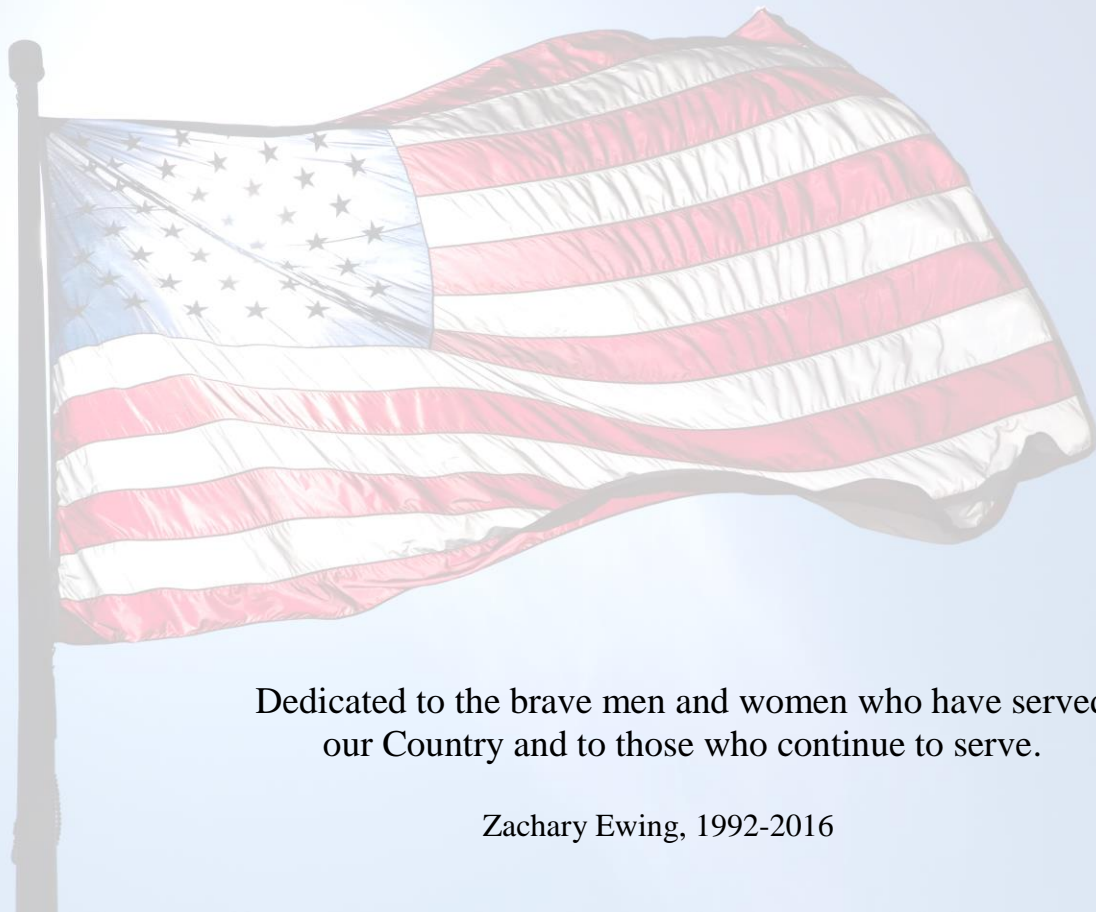


# DISTRICT 10 MINNESOTA HOCKEY 2016-2017 HANDBOOK



Dedicated to the brave men and women who have served  
our Country and to those who continue to serve.

Zachary Ewing, 1992-2016



[www.district10hockey.org](http://www.district10hockey.org)



[www.minnesotahockey.org](http://www.minnesotahockey.org)



## *Welcome to the 2016-2017 District 10, Minnesota Hockey, USA Hockey Season*

At this time, I would like to thank all of the volunteers' that make District 10 possible. From the D10 Board Members, to the Association Volunteers and Coaches. Any person that donates their time and talent for the kids is truly a special person, with the love for the game and the kids.

Hockey is a chance for the players, parents, and coaches to meet new friends and to catch up with some old. Please make every effort to make this year fun for your team and for your opponent. These years of hockey will be memories that will last you and your child a lifetime, so we all need to work at making sure they are good ones.

Please feel free to contact your League Coordinator if you have any questions regarding your league. Every year we receive many good suggestions from the parents and family members. Please pass them onto your League Coordinator.

D10 works hard at returning all emails and calls in a time manner, but please remember we all have jobs, and this is what we do for fun. Most emails and telephone calls will be returned during the evening hours.

The most important thing here is the KIDS. Praise both teams. Let the coach's coach. Parents be good fans in the stands. Tell your child how proud you are of them after every game, everyone learns from both winning and losing in life, since at the end of the game – it was still, just a game.

Please enjoy your season and help whenever you can. Every Association needs help somewhere.

Enjoy the season and most of all have fun!!!!

Colleen Donovan

Colleen Donovan  
District 10 MNH Director

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**District 10 • 2016-2017  
Board of Directors**

**EXECUTIVE BOARD MEMBERS:**

<b>DISTRICT 10 DIRECTOR</b>	<b>Colleen Donovan</b>	Work: 320-281-2580 Cell: 320-267-8041 Fax: 320-281-2588 Email: d10director@yahoo.com
<b>PRESIDENT</b>	<b>Scott Meyer</b>	Home: 763-421-4460 Cell: 763-232-9082 Email: d10president@gmail.com
<b>VICE PRESIDENT</b>	<b>Mark Osmondson</b>	Home: 763-389-1143 Cell: 612-747-8308 Email: osmondsonmark@gmail.com
<b>SECRETARY</b>	<b>Rhonda Madsen</b>	Cell: 612-747-7414 Email: d10secretary@gmail.com
<b>TREASURER</b>	<b>Roger Sundeen</b>	Cell: 612-209-6981 Email: d10treasurer@yahoo.com
<b>YOUTH COORDINATOR</b>	<b>Bill Andrus</b>	Home: 763-427-6429 Cell: 612-655-7786 Email: andruswj@hotmail.com
<b>GIRLS COORDINATOR</b>	<b>Colleen Donovan</b>	Work: 320-251-1213 Cell: 320-267-8041 Email: d10director@yahoo.com
<b>JR GOLD COORDINATOR</b>	<b>Hank Wuertz</b>	Home: 763-783-0693 Cell: 612-716-9134 Email: hankwuertz@hotmail.com

<b>DISTRICT, REGION &amp; STATE TOURNAMENT COORDINATOR</b>	<b>Rick Wesp</b>	Cell: 763-913-8805 Email: wesper14@aol.com
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<b>LEAGUE GAME SCHEDULER</b> (Non-voting position)	<b>Tom Nergard</b>	Cell: 763-670-6039 Email: shraref113@gmail.com
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<b>DISTRICT TOURNAMENT SCHEDULER</b>	<b>Tom Nergard</b>	Cell: 763-670-6039 Email: shraref113@gmail.com
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## District 10 • 2016-2017 Association Presidents

<b>ANDOVER</b> <i>http://www.ahyha.com</i>	<b>Jeremy Coe</b>	Phone: 763-712-5350 Email: jeremy.coe@ahyha.com
<b>ANOKA</b> <i>http://www.anoka.pucksystems2.com</i>	<b>Jon Tollette</b>	Cell: 612-384-7490 Email: jrtollette@gmail.com
<b>BECKER/BIG LAKE</b> <i>http://www.beckerbiglakehockey.com</i>	<b>Dan Hancock</b>	Cell: 763-238-0613 Email: Daniel.w.hancock@gmail.com
<b>BLAINE</b> <i>http://www.byha.org</i>	<b>Gretchen Severin</b>	Phone: 612-518-2552 Email: president@byha.org
<b>CAMBRIDGE-ISANTI</b> <i>http://www.cambridgeisantihockey.org</i>	<b>Jeremie Reinhart</b>	Phone: 612-309-2431 Email: jeremie91@q.com
<b>CENTENNIAL</b> <i>http://www.centennialhockey.org</i>	<b>Kirk Matko</b>	Phone: 612-750-4125 Email: president@centennialhockey.org
<b>CHAMPLIN PARK</b> <i>http://www.cpyha.com</i>	<b>Wade Gjervold</b>	Phone: 651-470-7825 Email: gjervold8@gmail.com
<b>CHISAGO LAKES</b> <i>http://www.chisagolakeshockey.org</i>	<b>Ted Garvey</b>	Cell: 262-893-9160 Email: clhapres1@gmail.com
<b>COON RAPIDS</b> <i>http://www.coonrapidshockey.com</i>	<b>Scott Billey</b>	Phone: 952-292-7535 Email: scott.billey@gmail.com
<b>ELK RIVER</b> <i>http://www.elkriverhockey.org</i>	<b>Kelli Swart</b>	Phone: 763-350-6915 Email: eryhapresident@gmail.com
<b>HINCKLEY</b> <i>http://www.hinckley.govoffice2.com/</i>	<b>Jim Monson</b>	Phone: 763-242-1645 Email: hinckleyhockey@gmail.com
<b>MORA</b> <i>http://morayouthhockey.com</i>	<b>Katrina Anderson</b>	Phone: 612-390-0894 Email: kranderson40@yahoo.com
<b>NORTH BRANCH</b> <i>http://www.northbranchhockey.com</i>	<b>Craig Moline</b>	Phone: 651-248-6302 Email: president@northbranchhockey.com
<b>PINE CITY</b> <i>http://www.pinecityyouthhockey.com</i>	<b>Brett Westbrook</b>	Phone: 612-390-0234 Email: westbrook1838@gmail.com
<b>PRINCETON</b> <i>http://www.princetonyouthhockey.com</i>	<b>Tim Donnay</b>	Phone: 651-470-2637 Email: tim.donnay@princetonyouthhockey.com
<b>ROGERS</b> <i>http://www.rogershockey.com</i>	<b>Dean Dobitz</b>	Cell: 612-246-9497 Email: djdobitz@gmail.com
<b>SPRING LK PARK</b> <i>http://www.slpyha.org</i>	<b>Joey Orrey</b>	Phone: 612-414-4809 Email: hockey.president@gmail.com
<b>ST. FRANCIS</b> <i>http://www.sfyha.com</i>	<b>Jennifer Smith</b>	Phone: 763-323-0197 Cell: 612-803-8683 Email: smithj17@live.com



# District 10 • 2016-2017 Tentative Activity Schedule

Subject to Change / Please refer to the D10 website for the most currently updated Activity Schedule  
[www.district10hockey.org](http://www.district10hockey.org)

## August 2016

2<sup>nd</sup> – 8<sup>th</sup> Tier 1 Tryouts / Youth and Girls / Birth Years 2001 and 2002 / **Open Tryouts**  
Location & Times will be posted on the D10 website

26<sup>th</sup>-28<sup>th</sup> Tier 1 Youth 14 Games / Doug Woog Arena, South St. Paul  
Tier 1 Youth 15 Games / MAC, St. Cloud  
Tier 1 Girls 14 Games / Ridder & Mariucci, Minneapolis

## September 2016

9<sup>th</sup> District 10 Golf Tournament / Daytona Golf Course

9<sup>th</sup>-11<sup>th</sup> Tier 1 Youth 14 Games / Sanford Center, Bemidji  
Tier 1 Youth 15 Games / Fogerty Arena, Blaine  
Tier 1 Girls 14 Games / AMSOIL Arena, Duluth

10<sup>th</sup> Initial Team Declarations need to be submitted to the D10 League  
Game Scheduler, Tom Nergard at [tnergard1@msn.com](mailto:tnergard1@msn.com)

12<sup>th</sup> D10 Membership Meeting / Hidden Haven Golf Club / 7:00 pm  
❖ Review *Initial* Team Declarations

16<sup>th</sup>-18<sup>th</sup> Tier 1 Youth 14 Games / Ridder & Mariucci, Minneapolis  
Tier 1 Youth 15 Games / AMSOIL Arena, Duluth  
Tier 1 Girls 14 Games / Bernick's Arena, Sartell

23<sup>rd</sup>-25<sup>th</sup> Tier 1 Youth 14 Games / Bernick's Arena, Sartell  
Tier 1 Youth 15 Games / St. Paul Highland  
Tier 1 Girls 14 Games / Vadnais Sports Center

26<sup>th</sup> Suburban Hockey Referees Meeting / Broadway Pizza, Blaine / 7:00 PM  
❖ There should be no scrimmages scheduled this day

30<sup>th</sup>-2<sup>nd</sup> Tier 1 Youth 14 & 15 and Girls 14 League Playoffs / Super Rink, Blaine

## October 2016

- XX Mite Director Meeting / Initial Declarations / Date, Location, and Time TBD
- 3<sup>rd</sup> D10 Membership Meeting / Hidden Haven Golf Club / 7:00 PM  
❖ *Final* Team Declarations should be brought to the meeting for review
- 7<sup>th</sup>-9<sup>th</sup> Tier 1 Youth 14 & 15 and Girls 14 District Playoffs / Super Rink, Blaine
- 10<sup>th</sup> Final Team Declaration Revisions are due to Tom Nergard at tnergard1@msn.com
- 27<sup>th</sup> Game Scheduling / Coon Rapids Ice Center / 5:00 PM  
❖ Bantam A, Bantam AA, Bantam B1, Bantam B2, Peewee A, Peewee AA
- 29<sup>th</sup> Game Scheduling / Coon Rapids Ice Center/ 8:00 AM  
❖ Peewee B1, Peewee B2, Squirts, Girls 10U-A, Girls 10U-B, Girls 12U-A, Girls 12U-B
- NOTE:** Girls 15U-A and Girls 15U-B game scheduling will be done on a different date.
- NOTE:** No game changes to the league schedules will be accepted until November 4, 2016
- 29<sup>th</sup> Mandatory Managers Meeting for all Squirt & Girls 10U Leagues / Hidden Haven Golf Club  
❖ 10:00 AM – Squirt B1, B2 & C  
❖ 01:00 PM – Squirt A, Girls 10U-A, Girls 10U-B  
❖ 03:00 PM – All other team managers from any other leagues are welcome to attend at this time.

