NEW SEASON: A new season, as used in these transfer rules, shall be considered from September 1st through the end of playoffs.

- D. **TRANSFER NOTIFICATION** A player, who transfers schools for any reason, will not be eligible under any of the above rules until the MSCHA League Office is notified in writing of his transfer.
- E. **TRANSFER - FINANCIAL RELEASE** A player, who transfers schools, must have a financial release, in writing, from his old team. When a financial release has been requested by a player, the old team has thirty (30) days in which to respond. If a response is not received within thirty (30) days, it will be assumed by MSCHA that no financial obligation exists for that player. A dated copy of the player's request letter must be sent to the MSCHA League Office. This is only applicable to those financial obligations incurred, relating to the prior season. See (1-G-2).
- F. **TRANSFER PENALTIES** A player and/or team, who does not comply with the above transfer rules, will be penalized with a \$100.00 fine and/or forfeiture of all games in which the player was rostered, as determined by the MSCHA Board of Directors.

7-G-14 ELIGIBILITY CHANGES, NOTIFICATION

- A. Each team will immediately notify the MSHA League Office as to any changes affecting the eligibility status of a player. Any team that sues or plays an ineligible player(s) forfeits all games won in which the player(s) was suited or played. No player on the team will receive goals, assists, or saves for the games forfeited. All penalties incurred by any player when a game is forfeited will be retained and any associated suspensions will have to be served.

7-G-15 RULE CHANGES

There will be no changes in the MSCHA eligibility rules after publication of the Rule Book, until completion of the playoffs and All-Star games.

7-G-16 VARSITY PLAYOFF and ALL-STAR ELIGIBILITY

A player must play in 10 Varsity games or 17 cumulative Varsity/JV games to be eligible for playoffs. All Tier 1 and Junior players must play in 10 Varsity League MSCHA games or 50% of the games the player is physically or scholastically eligible to play in, in order to be eligible for playoffs. All exceptions must be referred to the Rules Committee by the last game of the regular season. All Hardship Requests exceptions based on injury or illness pursuant to Rule 7-G-7 must be referred to the Rules Committee by February 1st. This rule also applies to all post-season activities.

7-G-17 HARDSHIP PROVISION

THE BOARD OF DIRECTORS MAY GRANT A STUDENT ELIGIBILITY, who does not meet the transfer and/or Rule 7 standards, when sufficient evidence is provided to show that it was necessary for the student to transfer, or that the

standard be waived because of unforeseen, unavoidable, or unusual circumstances.

7-G-18 Players who become eligible for the second semester may participate in league games only after they have attended class in that semester.

SECTION 8: RECRUITING, AMATEUR STATUS, AWARDS

8-G-1 RECRUITING

- A.** If a player transfers from one school to another for the purpose of playing hockey, and if there has been undue influence by anyone connected directly or indirectly with the new school or with the hockey club at this school, the player shall be ineligible for 365 days from the date of transfer, and the hockey club at the new school shall be subject to dismissal from the MSCHA League, as determined by a hearing with the Board of Directors. The Board of Directors will determine what shall constitute undue influence. Undue influence shall always include, but not be limited to the following:
1. Offer or acceptance of money, room, board, clothing or other valuable considerations to the player.
 2. Offer or acceptance of a home, or living quarters with any person affiliated with the hockey club. (Extenuating circumstances will be considered if presented to the Board of Directors.)
 3. Offer or acceptance of any club privilege not available to other team or club members.
 4. Payment of moving expenses, rent, or providing employment by the hockey club, as related to the parents or the player.

8-G-2 AMATEUR STATUS

Amateur status shall not be jeopardized by accepting a nominal, standard fee, or salary, for instructing, supervising, or officiating youth sports programs, recreation, or playground activities.

8-G-3 AWARDS

Only symbolic awards, of no intrinsic value, may be accepted by a player, as a result of participation in a hockey program.

- A.** A player may receive the following, without violating this standard: unattached school letters or emblems, medals ribbons, plaques, trophies, certificates.
- B.** A player shall not accept, or compete, for the following types of awards: services, cash, gift certificates, jewelry, blankets, balls, watches, etc., regardless of their value.
- C.** This standard shall not prevent a player from signing an agreement that binds him/her to play only for a particular team.

- D. Awards, in the form of high school scholarship, or concessions on tuition, because of athletic ability, shall cause the player to be ineligible for future competition.

SECTION 9: SUPPLEMENTARY DISCIPLINE, FINES

9-G-1 AUTHORITY MSCHA

At the conclusion of a game, or season, the MSCHA Board of Directors may, at their discretion, investigate any incident, game related or not, that occurs, and may assess suspensions and/or fines, in addition to any suspensions and/or fines that have already been imposed under MSCHA Hockey or USA Hockey rules, for any offense committed by a player, trainer, manager, coach, spectator or team official, whether or not such offense was penalized by the referee. The MSCHA Board of Directors will be required to contact the offending party or parties, so they may present their side of the incident before additional penalties are imposed. The player, trainer, manager, coach, spectator, team official and/or Club may appeal to the Missouri Hockey, Inc. Board pursuant to the rules applicable to Missouri Hockey, Inc.

9-G-2 FINE FOR INELIGIBLE PLAYER

Any Club deliberately playing an ineligible player, during the season (including playoff games), is subject to a maximum team fine of \$500.00, as well as forfeiture of game(s) and the team's coach may have to appear before MSCHA Board

9-G-3 FINE FOR SUSPENSIONS NOT SERVEABLE

All suspensions that cannot be served at the end of the season, or at the beginning of the next season, are subject to a \$100.00 fine per violation, to be paid by the Club within seven (7) days.

