

**MINNESOTA HOCKEY DISTRICT 2
2024-2025 GOVERNING RULES**

Minnesota Hockey District 2 is an administrative area of Minnesota Hockey and is charged with the responsibility for administering and operating youth and girls hockey leagues within its boundaries. As such, it is obligated to follow the rules and regulations of USA Hockey and Minnesota Hockey (an affiliate of USA Hockey). District 2 may modify USA Hockey (USAH) and Minnesota Hockey (MH) rules to be stricter. The rules and regulations are in place for specific reasons. They are to help administer the league and playoffs, to control play of the game, and to ensure that all participants during all events are covered by USA Hockey insurance.

1. REGISTRATION

1.1 USA Hockey (USAH) and Minnesota Hockey (MH) Requirements

Refer to MH handbook for registration requirements. Players are not covered by USAH insurance and until the registration process is complete.

1.2 District Requirements

All District 2 teams are registered as traveling and will participate in approved District 2 leagues.

1.2.1 All District 2 teams registered as traveling will participate in approved District 2 leagues.

- a. Association registrars are required to attend the annual mandatory registrar meeting (typically held in July or August). Association registrars receive information regarding the specific requirements for player registration, software training and other pertinent information at the annual meeting. Any specific instructions given by USA Hockey Associate Registrar at the yearly instructional meeting, but not covered specifically in these District 2 rules, must be adhered to.
- b. Associations must fill all divisions from the highest level declared on down before you fill multiple teams at the same division. Exemptions would be presented during preliminary declarations and approved by D2 Board Members. Classifications are Bantams/15U/Peewees/12U/Squirts/10U. Divisions are AA, A, B1, B2 and C.

1.2.2 All Association Board of Direct Members must complete the on-line screening form on the MN Hockey website, by the July District 2 board meeting. On-line screening forms must also be completed by adults working with the association, but not directly affiliated with a team.

1.2.3 All first-year coaches and coaches new to an association must have the screening process completed before they are allowed to participate on ice within their association.

1.2.4 Initiation/Mite/8U

MH strongly encourages the skill level development of all players. This is particularly critical at the Mite level so that players are provided with the foundation to enjoy and have success in the game.

- a. In an effort to reduce travel expense and promote development rather than competition, Mite teams shall participate within their home association and district only. On an exception basis, the District Director(s) may, for convenience or to maintain continuity, permit a team to play outside the district. The District Director's decision is final.
- b. Mites are usually divided into levels based on age, skill, and the number of players in the association. As a guideline, Mites should be divided into two levels: Mini-Mites (6&Under) – the younger, beginner and less skilled players; and Mites (8&Under) – the older, experienced, more skilled players.
- c. The focus for Mites is to teach and develop the basic skills of skating, puck handling, shooting, and passing. Cross-ice, half-ice, and small area games (Red, White, and Blue) are recommended to maximize ice utilization, increase puck touches and increase the competition and fun. The American Development Model (ADM) provides the overall blueprint for player development.
- d. At the Mini-Mite level, all games shall be played cross or half ice.
- e. At the Mite level, the standard playing surface for all games is cross- or half-ice. Recognizing that associations may want to deviate from the standard, up to six (6) full-ice games are allowed.
- f. Local hockey associations are in the best position to design their programs to provide an experience where players can develop and have fun. This should be based on the principles of ADM, Red, White and Blue, the number of players in their program, the skill of their players, the availability of ice and their coaching staff.
- g. In recognition of a need for flexibility and differences between associations, the guidelines outlined in (d) and (e) above will be monitored by the District Director. Abuses will result in sanctions against the respective association(s) at the sole discretion of the Director.
- h. MH does not permit full ice Mite Tournaments; cross/half ice Mite Tournaments are allowed with restrictions as determined by the Tournament Committee (see Tournament Supplement). MH Mite teams cannot participate in out-of-state tournaments, except cross/half ice tournaments as approved by their District Director.
- i. The game clock can be used for mite scrimmages ONLY for shift change purposes, but NOT to keep score.
- j. There is to be no travel or play outside the District unless prior approval from the District Director is received. The first violation will result in a 2-week suspension to the Head coach and a \$500 fine to the association. Any subsequent violations will result in the suspension of the right of that

association to participate with any team outside their home association pending a hearing of the District 2 discipline committee.

- k. Jamborees may be conducted at the Mite level. A jamboree is defined as a low-key full participation event where players have an enjoyable and learning experience in a non-competitive environment. Jamborees need not be registered as tournaments but must follow the “Team Rest” provisions as provided for under “Playing Rules.” The format for a Jamboree shall be as follows:
 - i. Approval to conduct a Jamboree must be obtained from the District Director at least thirty (30) days in advance.
 - ii. All teams must be from one MH District, unless approved in writing by the MH Directors involved.
 - iii. Information referring to the event must state “Jamboree,” not tournament.
 - iv. Team fees can cover only costs for ice time, officials, and medical attendants, and participant awards.
 - v. There can be no gate fee. A free-will donation box will be permitted.
 - vi. USA Hockey certified officials must be used.
 - vii. No score may be kept, no winners, no losers, no standings. This will generally require a predetermined round-robin format to be followed.
 - viii. No statistics may be kept, such as shots, saves, goals, assists, time of possession, etc. Participation awards, if given, shall be the same for all participants. No team awards or trophies.

1.2.5 Squirts/10U

In keeping with the MH player development goals, District 2 will enforce the MH rule that limits the number of events (league/tournament/exhibition games) at the Squirt/10U level to 35 game days per season.

2 LEAGUE RULES

2.1 Player Release/One-Year Waiver Policy

2.1.1 Youth hockey players must play within the natural hockey community as defined by MH. If a player desires to play on a team outside of the player’s natural hockey community, the player must obtain written permission (waiver) from the president of the governing body of both the releasing and receiving organization and receive the approval of the district director(s). School attendance waivers will **only** be granted per MH rules.

2.1.2 The Minnesota Hockey waiver form shall be filled out and signed by:

- a. The releasing association's president
- b. The president of the association for which the player will skate
- c. The District 2 Director; and the District Director of another MH District, if more than one district is involved.

2.1.3 A request for one-year waiver will be forwarded to the District 2 Director for consideration AFTER both the releasing and receiving association presidents have signed the form. Other District 2 Board members will be consulted, as needed.

- a. Each player's request will be individually evaluated. Waiver forms may be obtained from your association District 2 Representative. Waivers must contain age, date of birth, and desired level of play.
- b. District 2 teams must be filled before a District 2 player will be waived to another district within Minnesota Hockey. The agenda is to fill District 2 teams first, and then place players on non-District 2 teams, if needed. The initiation of one-year waiver request does not guarantee approval.