## November 2016

- 5<sup>th</sup> Roster Sign-off / Fogerty Arena / 9:00 AM  
❖ All Travel Teams (Youth & Girls) / Squirts
- 7<sup>th</sup> D10 Membership Meeting / Hidden Haven Golf Club / 7:00 PM  
❖ Initial Team Declarations for Jr. Gold A, B & 16  
❖ All Associations Must be Present
- 7<sup>th</sup> Head Coach & Managers contact information is due to the D10 President
- 7<sup>th</sup> Game Rescheduling begins through the D10 Game Rescheduling Coordinator
- 13<sup>th</sup> League Play Begins  
❖ Bantams / Peewees / Girls 12U's / Squirts / Girls 10U's
- 15<sup>th</sup> Game Scheduling / Anoka Area Ice Arena / 7:00 PM  
❖ Girls 15U-A and 15U-B

- 16<sup>th</sup> Mite Scheduling Meeting / Coon Rapids Ice Center / 6:30 PM
  - ❖ Ice Schedulers and Mite Directors should attend
- 20<sup>th</sup> League Play Begins
  - ❖ Girls 15U
- 23<sup>rd</sup> Final Team Declarations are due to the Jr. Gold Coordinator, Hank Wuertz
  - ❖ Jr. Gold A, B, 16
- 24<sup>th</sup> Thanksgiving Day – No District 10 League Play / Jr. Gold A, B, 16

### **December 2016**

- 1<sup>st</sup> All Team Membership applications are due to the D10 Registrar, Becky Ewing at d10registrar@gmail.com
- 3<sup>rd</sup> Roster Sign-off / Fogerty Arena / 9:00 AM
  - ❖ Jr. Gold A, B, 16 / All House Leagues / Mites / Girls 8U
- 5<sup>th</sup> D10 Membership Meeting / Hidden Haven Golf Club / 7:00 pm
- 24-25<sup>th</sup> Christmas Holiday – No District 10 League Play / Jr. Gold A, B, 16
- 31<sup>st</sup> New Year's Eve – No District 10 League Play after 3:00 PM
- 31<sup>st</sup> Travel Team Rosters Frozen

### **January 2017**

- 1<sup>st</sup> New Year's Day
  - ❖ No D-10 League Play
- 2<sup>nd</sup> D10 Membership Meeting / Hidden Have Golf Club / 7:00 PM
- 13<sup>th</sup>-16<sup>th</sup> No Scrimmages to be scheduled due to the high volume of tournaments

### **February 2017**

- 1<sup>st</sup> Final Day to sanction Invitational Tournaments
  - ❖ All forms must be submitted to Mark Osmondson by this date
- 4<sup>th</sup> D10 Board of Directors Meeting / Broadway / Elk River / 9:00 AM
- 5<sup>th</sup> Super Bowl Sunday
  - ❖ No League, Tournament or Scrimmage games should be scheduled after 3:00 PM

6<sup>th</sup> D10 Membership Meeting / Hidden Haven Golf Club / 7:00 PM

10<sup>th</sup> League Play Ends

- ❖ Bantams / Peewees / Girls 15U / Girls 12U
- ❖ Bantam B2, C / Peewee B2, C / Squirts / Girls 10U

15<sup>th</sup> Play in games for leagues with levels advancing to Regions / Fogerty Arena

18<sup>th</sup> D10 Youth and Girls Tournaments Begin

- ❖ No Youth or Girls travel teams will be allowed to participate in an Invitational Tournament from 02/17/17 – 02/26/17
- ❖ There will be no Invitational Tournaments sanctioned at any level in District 10 from 02/17/16-02/26/16

26<sup>th</sup> Super Sunday

- ❖ Anoka Area Ice Arena / Fogerty Arena

**March 2017**

3<sup>rd</sup> Regional Playoffs Begin

5<sup>th</sup> Regional Playoffs End

10<sup>th</sup>-12<sup>th</sup> Tournament of Champions – Youth / Anoka & Girls / Rogers

11<sup>th</sup> D10 Board of Directors Meeting / Broadway / Elk River / 9:00 AM

17<sup>th</sup> MN Hockey Youth and Girls State Tournaments Begin

20<sup>th</sup>-24<sup>th</sup> D10 HP 14 and 15 Tryouts / Youth and Girls / Location and Time TBD

26<sup>th</sup>-28<sup>th</sup> Midwest Peewee Tournament of Champions / Sun Prairie, WI

**April 2017**

3<sup>rd</sup> D10 Annual Membership Meeting / Hidden Haven Golf Club / 7:00 pm

6<sup>th</sup>-10<sup>th</sup> Tier 1 National Tournament / Youth 14's / Scottsdale, Arizona  
 Tier 1 National Tournament / Youth 15's / Scottsdale, Arizona  
 Tier 1 National Tournament / Girls 14's / Rochester/Macomb, Michigan



**District 10 • 2016-2017  
Committee Assignments**

**Executive**

Scott Meyer – Chair  
Mark Osmondson  
Roger Sundeen  
Rick Wesp  
Anne Penner  
Bill Andrus  
Hank Wuertz  
Rhonda Madsen  
Tom Nergard (non-voting)  
Colleen Donovan (non-voting)

**Rules/Handbook**

Rhonda Madsen - Chair  
Colleen Donovan  
Rick Wesp  
Scott Meyer  
Bruce Carlson  
Jason Waldowski

**Hearing Committee**

Per Handbook

**Communications/Website**

Rhonda Madsen - Chair  
Tom Nergard  
Scott Meyer

**Finance/Budget/Audit**

Roger Sundeen – Chair  
Bill Andrus – Co-chair  
Mark Osmondson  
Rhonda Madsen  
Rick Wesp  
Scott Meyer  
Colleen Donovan

**Tournaments**

Rick Wesp - Chair  
Rhonda Madsen – Co-Chair  
Roger Sundeen  
Dave Englund  
Jody Cline

**Recruitment/Retention**

Bruce Carlson – Chair  
Shelley Peters  
Cyndy Poulton  
Hank Wuertz

**Competition Committee**

Mark Osmondson - Chair  
Rick Wesp  
Jason Waldowski  
Bruce Carlson  
Mike Mannin

**Awards**

Anne Penner - Chair  
Roger Sundeen  
Stacey Simon



# Ice Arena Directory

<i>Location</i>	<i>Name</i>	<i>Size</i>	<i>Capacity</i>	<i>Phone No.</i>
Andover	Andover Community Center	200 x 85	900	(763) 767-5100
Anoka	Anoka Ice Arena 1	200 x 85	1500	(763) 427-8163
Anoka	Anoka Ice Arena 2	200 x 85	400	(763) 427-8163
Blaine	Fogerty Arena South	200 x 85	2000	(763) 780-3328
Blaine	Fogerty Arena North	200 x 85	300	(763) 780-3328
Blaine	Schwan's Super Rink 1	200 x 100	500	(763) 785-3687
Blaine	Schwan's Super Rink 2	200 x 100	500	(763) 785-3687
Blaine	Schwan's Super Rink 3	200 x 100	500	(763) 785-3687
Blaine	Schwan's Super Rink 4	200 x 100	850	(763) 785-3687
Blaine	Schwan's Super Rink 5	200 x 85	300	(763) 785-3687
Blaine	Schwan's Super Rink 6	200 x 85	300	(763) 785-3687
Blaine	Schwan's Super Rink 7	200 x 85	300	(763) 785-3687
Blaine	Schwan's Super Rink 8	200 x 85	300	(763) 785-3687
Champlin	Champlin Forum	200 x 100	1800	(763) 421-3696
Circle Pines	Centennial Sports Arena	200 x 100	1000	(763) 792-6090
Coon Rapids	Coon Rapids Ice Center	200 x 85	775	(763) 951-7222
East Bethel	East Bethel Arena	200 x 85	900	(763) 434-0397
Elk River	Elk River Barn	200 x 85	400	(763) 635-1141
Elk River	Elk River Olympic	200 x 100	1100	(763) 635-1141
Isanti	Isanti County Arena	200 x 85	1000	(763) 444-6432
Lindstrom	Chisago Lakes Arena	200 x 85	800	(651) 257-8694
Mora	Mora Civic Center	200 x 85	700	(320) 679-2443
Pine City	Korbel Arena	200 x 85	400	(320) 629-6995
Princeton	Princeton East	200 x 85	800	(763) 389-5142
Princeton	Princeton West	200 x 85	800	(763) 389-5142
Rogers	Rogers Community Center	200 x 85	500	(763) 428-1033

# Policies

## **Photographic Devices Policy**

District 10 strictly prohibits the use of any type of photographic device in the locker room.

Any use of these devices in the locker room could result in the player(s), coach(s), parent(s) or person(s) removed from all further team functions. It would be best for the players to leave such devices in the vehicle they came to the arena with or leave such device with a responsible party before entering the locker room.

## **Locker Room Policy**

In addition to the development of our hockey players and enjoyment of the sport of hockey, the safety and protection of our participants District 10 adheres to USA Hockey's SafeSport Program as a means to help protect its participants from physical abuse, sexual abuse and other types of misconduct, including emotional abuse, bullying, threats, harassment and hazing. To help prevent abuse or misconduct from occurring in our locker rooms, District 10 has adopted the following locker room policy. This policy is designed to maintain personal privacy as well as to reduce the risk of misconduct in locker rooms.

## **Locker Room Monitoring**

A sweep of the locker rooms and changing areas should be conducted before players arrive, and if the coaches are not inside the locker rooms, either a coach or voluntary locker room monitors (each of which has been screened) will be posted directly outside of the locker rooms and changing areas during periods of use, and leave the doors open only when adequate privacy is still possible, so that only participants (coaches and players), approved team personnel and family members are permitted in the locker room. Team personnel will also secure the locker room appropriately during times when the team is on the ice.

**Adult supervisors for the locker room monitoring must follow the screening process in the MN Hockey Handbook, Page 54 Sexual Abuse, Physical Abuse and Criminal Background Screening Policy.**

## **Mixed Gender Teams**

Some of our teams consist of both male and female players. It is important that the privacy rights of all of our players are given consideration and appropriate arrangements made. Where possible, District 10 will have the male and female players dress/undress in separate locker rooms and then convene in a single locker room before the game or team meeting. Once the game or practice is finished, the players may come to one locker room for a team meeting and then the male and female players proceed to their separate locker rooms to undress and shower, if available. If separate locker rooms are not available, then the players will take turns using the locker room to change. We understand that these arrangements may require that players arrive earlier or leave later to dress, but believe that this is the most reasonable way to accommodate and respect all of our players.