9-G-4 FINES – MULTI-GAME REMOVALS

After a team has played two games in which a player(s), coach(s), administrator(s) has been removed from the game (this includes game suspensions), the team shall be subject to the following penalty: On the commission of an offense in the third game, the team will be fined \$100.00, payable to MSCHA within seven (7) days after the completion of the game. If the fine is not paid within seven (7) days, the TEAM is suspended from the League and will forfeit all games after the five-day period, until the fine is paid. It is the responsibility of the team to recognize the fifth offense and to pay the fine. Ignorance is no excuse since every team has a copy of the score sheet. For each successive game after the third game in which such offense(s) occurs the fine shall be increased by \$100.00; for the 4th game the team will pay a \$200.00 fine,

for the 5th game the team will pay a \$300.00 fine, 6th game \$400.00, etc., all payable within 72 hours (3 days).

On the fourth offense, the head coach of record shall be suspended for one game, and on the fifth offense, the head coach of record shall be suspended indefinitely, until a hearing before the Disciplinary Committee. A sixth game will subject the club's league membership to be reviewed by the Board

Any Head Coach whose team receives twelve (12) or more penalties in the same game, shall be suspended for the next schedule game

(b) Any team that receives three major penalties in the same game shall have its Head Coach suspended for the next game of that team. For any subsequent game where that team receives three or more major penalties in the same game, the Head Coach shall serve a three-game suspension. For a third game with three or more major penalties by the same team during the same season, the Head Coach shall be suspended indefinitely until a hearing has been conducted by the proper authorities

(c) Any coach who receives their second game misconduct penalty in the same season for a violation of Rule 601 shall automatically receive an additional three-game suspension.

Any coach who receives their third game misconduct penalty in the same season for a violation of Rule 601 shall automatically be suspended from USA Hockey activities

SECTION 10: APPEALS and APPEALS PROCEDURES

10-G-1: Authority Decisions by MSCHA

Commissioner(s) shall be appointed by the MSCHA President, and shall have authority over matters pertaining to the application of rules, regulations, and game situations, as well as disciplinary and protest matters.

The Disciplinary Committee shall have the jurisdiction for rulings on infractions of the MSCHA Bylaws, Rules and Regulations, and conduct detrimental to High School Hockey, whether on or off the ice. The Disciplinary Committee shall have the authority to suspend, place on probation, or impose other discipline sanctions against a person, team or organization. In addition, the Discipline Committee shall be the Appeal Authority for Playing Rules Suspensions and supervisor for violations of MSCHA Bylaws, rules and regulations.

The Rules Committee shall have jurisdiction over Board matters that require inquiry and/or investigation including player, coach or team eligibility, game

scheduling, Rule or Bylaw interpretation, or matters between teams and the League. The Rules Committee shall make recommendations to the Board on any such matters submitted by the Board, a player, a team or an organization. The Board shall have the authority to accept, modify, or reject the recommendations of the Rules Committee.

10-G-2: HEARINGS

The Disciplinary Committee shall hold a hearing pursuant on an appeal or formal protest of a playing rule suspension or protest filed by a player, coach, team or an organization. The Disciplinary Committee may hold a hearing on issues requiring or including Supplementary Discipline based upon information from the Commissioner, the League President or the Board or other reputable source. In any such hearing, the Discipline Committee shall render the decision of the Committee as a written decision to all parties by USPS Certified mail, and USPS mail and electronic means if possible, and shall include statements of the finding of facts that were proven at the hearing and the conclusion of the Discipline Committee.

The Rules Committee may hold a hearing on matters requiring investigation, or review of materials or documents submitted by a player, a team, an organization, the Commissioners, or the MSCHA Board. In any such hearing, the Rules Committee shall state the Recommendation of the Committee as a recommendation to the MSCHA Board with a copy to all parties by USPS Certified Mail, USPS mail, or electronic means if possible, and shall include statements of the findings of facts that were proven at the hearing and the conclusion of the Rules Committee.

A Commissioner may hold a hearing on an applicable matter requiring investigation, or review of materials or documents submitted by a player, a team, an organization, or the MSCHA Board. In any such hearing, the Commissioner shall render the decision as a written decision to all parties by USPS Certified Mail and USPS Mail or electronic means if possible and shall include a statement of the findings of facts that were proven at the hearing and the conclusion of the Commissioner.

10-G-3: APPEALS

Appeal Procedure

The appeal procedure for all appeals of decisions of a Commissioner, the Discipline Committee, or a recommendation of the Rules Committee as described above shall be as follows.

(a) Statement of Appeal

The Appealing Party must submit a Statement of Appeal in writing to the MSCHA Board, with a copy to the Commissioner, Disciplinary Committee, or the Rules Committee, whichever is applicable, of the decision appealed from within seven

(7) days of receipt of the decision appealed. The Statement of Appeal shall include a statement of why the decision should be overturned or reversed or amended and should attach a copy of the Decision. The Commissioner, Discipline Committee or the Rules Committee, or any responding Party shall have seven (7) days from the receipt of the Statement of Appeal to file a reply and any reply must be served upon the MSCHA Board and the Appealing Party. The Statement of Appeal and Reply should be a complete and comprehensive document and include all materials the Party wishes to be considered. Letters and other documents not submitted by the Party him/herself as part of the Statement of Appeal need not be considered by the MSCHA Board. If a Statement of Appeal is not received by the MSCHA Board within the seven (7) day period the discipline shall be final. The failure to respond by any Party will exclude that Party from further participation in the appeal proceedings.

The Statement of Appeal and any reply shall be no longer than ten (10) typed double spaced pages with a font size no smaller than twelve (12) point. Exhibits to support the Statement of Appeal and/or reply may also be attached, including any relevant governing documents the Party is relying upon to support its argument. Exhibits shall not be included in the ten (10) page limitation. The appeal shall be accompanied by a fee of \$150.00.

For purposes of this rule and when there is a written decision in the matter being appealed, a Commissioner, the Discipline Committee or the Rules Committee may affirm and adopt the earlier written decision or recommendation as its reply without the need for an additional reply.

(b) Conduct of Appeal Hearing

Hearing Location

The hearing shall be convened in a location which is accessible to the Parties and at least seven (7) days notice of the meeting must be given.