2.1.4 A copy of the signed waiver will become a part of the team roster. Any USA Hockey team roster, listing a skater from another association will not be signed by the District 2 Director, unless there is a properly completed waiver form attached to the roster.

2.2 Coach Certification

2.2.1 In accordance with USA Hockey rules, all coaches must have completed appropriate CEP (Coaching Education Program) training and be able to produce proof of their CEP level when their teams are rostered, and upon request during the season.

2.2.2 Coach CEP numbers must be on the official roster loaded into Gamesheet or in the scorebook and the head coach must sign before the start each game.

2.3 Inclement Weather

2.3.1 All games will be played if the arena at which the game was scheduled is not closed. Call the arena directly if you are in doubt if it is open.

2.3.2 If an arena has not been closed, but both teams request to cancel the game because of inclement weather then the league's Level Coordinator must give verbal approval to cancel and notify the league's Supervisor of Officials of the cancellation.

- a. Each team is still responsible for referee payment- refunds for cancelled games are not available.

- b. The teams canceling the game must agree to a date, time, and location, and provide the ice and play the makeup game no later than one week prior to the end of league play. The District 2 rescheduling request is located on the District website and should be completed as directed on the side.
- c. The rescheduled game's date, time, and location must be approved by with the league Level Coordinator and the Supervisor of Officials.

2.4 Team Designations

- 2.4.1** The Home team and the Visiting team will be designated on the master schedule.
 - a. The Home team will wear their White/light-colored jerseys.
 - b. Managers are expected to contact opposing team managers regarding upcoming events including league games, particularly when re-scheduling games. District 2 shall not be responsible for any additional rescheduling costs associated with un-played games unless the District was negligent in not informing teams of the date, time and place of a game or the referees were negligent in not reporting for a District 2 scheduled game.

2.5 Game Minor Officials

- 2.5.1** There shall be four (4) game minor officials consisting of Scorekeeper, Timekeeper, and two Penalty Box Assistants.
 - a. *No other persons will be allowed in the penalty box area.*
 - b. *No minors (under age 18) will be allowed in the penalty box area.*
- 2.5.2** The game minor officials shall:
 - a. Remain impartial while conducting their duties.
 - b. Make no derogatory remarks to the referees, coaches, or players.
 - c. If a minor official is deemed abusive/distracting from the game, the official will contact the appropriate Head Coach, and ask the minor official be removed.
- 2.5.3** The home team will provide one (1) adult who shall be the game Official Scorekeeper utilizing Gamesheet (via a table or similar electronic device) and one (1) adult to operate the clock for all games and exhibition (scrimmage) games. The Scorekeeper and clock operator will be in the Minor Official's Box. Both teams will supply one (1) adult to be the Penalty Box Assistants. The Gamesheet game record will be filled out and signed by the head coaches in the Minor Official's Box at the buzzer signaling the end of the pre-game warm-up. Failure to have the score sheet complete including signatures for all coaches will result in a bench minor penalty for delaying the game to the team causing the delay. The official Scorekeeper will:
 - a. Keep a record of the players that score goals and assists.

- b. Keep a record of penalties that are assessed before, during, and after the game. Including penalty “in” and “out” times.
- c. Offer the electronic device to the referees to sign the Gamesheet record after the game, using their assigned referee number.
- d. In case of a penalty requiring the referee to file a game report, the referee shall enter his/her email address in Gamesheet to receive a copy of the game report.
- e. Carry out other duties as requested by referee(s).
- f. **Ensure Fair Play Point(s) has been accurately recorded. If the point(s) was not marked at the close of the game, the point(s) will not be awarded. Both teams must review prior to locking and uploading the game.**

2.6 Scrimmage and/or Practice Games

2.6.1 Scrimmage (Controlled): Coaches on ice scrimmages, or “controlled scrimmages” are allowed as a coaching tool for teaching position play and to address various game situations. The following criteria identify minimum requirements for coaches on ice scrimmages:

- a. A least one coach from each team must be on the ice for the purpose of instruction.
- b. No scorekeeper or “game clock” can be used. Use of the horn is permitted.
- c. Teams can switch ends at some point, if desired.
- d. Coaches stop play from time to time to make observations and provide instruction on player positioning, etc.
- e. All the above criteria must be met for the event to be considered a controlled scrimmage. Scrimmages NOT meeting the above criteria are “Scrimmage Games” and must be officiated using USA Hockey certified officials.
- f. If the above rule is violated, the association(s) involved will be fined \$200 per incident. In addition, the head coach will be suspended for three (3) games. If a coach received a second violation, that coach will be suspended for the remainder of the season.

2.6.2 Exhibition Games (Scrimmages): A meeting of two teams under normal game conditions with the following required criteria:

- a. The scorebook and clock are maintained as described in section 2.5.3 and USA Hockey registered officials (certified to officiate at the applicable level of competition) are used.
- b. All exhibition games hosted by District 2 teams shall be officiated by District 2 officials only- Referees will be schedule based on availability. Teams must complete the online form to request scrimmage game referees. It is available via the District 2 website. No phone or mailed requests will be accepted.

- c. Failure of a coach to follow the above will result in the home team's head coach receiving a minimum suspension from that team's next two (2) regularly scheduled games and a \$200 fine to that team's association.
- d. A second offense will result in the suspension of the head coach pending a hearing of the District 2 disciplinary committee, along with additional fines. The head coach may not have any contact with the team until the hearing outcome is determined.
- e. When referees are requested for a game with less than seven (7) days notice, an additional \$25 fee will be charged.

2.7 Tournament Games

- 2.7.1** District 2 associations that host invitational tournaments must receive prior approval. A tournament request form must be completed online to MH. A copy of the game time formats (brackets, pool plays, etc.) and tournament rules must be submitted to the District 2 Tournament coordinator within the timeframe noted in the MH handbook. See the Tournament section of the MH handbook for further details.
- 2.7.2** No District 2 association will host a tournament during District 2 playoffs, Regional and State tournaments unless prior approval is received by the District Tournament Director and Supervisor of Officials.
- 2.7.3** No District 2 team will play in an invitational tournament during District 2 playoffs in which they qualify to attend. If in violation, the team's association will be subject to a \$1000 fine.
- 2.7.4** Teams wishing to play in tournaments outside MH jurisdiction (e.g. out of state, etc.) MUST submit a travel permit to the District Director. For any teams not securing a travel permit, the head coach will receive a suspension from having contact with his/her team for two weeks. Forms are available via the District 2 website.