## **Waiver Procedure Policy**

Waiver request forms are obtained from the Association Presidents.

See the MN Hockey handbook, Youth Rules and Regulations, Page 24, IV Participation, for the newest policy on residency and participation.

## **Zero Tolerance Policy**

MN Hockey Handbook / VIII Playing Rules, Page 29, Fair Play, 2., b. and d.

A team will lose their Fair Play points if:

b. Per Conduct Rule XIV.C.2, spectator conduct becomes so abusive that, in referee(s)' opinion, it is distracting from the game or inciting players, requiring the referee(s) to stop play and request specified individuals leave the area.

d. An off-ice official (timekeeper, scorekeeper, penalty box attendant) provided by one of the teams exhibits conduct that results in the person being removed from their position by the referee(s).



## District 10/MN Hockey/USA Hockey Required Forms

### District 10 Forms

- A. Title: **Tournament Roster**  
Used for: Team Roster Form for District 10 Tournament Booklet  
Acquired from: League Coordinator or District 10 website
- B. Title: **Player Signature**  
Used for: Players & coaches sign in sheet for all District, Region and State Tournaments.  
Acquired from: Tournament Director
- C. Title: **Game Rescheduling Request Form**  
Used for: Rescheduling of league games only  
Acquired from: District 10 Game Rescheduler
- D. Title: **District 10 Score Sheet**  
Used for: Recording of all league game information  
Acquired from: League Coordinator
- E. Title: **Instructions for Minor Officials**  
Used for: Guidelines for tournament minor officials.  
Acquired from: League Coordinator
- F. Title: **Game Report Form**  
Used for: Filing a report of a game incident or official, good or bad  
Acquired from: League Coordinator or District 10 website
- G. Title: **Awards Request Form**  
Used for: Request for player award(s)  
Acquired from: District 10 website
- H. Title: **Goalie Substitution Form**  
Used for: Request for a substitute goalie  
Acquired from: District 10 website
- I. Title: **Mass Waiver Form for Combined Teams (co-op purposes only)**  
Used for: Request to waive multiple players  
Acquired from: District 10 website
- J. Title: **Mass Waiver Approval Form for Combined Teams (co-op purposes only)**  
Used for: Approval signatures for a mass waiver  
Acquired from: District 10 website



## District 10/MN Hockey/USA Hockey Required Forms

### Minnesota Hockey Forms

- A. Title: **MINNESOTA HOCKEY Directory**  
Used for: Acquiring association data for the *MINNESOTA HOCKEY* Directory  
Acquired from: MH Website  
Submit to: Minnesota Hockey
- B. Title: **Invitational Tournament Application**  
Used for: Applying to host an invitational tournament  
Acquired from: District 10 Invitational Tournament Coordinator
- C. Title: **MINNESOTA HOCKEY Referee Report**  
Used for: Reporting of game officials – good or bad  
Acquired from: D10 website
- D. Title: **Junior Gold Hockey Player Verification of School Enrollment**  
Used for: Verifying enrollment of Junior Gold players.  
Acquired from: Minnesota Hockey website
- E. Title: **Waiver Agreement**  
Used for: Contract agreement between Associations and *MINNESOTA HOCKEY*  
Acquired from: Association President

### USA Hockey Forms

- A. Title: **Program Participation Registration**  
Used for: Individual participation with USA hockey  
Acquired from: District Registrar
- B. Title: **Team Membership Application**  
Used for: Registering team with USA Hockey  
Acquired from: District Registrar
- C. Title: **Team Roster Registration**  
Used for: Official roster of players and team officials  
Acquired from: District Registrar

<b>2016-2017</b> <b>Minnesota Hockey Age Chart</b>
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To be eligible, players must have been born on or after the stated date:

<u>YOUTH</u>	<u>GIRLS</u>
Junior Gold ..... July 1, 1997	19 & Under ..... Jan 1, 1997
Junior Gold 16 ..... July 1, 1999	MN 15 & Under .... July 1, 2000
MN Bantam ..... July 1, 2001	MN 12 & Under .... July 1, 2003
MN Peewee ..... July 1, 2003	MN 10 & Under .... July 1, 2005
MN Squirt ..... July 1, 2005	MN 8 & Under .... July 1, 2007
MN Mite ..... July 1, 2007	
Initiation Program Any age	

**Youth Hockey Participation Levels for 2016-2017 Hockey Season**

**MN-Mite** (born on or after July 1, 2007) Youth 8 and under. *Minnesota Hockey* has adopted a program entitled Initiation Program from USA Hockey that teaches the basics of skating. No body checking

- **NOTE:** MN Mite teams may NOT play teams from outside of District 10 or travel outside of District 10 to play, without permission from the District 10 Director

**MN Squirt** (born on or after July 1, 2005) Youth ages 9 & 10. No body checking

**MN Peewee** (born on or after July 1, 2003) Youth ages 11 & 12. No Body checking allowed  
Region and State Tournaments

**MN Bantam** (born on or after July 1, 2001) Youth ages 13 & 14. Body checking allowed.  
Region and State Tournaments

**Junior Gold 16** (born on or after July 1, 1999) Youth ages 15 & 16. Body checking allowed.  
Metro Hockey League Playoff, State Tournament (**must be enrolled in school to be eligible**)

**Junior Gold** (born on or after July 1, 1997) Young men ages 17 & 18. Body checking is allowed.  
Metro Hockey League Playoff for "B-American", Region Tournament for "A", and State Tournament at both the "A" & "B-American" levels (**must be enrolled in high school to be eligible**)

**Girls Hockey Participation Levels for 2016-2017 Hockey Season**

**MN 8 & Under** (born on or after July 1, 2007) Young girls ages 8 & under. Non-checking.

- **NOTE:** Girls 8 & Under teams may NOT play teams from outside of District 10 or travel outside of District 10 to play, without permission from the District 10 Director

**MN 10 & Under** (born on or after July 1, 2005) Young girls ages 9 & 10. Non-checking.

**MN 12 & Under** (born on or after July 1, 2003) Girls ages 11 & 12. Non-checking. Region & State Tournaments.

**MN 15 & Under** (born on or after July 1, 2000) Girls ages 13, 14 & 15. Non-checking. Region & State Tournaments.

**19 & Under** (born on or after January 1, 1997) Young women ages 16 - 19. Non-checking. State Tournaments at the "A" & "B" levels.

# Hockey Playing Rules

MINNESOTA HOCKEY and USA Hockey Youth Rules & Regulations shall apply except as otherwise noted hereafter. However, some of these playing rules may be superseded by other rules for teams that have inter-district play.

## Coaches Responsibilities

USA Hockey requires that all coaches must wear helmets when they are on the ice with a youth team or any USA Hockey registered players. Minnesota Hockey also requires that the helmet chin straps must be buckled.

The following penalties for non-compliance will be: First offense will be a written warning to the Coach and Association. Second offense will be a \$100.00 fine to the Association, payable to District 10, and a 30 day suspension from ALL activities for the coach.

- A. The head coach and all assistant coaches of all registered teams, Mite/Initiation through Jr. Gold and all Girls, **MUST** be CEP (Coaches Education Program) certified. They must be certified at a level specified by the USA Hockey Coaching Education Program requirement policy corresponding to the level of play of the team they are coaching. Refer to the USA Hockey Coaching Education Program Requirement Policy in the USA Hockey Rule Book. Coaches will be required to provide their Association's ACE Coordinator a photocopy of their certification card as proof of having attained that level of certification. It is the individual Association's ACE Coordinator's responsibility to ensure all of their coaches are certified to coach at the level to which they have been assigned.
- B. The Head Coach should be in attendance at all of the team practices and games. There **MUST** be a rostered CEP certified coach at any on-ice function of the team. If it is determined the Head Coach, or another CEP certified coach listed on the team roster, are not in attendance at team on-ice functions, District 10 will advise the association they must replace the Head Coach with another proper level CEP certified coach that will be in attendance. The team could be dropped from the league for failure to comply.
- C. Do your best as a host coach, and the person working on your home grounds, to control your team so there is not interference with play or abuse of your visitors. At the conclusion of the game, the winning team is to stay on the ice near their bench until the losing team has gone off the ice. In the event of a tie, the visiting team will go off the ice first.
- D. Make a note of the date, game time, and location of your league games. Show up on time with your team ready to play.
  - **NOTE:** Failure to show up for a game with your team without just cause will result in:
    - If the mistake was a wrong posted time of the teams website, then the penalties are – complete cost of the new game ice, referee fees and a double rescheduling penalty to include single game penalty if needed and a game misconduct to the Head Coach.
    - If the game was missed because of participation in another scrimmage, tournament or any reason not approved, then the penalties are – full cost of the new game ice, referee fees, double rescheduling penalties, including a double single game penalty, and the head coach is assessed a two (2) game misconduct.
- E. Do your best to see that you and your team are welcome guests.
- F. Per the *MINNESOTA HOCKEY 2016-20176 Handbook*, **only** the players and coaches (excluding managers) that are listed on the official USA Hockey Player Roster, or a replacement coach(s) approved by the District Director, are allowed to be on the bench during any *MINNESOTA HOCKEY/USA Hockey* sanctioned competition. The maximum number of players from a team that can dress as skaters for a game is 18 and the maximum number of players that can dress for a game is 20.

**All players on the bench, including players not dressed to play in the game, must wear a helmet/facemask and team jersey.**

- G. Per the USA Hockey Rule Book, Rule 109 b, a maximum of 4 coaches is allowed to be on the bench during any *MINNESOTA HOCKEY/USA Hockey* sanctioned game.



- H. The winning team must contact the League Coordinator of their division after each game to report the score of their game and Fair Play points awarded. Home team is responsible to report this information in case of a tie game. **Failure to report within 48 hours can result in forfeiture of the game and a loss in the standings for both teams, unless the game ended in a tie. In that case, only the home team will be listed with a loss and the visiting team will be granted their point.**
- I. The Head Coach must notify the League Coordinator **within 24 hours after the game**, when any Game Misconduct, Match or Major penalties has been issued to anyone associated with your team. You may have the team manager notify the League Coordinator, but it is the **Head Coaches responsibility** to ensure it is done. It is also the Head Coaches responsibility to understand the additional suspension penalties that are associated with these penalties as outlined in USA Hockey Playing Rules 404 and 405. The penalty for fighting in the Jr. Gold and Jr. Gold 16 classification for the first offense will be the remainder of the game, and a three (3) game suspension. For a second violation, the player will be suspended from all participation for the remainder of the season. All provisions in the USA Hockey Official Playing Rules that apply to the Midget age classification and younger shall also apply to the Junior Gold and 16 & Under classification, except as modified by *MINNESOTA HOCKEY*. At the Junior Gold and 16 & Under classification, the referees may call a Game Disqualification on any player at any time during the play of the game. The player will be removed only from the game being played when receiving this penalty. Suspended players or team officials are not allowed to participate in any team activities including being in the locker room or on the players bench.
- **NOTE:** Scrimmage games **do not count** as a game that a player or coach must sit out due to a suspension because of Game Misconduct or Match penalties. Any Game suspensions from a Game Misconduct must be served at the **next** league or sanctioned tournament game the team plays. Any player or coach receiving a Match penalty is immediately suspended from any further participation in team games, practices or team activity until after a hearing has been held. (See USA Hockey Rules 404 and 405)
- J. **Any coach who receives a 2<sup>nd</sup> Game Misconduct shall be immediately suspended and must appear before the District 10 Disciplinary Committee for a hearing. The Disciplinary Committee has 30 days from the date of the assessed second Game Misconduct to hold the hearing. After 30 days the coach will be reinstated.**
- K. Per Minnesota Hockey rules: No District 10 team shall be allowed to schedule or participate in a game, scrimmage, shared ice or practice or host/invite a tournament any team that does not have a valid (signed) USA Hockey roster or has otherwise been identified by the District 10 Director and/or Registrar as a team that is not properly registered. This includes teams that have not complied with Minnesota Hockey's participation **rule** (MN teams only). Teams and/or Associations that are found in violation of this policy are subject to further disciplinary action from District 10. This does not apply to the incidental playing of a non-compliant team as part of a tournament hosted outside of District 10. If such an incident should happen, the District needs to be contacted **immediately**. Ask to see the teams USA Hockey Official Roster.
- L. All teams must be registered prior to participating in any USA Hockey Sanctioned games.
- M. Home team will wear their light colored jerseys unless, prior to the game, both head coaches agreed upon different arrangements.
- N. **The Home team will supply warm up pucks for both teams.**
- O. Special Events: An Association and/or a MNH District may conduct special events as authorized by the District Director, providing that only teams from within that district participate. Special events authorized by the District Director must follow all rules for sanctioning invitational tournaments except that there is no sanction fee and these events are not subject to the February 1<sup>st</sup> sanctioning deadline. Any event involving three or more teams, excluding regularly scheduled league games, will be considered an invitational tournament, unless the teams are all from the same district and/or the event has been authorized as a special event.