Hearing Procedure

The Appealing Party shall be afforded a fair hearing, which shall include, but not necessarily be limited to:

1. Reasonable notice of the grounds for the proposed suspension, discipline or Administrative Action, but any grounds supported by the evidence presented may be considered in reaching a decision;
2. The possible consequences of an adverse finding;
3. The reasonable opportunity to present their case and argument in accordance with the hearing authority's rules;
4. The appeal procedure when a decision is rendered. Should the appeal procedure not accompany the correspondence to the suspended/disciplined party it will be grounds for denying the claim/decision of the suspending/discipline committee or board.
5. Legal counsel shall not be permitted at the hearing.

Conduct of Hearing

The hearing authority may, in its discretion, hold an informal hearing (which may include a telephonic hearing), hear any evidence it believes is relevant to the issue(s) before it, place limits on time, evidence and documentation, have witnesses or written statements, establish other hearing rules so long as each party is treated in a substantially equal manner. The Rules of Evidence in Judicial Proceedings shall not apply to this hearing. Legal counsel shall not be permitted at the hearing.

Burden of Proof

In the case of a suspension or discipline, the burden of proof shall be on the party proposing the suspension or discipline by a preponderance of the evidence. (i.e., more likely true than not true). In the case of an Administrative Action or of a Recommendation of the Rules Committee, the burden of proof shall be on the party challenging the Administrative Action or Rules Committee Recommendation to prove that the Administrative Action Rules Committee Recommendation was made in an arbitrary or capricious manner or was not supported by facts. In a contest of an Administrative Action or Rules Committee Recommendation, only the evidence presented to or considered by the decision makers taking the Administrative Action or making the Recommendation shall be presented or considered in the hearing to contest that Administrative Action or Recommendation.

Decision

The MSCHA Board will use reasonable efforts to: (i) render its decision to the parties to the hearing within five (5) business days of the close of the hearing; and, (ii) prepare and deliver a written decision (methods of written notice may include electronic, USPS Certified mail and USPS mail means) to the parties to the hearing within fifteen (15) business days of the close of the hearing. (The written decision (methods of written notice may include electronic, USPS Certified mail or USPS mail means) shall contain findings of material facts, conclusions and the order of the hearing committee, and notice of the right to appeal pursuant to Missouri Hockey, Inc Rules.).

Written Record

Any party may request, in writing and prior to the hearing, that a written record of the hearing be made. Upon that request, the hearing committee shall provide for a written record which may consist of a recording, audio or video, of the hearing at the discretion of the hearing committee. The cost of providing for a court reporter's transcript shall be paid for by the party who desires such a record.

(d) Suspension or Discipline Remains in Effect

Any suspension, discipline or Administrative Action appealed from shall remain in force and effect until it expires, is reversed or is modified by the MSCHA Board.

10-G-4: APPEAL TO MISSOURI HOCKEY, INC.

If the MSCHA Board denies the Appeal, the person, team or organization may appeal to the Missouri Hockey, Inc. pursuant to Missouri Hockey, Inc. Rules.

10-G-5: APPEAL GENERAL INFO

The appeal fee at each level shall be refunded if the decision is overturned at a higher level.

Playing rules suspensions and suspensions match penalty shall remain in place until overturned or resolved at hearing at the next level.

Supplemental suspensions by the Disciplinary Committee if properly appealed, will be stayed until resolved by the appeal process, Rule 10-G-3.

Non-playing rulings by the Commissioner, if the ruling is properly appealed, will be stayed until overturned or resolved at the next level.

Board members who have participated in a lower level hearing, recommendation, or ruling shall not vote on the motion for an appeal of the lower level hearing, ruling or decision.

10-G-6: LAWSUIT

Any recourse to the courts, of any jurisdiction by any individual or group of individuals before all of the appeals procedures outlined in the MSCHA and USA Hockey Rules. Regulations and Procedures have been exhausted, will subject such litigants to immediate suspension or permanent disqualification

10-G-7: PLAYOFFS

A Committee of three MSCHA Board members appointed by the MSCHA Board will convene to hear and rule on appeals during the playoffs that were not ruled on by the Rules Official. The Committee will not convene later than twenty-four (24) hours prior to the beginning of the Championship games. The rulings of the Committee are final and may not be appealed.

10-G-8: HARDSHIP WAIVER OR RULE INTERPRETATION

The Rules Committee shall review the application and/or information presented to the Board for a hardship waiver under 7-G-17, may conduct further investigation if the Rules Committee deems necessary, formal presentations by the appealing party, the Commissioner, or other related persons. The Rules Committee shall make a recommendation to the Board's consideration at the next scheduled or special Board meeting.

SECTION 11: GENERAL AUTHORITY

The MSCHA Board of Directors shall have the authority to interpret the Rules and may make appropriate exceptions, additions, and adjustments that the Board

deems necessary in the best interest of high school hockey. The Rules Committee shall conduct investigations and make recommendations when necessary. Decisions rendered in accordance with this section may be appealed to the Missouri Hockey, Inc. Board pursuant to the rules applicable to Missouri Hockey, Inc.

PLAYING RULES

SECTION 1: REGULATION PLAY - TIME OF MATCH

1-P-1 PLAYING RULES

All games will be played in accordance with the Amateur Hockey Association of the United States (USA Hockey) Official Playing Rules, current edition, except as specifically modified herein.

1-P-2 PLAYING TIME ALLOWED

A. Regular League games will provide for a 5-minute warm-up and then shall proceed as follows:

- 1st period 15 min. clock stop time 1 min. break max.
- 2nd period 15 min. clock stop time 1 min. break max.
- 3rd period 15 min. clock stop time

B. TIME OUT

Each team shall be permitted to take one time-out of 30 second duration during the game, which must be taken during a stoppage of play. If one team takes a time-out, the opposing team may exercise the rights of a time-out. Non-penalized players and goalkeepers may proceed to their respective team bench during any timeout. A time-out must be requested prior to the conclusion of the line change procedure. A team that is requesting its time-out during the same stoppage of play as their opponent's time-out must make such a request prior to the conclusion of the first timeout.

