

## **Junior Gold High School League Rules & Regulations**

### **I. Junior Gold High School League Purpose**

The Junior Gold High School League (JGHSL) is established within Minnesota Hockey to organize a permanent statewide multi-District league for high school enrolled and age eligible players.

### **Membership**

The JGHSL is comprised of MN Hockey Districts as established by MN Hockey that field JrGold teams.

### **Governing JGHSL Committee**

The JGHSL Committee consists of the Chair, Vice Chair, Business Administrator, V-P Maroon Coordinator, V-P Gold Coordinator, 3-District Directors, USA Hockey MN High School Representative and up to two representatives from each member District with participating teams.

### **Voting**

The JGHSL Committee Chair, Vice Chair, Business Administrator, MN Hockey Jr Gold Committee Representative and each of the two District representatives are voting members. No individual person can cast more than one vote. If a board member holds two positions, they will only be allowed one vote.

### **Board Member Eligibility**

A person or spouse of a person that is coaching a team playing in the JGHSL will not be eligible to represent their District on this board.

### **Committee Meetings**

The Committee meetings shall be held as often as necessary to perform all administrative tasks that are required to operate the League. The meetings shall be conducted in a centrally located facility to minimize the driving for all members. Zoom meetings are allowed as designated by the chair. The Chair is responsible for scheduling all meetings and establishing the agenda.

### **Quorum**

A minimum of four (4) voting members representing at least three (3) Member Districts are needed to establish league rules or make financial decisions (e.g., team fees). No set quorum is required for decisions regarding implementation of existing rules or operating procedures, setting up meetings, etc.

## **II. DUTIES AND RESPONSIBILITIES OF THE Junior Gold High School League Committee**

### **A. General**

To organize and supervise all Junior Gold Hockey in the Junior Gold High School League, including year-end play downs and perform such other duties as shall be assigned them by the MN Hockey Board and its District Directors. Individual MN Hockey Districts shall remain the “proper authority” or “proper disciplinary authority” within the league for all purposes contemplated by the official rules of USA Hockey.

### **B. Specific Tasks**

- Schedule team enrollment cutoff, scheduling meetings, and coaches meeting dates.
- Ensure that the host and visiting teams understand their responsibilities at games regarding officials, scorekeepers and timekeepers (and trainers for tournaments).
- Ensure that the teams submit score sheets via GameSheet. Respond to comments made on the score sheets to both coaches and Supervisor of Officials.
- Serve as tournament officials for the play downs. Perform trophy presentations at the end of the play downs if applicable.
- Handle and be accountable for all monies collected by JGHSL Committee for the purposes of JGHSL activities.

### **C. Board Position Responsibilities**

#### **Chair**

- The Chair presides at JGHSL Committee meetings.
- The Chair is the Tournament Director for play-down tournaments.
- The Chair is responsible for communicating with the MN Hockey Board and its District Directors regarding all JGHSL business and program activities.
- The Chair may delegate responsibilities to other JGHSL Committee members.
- The Chair develops the annual JGHSL budget, following the rules and guidelines of expenses for which the JGHSL is responsible. The budget must be submitted to the MN Hockey Board of Directors at its June regular meeting and is subject to the approval of the JGHSL Committee.
- The Chair shall assess and collect all team assessments and play down fees as determined by the JGHSL budget from the participating MN Hockey Districts or teams. The collected monies shall be submitted to MN Hockey for the JGHSL account.
- The Chair shall receive and approve all requests for payment of JGHSL expenses and submit them to MN Hockey for payment from the JGHSL account.
- The Chair shall prepare and submit to the JGHSL Board for its approval an annual financial statement showing all JGHSL income and expenses for the season.

#### **Vice Chair**

- The Vice Chair, together with the Business Administrator, schedules board meetings at intervals required to establish and maintain all required items of business in the best interests of the JGHSL.
- The Vice Chair, together with the Chair, establishes agendas for JGHSL Board meetings.
- The Vice Chair shall review JGHSL Board minutes prepared by the Business Administrator before the minutes are distributed.
- The Vice Chair may delegate responsibilities to other JGHSL Board members.
- The Vice Chair is responsible for the procurement of trophies and awards.

### **Business Administrator**

- The Business Administrator and Vice Chair coordinate scheduling with Avario and publishes league schedules to the referee schedulers, association schedulers and teams.
- The Business Administrator and Vice Chair are the recipients of the approved reschedule requests and make changes on the web site using Avario.
- The Business Administrator and Vice Chair publishes updates regular standings using GameSheet on the JGHSL website.
- The Business Administrator takes minutes at Committee meetings posting minutes on the JGHSL website
- The Business Administrator complies and updates JGHSL Rules and Regulations for the JGHSL website.

### **Webmaster**

- The Webmaster shall be responsible for keeping the JGHSL website current.
- The Webmaster is responsible for setting up the leagues/teams and loading the league schedules at the start of the season.
- The Webmaster shall assist the Business Administrator as needed to publish schedules and playdowns.

### **District Representatives**

- District Representatives shall be the contact person for the coaches and team managers in their District.
- District Representatives shall compile a contact list of coaches and team managers consisting of email and cell phone number each season.