## **Officials**

**All District 10 games** (scrimmage, league, invitational tournament and District hosted tournaments) shall be officiated by Suburban Hockey Referees Association (S.H.R.A.) officials only. Referees will be scheduled based on availability. Scrimmage game and invitational tournament referee's are to be requested through the S.H.R.A. Assignment Secretary.

1. Failure of a Coach or Association to follow the policy above will result in the team and/or association being fined \$100 per game for the first violation.
2. A second violation of the above policy will result in a \$250 per game assessed to the Team and Association, plus the appearance before the District 10 Disciplinary Committee for both the Coach and Association.
3. If this occurs during an invitational tournament hosted by a District 10 Association the fine will be \$100 for the first game, \$200 for the second game and \$300 for the third game. A second tournament violation could result in suspension of the ability to host any invitational tournaments or District sponsored tournaments for a period of one year.

This policy is in place to insure we have the proper qualified persons to officiate all games hosted by the Associations and the District. S.H.R.A. has an evaluation process in place and schedules officials accordingly. We cannot insure that officials outside of S.H.R.A. are registered and qualified to officiate our USA/MNH/District sanctioned events.

## **Score Sheets**

1. A score sheet shall be used for all games - league, tournament and scrimmages.
2. The score sheet shall include at a minimum, the following information:
  - ◆ Date, actual start and finish times, and location of the game
  - ◆ The division and classification of the teams
  - ◆ The home and visiting team player rosters including player names and numbers
  - ◆ The home and visiting team coaches names, USA Hockey Coach Education Program (CEP) card numbers, CEP level attained and the year of certification
  - ◆ Scoring and penalty information
  - ◆ Printed names of the referee(s) and the linesmen, or their assigned Hockey Referee Association number, and the signature of the referee(s).
3. For Minnesota Hockey District, Region and State Tournaments, the score sheets shall be signed by all participating coaches attesting to the accuracy of the player roster and the CEP information.
4. If a game misconduct or match penalty is assessed during a game, the on-ice officials shall receive the top copy (White) of the score sheet, which shall accompany a game report to the appropriate District Supervisor of Officials. In all other cases, the top (White) copy will go to your League Coordinator.
5. Scoresheets shall be distributed as follows: Original – League Coordinator; Copy 1 – Home Team; Copy 2 – Visiting Team.

## **Levels of Play**

### A. Available Leagues:

Squirt	"A", "B1, B2", "C"	10 & Under Girls "A", "B"	19 & Under Girls "B"
Peewee	"A", "B1, B2", "C"	12 & Under Girls "A", "B"	
Bantam	"A", "B1, B2", "C"	15 & Under Girls "A", "B"	
Jr. Gold	"A", "B", "16"	(will play in the Metro League)	( <a href="http://www.metroleaguehockey.com">www.metroleaguehockey.com</a> )

- B. Leagues with 12 or more teams may be separated into classifications (example Green / Blue). There is a 6 team minimum for any League Classification unless intra-district play is involved or upon approval of the District Board of Directors.
- C. Associations will declare teams per League and Classification. Deviations from previous year declarations must be supported in writing at the first District 10 Meeting (usually in September). Associations cannot place 2 teams

at a level unless there is an existing team at a higher level. Example: For two B1 teams, an A team is needed; for two B2 teams an A or B1 team is needed. Subject for approval by the District Director

- D. A District 10 Competition Committee will be formed and chaired by the Vice President of District 10 and will consist of four (4) or more additional members chosen from the District 10 Board. They will have the right to review and adjust declarations (based on the MNH Handbook, Youth Rules and Regulations Section VII). These adjustments will be made after the final declarations at the second District 10 Membership Meeting held in October.
- E. Every team registered with USA Hockey in Minnesota Hockey District 10 ***MUST*** play in District 10 League play that is conducted by District 10. The only exception would be if teams at a certain level are playing in cooperation with and under the control of another district, due to the number of teams registered at that level in District 10 not being enough to conduct that level of league play in District 10.
- F. Interlevel Play – There shall be no interlevel play (games or exhibition games) between classifications (Peewee vs. Bantam, 15U vs. 12U) or between divisions (A and B, B and C or A and C teams), with the exception of Youth 16U (Jr. Gold 16) and Junior Gold B, and 15U A & B. In special circumstances where interlevel play between divisions is appropriate, approval of the District Director must be obtained.
- G. District Director Approval – It shall be the responsibility of the District Director to review and finalize the division of all teams. Each association shall submit the proposed division for each team to the District Director prior to November 15<sup>th</sup>. The District Director's decision may be appealed to the Gold or Maroon Coordinator whose decision shall be final.

## **Youth League Games**

### **OUTDOOR GAMES**

- A. The length of the periods for outside games shall be fifteen (15) minutes running time for the first two (2) periods and fifteen (15) minutes stop time for the third period for all classifications. Teams switch ends midway through the third period. All outdoor games should not exceed one and one-half (1 & 1/2) hours from designated starting time.
- B. All tie games will remain tie games and each team will receive one (1) point. For a win, a team will receive two (2) points for determining standing at the end of the year.
- C. Home team is responsible for furnishing a timekeeper and stop watch. Visiting team is responsible for furnishing an official scorekeeper and District score sheets. Each team should provide one (1) penalty box gatekeeper. The timekeeper, visiting official scorekeeper, and gate keepers are **MINOR OFFICIALS** and must conduct themselves accordingly.
- D. Official scorekeeper must have the referees sign the official score sheet. The original is retained by the referee. The first copy is given to the Home team and the second copy to the Visiting team.
- E. Under questionable ice conditions, the home team Head Coach is responsible for determining whether the ice is playable. The home team Head Coach will inform the visiting team Head Coach and League Coordinator two and one-half (2 & 1/2) hours prior to game time whether game is to be played. The League Coordinator must notify the referee scheduler of postponement. The home team Head Coach must have information available for referees and visiting coaches when they call.
- F. If the temperature is -10° F or wind-chill is -20° F, outdoor games will not be played. WCCO radio temperature will be used as a guide two (2) hours before game time.
- G. If at game time the weather conditions are such that the game should not be played, the referees have the authority to cancel the game. The referees will get a show-up fee.
- H. If snowfall quits one (1) hour and forty-five (45) minutes prior to game time, the home team is responsible for making sure the ice is playable.
- I. Any team not following these rules will forfeit the game and referees that show up will be paid full fee.
- J. After the start of league play, no league game will be canceled or changed except those dictated by weather conditions or rescheduled by the District 10 Reschedule procedure.

- K. Failure of a team to be on ice ready to play by ten (10) minutes after scheduled game time on the official **RINK CLOCK** constitutes forfeiture and the referee fee will be paid. In case the game starts late due to a backup at the rink, the team must be ready to start play (10) minutes after the game was originally scheduled to start, or as soon as the ice has been made ready for play for their game, whichever is later or they shall forfeit. In case the ice is ready for play prior to the scheduled starting time, your team is not required to start early, but you may do so if the referees are ready and both Head Coaches agree to start. **Starting a game early does not extend the length of the game time.**
- L. During a game where a team has reached a score of ten (10), any additional goals will not be posted.
- M. If a game must be canceled because of weather or rink conditions, the completion of two (2) periods of play will be considered a complete game.

## INDOOR GAMES

- **NOTE:** Actual game start time could differ from scheduled game time due to backups at the arena. It is important that the arena attendant, referees and both coaches are aware if this is the case, so you are sure to get your allotted time. A game ending time should be agreed on by all the above mentioned parties prior to starting the game.

**Injuries do not extend the length of the game and starting a game early also does not extend the length of the game time.**

### A. Game Times

1. One (1) ice hour period of time to play game (all leagues except Bantam "B1", Bantam "B2", and Girls 15U A/B).
  - a) Head Coaches and Referees must agree on actual start time of game hour and record on the score sheet.
  - b) Four (4) minute pre-game warm up starting once both teams are on the ice.
  - c) The length of time for the first two periods is twelve (12) minute stop time. The length of time for the third period will be determined by the time remaining in the ice hour on the ARENA CLOCK minus three (3) minutes. The third period will be running time until there are three (3) minutes remaining on the time clock. These last three (3) minutes will be stop time.
  - d) Time between periods is one (1) minute.
  - e) The time clock will be stopped when a penalty is reported to the MINOR OFFICIALS during running time to enter penalty time. Running time will resume at the drop of the puck. If an injury occurs during running time, the clock will stop ONLY at the discretion of the referee.
  - f) Game Termination - a game is ended when either of the following occurs:
    - 1) Completion of period 3.
    - 2) The end of the agreed upon ice hour. In this case, a game may be ended with time remaining on the game clock.
    - 3) A game is considered complete after the completion of two (2) full periods of play and the time limit for the game has expired. Any game that has not completed two (2) full periods before the ice hour has expired, will not be considered a complete game. The game will be rescheduled and played as a new game with 0 to 0 score. Both teams will share cost of new game.
  - g) There are **NO** time-outs allowed in one (1) hour games.
  - h) Running time will be used whenever a six (6) goal differential occurs in the third period. (If the goal differential becomes five (5) or less, stop time shall begin again)  
During running time, the time clock will be stopped when a penalty is reported to the MINOR OFFICIALS to enter penalty time. Running time will resume at the drop of the puck. In an injury occurs during running time, the clock will stop ONLY at the discretion of the referee.
2. One & one half (1-1/2) ice hours period of time to play game. (Bantam B1, B2 and Girls 15U A/B)



- a) Head Coaches and Referees must agree on actual start time of game hour and record on the score sheet.
- b) Five (5) minute pre-game warm up starting once both teams are on the ice.
- c) The length of time for the all three periods is fifteen (15) minute stop time.
- d) Resurface ice after second period. If there are two (2) one & one half (1-1/2) ice hour games back to back, the second game will start on old ice and the resurface will be after the first period.
- e) There will be no warm-up time following the ice resurface.
- f) The time between periods where there is no ice resurface is one (1) minute.

g) Running time will be used whenever a six (6) goal differential occurs in the third period.  
*(If the goal differential becomes five (5) or less, stop time shall begin again)*  
 During running time, the time clock will be stopped when a penalty is reported to the MINOR OFFICIALS to enter penalty time. Running time will resume at the drop of the puck. In an injury occurs during running time, the clock will stop ONLY at the discretion of the referee.

h) Game Termination - a game is ended when either of the following occurs:

- 1) Completion of period 3.
- 2) The end of the agreed upon one & one half (1-1/2) ice hours. In this case, a game may be ended with time remaining on the game clock.
- 3) A game is considered complete after the completion of two (2) full periods of play and the time limit for the game has expired. Any game that has not completed two (2) full periods before the 1-1/2 ice hours has expired, will not be considered a complete game. The game will be rescheduled and played as a new game with 0 to 0 score. Both teams will share cost of new game.

i) There are NO time-outs allowed in one & one half (1-1/2) ice hour games.

### 3. Two (2) ice hours period of time to play game. (Bantam "A"/"AA")

- a) Head Coaches and Referees must agree on the actual start time of the game and record that time on the score sheet.
- b) Eight (8) minute pre-game warm up starting once both teams are on the ice.
- c) The length of time for all three (3) periods is seventeen (17) minutes stop time, with the exception noted in item f) in the third period.
- d) Resurface after the second period.
- e) Two (2) minute warm up before the start of the third period, starting once both teams have returned to the ice.

f) Running time will be used whenever a six (6) goal differential occurs in the third period.  
*(If the goal differential becomes less five (5) or less, stop time shall begin again.)*  
 During running time, the time clock will be stopped when a penalty is reported to the MINOR OFFICIALS to enter penalty time. Running time will resume at the drop of the puck. If an injury occurs during running time, the clock will stop ONLY at the discretion of the referee.

g) The time between periods where there is no resurface is one (1) minute.

h) Game Termination: a game is ended when any of the following occurs:  
*NOTE: Bantam "A" League games will be allowed to play one (1) five (5) minute stop time sudden victory overtime period if the score is tied at the end of three (3) periods of regulation play.*

- 1) Completion of period 3 if there is a goal differential between the teams.
- 2) At the end of one (1) 5 minute stop time sudden victory overtime period if neither team has scored during the overtime period.