C. SHORTAGE OF TIME REMAINING

It is the intent of MSCHA that all varsity games receive 45 minutes of playing time. Barring injury, mechanical failure, previous rink facility scheduling conflicts, or refusal of the facility to extend the ice time, all varsity games will be played for the entire 45 minutes (three 15 minute periods). In the event that the third period cannot be played for the full 15 minutes, due to expiration of the regularly scheduled ice time or the curfew time agreed upon by the coaches and rink management prior to the start of the game, at the first stoppage of play, when the wall clock shows five minutes remaining, the game (scoreboard) clock will be reset to two (2) minutes and the game shall be concluded. The decisions pertaining to the length of the game made by the referee are final and are not subject to any appeal or protest.

1-P-3 PROCEDURE FOR TEAMS FROM THE CONCLUSION OF WARM-UPS TO THE START OF THE GAME, VARSITY AND JUNIOR VARSITY

Teams will proceed directly to their respective bench or goal at the conclusion of warm-ups. Practice pucks will be retrieved as part of this process.

Teams will have one and a half minutes after the buzzer sounds at the conclusion of warm-up time to line up at the center faceoff circle. Failure to comply may result in a delay of game penalty. All other team members will immediately take their place on the bench.

1-P-4 HANDSHAKE

At the completion of the game, the teams may exchange the traditional handshake. If the referee determines that the handshake should be suspended, he will so notify both coaches and advise which team is to leave the ice first.

1-P-5 EARLY TERMINATIONS

A. SIX (6) GOAL LEAD:

If after the completion of the second period of play, or any time during the third period of play, a team at any level (Varsity, JV or B-Developmental) has or attains a **six (6)** goal lead over the opposing team; the game will proceed from that point as a running time game. The clock will stop only due to a player injury, to record the time a goal has been scored in the official records, and if a penalty has been called. The clock will start again on either the whistle ending the line-change procedure following the stoppage (if the stoppage was caused by an injury or goal) or upon the ensuing face-off (stoppage caused by a penalty). The game will return to stop time if the lead is cut to within two (2) goals.

B. TEN (10) GOAL LEAD: If a team at any level (Varsity, JV) obtains a **ten (10)** goal lead at any time during the game, the game will be terminated at that juncture and both teams will leave the ice.

SECTION 2: PENALTIES

Penalties will be assessed and served in accordance with USA Hockey official playing rules, except as otherwise stated in this section.

2-P-1 PENALTY TIMES

Minor 2 minutes
Major 5 minutes
Misconduct 10 minutes

2-P-2 GAME MISCONDUCT

A game misconduct penalty assessed against a player, or team official, will require a suspension for the balance of that game, and the next League or Playoff game. *See USA Hockey Rules and Regulations; Current Edition

2-P-3 MATCH PENALTY

A match penalty assessed against a player, coach, or team official will require a suspension for the balance of the game, and all practices and games, until dealt with by the Disciplinary Committee. *See USA Hockey Rules and Regulations; Current Edition

2-P-4 BUTT-ENDING

A direct hit with the top end of the stick, or an attempt to butt-end, shall include all cases where a butt-end gesture is made; regardless of whether body contact is made. Striking, with the top end of the stick covered with the glove hand or fist, is to be considered roughing, and the referee, at his discretion, may also treat it as a deliberate attempt to injure.

2-P-5 FIGHTING (FISTICUFFS)

- A.** A major plus a game misconduct penalty shall be assessed to any player who engages in fighting.
- B.** A game misconduct shall be assessed to any player whose helmet/facemask comes off their head during an altercation.
- C.** A match penalty shall be assessed to any player who deliberately removes his (or opponent's) helmet/facemask prior to or during an altercation.
- D.** A game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in an altercation that is in progress.
- E.** Any player who received a second major penalty for fighting with the same team during the same season shall receive a three game suspension. For a third fighting major in the same season, the player shall be suspended until a hearing is conducted by the proper authorities under USA Hockey Rule 410 Supplementary Discipline.

2-P-6 COACH SUSPENSION

A coach, who receives a suspension penalty, in either a Junior Varsity or a Varsity game, will serve the suspension in the League where assessed and will also be assessed a one game suspension of the next game, in the other League. (2-P-12)

Penalties incurred by the head coach with regard to his team receiving twelve (12) or more penalties in one game (previously this was 15).

A suspended coach will not be allowed to communicate, in any manner, with his players, or other coaches, after the team leaves the locker room to enter the ice

for the pre-game warm-up. If in the referee's determination, communication is suspected, a two (2) minute unsportsmanlike penalty will be assessed and the suspended coach must then leave the premises. If he refuses, an additional two (2) minute delay of game penalty will be assessed. In all cases, a hearing by the Disciplinary Committee will be held within ten (10) days and any additional penalties (i.e. game suspensions or fines) will take place after this hearing. (2-P-12)

2-P-7 DELIBERATE ATTEMPTS TO INJURE

A player, coach, or team official, who deliberately attempts to injure an official, a player, coach, or team official, before, during, or after a game, will be given a match penalty.

2-P-8 ACCOSTING GAME OFFICIALS

A player, coach, or team official, who assaults or accosts a game official in a disrespectful manner, will be assessed an indefinite suspension. Game officials will include the League scorekeepers or other game officials designated by the Board of Directors, as well as the game referees. Such suspensions shall be by review of the Disciplinary Committee. Any player, coach, or team official, who engages in profanity, obscene gestures, or physical abuse, whether directed toward other members or spectators, is subject to an indefinite suspension, also by review and direction of the Disciplinary Committee.

2-P-9 AGGRESSOR - INSTIGATOR

A player identified by the referees, as being the aggressor or the instigator, shall be assessed the same penalties as for those fighting, grabbing the face mask, etc. This includes verbal intimidation as a form of aggression.