2.8 Arena Locker Rooms

- 2.8.1** The use of team rooms in all arenas shall be in accordance with the rules set forth by the arena manager and the MN/USA Hockey.
- 2.8.2** Each District 2 team shall be individually responsible for any damage done by that team to the arena property.
- 2.8.3** Cell phone usage is not allowed in the locker room.

2.9 Conduct

- 2.9.1** Each District 2 team is responsible for the conduct of its spectators. Coaches should advise their parents and other fans of the District 2 conduct rules.
- 2.9.2** No artificial noisemakers or laser lights shall be allowed at District 2 events.
- a. Noisemakers include drums, air horns, bull horns, bells, whistles and/or any other artificial noise making device that, in the opinion of the referee, is detrimental to the game.
 - b. Persons with laser lights will be referred to and dealt with through the local law enforcement agency, per Minnesota Hockey statutes.
- 2.9.3** If spectator conduct becomes so abusive that in the opinion of the referee, it is distracting from the game or inciting the players, the referees may stop play and:
- a. Ask the coach(es) to control their spectators.
 - b. Ask the coach(es) to require specified individuals to leave the arena.
 - c. If a spectator who has a child on the team is removed, the head coach shall be suspended for the next scheduled game of that team.
- 2.9.4** Failure of a coach to cooperate with a referee's request within two (2) minutes will result in a bench minor penalty and a warning from the referee. After an additional two (2) minutes, the game will be suspended and the District 2 disciplinary committee chair will call a hearing within five (5) days.
- 2.9.5** Spectators standing by the boards behind the goalkeeper may not deliberately distract the goalkeeper.
- a. The referee may request anyone in violation of this rule to move or leave the arena.
 - b. In appropriate cases, the referees may declare the game to be suspended.
- 2.9.6** Coaches, managers, or minor officials smelling of alcohol, or if using any tobacco or vaping products, shall not be allowed within the player's bench area of the penalty box area.
- 2.9.7** Coaches, players, managers, or spectators (fans) may not enter the referee's room without an invitation before, during, or after the game. The following minimum penalties will be assessed for violation of this rule:
- a. Coach or Player- game misconduct penalty. The incident will be reported for possible additional league action and/or suspension.
 - b. Manager or Spectator- the referee(s) will report the circumstances to the league's Supervisor of Officials who will notify the league Level Coordinator. A mandatory hearing will be held with the team coach and a representative

of their association's governing board to discuss possible disciplinary action.

2.9.8 District 2 emphasizes MH rule that racial and/or harassing conduct of ANY kind will NOT be tolerated.

2.10 Mood Altering Drugs

2.10.1 MH/District 2 recognizes the use of drugs and alcohol as a significant health problem for adolescents with resulting negative effects on behavior and learning and total development. The use of any drugs and alcohol for adolescents affects extracurricular participation and development of related skills. Others are affected by the misuse and abuse by family, team members, and/or significant persons in their lives. The close contact in MH activities of advisors and coaches provides them with the unique opportunity to observe, confront, and assist young people. MH therefore supports education and awareness training in adolescent chemical use problems, special issues affecting league activities for administrators, athletic directors, coaches, advisors, participants, and their families.

2.10.2 Substance Abuse/Use

Regardless of the quantity, a player shall not use a beverage containing alcohol, use tobacco or vaping products, use or consume or have in possession, buy and/or sell or give away, marijuana or any substance defined by law as a drug. It is not a violation for a player to be in possession of a legally defined over-the-counter drug, or a specifically prescribed drug for a player's use by their doctor.

2.10.3 Penalties

It is mandatory that the proper local authorities take at least the following action:

- a. First violation- After confirmation of the first violation, the player shall lose eligibility for the next two (2) consecutive games, or two (2) weeks of a season in which the player is an active participant, whichever is greater. No exception is permitted for a player who becomes a participant in a treatment program.
- b. Second violation- After confirmation of the second violation, the player shall lose eligibility for the next six (6) consecutive games in which the player would be an active participant. No exception is permitted for a player who becomes a participant in a treatment program.
- c. Third violation- After confirmation of the third of subsequent violation, the player shall lose eligibility for the next twelve (12) consecutive games in which the player would be an active participant.
- d. If after the third of subsequent violations, the player, on his/her own volition, becomes a participant in a chemical dependency program or a treatment program, the student may be certified for reinstatement in MH

activities after a minimum period of six (6) weeks. Verification must be issued by a director or a counselor of a chemical dependency treatment center.

3 PLAYING RULES

3.1 District 2 League Games

- 3.1.1** All games will be played under USA Hockey rules as modified by Minnesota Hockey and District 2.
- 3.1.2** League games will not be scheduled to start after 9:05PM Sunday through Thursday and 9:30PM Friday and Saturday. Due to various arena time schedules, slight variations may occur with the approval of the District President.
- 3.1.3** League games will not be scheduled to start before 8:00AM on Saturday and Sunday.
- 3.1.4** Blackout weekends requested by teams are not guaranteed. The district will make every attempt to honor requested Blackout weekends.
 - a. A blackout weekend is defined by a three consecutive day (Friday, Saturday, Sunday) tournament weekend scheduled in advance by a team in which the team requests no scheduling of District 2 League Play.
 - b. Each District 2 team is allowed to request blackout weekends to the District 2 Ice Scheduling committee. Blackout weekends should be submitted in order of priority.
 - c. To be considered, blackout weekends must be submitted to the District Ice Scheduling Committee no later than September 15th of the current year.
- 3.1.5** All games on District 2 home ice will utilize the two-man referee system. The four official system may be used at the discretion of the Supervisor of Officials for Junior Gold and all 14U/Bantam level games, per USA Hockey rule 501a.
- 3.1.6** All games played during one (1) hour of ice time, will use the following time formats:
 - a. A three (3) minute warm-up period.
 - b. Mites/8U- period one (1) and two (2) will be twelve-minute stop time. Period three (3) will be running time with the duration of what time remains in the one hour play time.
 - c. All other levels- Three (3) 12:01 minute stop time periods.
 - d. If a six (6) goal differential exists in the third period, running time will begin. If the differential in the third period, running time will begin. If the differential becomes less than six (6) goals, stop time will resume.

- e. The game will be over when the third period has been completed, the arena manager declares that the ice time is over, or when 60 minutes have elapsed from the beginning of the warm-up, whichever occurs first.
- f. There will be no time-outs during regular season league play.
- g. If an injury occurs during a game and the 60-minute time limit is reached, the game is over.