- 3) When either team scores during the sudden victory overtime period.
- 4) The end of the agreed upon two (2) ice hours. In this case, a game may be ended with time remaining on the game clock.

A game is considered complete after the completion of two (2) full periods of play and the time limit for the game has expired. Any game, in which two (2) full periods have not been completed before the ice hours have expired, will not be considered a complete game. The game will be rescheduled and played as a new game with 0 to 0 score. Both teams will share cost of new game.

- i) Each team is allowed one (1) minute time-out during the game in accordance with Official Playing Rules, Rule 637 (e) disregarding the reference to time curfew in the last sentence.

- B. Home team is responsible for furnishing a qualified timekeeper and visiting team is responsible for furnishing a qualified scorekeeper and District 10 score sheets. Each team should provide one (1) penalty gatekeeper. The timekeeper, visiting official scorekeeper, and gate keepers, WHO MUST BE ADULTS, are MINOR OFFICIALS and must conduct themselves accordingly.
- C. Official scorekeeper must have the referees sign the official score sheet. The original (top) sheet is to be sent to the League Coordinator, unless the referee takes it due a game misconduct. The first copy is given to the Home team and the second copy to the Visiting team.
- D. A team must be on the ice ready to play ten (10) minutes after start of designated ice hour on the official ARENA CLOCK or they shall reschedule with the team causing the reschedule responsible for all costs and penalties. In case the game starts late due to a backup at the arena, teams must be ready to start play (10) minutes after the game was originally scheduled to start, or as soon as the ice has been made ready for play for their game whichever is later, or they shall reschedule with the team causing the reschedule, who is responsible for all costs and penalties. In case the ice is ready for play prior to the scheduled starting time, your team is not required to start early, but you may do so if the referees are ready and both Head Coaches agree to start. All scheduled league games will be played as scheduled unless approved by the District 10 Game Rescheduler.
- E. All tie games will be recorded as a tie game and each team will receive one (1) point. For a win, a team will receive two (2) points for determining standings at the end of the year. Reference also the application of Fair Play points on page 27 for determining final standings.
- F. During a game where a team has reached a score of ten (10), any additional goals will not be posted.
- G. In the event the weather is such that it might be hazardous to the health of the participants, the game may be officially postponed. The Head Coach wishing to postpone the game must contact the opposing Head Coach and the League Coordinator at least two and one half (2 & 1/2) hours prior to game time. In the event the League

Coordinator cannot be reached in a reasonable amount of time, the Head Coach wishing to postpone the game should contact the Referee Scheduler and inform him of the postponement and then continue to try to contact the League Coordinator.

The Referee Scheduler should be contacted by the coaches only in the case of an emergency, such as a late postponement due to bad weather. The League Coordinator must notify the Referee Scheduler of a postponement. Any disputes regarding postponement of league games must be discussed with the League Coordinator. The ice hour(s) for the new game will be shared by both teams. The home team Head Coach is responsible to reschedule the postponed game. The District 10 Rescheduling Procedure will be used, with the exception that the \$150.00 penalty is not applicable in this situation.

### **Make-up Games**

- A. All make-up games must follow the District 10 Rescheduling policy.
- B. Make-up dates may be refused only if the team has a previously scheduled league game or has been previously entered and paid the admission fee into an Invitational Tournament.
- C. Make-up games shall not be scheduled earlier than 5:00 PM on weekdays or after 10:00 PM on any day without the consent of both coaches.
- D. Home teams must tender make-up dates to the other team in the order in which they were scheduled (i.e. the oldest, first and most recent, last).

## Protests

- A. In the event the Head Coach wants to protest a game because of a referee's alleged **wrongful interpretation of the rules only, he must notify the referees, the scorekeeper, and the opposing coach before play continues.** A failure to follow this procedure nullifies any protest arising from the game.
- B. To complete the protest, a signed letter detailing which rule was misinterpreted and a description of the circumstances, plus a check for \$25.00, made out to District 10 and must be filed with the appropriate District 10 League Coordinator. This protest letter must be postmarked within 48 hours after completion of the game. The District 10 Protest Committee, chaired by the District 10 President and made up of District 10 board members appointed by the President, will hear the protest within five (5) days of receipt of the letter. If a decision cannot be reached, appeal will be made to District Director.

## Disciplinary Hearings

Any player, coach, manager or anyone associated with a District 10 team that receives a Match penalty is required to come before the District 10 Hearing Committee to determine if further disciplinary action, if any, shall be imposed. The Hearing committee will be formed as outlined in District 10 By-Law Article 4 Sec.7. This hearing date will be set up as expeditiously as possible. The penalized person is **immediately suspended from participation in any team practice, game or team activity until after the hearing.** If the penalty has been assessed to a player, it is requested that the Head Coach accompany the player to the hearing. If extenuating circumstances prevent the Disciplinary Committee from holding the hearing within thirty (30) days of the incident, the suspension will be automatically expire after (3)0 days, per the USA Hockey Playing Rules book.

## Rest Rule

Teams shall not participate in more than two on-ice activities per day, nor shall they participate in more than one tournament at a time (no overlapping days). On-ice activities include games (league, tournament, exhibition, etc.) and/or practices. There shall be a minimum of two (2) hours between on-ice activities on the same day and ten (10) hours between on-ice activities on consecutive days. The time is from the end of one on-ice activity to the beginning of the next. Exceptions:

1. Mites – the time between activities can be reduced to 1-1/2 hours.
2. Teams may schedule a practice before or after a game, without the two hours of rest, at the discretion of the coach and the association.

## Mood-Altering Chemicals

The use of mood-altering chemicals, i.e. alcohol, tobacco, drugs and/or marijuana, is expressly prohibited. During the playing season, regardless of quantity, a player shall not:

- (1) Use a beverage containing alcohol;
- (2) Use tobacco (including chewing tobaccos) or
- (3) Use, consume, have in possession, buy, sell or give away any other controlled substance defined by law as a drug.

This rule applies to the entire season, which is defined as from the time a player has registered with their Association for the 2016/2017 season until the team in which the player is selected to play, on concludes all of their activities for

the 2016/2017 season. It is not a violation for a player to be in possession of a controlled substance specifically prescribed for the players own use by his or her physician. The penalties for violation of this policy shall be per the Youth Rules and Regulations, Section XIII of the *MINNESOTA HOCKEY Handbook*.

## Additional Information

- A. Officials should be at the rink 15 - 20 minutes before the scheduled start time of the game. It is a good practice for the home team Head Coach or Team Manager to verify the officials are at the rink while your team is getting dressed.
- B. Players are not to go onto the ice until at least one of the game officials is on the ice.  
**THIS IS USA HOCKEY INSURANCE REQUIREMENT.**
- C. **Only One (1) Referee at the Game**  
In the event there is **only one (1) referee at the arena** at the time your game is scheduled to start, every effort will be made to get a second referee to the arena as soon as possible. The game will be started and played with one (1) referee until the second referee arrives. If a qualified official is found that has a child playing on either of the teams involved, that official may be used to fill in for the missing official in this instance. The game will be considered official and is **not** grounds for protest if the entire game is officiated by only one (1) referee.



If there are only two (2) officials at a Bantam “A” game, where the three-man system (one (1) referee & two (2) linesmen) is used, the two (2) man system will be used.

- D. Parents, coaches, assistant coaches, or managers shall not verbally abuse the opposing players, coaches, assistant coaches, managers, officials, minor officials, and/or league officials. Any unsportsmanlike conduct will be grounds for an indefinite suspension by the District 10 Disciplinary Committee. The referees always have the power to order a person removed from the playing area or arena.
- E. Coaches, **DO NOT** argue with an official on the ice, before or after the game. Coaches, players, managers, minor officials or spectators (fans) are not to go into the officials’ room without an invitation before, during or after a game. A violation of this policy will be dealt with per the Youth Rules and Regulations, Section XIV CONDUCT of the *MINNESOTA HOCKEY* Handbook. **The Head Coach is also responsible for the conduct of the players’ parents. If you have a situation where you feel one of the parents from your team will confront the officials on their way out of the arena, make sure you control the situation and do not let it happen. If this sort of conduct is reported to District 10, your team may be disciplined.**
- F. Coaches, managers, and parents should avoid talking to or discussing rule interpretations with game officials immediately after games. Complaints on referees **must be reported in writing** to the District 10 Supervisor of Officials and the appropriate League Coordinator. Use the *MINNESOTA HOCKEY* Referee Report form or the District 10 Game Report form for your report. If either of these forms is not immediately available to you (the District 10 Game Report form is available on the District 10 website), use a plain sheet of paper. If you do not use one of the report forms, make sure you list all of the pertinent information such as: names of referees, date of game, location of game, teams involved, score of game and your complaint.
- G. *MINNESOTA HOCKEY* Referee Report forms or District 10 Game Report forms shall be made out by either of the referees or the Head Coach if there is a problem they think should be brought to the attention of the District Director or the Supervisor of Officials.
- **Note:** Forms MUST be made out and the League Coordinator notified within 24 hours of the completion of the game anytime a player, coach or anyone else associated with the team is given a game misconduct or match penalty.
- H. Time duration for penalties is per USA Hockey and MN Hockey Playing Rules.
- **Note:** Paragraph D under Coaches Responsibilities for failure to show up for a game.
- I. **Tie Breaking Procedure for Final League Standings**  
The position of teams in the final league standings will be determined by the total points acquired in the league games played. Total points accumulated are based on two (2) points for a win and one (1) point for a tie, plus Fair Play points. The 1st place team will be the team with the most points followed in succession by the teams with the next most points. In the event of a tie by one or more teams in the leagues final standings, see the Fair Play tie breaking procedure on page 28-29 of the handbook to determine the final standings.
- J. **Missing School for Invitational Tournaments**  
Any association hosting youth or girls Invitational Tournaments should make every effort to schedule the games in a manner that would not cause participating players to miss school classes. It is strongly recommended that no games begin before 6:00 p.m. on any school day. The hosting association should give consideration to teams traveling some distance to participate and arrange the tournament schedule to allow those teams adequate time to travel without having to miss school classes.
- **Note:** Due to Geographic’s and the formats required for *MINNESOTA HOCKEY* Region and State Tournaments, players on some of the participating teams will likely miss some school classes to participate in the tournament.

### **Student Coaches**

Go to the USA Hockey website, select Coaches, then select Student Coaches.

### **Coached Education Program (CEP)**

For current CEP information or any questions regarding the coaching clinics contact Christian Koelling at 612-440-8724.

# Hockey Education Program (HEP) Fair Play

MINNESOTA HOCKEY has instituted a program called Hockey Education Program (HEP). HEP is a three-component program intended to make hockey more fun for kids. The three components are skill development (Skill Challenge Program), education (Mastery Approach to Coaching – MAC and Mastery Approach to Parents for Sports – MAPS) and accountability (Fair Play).