2-P-10 THREE SERIOUS PENALTIES

(a) Any player who receives their third major penalty during the same season for any combination of aggressive infractions listed below shall receive an additional three-game suspension. For any player who receives their fourth major penalty in this category, the player shall receive an additional five-game suspension. Any player who receives their third major penalty in this category during the same season shall be suspended until a hearing is conducted by the Disciplinary Committee. These designated game suspensions shall be in addition to any other suspensions imposed through the official playing rules. The aggressive infractions that fit into this category are:

Rule 603 Boarding

Rule 604 Body Checking (Competitive Contact categories)

Rule 606 Butt-Ending

Rule 607 Charging

Rule 608 Checking From Behind

Rule 609 Cross-Checking

Rule 611 Elbowing
Rule 619 Head-Butting
Rule 620 Head Contact
Rule 621 High Stick
Rule 622 Holding an Opponent (Grabbing Facemask)
Rule 627 Kicking
Rule 628 Kneeing
Rule 634 Slashing
Rule 635 Spearing
Rule 639 Tripping/Clipping/Leg Checking/Slew Footing
Rule 640 Unnecessary Roughness (Roughing)

2-P-11 COACH, TEAM OFFICIALS REFUSING TO LEAVE

A coach, or team official, receiving a game misconduct or match penalty, shall not be on the bench, in the locker room, or spectator area after this time. Any such person, who offers assistance to his team, subjects himself to further disciplinary action by the Disciplinary Committee or the MSCHA Board of Directors and may cause the team to forfeit the game where such action takes place. (2-P-7)

2-P-12 SUSPENSION CARRY-OVER

Any penalty that involves a suspension is understood to carry-over into the Playoffs, All-Star games and other Mid-States activities, whether stated or not in other parts of these rules.

2-P-13 SUSPENSIONS - RESCHEDULED GAMES

Players, who were to serve their suspension during a canceled, protested, or suspended game (i.e. mutual agreement between coaches due to weather, poor conditions of facilities as determined by rink management or referees, and/or other MSCHA action), will serve it at the next scheduled League or Playoff game. "Next scheduled" shall include any intervening make-up or rescheduled game, which is scheduled by the League Office. Any game scheduled by the offending team shall not count as service of the penalty.

SECTION 3: INSTRUCTIONS TO REFEREE

3-P-1 REPORTING GAME MISCONDUCT and MATCH PENALTIES

When a game misconduct or match penalty is assessed, there shall be notations on the score sheet and the match penalty shall be reported to the Disciplinary Committee Chairman, or to a designated substitute, within 24 hours. Game misconducts will be reported to the league statistician by email. Action will be taken against officials who fail to file a report.

3-P-2 REFUSING TO LEAVE AFTER SUSPENSION

Should a player, receiving a suspension penalty, refuse to leave the playing and bench area immediately, the referee should issue a warning to the coach that he

will invoke the rule of "refusal to obey a referee" and declare the game forfeit if the player does not leave the playing area and bench within one minute.

3-P-3 OBSCENITY

The referee is encouraged to give the appropriate USA hockey penalty to any player using obscene language, gestures, or exhibiting other unsportsmanlike conduct. This is especially encouraged for a player proceeding to, or who is in the penalty box. If a player receives such a penalty, another player must serve his original penalty and the offender is removed from the game. When a team representative (coach or captain) reports the use of an obscenity dealing with gender orientation, race or religion during a game, the referee will warn both benches against further similar obscenities.

3-P-4 FAN CONDUCT

The referee is encouraged to assess bench penalties against a team for the unsportsmanlike conduct of its fans. The official is asked to bring the violation to the attention of the minor officials so that they can make an announcement to the crowd, where possible. (Unsportsmanlike conduct shall include obscene cheers and other actions, which would bring discredit upon the League.)

3-P-5 NON-PLAYER ENTERING ICE

Any coach, or other team official, coming on the ice without the consent of the referee, may be assessed a bench minor penalty, and be subject to suspension upon action by the League Commissioner. Should such an incident occur, the referee should make a clear notation on the score sheet. A player parent, spectator will only be allowed on the ice when directed by the referee in charge.

3-P-6 DELAY OF GAME

When a penalty is called on a player, he will immediately skate to the penalty box or his team shall be assessed an additional bench minor penalty for delay of game. His team captain, or an alternate, may speak to the referee who called the penalty for a clarification. Any delay, beyond the time necessary to receive such clarification, will result in a bench minor penalty being called against the offending team. The referees are encouraged to assess the bench minor penalty for delay of game before assessing any misconduct.

3-P-7 GOALKEEPER REPLACEMENT

A team must dress one (1) player, in regulation goalkeeper equipment, to start any game. If the only goalkeeper receives a game misconduct or match penalties, the team has the right to take a delay of game penalty (2 minutes), and within five (5) minutes, dress another player in regulation goalkeeping equipment, or they may continue to play minus a goalkeeper while the goalie is serving his penalty, with no delay of game penalty assessed.

The player replacing the goalkeeper shall be in complete regulation goalkeeping equipment. This rule is in addition to USA Hockey rule 203.

Regulation goalkeeping equipment consists of a blocking glove, a catching glove, leg pads, a caged helmet, and adequate shoulder and arm protection. See USA Hockey rule 303.

3-P-8 PENALTY NOMENCLATURE

It is most important that the Game Officials adhere strictly to the nomenclature of penalties, particularly misconduct and game misconduct. When an Official rules a player off the ice, the official must designate the offense and any special amount of time to the penalty timekeeper and shall announce, or have the offense announced. The Official must also see that such penalties are clearly recorded on the score sheet, at the time of the occurrence and before play continues. No corrections are allowed on the score sheet, after being signed by the referee, unless such change is initialed by the referee. In the event that an official score sheet is received by the league statistician with incorrect penalty nomenclature or lacking proper notation of automatic game suspension penalties, the appropriate changes will be made by the league statistician. Affected teams will be notified. These changes will be considered corrected clerical errors and are not subject to protest.

3-P-9 VIDEO

Game officials shall not be allowed to use video during or after a game to assist in making any decisions.