## **III. DISCIPLINE HEARINGS**

- A. Each MN Hockey District is responsible to conduct grievance or discipline hearings as needed to resolve gross misconduct or match penalties assessed to their coaches or players in JGHSL play.
- B. The Junior Gold High School League cooperates with the respective Districts by providing game score sheets, referee reports or other information as needed to facilitate the hearing process.

## **IV. GAME PROTESTS**

### **A. Basis of a Protest**

A protest must be written by the coach of the protesting team. Game protests will be considered in regard to procedural rules, such as:

- Improper timekeeping – See rule VI—B
  - Improper scorekeeping
  - Improper players/coaches
- Protests based on the official's call of the game and interpretation and application of the playing rules per current USA Hockey Rulebook will not be allowed. If the start and end times are not posted in GameSheet, a protest will not be allowed.

## **B. Procedures for Filing Protest**

The filing of a protest must be in writing and postmarked or electronically sent (e-mail, faxed or texted) within 24 hours of the end of the game. A fee of \$50 shall be included which will be forfeited if the protest is disallowed and returned if allowed. The fee and written protest shall be directed to the JGHSL Chair. Copies must also be delivered to the opposing coach and the officials' organization that officiated the game. The protest will be heard by the JGHSL Committee.

## **V. GAME ADMINISTRATION**

**A. GameSheet and Fair Play Points:** The home team shall be responsible for providing an iPad and using GameSheet to report scores and FPPs earned. Games should be closed, locked, and uploaded immediately upon conclusion of the game.

B. The goal nets shall be affixed with the breakaway anchors for all games.

C. Each team shall update their team roster by number and position using GameSheet prior to the start of all games. Coaches must review and approve their team's roster noting injured, suspended or sitting out players by signing the GameSheet iPad prior to the start of the game.

D. Each team is responsible for assigning minor officials for every League game, and these minor officials are the only officials allowed in the scorekeepers' box during the play of the game. They are: • Visiting team: Their Penalty Box • Home Team: Timekeeper, GameSheet scorer and their Penalty Box

E. The minor officials are responsible to identify themselves to the game officials and the game officials to the coaches prior to the start of the game.

F. All minor officials must be adults (18 or older).

## **VI. GAME FORMAT**

A. Each league game is allocated ninety (90) minutes. For associations buying 2 or 3-hour blocks of ice to use for ninety (90) minute games, ninety (90) minutes of actual ice time, including a resurface will be used as the game time. (Applies primarily to Districts 2 and 10.)

B. Starting the Game

The timekeeper, scorekeeper and the referees must agree to the start time and finish time of a game prior to the start of game. Start time and finish time of the game must be entered/posted on GameSheet scoring iPad. If not posted, protest will not be allowed.

C. Hour Breakdown & Wes Barrette Handshake Rule

- There will be a four (4) minute warm-up that coincides with game start time. The ice may be available early and this time may be used for additional warm-up.

- League games can start early ONLY if the referees and BOTH coaches agree to the early start time.
- Immediately following the warm-up, the teams shall shake hands. However, game start time shall not begin prior to the allocated game time.
- There will be one (1) minute for team organization following warm-up period.
- There will be three (3) fifteen (15) minute stop time periods.
- Whenever a team has a six (6) goal margin in the third period, the game will be played in running time format.
- There will be a one (1) minute rest time between periods.
- The ice will be resurfaced once for each 90-minute game.
- After ice resurface during game, starting players will proceed to face-off circle to immediately begin play. All other players will skate directly to the bench.

#### D. Game Termination

- A game is ended at the completion of the third period or the end of the agreed upon 90 minutes.
- A game may be ended with time remaining on the game clock. At rinks that have a 90-minute clock, this clock will be used in lieu of the rink clock.
- No game shall go beyond the allotted ice time. The timekeeper is responsible for notifying the referee at the end of the 90-minute allotted ice time.
- If a game is terminated due to spectator misconduct neither team will be awarded any points, and the game will not be replayed.

#### E. Penalties

The MN Hockey penalty durations shall be used for all League games. Refer to the MN Hockey Handbook.

#### F. Fair Play Point Fair Play rules are in effect for all League games. Refer to MN Hockey Handbook.

### **VII. PLAY OF THE GAME**

League play is governed by the playing rules of MN Hockey and USA Hockey, with the following exceptions and/or clarification:

- No time-outs are allowed during scheduled league games.
- Home team furnishes warm up and game pucks.

### **VIII. PARTICIPATION CONDUCT**

- Fighting and Fisticuffs** The penalty for fighting for the first offense will be suspension for the remainder of the game plus the following three (3) League games, invitational tournaments, playdown games. Scrimmages do NOT count for these games. For a second violation the player will be removed from the program.
- Game Ejection (EJ Rule)** At the Junior Gold A, B and 16 classifications, the referees may call a Game Ejection on any player/team official at any time during the play of the game. The player/team official will be removed only from the game being played when receiving this penalty. Refer to MN Hockey Handbook Section VIII. Game Ejection penalties do not count towards fair play points.