The Fair Play program will have an impact on league standings by Fair Play points being awarded to teams based on the conduct of players, coaches, parents and the number of penalties the team is assessed during league games. The following is an explanation of how the Fair Play points will be awarded and how they will affect League Standings:

1. All leagues administered by Minnesota Hockey shall use Fair Play rules to determine league standings. League standings will be determined using the following Fair Play point system: Win = 2 points, Tie = 1 point, Loss = 0 points, plus 1 Fair Play Point. In the event that teams play an unequal number of games, the standings can be determined by a percentage of available points in the games played. The following delineates the recommended Fair Play rules. Leagues may amend these rules by submitting changes in writing for approval by the HEP committee prior to the start of league.
  - a. Total Fair play penalty minutes' criteria is exceeded.
  - b. Per Conduct Rule XIV.C.2, spectator conduct becomes so abusive that, in referee(s)' opinion, it is distracting from the game or inciting players, requiring the referee(s) to stop play and request specified individuals leave the arena.
  - c. Coach is assessed a Game Misconduct or Match Penalty.
  - d. An off-ice official (timekeeper, scorekeeper, penalty box attendant) provided by one of the teams exhibits conduct that results in the person being removed from their position by the referee(s).
2. Each team will earn their Fair Play point if none of the following occurs:
  - a. Squirrt 10 minutes
  - b. Peewee 12 minutes
  - c. Bantam 14 minutes
  - d. Jr. Gold 16 minutes
  - e. Jr. Gold 16 minutes
  - f. Girls 10U 8 minutes
  - g. Girls 12U 10 minutes
  - h. Girls 15U 12 minutes
  - i. Girls 19U 14 minutes
3. Fair Play total "equivalent" penalty minute criteria. (Criteria based on one (1) hour games for Peewee/Girls 12U and below and one & one half (1&1/2) hour games for Bantam / Girls 14U and above)
 

a. Squirrt 10 minutes	f. Girls 10U 8 minutes
b. Peewee 12 minutes	g. Girls 12U 10 minutes
c. Bantam 14 minutes	h. Girls 15U 12 minutes
d. Jr. Gold 16 minutes	i. Girls 19U 14 minutes
e. Jr. Gold 16 minutes	
4. For the purposes of total Fair Play penalty minutes, the following outlines the penalty "equivalency" minutes associated with each of the following classifications of penalties:
 

a. Minor/Bench Minor 2 minutes	e. Match 10 minutes
b. Major 5 minutes	f. Minor plus Misconduct (2&10) 12 minutes
c. Misconduct 10 minutes	g. Misconduct for no mouth guard 2 minutes
d. Game Misconduct 10 minutes	h. Penalty Shot – Equivalent minutes to penalty assessed
5. If two or more teams are tied in final standings, the following process shall be used to determine position in the standings. If the tied teams played an unequal number of games, the formula results stated below must be determined by a percentage of available points in the games played. When the tie involves two teams, the tie breaking formulas shall be used in succession until the tie is broken beginning with 5.a. When the tie involves three or more teams, their position in the standings shall be determined using the same process, except when one formula establishes a position for one or more teams, each team is placed in the applicable position. Once a team(s) is placed, the tie-breaking process shall be restarted at formula 5.a for the remaining tied teams.
  - a. Head to head competition among tied teams including Fair Play points.
  - b. Most wins in league play.
  - c. Fewest losses in league play
  - d. Most Fair Play points earned in league play
  - e. Largest goal differential among tied teams. (six max. per game)
  - f. Greatest quotient; goals for divided by goals against among tied teams.
  - g. Largest goal differential for all league play. (six max. per game)
  - h. Greatest quotient; goals for divided by goals against for all league play.



- i. Flip of a coin by a league official in the presence of the District Director.
6. Individual Fair Play Sportsmanship awards are available for Squirt and 10U teams earning 90% of their league's Fair Play points.
7. Forfeits: A team initiating a forfeit does not receive a Fair Play point. The team not forfeiting receives the Fair Play point, unless the forfeit is mid-game and they have already lost the Fair Play point.
8. In District 10 League play there are no forfeits. All league games are to be played as scheduled or approved reschedule by the District 10 Game Rescheduler.

## Penalty Rules

### **Minor Penalties**

Minor penalties for all league, exhibition/scrimmage, and tournament (invitational, district, region and state) games with periods of fifteen (15) minutes or less will be two (2) minutes.

Implementation of this program is up to the discretion of each individual Minnesota Hockey District.

The Fair Play penalty minute thresholds, by level as outlined in Playing Rule P3, will remain as is. For the purposes of Fair Play penalty "equivalency" minutes, minor penalties will continue to be counted as two (2) minutes, as outlined in playing rules MNH Handbook during this year.

### **Ejection (EJ) Rule/Cool Down Rule**

If a coach or player gets too emotional during a game and hasn't received a Game Misconduct, this rule is designed to allow the player/coach to cool down before receiving a more stringent penalty. The coach/player receiving the ejection will be removed from the current game only.

When a player/coach receives three EJ's in one season, they will need to meet with the District 10 Disciplinary Committee.

All EJ's will be reported to the Supervisor of Officials, who is responsible for managing EJ penalties.

### **Two Game Misconducts**

When a coach receives his second Game Misconduct in a season, they will not be able to participate in any capacity with their team until they have met with the D-10 Disciplinary Committee. Meeting will be held within five (5) days of the last infraction.

If this rule is ignored, it will be an automatic suspension until further notice from District 10.

### **Multiple Bench Minors on Team**

When a team's coaching staff gets four (4) bench minors, with the exception of too many players on the ice, for disciplinary reasons during a season, they must meet with the D-10 Disciplinary Committee.

League Coordinators will be responsible for managing bench minor penalties.

# Game Rescheduling Process

- All rescheduled games must be approved by the D10 Game Rescheduler, Tom Nergard, and should be completed via e-mail at **gamereschedulerd10@gmail.com**. If there are any questions, contact Tom at 763-670-6039. The normal rescheduling penalty is \$150.00, plus single game penalties.
- The requesting team needs to contact the D10 Game Rescheduler for a Game Rescheduling form via email. Include the Game ID Number and Level on the subject line.
- The requesting team must provide the amount of ice time to play the rescheduled game. When the rescheduled game is approved, the requesting team will send the game rescheduling form and a check for the total game rescheduling penalty to the D10 Treasurer at the address listed at the bottom of the page.

• **For games that are scheduled to be 1 hour in length, if rescheduling a game creates a single game situation for the hour either before or after the hour that is being vacated, or if the rescheduled game is scheduled for a time that creates a single game situation, there will be an additional \$50.00 penalty fee for each single game created.**

- The final e-mail should contain the following information: the chain of e-mails that contain the non-requesting Head Coach's agreement to the changes, the requesting Head Coach agreement, the old game information – Date, Time, Location, Home and Away Team; and the new game information – Date, Time, Location, Home and Away Team, which should be listed below the old game information and in the same format.

- If the rescheduled date is **prior** to the original scheduled date, **the request must be completed 7 DAYS BEFORE THE RESCHEDULED DATE.**

- If the rescheduled date is **after** the original scheduled date, **the request must be completed 7 DAYS BEFORE THE ORIGINAL SCHEDULED DATE.**

**Example:**

- Original game date is **December 14, 2016** and the rescheduled game date is **January 23, 2017**. The process must be completed with the Game Rescheduling Coordinator by **December 7, 2016**.

- Original game date is **December 14, 2016** and the rescheduled game date is **November 29, 2016**.

The process must be completed with the Game Rescheduling Coordinator by **November 22, 2016**.

- The ice time vacated will become the property of the team or the association that purchased the ice.
- Any game where the rescheduling process is started within **10 days of the original scheduled game date will be assessed a rescheduling penalty of \$300.00.**

**Example:**

**Original game date scheduled December 14, 2016. Game Rescheduling Coordinator contacted December 1, 2016. The regular penalty will apply. If the Game Rescheduling Coordinator was first contacted on December 5, 2016, the penalty will be \$300.00 plus any single game penalties.**

- Games that have been postponed because of weather must have the rescheduling process completed within **7 days** of the postponement to the Rescheduling Coordinator. If it is not completed within the time frame, D10 will find a location for the game to be played. **Both teams will share the costs of the new game.** If a team has been refusing the reschedule, the team which has been refusing the reschedule will be responsible for the full cost of the new game.

- All forms and checks need to be mailed to the D10 Treasurer:

**Roger Sundeen  
7050 County Rd 6  
Princeton, MN 55371**

## Skill Development

### **Mite / Girls 8U HOCKEY**

MNH 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.

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

### **Squirt / Girls 10U HOCKEY**

MH strongly encourages the skill development of all players especially at the entry levels. Therefore, the following is effective for the Squirt level.

1. Limit number of game days (league/tournament/exhibition games) to a maximum of 35 per season.
2. All team schedules (practices, games, scrimmages and tournaments) will be turned in to the D10 League Coordinator by the fifth (5<sup>th</sup>) of each month. Failure to comply may result in disciplinary action and/or a fine.
3. A three to one (3 to 1) practice to game ratio shall be supported by all associations.
4. A and B squirts must be allocated an equal quality and number of ice hours.
5. The above policies will be monitored by each local association and district. Failure to comply will result in sanctions against the respective Association as determined by MH.
6. There shall be no region or state tournaments at the squirt level.



## District 10 Tournament

A. District 10 Tournament seeding procedure for all levels of Youth and Girl leagues with teams advancing to MN Hockey Regional Play:

- Pee wee 'A', 'AA', 'B1', Bantam 'A', 'AA', 'B1', & Girls 12 'A','B', 15 'A','B' Leagues with 8 or more teams:
  - 8 teams to District Tournament – District 10 Tournament Bracket Format
  - Leagues with 15 or more teams: the top four teams in the league will be seeded directly into the tournament. Teams 5 – 12 will have a one game 'play-in' game to be played at an arena designated by District 10. i.e. – 5 will play 12 for the 5<sup>th</sup> seed in playoffs – etc.
  - Leagues with less than 8 teams: All teams to District Tournament - Bracket Format
  - The District will use the 12 game bracket for the levels Pee wee/Girls 12U and above and when advancing 3 teams from a level to the Regional Tournament. When the District advances 2 teams to a Regional, the 13 game bracket will be used for only the levels advancing 2 teams.

District 10 Tournament seeding procedure for all leagues non-regional advancing leagues:

- Bantam 'B2', Bantam 'C', Pee wee 'B2', Pee wee 'C', Squirts (all levels) & Girls 10U 'A' and 'B'
  - All teams to District Tournament
  - Bracket Format. Seeding to be determined by standings.

**Junior Gold 'A', 'B' and '16' playoffs are regulated by the Metro League and can be found on the Metro League website at: [www.metroleaguehockey.com](http://www.metroleaguehockey.com)**

B. Forfeits shall be scored 5 to 0 in **District 10 Tournament play only.**

**NOTE:** See penalties under District 10 Playing Rules - COACHES RESPONSIBILITIES, paragraph D, for failure to show up for a game.

C. District Tournament locations and anticipated ice time requirements will be available at the Annual Membership Meeting. Actual ice time requirements will be determined at final declarations.

D. The top team listed in the bracket for each game at all levels of play in the District 10 Tournament will be the home team and will wear their light colored jerseys.

E. All Regional Advancing Playoffs: Bantam 'A', 'AA', 'B1', Pee wee 'A', 'AA', 'B1', Girls 12U 'A', 'B', Girls 15U 'A', 'B' or Girls 19U 'B' District Tournament games will be three (3) 15-minute stop time periods with resurfacing every two (2) periods. **Each team will be allowed one (1) time out per game.**

F. All Non-Regional Advancing Playoffs: Bantam 'B2', 'C', Pee wee 'B2', 'C', Squirt 'A', 'B' and Girls 10U 'A', 'B' District Tournament games will be the same one (1) hour format as District 10 league play with resurfacing before each game.

The Bantam 'B2', 'C', Pee wee 'B2', 'C', Squirt or Girls 10U *Tournament Championship Games* will be three (3) 12-minute stop time periods with resurfacing before each game. Each team will be allowed one (1) timeout in the Championship game only.