SECTION 4: GAME SCHEDULE, CHANGES

4-P-1 SCHEDULED GAMES

All League and Playoff games will be played at the time and place designated in the schedule. Coaches may not agree to change a game. In cases of natural disasters, MSCHA may reschedule a game on as little as 24 hours notice. If, through unforeseen difficulties, a rink has trouble with ice or other equipment and the Directors deem it unwise or unsafe to play a scheduled game at the designated time, no additional cost to a team would be involved, just the inconvenience of having the game rescheduled.

4-P-2 SUSPENDED GAMES

Games that are suspended by the referee: Example: The ice is no longer playable.

- A.** If a game has started, but two periods are not complete and the game is suspended by the referee: The penalties are still in effect and any suspensions shall be served in the next scheduled League game. When the game is rescheduled, only those players' names that appeared on the original game score sheet are eligible for the rescheduled game. The game will start from where it was suspended, with penalties in effect.

- B.** If the game has completed two full regulation periods and is then suspended: The game will be considered complete at that point. Either team may appeal this decision to the Commissioner within seven (7) days, and a decision will be made within seven (7) days after receipt of the appeal. An appeal must be accompanied by a one hundred dollar (\$100.00) fee. (Rule 6-P-2 takes precedence over this rule.)

SECTION 5: PROTESTS INVOLVING REFEREE'S DECISIONS

Protests of referee's decisions must be submitted, in writing, within 72 hours of the occurrence, to the Commissioner, accompanied by a protest fee of \$100.00. The fee will be refunded if the protest is upheld.

- A.** Referee's judgment calls are non-protest actions (i.e. penalties that are assessed for cross-checking, high sticking, fighting, etc., off-side, goal or non-goal calls).
- B.** Referee's decisions that are in conflict with non-judgment rules may be protested.
- C.** The Commissioner may hold a hearing, within ten (10) days after receipt of the written protest and shall respond within five (5) days thereafter.
- D.** The burden of proof in all protests is on the person lodging the protest.
- E.** The procedure, as to protests during Playoffs, must be defined in the Playoff Rules. It will be determined by the Board of Directors.

SECTION 6: MISCELLANEOUS PLAYING PROCEDURES

6-P-1 INSUFFICIENT PLAYERS

If a player is not in goalkeeper's equipment at the beginning of the game, the referee will not allow the team to play and shall declare the game a forfeit. Teams must have at least ten (10) players, including one (1) dressed in proper goaltender equipment, suited for the game to start. Teams appearing at game time, with less than this minimum number, shall forfeit the game; unless both coaches agree to play the game. Before a game is declared forfeit, because of the lack of sufficient players, the start of the game shall be delayed to the limit of time necessary to allow a "Late Arrival-Short Time Game". (6-P-2) At no time will a game be started, if either team has less than five (5) players and a goalie. The forfeiting team must leave the ice. The winning team may use the ice for practice only.

6-P-2 LATE ARRIVAL-SHORT TIME GAME

If either team arrives late, but time permits at least two periods to be played (60 minutes left of ice time), the game shall be played and considered official. A delay of game penalty will be assessed to the team causing the delay. If both teams are at fault, the game will start with both teams assessed a delay of game penalty and the teams will skate 4 on 4. Failure of a team to arrive and/or to play this short game shall be considered a forfeited game by the late or no-show team.

6-P-3 ABSENCE OF COACH OR SUBSTITUTE and COACHES CERTIFICATION

- A.** A team must have two Certified Coaches behind the bench before a game starts and at all times during the game. A team which is regularly reported as not having two adults behind the bench is subject to disciplinary action; this could include game forfeiture.
- B.** All Coaches shall be properly certified by the USA Hockey District Coaching Director. A team, which is regularly reported as not having certified coaches, is subject to disciplinary action.
- C.** All Coaches must be USA Hockey Certified and have a certification or temporary card with them while occupying the bench area. MSCHA Board members have the authority to check certificate cards. Persons found in bench area without proper certification will be assessed a bench minor penalty for delay of game and will be required to leave the bench area. Refusal to leave the bench area or returning to the bench area without proper certification will be assessed a game misconduct penalty. If at any time through penalties, illness or any other reason there are no Certified Coaches on the player's bench to be in control of and responsible for the team, the game shall be played provided there is adult supervision on the bench.

6-P-4 LACK OF SUFFICIENT GAME OFFICIALS

Varsity MSCHA games must be played with at least two game officials on the ice and will not be played with only one official. If the minimum number of officials are not available, the game will be rescheduled by MSCHA. This rule differs from USA Hockey.

6-P-5 WEATHER CANCELLATION PROCEDURES

All League and Playoff games will be played at the time and place designated in the schedule. Failure of one or both teams to show for a scheduled game will result in a forfeiture or loss to one or both teams. The procedure to request a weather cancellation of a game is to contact, by phone the President or his designated representative. The President will determine if the game will be played or cancelled. Every effort will be made to reschedule that game as soon as possible. We will attempt to give you sufficient notice, but MSCHA may reschedule a game with only 24 hours' notice.

6-P-6 FINES-INSUFFICIENT PLAYERS AND NO-SHOW

Any team that forfeits a game due to lack of players, or a no-show, will be fined \$500.00 payable to the League within seven (7) days, or the team may not be allowed to continue to play in the League. They may lose their eligibility for Playoffs and this will definitely jeopardize their ability to participate in League play in future seasons.

6-P-7 ALCOHOLIC BEVERAGES, SMOKING AND CHEWING TOBACCO

NO ALCOHOLIC BEVERAGES ARE PERMITTED IN LOCKER ROOMS OR PLAYING AREA. NO SMOKING OR VAPING BEHIND PLAYERS BENCH. NO CHEWING OF TOBACCO ON THE BENCH, OR ON THE PLAYING SURFACE.