3.1.7 All games played during a 90-minute block of ice will be used as follows:

- a. A five (5) minute warm-up period.
- b. Three fifteen-minute stop time periods.
- c. If a six (6) goal differential exists in the third period, running time will begin, If the differential becomes less than (6) goals, stop time will resume.
- d. The game will be over when the third period has been completed, the arena manager declares that the ice time is over or when the 90 minutes have elapsed from the beginning of the warm-up, whichever occurs first.
- e. There will be no overtime periods during regular season league play.
- f. There will be no time-outs during regular season league play.
- g. If an injury occurs during a game and the 90-minute time limit is reached, the game is over.
- h. If a resurface is allowed during a game, play will be resumed promptly after the resurface. The goalie and starting skating players for each team will report to their positions for a face-off. Coaches and remaining players will report directly to the bench. There will be no warm-up. Failure to comply with draw a Delay of Game penalty.
- i. Where two 90-minute games are played back-to-back, there will be an ice resurfacing after the second period of the first game, and after the first period of the second game. It is the responsibility of the home team's manager to coordinate this with the officials and the rink management.

3.1.8 No more than twenty (20) uniformed players and not more than four (4) coaches may occupy each team's bench area at any time. Coaches on the bench must be registered on the team's USAH roster for the current hockey season. Persons registered as managers are not properly registered coaches and are not allowed on the player's bench.

3.1.9 All players on the bench, whether uniformed or not, must wear a helmet and their team jersey.

- a. HOME Team's jerseys will be WHITE.

3.1.10 The team closest to the exit will leave the ice first.

3.2 League Standings

- 3.2.1** Gamesheet records are automatically uploaded to the District 2 website once the Official Scorekeeper uploads the game on the tablet or other electronic device (when connected to wi-fi). A record of each game is also automatically emailed to the coach or manager on record for the team. There is no need to email the game record to the league's Level Coordinator.
- 3.2.2** The league's Level Coordinator will monitor the District 2 website standings and keep a record of their respective divisions. Errors pertaining to shots on goal, wrong player recorded for a goal or assist, or similar statistics will NOT be updated by league Level Coordinators or the Supervisor of Officials. **Do NOT contact them.**
- 3.2.3** Final league standings and playoff schedules will be posted on the District 2 website (d2hockey.org).

3.3 Misconduct, Game disqualifications, Game Misconduct, Match Penalties and reporting procedures

Game Misconducts and Match Penalties must be reported to the appropriate Level Coordinator by email or text within 24 hours. This includes out-of-District games, scrimmages, and tournaments. Failure to report a Game Misconduct or Match penalty within 24 hours will result in two (2) game suspension of the Head Coach or acting Head Coach of that game. Reporting the penalties to any other person or form of communication is unacceptable. It is the Head Coach or acting Head Coaches responsibility to ensure the incident is reported (this can be done by the Head Coach or the Manager).

- 3.3.1** Misconduct: Misconduct penalties are ten (10) minutes in length. The player is penalized in the full ten (10) minutes. The player is released at a stoppage of play after the penalty has expired. The player's team is not shorthanded. The penalty time is not shown on the scoreboard. The Misconduct and penalized time is recorded on the Gamesheet record separately as its own penalty.
- 3.3.2** Game Disqualification (Game DQ): Can be assessed for all District 2 officiated games, except for Region and State Tournaments. A game DQ results in the immediate removal of a player from the ice, or the immediate removal of a coach from the player's bench and vicinity thereof. There is no further suspension. The scorebook will indicate a game DQ. This is NOT a reportable penalty to the Level Coordinator.
- 3.3.3** Game Misconduct: Game misconduct penalties will result in the immediate removal of a player from the ice, or a coach from the arena building. Further game suspension(s) will be imposed. The suspension length depends on the assessed Game Misconduct. A game misconduct is required to be reported.
 - a. A coach assessed a game misconduct penalty will be required to leave the players bench within ten (10) seconds. Failure to do so will result in a

warning by the referee. Further failure to vacate the area will result in a bench minor penalty. If the coach continues to refuse to leave the players bench and/or the building after the bench minor is assessed, the game will be forfeited by that team. Further disciplinary action will follow. The coach may not reenter the arena building after the game's conclusion.

- b. A player assessed a Game Misconduct will be escorted off the ice by the officials as soon as it is appropriate.
- c. When a coach is assessed a Game Misconduct penalty it will be recorded on the first available line under penalties as Game Misconduct along with the name of the coach.
- d. When a player is assessed a Game Misconduct penalty, on the first available line under penalties will be recorded the major penalty (5 minutes) assessed. On the next available line the game misconduct (10 minutes) will be recorded.

3.3.4 Match Penalty: a Match Penalty will result in the immediate removal of a player from the ice, or a coach from the arena building. The coach may not re-enter the arena building after the game. Players or coaches receiving a Match Penalty are indefinitely suspended until a hearing is completed by the District Disciplinary Committee. The suspension includes all contact with the team, practice, parties, fundraising, scrimmages, games, locker room, etc. The coach or player may attend games as a spectator with the spectators in the stands. **A Match Penalty is required to be reported.**

- a. A player assessed a Match Penalty will be escorted off the ice by the officials when it is appropriate.
- b. The scorebook entry will record the assessed major penalty (5 minutes). On the next available line, the Match Penalty will be recorded.

3.3.5 Game Misconduct- Abuse of Officials: A player or coach that is assessed a Game Misconduct for Abuse of Officials (first offense) will receive a two (2) game suspension for the next scheduled games.

3.3.6 Fighting Game Misconduct: A player assessed a Fighting Game Misconduct (first offense) will receive a three (3) game suspension for the next scheduled games. Additional Fighting Game Misconducts will follow MH Rules.

3.3.7 Spectator Misconduct: Any spectator removed from a game due to misconduct described in the Minnesota Hockey Conduct policy will incur a mandatory minimum three (3) game suspension from all District 2 games and may be subject to further disciplinary action by District 2. Any further incidents by the individual will result in a hearing in with the District 2 Disciplinary Committee. The Committee can suspend spectators from District games and fine the associations the spectator is a member of. Associations will be held accountable

for their members. Any suspensions that are imposed upon the individual, the association and coach are responsible for enforcement.

- a. District 2 enforces disciplinary actions taken and by individual associations within District 2, throughout District 2. It is expected and required that of each association within District 2 to abide by and enforce District 2 and its affiliates suspensions and sanctions. Provided the action taken is in accordance with MN Hockey/USA Hockey by-laws.