G. District Tournament games will not end in a tie. All games will be played to a win or lose situation. If the score is tied at the end of regulation play, a two (2) minute rest period will be followed by a ten (10) minute stop time **sudden victory overtime period, which** will be played until one team scores. There will be two (2) minute rest periods between the overtime periods. Ice will be resurfaced at the discretion of the League Coordinator. Teams do not switch ends for the overtime periods. (See "District Non-Regional Advancing Playoff Overtime Procedure" on page 35 of the District 10 Handbook for specific overtime procedures in Squirt or Girls 10U games only)



**2016-2017  
District 10 Tournament Sites**

**D10 District Playoff Sites  
February 18 – February 21, 2017**

Andover	Bye
Anoka	Squirts
Blaine	Bantam A, AA, Girls 15U-A
Cambridge/Isanti	Bye
Centennial	Girls 12U-A
Champlin	Peewee B1
Chisago Lakes	Bye
Coon Rapids	Girls 10U-A, 10U-B
East Bethel	Bye
Elk River	Bantam B2, Peewee B2, Peewee C
Mora	Girls 12U-B
Pine City	Bantam B1
Princeton	Peewee A, AA
Rogers	Bye

**Second Saturday D10 Playoff Sites  
February 25, 2017**

Anoka	Squirts
Blaine	Bantam A, AA, Girls 15U-A
Centennial	12U-A, 12U-B
Coon Rapids	Girls 10U-A, 10U-B
Elk River	Bantam B2, Peewee B2, Peewee C
Princeton	Peewee A, AA
Pine City	Bantam B1, Peewee B1

**Super Sunday D10 Sites  
February 26, 2017**

Anoka Ice Arena	Bantam A, AA, B1 & B2
Anoka Ice Arena	Squirts, Peewee A & AA
Fogerty Arena	Peewee B1, B2 & C
Fogerty Arena	Girls 10U-A, 10U-B, 12U-A, 12U-B & 15U-A

Junior Gold "A", "B" & "16" sites will be determined by the Metro League  
[www.metrohockeyleague.com](http://www.metrohockeyleague.com)

These sites are tentative and subject to change. Sites listed for Girls 12U and above and Peewee and above are based on an eight (8) team tournament. If the number of teams are below eight (8), the tournament site may be changed for more efficient use of ice times and officials. Due to increases in ice costs, sites are also subject to change for economic purposes.

## **Tournament Workforce Requirements**

There will be no admission/gate fee for the District 10 Tournament/Playoffs

Each team participating in the District 10 Tournament will supply one (1) worker for the penalty box for their respective game.

The following is a list of the workforce required for each game to work the tournament:

**NOTE: All workers assigned to these positions must be adults.**

Supervisor.....	1	Security.....	2
Penalty Box.....	2	Ticket Takers.....	2 (Region & State Only)

District 10 shall review the workforce attendance for District/Region/State Tournaments each year. Any Host Association with unsatisfactory workforce attendance shall be assessed an additional \$100.00 per team (to maximum of \$1000.00).

## **Tournament Job Duties**

### **SUPERVISOR: District 10 League Coordinator**

The Supervisor position shall be responsible for insuring that the full workforce is present and on time. Any interfacing between workforces (such as clock instruction) shall be handled by the Supervisor. The Supervisor shall act as an assistant to the League Coordinator or another District 10 Board Member acting on the League Coordinators behalf. The Supervisor, or someone appointed by the Supervisor, is to be in attendance at the arena until the completion all of tournament games. The Supervisor, or the appointed replacement, shall assist the League Coordinator in counting the cash box at the completion of the ticket takers duties each day following the Region and/or State Tournaments.

### **ANNOUNCER: District 10 to Provide**

1. Announce league level and teams playing.
2. Announce starting lineup (only with time permitting). First the visitors and then the home team.
3. Announce goal scorers name, number, and team and assisting names and numbers.
4. Announce type and length of the penalty, and only the number and team of the player who committed the penalty.
5. Announce when both teams are full strength.
6. Announce when there is only one (1) minute remaining in the period and again in the game.
7. Announce shots on goal at the end of each period and the total shots at the end of game.

### **TIMEKEEPER: District 10 to Provide**

1. Make sure you stop the clock on the whistle.
2. Make sure you start clock on the drop of the puck.
3. Make sure you are familiar with the length of periods and penalties.
4. If you have trouble with the clock, use the buzzer to warn the referee before he drops the puck.
5. If the game involves any running time, stop the clock to set the penalty and restart the clock when the referee drops the puck.

### **SCOREKEEPER: District 10 to Provide** (Note: Announcer and Scorekeeper shall be done by one person)

1. Be accurate.
2. Use a ballpoint pen.
3. For scores and penalties, use the time on the clock.
4. Keep shots on goal totals.
5. If you run out of space on the score sheet for goals and penalties, use a separate sheet of paper.
6. Disposition of score sheets: white to the tournament officials; yellow to the home team; and pink to the visiting team.

### **PENALTY BOX (2): Teams to Provide**

1. Make sure to get the doors open for the player in time.
2. Calm the players down when they start to act up.
3. Report any unruliness to the referee.
4. Keep track of penalties.
5. Help referees keep track of players' number on mass penalties.

## **SECURITY (2): Teams to Provide**

Take care of the keys for locker rooms and referees room. Lock and unlock the locker rooms when players come and go from the ice and between games. Assist the referee if needed.

## **TICKET TAKERS (2) FOR REGION AND STATE TOURNAMENTS: District to Provide**

Ticket Takers will sell daily tickets, tournament passes and tournament programs. They are responsible for keeping track of the cash box. They must arrive at least 1½ hours prior to the start of the first game of the day and stay until their replacement arrives or until the gate has been shut down by a District 10 Official.

A District 10 Official will be available at every game to cope with all disputes.

## **District Tournament Rules**

The team listed at the top of the bracket in each game will be the home team.

The home team will wear their light colored jerseys.

All games will be played to a Win-Lose situation.

A six (6) or more goal differential in the third period will result in running time.

Running time will be used whenever a 6 goal differential occurs in the third period.  
*(If the goal differential becomes five (5) or less, stop time shall begin again)*

## **Trainers**

For all District Tournament Games and all Invitational Tournaments sanctioned by any District 10 Association. There shall be one trainer assigned to each sheet of ice used for tournament play.

## **Substitute Goalie**

In the event a rostered goalie(s) is not able to participate in a scrimmage, league, invitational tournament or District tournament game, a substitute goalie may play in place of the rostered goalie provided:

1. The substitute goalie is not from a higher classification team (division or level).
  2. The substitute goalie is acquired first from within the local Association and second from teams within the District or league.
  3. The substitute goalie must wear the jersey from his/her home team.
  4. The substitute goalie retains eligibility with their parent team or organization at their original classification for the balance of the playing season whether or not they actually play in the tournament in question.
  5. The substitute goalie must abide by the player rest rules as stated in Youth Rules, Section VIII, Para J.
  6. Substituting does not interfere with activities of his/her home team.
  7. The substitute goalie must be approved by the releasing/receiving District Directors using the substitute goalie form.
  8. The substitute goalie must be properly registered on a MH team for the current season in order to be eligible to participate in a regional or state tournament. Proof of registration, such as a copy of their parent team's registration roster will be required during tournament check-in.
  9. This form is not intended for use with the Squirt, Girls 8-U, Girls 10-U or Mite Leagues.
  10. The substitute goalie form can be found on the D-10 website.
- **Note:** the objective of the rule is to allow a team to obtain a back-up goalkeeper during scrimmages, league, and invitational tournament, and district, regional and state MH play. The rule is not intended to permit teams to improve their goaltending through drafting of an additional player.



## **Protests**

Protests must be filed in writing with the District person at that tournament within one (1) hour of the game completion in question. Failure to follow procedure nullifies any protest. Calls made by an on-ice official are not cause for a protest. The District President has ten (10) days to issue a decision.

- **Note:** Teams which compete in Leagues run by a District other than District 10 will follow that District and League rules governing standings, fees and playoffs.

## **Non-Regional Advancing Playoff Overtime Procedure**

### **In case of a tie at the end of regulation play:**

There will be a one (1) minute rest period followed by a five (5) minute sudden victory overtime period. The five (5) minute overtime period will be stop time. The first team to score wins the game.

***If the score is tied at the end of the overtime period, the following shootout process will decide the winner:***

### **Home team will have the choice of shooting or defending first.**

1. There will be a one (1) minute rest period followed by a shootout.
2. During this rest period each team will select three (3) skaters to start the shootout and the jersey numbers of the participating skaters will be communicated to the head referee.
3. All players will remain on their respective benches with the only players being allowed on the ice are the two participating goalies and the participating shooter.
4. The shootout process will start and alternate from team to team until the three (3) skaters have completed their round of shoot outs or until a team is mathematically eliminated.
5. If the teams are still tied, then there will be a single player shootout.
6. Teams will select the shooters and will alternate shooting. If one team scores and the other does not, then the game has ended with the scoring team as the winner. If both teams score, or do not, then the next player will shoot. This will continue until a winner is declared.
7. The scorekeeper will note the team, player number and result of each attempt.

**At no time will a player be able to shoot twice before all of his/her teammates have had a chance to participate.**

**At no time will a goalie be able to participate as a shooter in the shootout.**

**Any player that had a penalty which didn't end before the overtime period ended is not allowed to participate.**

## **MN Hockey Seeding Procedure for Region Tournament**

**For all District 10 Leagues, both Youth and Girls, the following seeding procedure for teams advancing to Regions will be used:**

- A. Advancement to Regional play will be based on results from the District Playoff Tournament. Bracket format will be used and advancement to Regions may be adjusted as needed depending upon the number of District teams that are advancing.
- B. The District 10 Tournament Champion will advance to the Region Tournament as District 10 Seed #1. The Runner up, or 2<sup>nd</sup> place team, will advance as District 10 #2. If sending 3 teams, the winner of the 3<sup>rd</sup> place game will advance as District 10 # 3. If sending 4 teams, the loser of the 3<sup>rd</sup> place game will advance as District 10 #4.
- C. Bantam AA teams will be seeded to Regions by MN Hockey through the D10 District Tournament. See MNH Handbook, Page 38

**2016-2017  
USA & MN HOCKEY TOURNAMENTS**

District Tournaments ..... February 18 - February 26, 2017  
 Region Tournaments ..... March 3 – March 5, 2017

The following is a list of the Regional Tournament sites District 10 will be hosting:

Bantam AA (East Region)	Anoka Area Ice Arena
Bantam A (West Region)	Fogerty Arena, Blaine
Peewee A (West Region)	Fogerty Arena, Blaine

For the number of teams advancing to the Regional Tournaments by level, refer to the current MN Hockey Handbook.

MN Girls State H.S. Tournament.....February 22 - 25, 2017  
 MN Tournament of Champions .....March 10 – 12, 2017

The following is a list of the Tournament of Champions sites District 10 will be hosting:

Youth Squirts	Anoka Area Ice Arena
Girls 10U	Rogers Community Center

MN Boys State H.S. Tournament..... March 8 - 11, 2017  
 MN Hockey State Tournaments (Youth & Girls) ..... March 17 - 19, 2017

The following is a list of the State Tournament sites District 10 will be hosting:

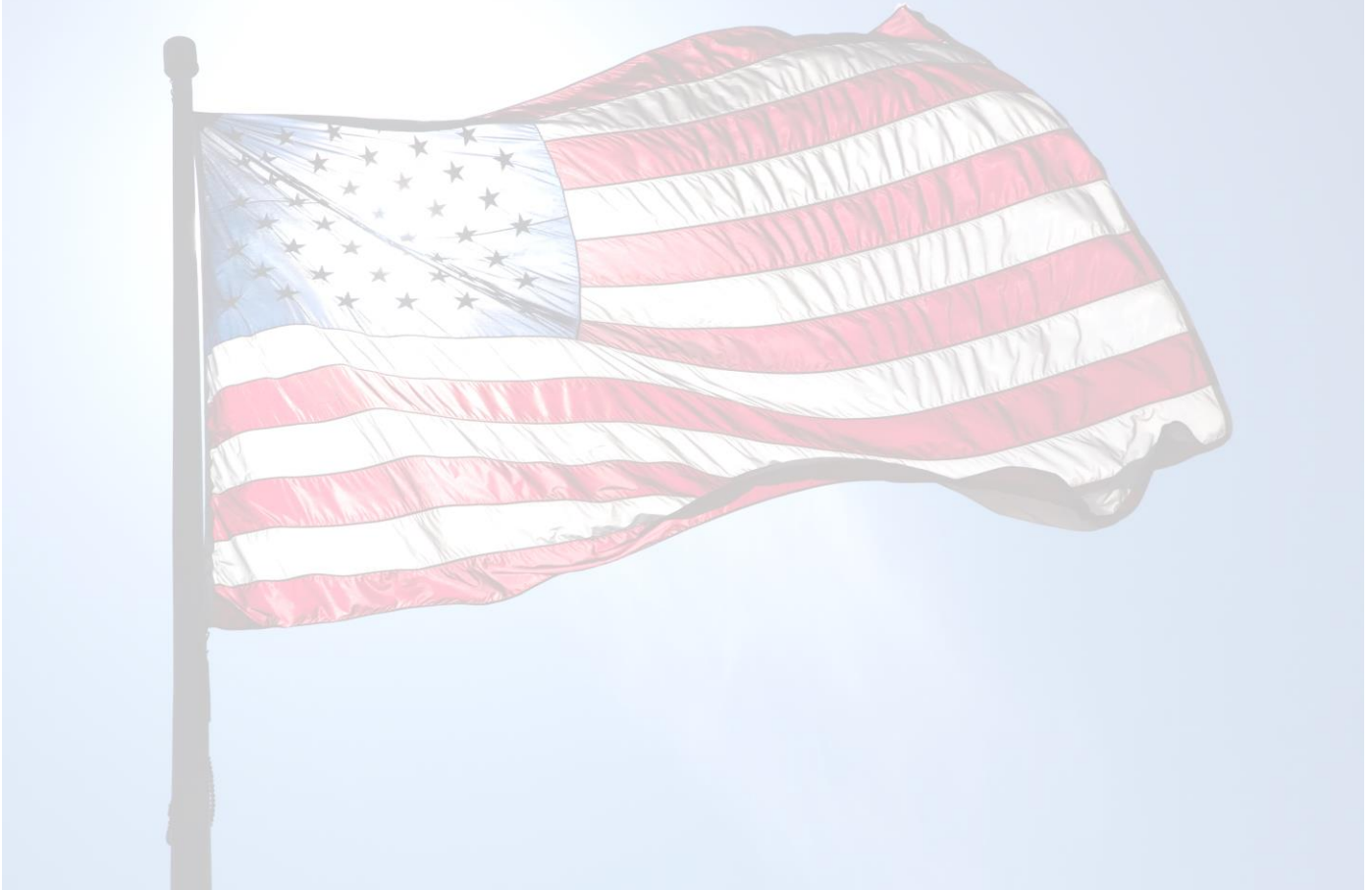
Peewee A	Fogerty Arena, Blaine
Peewee AA	Fogerty Arena, Blaine