6-P-8 LOCKER ROOM RESPONSIBILITY and LIABILITY

The team will be liable for damage to the locker room. MSCHA will pay for the damage and then the team will be billed and payment will be due within seven (7) days of notification, or the team may be suspended. If damage is done to rink facilities by fans of a team, the team will be liable for the damage. This has been the case in the past and will be the policy in the future. (USA Hockey Safe Sports Rules)

6-P-9 NON-PLAYERS IN BENCH AREA

Each team may have four (4) non-players in the player bench area. All must be USA Hockey and SafeSport Certified.

6-P-10 TAG UP

As defined by Missouri Hockey, Inc. rules.

JUNIOR VARSITY

The preceding Varsity General and Playing Rules apply to all Junior Varsity teams, players and games. The following rules apply, only, to Junior Varsity teams, players and games, and are additions to, or exceptions to the preceding Varsity General and Playing Rules.

SECTION 1: ROSTERS

1-JV-1 ROSTER

A. ROSTER REQUIREMENTS AND DEADLINES: Each team must submit their JV rosters, printed on an official MSCHA form, in alphabetical order, with not more than thirty (30) players, at least twenty (20) days before the first League game.

B. SUPPLEMENTAL DRAFT FOR JUNIOR VARSITY TEAMS

All other MSCHA eligibility requirements in this rule book apply to the Out of District players as noted in Rule 2-G-5. The following rules apply only to Out of District players eligible for the Supplemental Draft for Junior Varsity Teams and are reiterations of, additions to or exceptions to, the other MSCHA Varsity General and Playing Rules stated in this rule book.

- The Out of District process and Supplemental Draft is administered by the Rules Committee

- The Supplemental Draft is considered a continuation of and not a replacement in any capacity of the Blind Draw as described in Rule 2-G-5-C.
- The intent is to supplement clubs who have short term needs for their JV Teams
- The process is meant to be fair and to avoid giving a team an advantage.
- The Supplemental Draw for Junior Varsity Teams will be held after the Out of District Blind Draw has been completed as described in Rule 2-G-5-C.
- Players that have not been selected in the Varsity Out of District Blind Draft may apply for participation in the Supplemental Draft.
- Players that did not participate in the Varsity Out of District Blind Draft may apply for participation in the Supplemental Draft.
- Clubs may only add Out of District players to their JV Roster via the Supplemental Draft.
- Clubs may fill JV roster needs using players from their associated B team that meet the criteria outlined in Rule 2-G-5 D.
- Clubs that meet the requirements of Rule 1-JV-1-A, may allow out of district players to return to the team that they played for the previous season (grandfathered) under the following conditions:
 - The player and club must request placement on the team.
 - The player is sophomore or junior and the team that cut or released the player again releases or cuts the player (not applicable if a player attends a high school not associated with a MSCHA 13 Varsity team and the player's high school has not founded its own team for the new season).
- Senior exception – Regardless of whether the club qualifies for the JV draft under Rule 1-JV-1-A, the club may allow an out of district player that is a senior to return to the team that they played for the previous season, if both the player and club request placement on the team and the team that cut or released the player again releases or cuts the player (not applicable if a player attends a high school not associated with a MSCHA Varsity team and the player's high school has not founded its own team for the new season). The player does count under Rule 1-JV-1-B-1 for the purposes of determining the total number of players being added to a club's roster. Further, the returning senior may be added to the club's Varsity roster.

1. PROOF OF NEED and TEAM OBLIGATIONS

- a.** Clubs must have an established JV team as defined by Rules 1-JV-2 and 1-JV-3.
- b.** Clubs must have less than 28 total players on their combined Varsity and Junior Varsity rosters.
- c.** Clubs may request as many as three (3) players with the total number of Districted and supplemental drafted players to not exceed eighteen (18) on the JV Roster.

- d. The Rules Committee will review each request and determine whether the team qualifies for Supplemental JV Players. They will forward this recommendation to the MSCHA Board of Directors for approval. The League will notify the teams applying Supplemental players of the number granted.

2. PLAYER ELIGIBILITY

Players must be eligible under Section 7 and be enrolled in a high school that does not have a MSCHA Varsity or Junior Varsity team or has been cut after participating in the player's MSCHA team's tryouts AND those players were not selected by a Club in the Out of District Process as described in 1-G-5. Players released from a MSCHA club must obtain a financial release by the club.

3. SUPPLEMENTAL DRAFT SELECTION PROCESS

The Supplemental Draft will be conducted in accordance with the current regulations outlined below.

- a. The coaches of the teams approved for Supplemental Draft player selection will go through the applications and select the players who they deem qualified for the draw. Those players' names will be placed in pools based on geographically distracted areas, (i.e. all players south of Hwy. 40 and east of Hwy. 270). The pools could contain more than the number of needed players and will be determined by the teams requesting Supplemental Draft players and the locale of the player population seeking selection.
- b. The players will be selected by a blind draw using the following criteria and format: Each player selection round will be determined by the team(s) who need the greatest number of players. Current need will be declared for each team at the draft by the Rules Committee. Selection order for Teams with the same need will be determined by lowest finish in the overall regular season standings for previous JV league season.
- c. At their determined time to select, the coaches in each district will make a blind draw from their assigned pool. If a need still exists and the pool associated with their district is depleted, they may draw from adjacent districts, retaining the original selection order, as determined by criteria "b" above.
- d. The Rules Committee retains the authority to make decisions based on unusual or special circumstances.

4. ADDITIONAL RULES – SUPPLEMENTAL DRAFT

- a. If a player is drafted and refused to play for the selecting team, that player will be ineligible for a period of one year.
- b. Failure to retain a selected player may result in the loss of a previously granted Supplemental Draft slot, except as Rule 1-JV-4 regarding SENIORS applies. If a club already has 3 Seniors on their JV Roster and a Senior is selected in the Draft, that team may refuse that selection

without penalty and select another player, provided eligible players are still available.