3.3.8 Game Suspension(s): Games on the team's schedule counting toward the suspensions must be noted on Gamesheet prior to the incident. Game added after the infraction will not count toward the suspension. Failure to note suspensions will not be counted.

3.3.9 Suspended Players/Coaches: The names of suspended players or coaches will be crossed out in Gamesheet for the games they are suspended for. The "suspended" selection from the Gamesheet drop-down must be used. They are ineligible to participate in that event.

3.4 Progressive Suspensions (USA Hockey Rule 411)

3.4.1 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 fifth major penalty in this category during the same season will be suspended until a hearing is conducted by the proper authorities. 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:

- a. Rule 603 Boarding
- b. Rule 604 Body Checking (Body Contact categories)
- c. Rule 606 Butt-Ending
- d. Rule 607 Charging
- e. Rule 608 Checking from Behind
- f. Rule 609 Cross-Checking
- g. Rule 611 Elbowing
- h. Rule 619 Head-Butting
- i. Rule 621 High Stick
- j. Rule 627 Kicking
- k. Rule 628 Kneeing
- l. Rule 634 Slashing
- m. Rule 635 Spearing
- n. Rule 639 Tripping/Clipping/Leg Checking

o. Rule 640 Unnecessary Roughness (Roughing)

3.4.2 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 (USA Hockey Affiliate).

3.5 Player Penalty Time

3.5.1 Penalty time per Minnesota Hockey rules.

3.5.2 Penalty time shall begin at the drop of the puck following the penalty assessment.

- a. Only minor or major penalty time shall be displayed on arena clock.
- b. The Official Scorekeeper shall keep a record of the penalty time and notify the Timekeeper and/or the Penalty Box Assistant.
- c. This penalty time record shall be maintained separately from the arena clock and shall include "in" and "out" time.
- d. Coincidental penalties shall not be displayed on the scoreboard.

3.5.3 All minor officials shall have a thorough understanding of the penalty time(s) and expiration procedures.

3.6 Player Equipment

3.6.1 All player equipment used in District 2 league games must conform to USA Hockey and Minnesota Hockey rules.

3.6.2 All helmets and facemasks must be H.E.C.C approved.

3.6.3 An internal colored (non-clear) mouthpiece, covering all the teeth in the upper jaw is mandatory for all players (including the goalkeepers) in all age classifications. This mouthpiece must be an unaltered on-piece unit.

- a. Penalty-Misconduct (10 minutes)

3.6.4 Jewelry shall not be worn by any player.

- a. Religious or medical medals must be taped to the body to always remain covered by the uniform. Players having exposed jewelry shall not be permitted to participate in the game. No exposed piercings are permitted.
- b. Penalty (First offense)- Warning (article must be removed or taped to the body.)

c. Penalty (Second offense)- Game Misconduct.

3.6.5 All District 2 players, playing league games or exhibition, must have a Minnesota Hockey approved STOP sign, or its equivalent to remain on the ice. If a player is removed because they have no STOP sign affixed to their jersey, they may return once the STOP sign has been affixed. Tournaments hosted by District 2 associations should note this in their Tournament Rules for Minnesota registered teams. Wisconsin registered teams playing in District 2 League does not have to wear the STOP patches.

3.7 Inter-level Play

3.7.1 In addition to MN Hockey rules (MN Hockey Youth Rules and Regulations Article VII Para. D.) regarding interlevel play (games or scrimmages) between classifications there shall be no interplay (games or scrimmages) between any Tier I and Tier II District 2 teams. -All D2 teams are classified as Tier II.

- a. For the first offense, the Head Coach will be suspended for two (2) games.
- b. For the second offense, the Head Coach will be suspended for the remainder of the season.

3.7.2 No District 2 association shall accept Tier I teams to play in any invitational tournaments they are hosting. Violation of this rule will be cause for the following penalties;

- a. For the first offense, the host association will not be allowed to host invitational tournaments at the division/classification (Bantam A, Peewee B, etc.) at which the violation occurred for the balance of the current season and the following season.
- b. For the second offense within a three (3) year period, the association will not be allowed to host invitational tournaments at any level for the balance of the current season and the following season.

3.8 Substitute Goalie

3.8.1 It is recommended that each team in state and region tournaments dress two goalies. If the team doesn't have two goalies, an Emergency Backup Goalie (E-BUG) may be chosen from a team in its league or association, and such an E-BUG may be chosen from the same or a lower but not higher-level playing division.

- a. Failing the above, an E-BUG may be chosen from within the team's district or finally from the vicinity in which the tournament is being played.
- b. The E-BUG may play ONLY in case the regular goalie is unable to play, as determined by the tournament host District Director or Tournament Director.

- c. The E-BUG shall wear the light or dark jersey of the in-season team on which they are rostered.
- d. The E-BUG retains their eligibility with their parent team or organization at their original classification for the balance of the playing season whether or not they actually play as an E-BUG.
- e. The E-BUG must be properly registered on a MH team for the current season to be eligible to participate in a region or state tournament. Proof of registration, such as a copy of their parent team's registration roster will be required during tournament check-in.
NOTE: the objective of the rule is to allow a team to obtain a back-up goalkeeper during region and state MH play. The rule is not intended to permit teams to improve their goaltending by drafting an additional player.
- f. The releasing/receiving District Director(s) must approve, using the MH Substitute Goalie Form (found on the D2 website).

4 DISCIPLINE GUIDE

4.1 Reporting Procedures

- 4.1.1 All parties involved in a conflict MUST wait 24 hours after an incident and/or a problem occurs before they contact any District 2 Administrator. This policy is to allow for a "cooling off" period so that logical thinking can take place.
- 4.1.2 The first point of contact after an incident has occurred is with the Level Coordinator for that age classification, or with the Supervisor of Officials. The Level Coordinator/Supervisor of Officials will gather all pertinent details of the incident and then report to the District 2 Discipline Committee Chair.
 - a. The District 2 Discipline Committee Chair will review all the details and take appropriate action.
 - b. The District 2 Discipline Committee Chair will then call a hearing, if warranted.
- 4.1.3 It is the responsibility of the team's Head Coach or acting Head Coach at the time of the incident, to report by e-mail to their league's Level Coordinator any Game Misconduct, or Match Penalties assessed to players or coaches within 24 hours of the game's end. This rule applies to all games played in or outside of District 2. This includes Game Misconduct or Match Penalties assessed during tournament/exhibition games. Failure to report the penalties as outlined will result in a two (2) game suspension for the head coach.
- 4.1.4 Coaches, managers, players, parents, and others shall not contact the District 2 Director regarding any issue unless, first, the Level Coordinator has been contacted regarding the issue and, second, the District President and Vice President have been contacted as well. This procedure clearly establishes a

chain of command.