- C. Automatic Game Ejection Assessment At the Junior Gold A, Junior Gold B and Junior Gold 16 classification, a Game Ejection shall be automatically assessed when a player receives a third penalty during a single game. Enforcing this penalty is the joint responsibility of the referees, the scorekeeper, the coach and the player. Any team which allows a player to continue to participate after their third penalty will forfeit that game. Refer to MN Hockey Handbook Section VIII.
- D. Notification of Penalties: the Head Coach must notify their District Supervisor of Officials and JGHSL District Representative within 24 hours after the game, when any Game or Match Penalties have been issued to anyone associated with his team. The team manager may make this notification, but it is the Head Coach's responsibility to ensure the notification is completed. It is also the Head Coach's responsibility to understand the additional suspension penalties that are associated with these penalties. Refer to MN Hockey Handbook Note: Scrimmage games do not count as a game that a player or coach must sit out due to a suspension because of a Game Misconduct.
- E. Match Penalties Refer to USA Hockey Rules – Section 4.

**IX. JERSEY STANDARDS** The home team will wear light jerseys and the visiting team the dark jerseys.

**X. PLAYER, COACH AND TEAM REGISTRATION**

- A. Refer to the MN Hockey Handbook. The JGHSL requires that the High School Verification form to be filled out and accessible at any time.
- B. Teams unable to provide this documentation may be subject to game forfeiture. The team has 24 hours to produce this documentation at the arena where the game took place. If this is not achieved, then the JGHSL Chair must be notified.
- C. All Junior Gold coaches (A, B and 16 head coach and assistants), are required to have a USA Hockey certification (level I – IV), as well successfully completing as the USA Hockey 16/18/19 & Under online module, which must be completed by 12/31 of the current year.
- D. Player age ranges are posted on the MN Hockey website.

**XI. PLAYDOWN TOURNAMENTS**

- A. Team Participation The purpose of the play down is to determine which teams will advance to the MN Hockey State Tournament. Teams are seeded in the play downs according to their final league standings.
- B. Teams Tied for Position League standings shall be determined based on the MN Hockey standings policy. Refer to MN Hockey Youth Playing Rules. In the event that the tied teams played an unequal number of games, the formula results from the MN Hockey Rules must be normalized for a common number of games. Where the goal differential is used in breaking ties, the maximum differential allowed per game is six goals. In calculating goals scored, the figure shall be reduced for the winning team if necessary to obtain the six-goal maximum differential per game.

## **XII. PLAY DOWN TOURNAMENT FORMAT**

- A. The play down format (number of games, single or double elimination, pool play and play in games) must be determined by the JGHSL Board as soon as possible after the number of teams participating has been determined. The format does not necessarily have to determine the final standing of the teams; it may be used in some cases to determine teams which will participate in the MN Hockey State Tournament.
- B. Whenever a team has a six (6) goal margin in the third period, the game will be played in running time format.
- C. Breaking of ties: In case of a tie at the end of the regulation playing time in play down games, the teams shall change goals and sudden victory overtime play shall ensue using: Minnesota Hockey Handbook, Youth Rules and Regulations
- D. The highest seeded team is the home team and wears light jerseys.

## **XIII. PLAYDOWN ADMINISTRATION**

The JGHSL Committee Chair is the director of JGHSL playdown tournaments and he/she may delegate other Committee members to supervise the tournament to ensure that they are in accordance with JGHSL format and staffing requirements. See MN Hockey Rule X.R Tournament Discipline Committee

- A. Tournament Director Duties are as follows:
  - Be present or have a designee at all play down games.
  - Ensure that scorekeepers, timekeepers, and trainers have been scheduled.
  - Ensure that officials and District Directors are informed of schedules.
  - Arrange for award presentation (regular season and play down) at the end of each play down if applicable.
- B. Host organization duties:
  - Provide minor officials.
  - Provide standings and standings board for play downs.
  - Notify coaches of any time restrictions on games.
- C. All play down expenses are paid by the League (ice, officials and EMTs), therefore, there will be no admission fee charged.
- D. Teams are responsible for paying the JGHSL fee for play downs.

## **XIV. JR. GOLD A, B AND 16 TEAM SELECTION POLICY**

The local hockey association is in the best position to determine the levels of fielding their Jr. Gold A, Jr. Gold B and Jr. Gold 16 teams based on the number of players, age and skill of the players in this group. The goal of all must be to encourage the continued participation in hockey for those who are not participating in the high school program. The following are the criteria for making those decisions.

- A. Every Association should strive to have a Jr. Gold "A" team.
  - Some Associations will need to play at the "B" level because of numbers, increasing/decreasing, but their goal should be to field an "A" team.
  - Associations are encouraged to field a Jr. Gold "A" and Jr. Gold "B" vs. two Jr. Gold "B" teams and no "A" team.

- Fielding two Jr. Gold A teams is not recommended—Jr. Gold A should be the association's most competitive team.
- B. Teams should be selected in the following order, with the objective of placing all eligible players on a team.
- Jr. Gold A
  - Jr. Gold B
  - Jr. Gold 16
- C. Associations with multiple Jr. Gold “B” teams must have these teams selected equally.
- D. Associations with multiple Jr. Gold “16” teams must have these teams selected equally.