- c. If a selected Out of District player refused to play, becomes ineligible or injured for the remainder of the season, the team needing the player may return to the draft pool for another selection
- d. Any team which received Supplemental Draft player(s) may not add any other player(s) to their roster. An exception would be a student who moves into that team's district after the beginning of the school year and who would meet all other eligibility requirements. The addition of any other "in-district" player will require the review of the Rules Committee.
- e. All changes to a team's Supplemental Draft status must be approved by the Rules Committee.

1-JV-2 ROSTERS for VARSITY and JUNIOR VARSITY

Organizations, with both Varsity and Junior Varsity, teams must also submit a copy of their Varsity roster attached to the Junior Varsity roster.

The Varsity roster must designate twelve (12) Varsity players, who will not be permitted to play Junior Varsity if, the combined Varsity and Junior Varsity rosters have twenty-eight (28) or more players. The Varsity roster must designate eleven (11) Varsity players who will not be permitted to play Junior Varsity games if, the combined Varsity and Junior Varsity rosters have twenty-six (26) or twenty-seven (27) players. The Varsity roster must designate ten (10) Varsity players who will not be permitted to play Junior Varsity games if, the combined Varsity and Junior Varsity rosters have twenty-five (25) players.

It is the responsibility of the team to contact the league statistician prior to the next league game it plays, if an additional player must be frozen. They must conform to all eligibility rules and be capable of physically participating.

All Varsity teams will have up to their fourth (4) League game to unfreeze one player and replace with another player.

Any team, having a frozen player that has not played at the beginning of the season (first 5 league games), has the responsibility to notify the league, in writing, as to the reasons for non-participation. Failure to do so may subject the team to fines and/or forfeitures as determined by the League Commissioners.

1-JV-3 MINIMUM NUMBERS for VARSITY and JUNIOR VARSITY

An organization, with both Varsity and Junior Varsity teams, must have a minimum of twenty-five (25) players, on the combined rosters.

1-JV-4 SENIORS

The Junior Varsity roster may have no more than three (3) players, who are seniors.

1-JV-5 SWING JV– TWO JV TEAMS

Players cannot swing from one JV team to the other JV team.

1-JV-6 SWING VARSITY – TWO JV TEAMS

Players from either JV team may swing to the Varsity. (There is a maximum of 18 Swing players on the Varsity Roster.)

1-JV-7 MINIMUM NUMBERS FOR VARSITY AND JV – TWO JV TEAMS

An organization with a Varsity and two JV teams must have a minimum of forty-seven (47) players on the combined rosters; Varsity and JV.

SECTION 2: PLAYER ELIGIBILITY

2-JV-1 JUNIOR TEAM MEMBER

A player, who is a member of a Junior B/Junior A Tier 3 or C, may not play on a Junior Varsity team.

2-JV-2 SWING PLAYER - JUNIOR VARSITY/VARSITY GAME ELIGIBILITY

A swing player (a player who is listed on both the Varsity and Junior Varsity rosters of an organization) is no longer eligible to play Junior Varsity League and/or Playoff games after he has earned a combined point total of 28 points in both Varsity and Junior Varsity games during League play only.

2-JV-3 COMMISSIONER'S DISCRETION

The MSCHA Commissioners will have the authority to declare a player ineligible for Junior Varsity games, when, at their discretion, they consider a player to be above the Junior Varsity level in ability.

2-JV-4 ELIGIBILITY for JUNIOR VARSITY PLAYOFFS

A player must participate in at least 50% of all Junior Varsity games that the player is physically or scholastically eligible, in order to be eligible for the Junior Varsity playoffs. Scholastic exceptions must be verified by the applicable grade card. All exceptions must be referred to the Rules Committee by February 1st.

SECTION 3: REGULATION PLAY - TIME OF MATCH

3-JV-1 PLAYING TIME ALLOWED

League games shall provide for a three (3) minute warm-up and then shall proceed as follows:

- 1st period: 12 minute clock, stop time, 1 minute break
- 2nd period: 12 minute clock, stop time, 1 minute break
- 3rd period: 12 minute clock, stop time

A regular game should require the following time and does not include cleaning the ice for the next game.

3-JV-2 PENALTY TIMES

Penalty times shall be as follows:

- Minor 2 minutes stop time
- Major 5 minutes stop time
- Misconduct 10 minutes stop time

3-JV-3 INSUFFICIENT PLAYERS

If a team's player is not in goalkeeper's equipment at the beginning of the game, the referee will not allow the team to play and shall declare the game a forfeit. Teams must have at least eight (8) players, including one (1) dressed in proper goaltender equipment, suited for the game to start. Teams appearing at game time, with less than this minimum number, shall forfeit the game unless both coaches agree to play the game. Before a game is declared a forfeit, because of the lack of sufficient players, the start of the game shall be delayed to the limit of time necessary to allow a "Late Arrival - Short Time Game". (3-JV-4)

At no time will a game be started, if either team has less than five (5) players and a goalie. The forfeiting team must leave the ice. The winning team may use the ice for practice only.

3-JV-4 LATE ARRIVAL-SHORT TIME GAME

If either team arrives late, but time permits at least two periods to be played (40 minutes left of ice time), the game shall be played and considered official. A delay of game penalty will be assessed to the team causing the delay. If both teams are at fault, the game will start with both teams assessed a delay of game penalty and the teams will skate 4 on 4. Failure of a team to arrive and/or to play this short game shall be considered a forfeited game by the late or no-show team, teams are asked to exercise all care to avoid a forfeit.

SECTION 4: SUSPENSIONS

4-JV-1 SWING PLAYER SUSPENSION

A swing player (a player who is listed on both the Varsity and Junior Varsity roster of an organization), who receives a suspension penalty, in either a Junior Varsity or a Varsity game, will serve the suspension in the League where

assessed and will also be assessed a one game suspension of the next game in the other League. A multiple game suspension is to be served in its entirety in the league where it was received, only one game will be served in the other league.

4-JV-2 COACH SUSPENSION

A coach, who receives a suspension penalty in either a Junior Varsity or a Varsity game, will serve the suspension in the League where assessed and will be assessed a one game suspension of the next game in the other League.

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