4.2 Supplementary Discipline

- 4.2.1** District 2 has full authority to investigate all incidents that occur in connection with any USA Hockey game involving District 2 teams, players, or coaches after their game has been completed. Incidents occurring before, during, or after the game are subject to review regardless of whether the action was penalized by the Referee. Sanctions may be imposed or strengthened under Supplementary Discipline.
- 4.2.2** Players or coaches involved in detrimental conduct before, during, or after a USA Hockey event where they are not a participant may be required to attend a District 2 Disciplinary Hearing to review their actions. Supplementary discipline sanctions may be assessed.
- 4.2.3** A team's parent or spectator's action may be reviewed for Supplementary Discipline action by District 2. A parent or spectator's right to attend District 2 games may be suspended or revoked for actions detrimental to the game.

4.3 Grievance/Disciplinary Hearings

- 4.3.1** When a Match Penalty has been assessed (requiring the suspension of the player or coach) a hearing will be held. The player or coach is not permitted to attend any team events; practice, parties, fundraising, be present in the locker room before, after or during a practice/game etc. They may attend games as a spectator in the stands with the spectators. A maximum of three (3) persons will be heard from pertaining to the incident.
 - a. Penalties Assessed to Individual Players
 - i. Per USA Hockey rule 405c, hearings will be held within 30 days of the incident. If no hearing is held within thirty (30) days, the player or team official shall be automatically reinstated.
 - ii. Penalties will be served at the next regularly scheduled games (league game – not exhibition) for penalties acquired during a scrimmage, a league game, or the final game of a tournament.
 - b. Penalties Assessed to Entire Teams
 - i. Special hearings for team penalties that require the suspension of a team will be held within seven (7) days of the incident.
 - ii. No participation of the team shall be allowed until the hearing is held.
 - iii. A maximum of three (3) persons will be heard from each team at the hearing.

- iv. Any games missed during the suspension period may be made up if so decided by the hearing committee.
- 4.3.2** Any suspension assessed during exhibition/tournament/league games, must be served during the next scheduled game(s). The game(s) already appearing on the schedule of that team at the time of the infraction.
- 4.3.3** The hearing Committee will consist of the following persons:
- a. Voting Members: District 2 President (Chairperson), league Level Coordinator, and a District 2 Representative from a non-offending association.
 - b. Non-voting Members: District 2 Supervisor of Officials, Vice President, Secretary or Treasurer, and the offending association's District 2 Representative.

4.4 League Suspensions

- 4.4.1** The Disciplinary Hearing Committee will have the latitude to impose additional consequences when warranted.
- 4.4.2** USA Hockey has established suspension range recommendations for match penalties. These suspension ranges shall serve to create consistency in the application of suspensions involving players or team officials assessed match penalties. The following procedure shall be followed by the proper authorities as determined by the Affiliate in each instance when a match penalty is assessed.
- a. Any match penalty assessed under Rule 601(f.1) (Physical Assault of Official) is excluded from this policy. Original jurisdiction in any hearing resulting from a match penalty assessed under Rule 601(f.1) (Physical Assault of Official) shall reside with the Affiliate and is governed by the USA Hockey's "Resolutions of Disputes, Arbitration and Suspension" section of the current USA Hockey Annual Guide.
 - b. When a match penalty has been assessed, the official(s) will submit the required incident report to the proper authorities as determined by the Affiliate. The proper authorities as determined by the Affiliate will designate an individual who shall review the report and make a preliminary determination of one of the following:
 - i. The incident report is accurate, and the proper application of the rule(s) has been implemented. The action warrants the suspension as outlined in the policy. The offending party is then notified of this finding and offered the opportunity to accept the suspension or reject the decision and request a hearing. If a hearing is requested, the hearing shall be offered in accordance Playing Rule 405(c) and with Bylaw 10D (Suspension Hearings/Domestic Competition Playing Rules). (NOTE) *If the offending party requests a hearing under this*

section, the hearing body may, because of that hearing, reduce the suspension, maintain the suspension, or increase the suspension imposed.

- ii. The incident report was determined to be inaccurate (misapplication of the rule(s) or wrong player identified), in which case the matter shall be turned over to the proper authorities as determined by the Affiliate for further review.
- iii. The incident report is accurate, and the proper application of the rule(s) has been implemented. However, the action and/or history warrants further disciplinary review. The proper authorities as determined by the Affiliate shall notify the offending party that a hearing shall be conducted in accordance with Playing Rule 405(c) and Bylaw 10D (Suspension Hearings/Domestic Competition Playing Rules). In all instances where a player or team official has been suspended for a period of time as a result of a match penalty, the player or team official shall be prohibited from participating in all USA Hockey activities for the length of the suspension. The required game(s) suspensions shall include the next regularly scheduled games that appear on the schedule of their team at the time of the incident. A player or team official who is rostered on multiple USA Hockey registered teams must serve the suspension in full before they are permitted to participate on any other USA Hockey registered team, unless otherwise specified by the proper authorities as determined by the Affiliate. For this policy, there shall be three levels of standardized suspension:

-Level 1: Match penalties assessed under the below rules have a recommended range of 6-10 game suspension

- Rule 305(b) Dangerous Equipment
- Rule 601(f) Abuse of Officials and Other Misconduct (This includes all match penalties assessed under this rule except 601(f.1) Physical Assault of an Official)
- Rule 602(a) Attempt to Injure/Deliberate Injury of Opponent

-Level 2: Match penalties assessed under the below rules have a recommended range of a 4-8 game suspension

- Rule 603(c) Boarding
- Rule 606(b) Butt-Ending
- Rule 607(e) Charging
- Rule 608(c) Checking from Behind
- Rule 619(b) Head Butting
- Rule 620(c) Head Contact
- Rule 634(d) Slashing (Swing Stick During Altercation)
- Rule 635(b) Spearing

-Level 3: Match penalties assessed under the below rules have a recommended range of 3-5 game suspension

- Rule 601(e.3) Abuse of Officials and Other Misconduct-Hateful/Discriminatory Language
- Rule 604(e) Body Checking- Competitive Contact Category
- Rule 609(c) Cross-Checking
- Rule 611(c) Elbowing
- Rule 615(c) Fighting (Helmet Removal)
- Rule 621(c) High Sticks
- Rule 622(c) Holding an Opponent
- Rule 623(c) Hooking
- Rule 627(b) Kicking Opponent or Puck
- Rule 628(c) Kneeing
- Rule 633(a or b) Refusing to Start Play
- Rule 634(c) Slashing
- Rule 639(c) Tripping/Clipping/Leg Checking/Slew Footing
- Rule 640(e) Unnecessary Roughness (Roughing)

- 4.4.3** A player, coach, or manager assessed a second Match Penalty, during the current hockey season, in any game, shall automatically be suspended for the remainder of the current season, unless a special hearing reinstates the individual.

4.5 Appeals

- 4.5.1** Players, team or league officials and others: The power to suspend any person shall be with the local governing body in accordance with their rules and regulations. Whoever is vested with this authority shall conduct a hearing. All parties involved in the incident and witnesses shall be given the opportunity to give their version of the facts. Playing rule suspensions are not appealable.

Any person, team, league, or local associations may appeal a givable decision, in writing, to the District Director for a period of ten (10) calendar days, after a decision was rendered or a hearing refused within its own league or association.

The District Director shall make a written determination within twelve (12) calendar days of a receipt of a valid appeal. The decision of the District Director may be appealed, in writing, for a period of ten (10) calendar days to the cognizant Maroon Vice President, who will issue a written ruling within twelve (12) calendar days. Any decision of the Divisional Vice president may be appealed for a period of ten (10) calendar days to the MH Grievance Committee which must not make a written determination within twelve (12) calendar days of receipt of a written appeal.

The decision of the Grievance Committee shall be final except as noted in MN Hockey By-Laws Article 6 Para. G.

- a. The Grievance/Disciplinary Committee shall, at its discretion, use any of the following procedures in making its determination:
 - i. Hold preliminary fact-finding meetings involving two or more members of the Grievance/Disciplinary Committee.
 - ii. Use the mail or conference calls as procedures, involving the full committee, or render either preliminary or final determinations of the grievance.
- b. Only 2 representatives for each person, team, league, or local association making the appeal, in addition to two league officials, if any, shall be permitted to appear before the District Director at a Grievance/Disciplinary Committee fact finding meeting or Grievance/Disciplinary Committee. Said representative(s) may, without a personal appearance, appear before the Grievance/Disciplinary Committee, or any subdivision thereof, through written statements and letters only.
- c. Appeals of protests involving league games must be submitted to the District Director or Grievance/Disciplinary Committee prior to the start of the District/Regional or State tournaments.
- d. Protests involving league games or problems must first be handled on the local level, or, in the case of a dispute in women's competition, by the Women's Hockey Association according to their grievance procedure (Women's Hockey By-Laws, Article 6.)
- e. Any recourse to the courts of any jurisdiction by any member or individual before all the rights and remedies available under the Articles and By-Laws of this association have been exhausted shall be deemed conduct detrimental to the best interest of hockey and a violation of the Articles and By-Laws of this association and create grounds for suspension and/or expulsion pursuant to the provisions of this Article.

5 PLANNING

5.1 District 2 Planning Schedule

- 5.1.1** The following tasks are scheduled to take place:
 - a. May/June: Referee Fee schedule submitted.
 - b. June/July: Rule Revisions and Preliminary Budget
 - c. August: All District 2 Member associations shall finalize the number of traveling teams that will participate in the league game schedule. Registration Coordinator's Training.
 - d. September: All Member associations shall turn in the ice hours they will be providing for league games. Each traveling team shall turn in their one (1) request for an "open" league schedule date. This "open" date is provided for

entry into a tournament of their choosing.

- 5.1.2** The following dates will also be “open” on the league schedule to allow teams to schedule tournaments and observe holidays
-Thanksgiving weekend
-Christmas Eve through New Year’s Day
- 5.1.3** District 2 “A” and “B” Bantam, Peewee and 12U coaches meeting may be held in October at the discretion of the District 2 board. League game schedules are distributed to association ice schedules and via Gamesheet with the appropriate access key. Attendance by head coaches and team managers is strongly recommended if a meeting is held. Head coaches not attending this meeting may be suspended from their first two league games.
- a. All questions regarding the schedule are to be directed to the Level Coordinators.
- b. NO COACHES OR MANAGERS ARE TO CALL THE DISTRICT 2 ICE SCHEDULER.**
- 5.1.4** District 2 “C”, all Squirts, and 10U and 15U level coaches meeting may be held in October at the discretion of the District 2 board. League game schedules are distributed to association ice schedulers and also via Gamesheet with the appropriate access key. Attendance by head coaches and team managers is strongly recommended if a meeting is held. Head coaches not attending this meeting may be suspended from their first two league games.
- a. All questions regarding the schedule are to be directed to the Level Coordinators.
- b. NO COACHES OR MANAGERS ARE TO CALL THE DISTRICT 2 ICE SCHEDULER.**
- 5.1.5** Team Registration (A and B level) – Date/Time and location varies per level. See D2 website for information.
- All A and B team rosters will be presented for league verification to District 2 Administrators. All team league fees are due at this time. Each association will submit a check made out to District 2 for the total team league fees (or team league fees may be paid by each team). Each association will be assigned a specific registration time and date to assist with this process.
- 5.1.6** All rosters must be filled out in the manner stated in Section 1.2.1 and submitted.
- 5.1.7** Teams, belonging to associations with outstanding fines, will not be considered. Others will go through the verification process according to the USA Hockey Registrar responsible for District 2 rosters.

5.2 Schedule Changes

- 5.2.1** If a schedule change is necessary, the following procedure must be adhered to:
- a. The team requiring the schedule change will contact the opposing team's coach and/or manager to mutually agree on a date the game may be rescheduled to and receive written confirmation of the new game date.
 - b. Submit a game rescheduling request via the District 2 website under the "Game Reschedule" link.
 - c. The game must be played prior to one (1) week before the end of the season.
 - d. Cancelling less than four (4) days may be subject to forfeiture of the officiating fee.
- 5.2.2** The team requiring the schedule change is required to supply the ice time for the rescheduled game and shall submit the rescheduling form for the requested change to the District in accordance to the Rescheduling form, FOURTEEN (14) DAYS PRIOR to this originally scheduled date.
- The following must be included:
- a. Date and time of the rescheduled game
 - b. Location (arena) of the rescheduled game.
 - c. Name and telephone number of coaches and/or manager of the teams playing the rescheduled game.
 - d. Game change fee paid online at d2hockey.org. Reschedule fee for all levels is \$75. An additional \$25 fee will be assessed for changes scheduled within three (3) days. Submission of rescheduling fees must include all data pertaining to originally scheduled game.
- 5.2.3** In the event that none of the requested blackout weekends can be honored by the District 2 Ice Scheduling Committee and provided that said blackout weekend was originally requested by the required date presented in 3.1.4.c, the rescheduling fee for one weekend will be waived. (Example, if a team requests three blackout weekends and one is honored, the team is responsible for rescheduling fees for the other two weekends).
- 5.2.4** There are no forfeits of District 2 league games. All league games must be played prior to one (1) week before the end of the league season.
- 5.2.5** If rescheduling a league game cannot be mutually agreed to, the District 2 Representative from the team's associations will arbitrate a make-up game date. Each team will be required to submit their ice schedule to their association representative upon request. Failure to immediately comply will result in the Head Coach's suspension until a District 2 Disciplinary Committee Hearing is

held.

- 5.2.6 There is no game cancellations for any reason without the authorization of the appropriate Level Coordinator and the Supervisor of Officials. Two teams cannot arbitrarily cancel a league game on their own. The Head Coaches of both teams will be suspended until a District 2 Disciplinary Committee Hearing is held.

5.3 District Administration

- 5.3.1 District meetings are typically held on the third Sunday of each month. Check the district website, www.d2hockey.org for complete information.
- 5.3.2 District meetings are needed to conduct business and a quorum is needed to be able to vote on matters. Due to the urgency of having a quorum, any association not represented at the monthly meeting may be assessed a \$150 fine.

6 PLAYOFFS

6.1 General Rules

- 6.1.1 Eligible MN District 2 teams are required to participate in year-end playoffs or associations will be fined \$1,000 for each team in violation of this rule.
- 6.1.2 Format may be modified by the District 2 Director or President in extraordinary situations (e.g. team counts).
- 6.1.3 District 2 League Playoffs will follow a tournament bracketing format.
- 6.1.4 Tournament Director can reschedule any game for any reason.
- 6.1.5 Tournament Director can decide not to resurface the ice at normally scheduled times.
- 6.1.6 The start of the game listed is approximate. Each team will be at the arena forty-five (45) minutes before the scheduled game time and will be ready to start the game immediately after the conclusion of the preceding game. **NO EXCEPTIONS.**
- 6.1.7 A certified athletic trainer, emergency medical technician, paramedic or medical or osteopathic physician shall be on site.
- 6.1.8 All teams must have the following information available for the tournament officials:
 - a. USA Hockey Roster Forms
 - b. Birth certificates

c. Proof of Supplemental medical insurance

6.1.9 Coaches or managers must have their rosters in Gamesheet fifteen (15) minutes prior to the start of the game. District 2 will provide the tablets for all games they are responsible for staffing. Home team throughout the playoffs is the higher seeded team and must provide tablet for Gamesheet. Coaches must sign all coaching rosters.

6.1.10 If not specified, District 2 follows MN Hockey's rules.

6.2 Squirts/10U/Pewee C/Bantam C

6.2.1 Non-Minnesota District 2 teams are eligible to participate.

6.2.2 Teams must qualify for playoffs. Qualification is based on league play record, where the highest seeds will advance.

6.2.3 Single elimination format.

6.2.4 There will be three (12) minute stop time periods for Squirt/10U and three fifteen (15) minute stop time periods for Pee wee C and Bantam C. If a six (6) goal differential exists in the third period, running time will begin. If the differential becomes less than six (6) goals, stop time will resume.

6.2.5 If a tie occurs at the end of regulation time, one (1) 5-minute sudden death stop time period will be played. A three-minute rest will occur between the end of the third period and the start of overtime.

6.2.6 If still tied after the overtime period, there will be a 5-player shootout. If still tied after 5 player shootout, the shootout will continue in sudden win format. No player shall repeat in shootout until entire team (excluding goaltender) has shot.

6.2.7 Each team will be permitted to take one (1) time-out of one (1) minute duration per game.

6.2.8 Host associations will provide minor officials (4) for all games.

6.3 Playoffs- Bantam A/B/B2, Pee wee A/B/B2, 15U A/B/B2, 12U A/B/B2 (State Playoff Eligible)

6.3.1 Only Minnesota District 2 teams are eligible to participate, except at the B2 classification.

- 6.3.2 All regional seeds will be filled by district playoffs. There is no format for B2 teams to advance to a regional tournament. If a district playoff tournament is not conducted, standings from league play will be used to determine advancement eligibility to regional playoffs.
- 6.3.3 Double elimination bracket format for all eligible teams.
- 6.3.4 There will be three fifteen (15) minute stop time periods in regulation game time.
- 6.3.5 If not specified, tournament rules are to align with MN Hockey Regions Playoff rules.
- 6.3.6 Top teams will advance to MN Hockey Regions Tournament. The number of eligible teams varies annually and will be determined by MN Hockey in advance of the playoff.

7 PLAYOFF PERSONNEL ASSIGNMENTS

All District, Regional and State tournaments hosted by District 2 will be staffed by District 2 association volunteers. It is the responsibility of each District 2 association to provide the personnel necessary to run the tournaments. In the event a position is not covered by the assigned volunteers during any of the above referenced tournaments, District 2 will assess a fine of \$200, for each position per game not filled, to the association whose worker or workers did not show up. **If a fine is incurred, no teams for the offending association will be registered until the fine has been paid.**

7.1 District Playoffs

- 7.1.1 All games will be staffed with one (1) Tournament Director. This role will be staffed by the District 2 board and representatives.
- 7.1.2 The visiting team will provide one (1) adult who shall be the game Official Scorekeeper. The official Scorekeeper will be located in the penalty box area. Both teams will supply one (1) adult to be the penalty box assistants. The home team will provide one (1) adult to operate the clock. Minor officials shall perform duties as outlined in the District 2 league play rules. It is highly recommended that both teams provide their tablet in the event one is unavailable or unusable.
- 7.1.3 For championship games (1st, 2nd, 3rd Consolation) District 2 will coordinate adult volunteers that will be provided by the associations to staff the following roles:
 - a. One (1) Scorekeeper
 - b. One (1) Clock operator
 - c. Two (2) Penalty box assistants

7.2 Regions and State Tournaments

7.2.1 All games will be staffed with one (1) Tournament Director, or per MN Hockey requirements. This role will be staffed by the District 2 board and representatives.

7.2.2 District 2 will coordinate adult volunteers that will be provided by the associations to staff the following roles:

- a. Two (2) tickets
- b. One (1) Scorekeeper
- c. One (1) Clock operator
- d. Two (2) Penalty box assistants

7.3 Jr. Gold Playdowns

7.3.1 District 2 will coordinate adult volunteers that will be provided by the associations to staff the following roles:

- a. One (1) Scorekeeper
- b. One (1) Clock operator