MN State VFW Tournament..... March 24 - 26, 2017

Locations for Region, State, and National Tournaments can be found on the Minnesota Hockey website [www.minnesotahockey.org](http://www.minnesotahockey.org)

## High Performance / Tier 1 Boys and Girls 14 & 15 Tryouts

- All Boys and Girls, who have a birth year of 2002, from any level, can tryout for the District 10 High Performance 15 Program in the spring or the District 10 Tier 1 15 Team in the fall.
- All Boys and Girls, who have a birth year of 2003, from any level, can tryout for the District 10 High Performance 14 Program or the District 10 Tier 1 14 Team in the fall.
- Location and time of tryouts are to be determined – watch the website for updates.

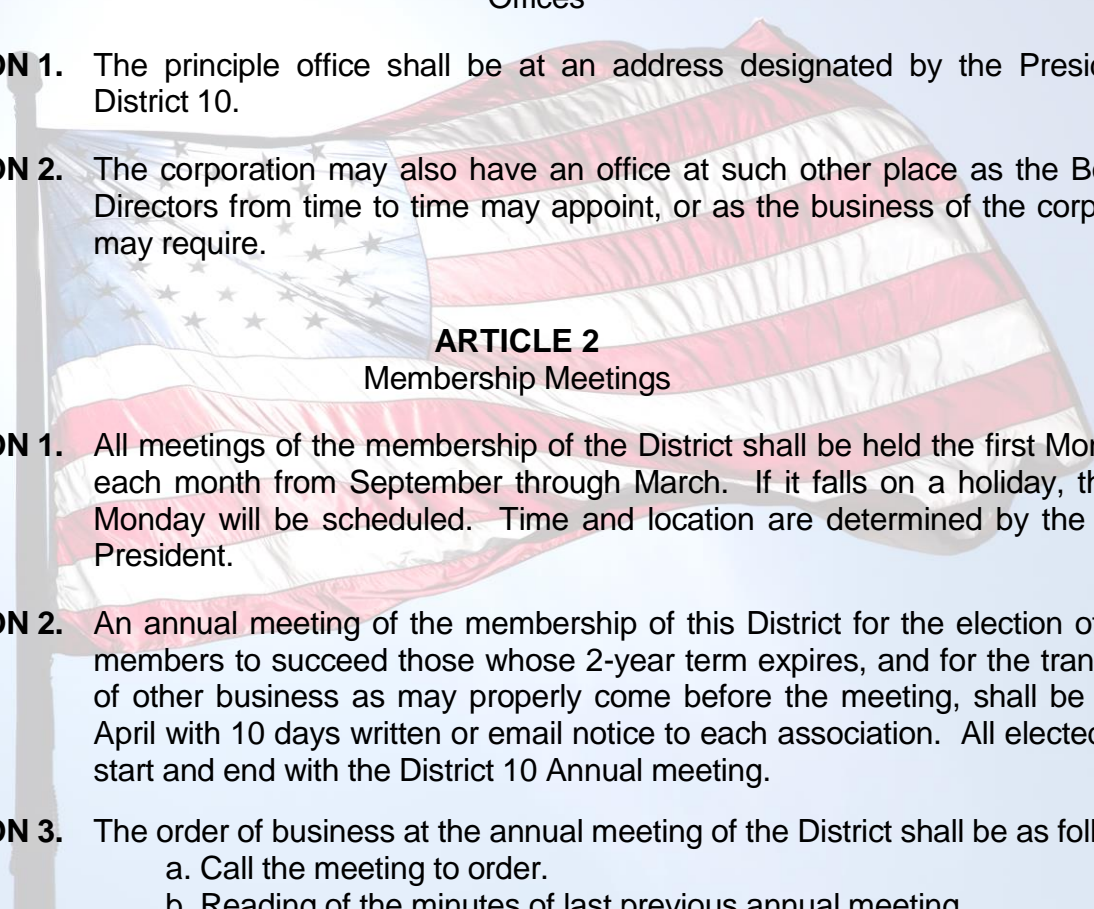




April 27, 1983  
Revised April 27, 1992  
Revised November 4, 1998  
Revised Sept. 10, 2001  
Revised Sept. 12, 2005  
Revised October 5<sup>th</sup>, 2009  
Revised April 4, 2011  
Revised September 10, 2012  
Revised April 4, 2016  
Revised September 12, 2016

## BY-LAWS OF MINNESOTA HOCKEY (MNH) DISTRICT 10 HOCKEY

### ARTICLE 1 Offices

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- SECTION 1.** The principle office shall be at an address designated by the President of District 10.
- SECTION 2.** The corporation may also have an office at such other place as the Board of Directors from time to time may appoint, or as the business of the corporation may require.

### ARTICLE 2 Membership Meetings

- SECTION 1.** All meetings of the membership of the District shall be held the first Monday of each month from September through March. If it falls on a holiday, the next Monday will be scheduled. Time and location are determined by the District President.
- SECTION 2.** An annual meeting of the membership of this District for the election of board members to succeed those whose 2-year term expires, and for the transaction of other business as may properly come before the meeting, shall be held in April with 10 days written or email notice to each association. All elected terms start and end with the District 10 Annual meeting.
- SECTION 3.** The order of business at the annual meeting of the District shall be as follows:
- a. Call the meeting to order.
  - b. Reading of the minutes of last previous annual meeting.
  - c. Report of the officers.
  - d. Report of the committees.
  - e. Election of board members.
  - f. Miscellaneous business.
- SECTION 4.** Special meetings of the membership to conduct the normal business of the District may be called by the President or by a majority of the Board of Directors, and may be called at any time the President, Vice President, Secretary, or the Treasurer upon the request of 25% of the outstanding membership.

**SECTION 5.** A quorum at any annual or special meeting of the District membership shall consist of a majority of those associations that are in good standing and within Minnesota Hockey District 10.

### **ARTICLE 3** Membership

**SECTION 1.** The membership of District 10 Minnesota Hockey shall be comprised of all participating associations within District 10 Minnesota Hockey, providing they pay the annual dues as assessed by district, state, and national organizations.

**SECTION 2.** Voting on matters that pertain to the administration of District 10 Minnesota Hockey (i.e. election of board members, tournament bids, changes to by-laws, acceptance of new members associations) requires that each association be allowed one (1) vote per association and one (1) vote for each registered player and coach based on the previous year's numbers. Each officer and director of the District 10 Board, excluding the District Director, shall have one (1) vote.

**SECTION 3.** Voting on matters that pertain to the operations of the District 10 hockey league (i.e. modifications of playing rules, length of games, playoffs, number of games, etc.) shall be done by the Board of Directors.

**SECTION 4.** Each member association shall appoint a delegate to act as their representative at the meeting of the District Membership. Their delegate has the power to cast their association's allotted votes. The delegate will attend all meetings and will receive minutes and all correspondence for their respective organizations, and it will be their responsibility to disseminate this information to the teams in their organizations. This delegate will not have a vote on the District 10 Board of Directors.

**SECTION 5.** Each elected Board Member of the District 10 Board of Directors shall be elected for two years and entitled to one (1) vote.

**SECTION 6.** The Articles of Incorporation or By-Laws may be amended by the District membership upon receiving two-thirds (2/3) vote of the membership entitled to vote on the proposed amendment(s), as provided by the By-Laws. Notice of the meeting and of the proposed amendment(s) must be given at least thirty (30) days prior to voting on the amendment(s).

### **ARTICLE 4** Management

**SECTION 1.** The management of all affairs, property, and business of this District shall be vested in the Board of Directors consisting of no less than fourteen (14) persons.

**SECTION 2.** The President may call special meetings of the Board of Directors at any time, or any officer to be held at any location within the confines of District 10 Minnesota Hockey.

**SECTION 3.** Three (3) days' notice of all special meetings of the Board of Directors shall be given each director by three (3) days service of notice, by letter, telegram, telephone, email or personally with the purpose of said meeting stated on each notice.

**SECTION 4.** No stated salary shall be paid to any District 10 Board Member. However, any voucher expenses incurred by any officer or board member may be reimbursed by the approval of the Executive Committee.

**SECTION 5.** The Board of Directors shall meet on the first Saturday in September after the Labor Day weekend, the first Saturday in January after the New Year's weekend, the Sunday of the MN Hockey State Tournament at the tournament site (if hosting) or after any scheduled District membership meeting. A quorum shall be a majority of the voting District Board of Directors. If there is not a quorum of the Board of Directors, the executive committee will continue, providing they have a quorum.

**SECTION 6. Executive Committee:**

Between meetings of the Board of Directors, on-going oversight of the affairs of the Corporation shall be conducted by an Executive Committee, the membership of which shall include the following officers of the District Board of Directors:

President, District Director, Assistant District Director, Vice President, Treasurer, Secretary and up to 5 at large members of the District Board appointed by the President.

The executive committee shall have the authority to act on behalf of the Board of Directors in between the regular scheduled meetings of the Board of Directors. The President shall act as chairperson of the executive committee. A majority of the Executive Committee shall constitute a quorum for the transaction of business, and all decisions shall be by majority vote of those present. If one or more members hold more than one position, an extra member(s) may be added, as no person is entitled to more than one vote.

**SECTION 7. Hearings:**

All hearings held by District 10 will follow USA Hockey By-Law 10 and Minnesota Hockey by-law Article 6 - AUTHORITY- APPEALS - SUSPENSIONS - COURT ACTIONS.

The hearing committee will consist of a minimum of 3 to 6 members plus a member to record the minutes and the Chairman. If the hearing involves player, coach, parent or team; the appropriate League Coordinator, and/or the appropriate Youth, Girls, or Jr. Gold Coordinator shall be included as members of the committee. If the hearing is because of a violation of USA Hockey playing rules, then the District Supervisor of Officials will also be included as a member of the committee.



## ARTICLE 5

### Officers

**SECTION 1. The President:** The President shall have the general powers and duties of supervision and management usually vested in the office of the President of a Corporation. Subject to the Executive Committee, the President shall have general charge and supervision over the business affairs of the District, and shall see that all orders and resolutions of the Executive Committee and the Board of Directors are carried into effect. The President shall be the chairperson at the Annual Membership meeting, any District Membership meeting, and all meetings of the District 10 Board of Directors. The President shall be ex-officio member of any committee established by the Board of Directors.

**SECTION 2. Vice President:** The Vice President shall act in the absence of the President and shall assist him/her in any way he/she can.

**SECTION 3. Secretary:** The Secretary of the District shall issue notice for all meetings and record the minutes of each membership meeting, directors meeting, or annual meeting and will compile same in a corporate record book or in an electronic file. This book shall be available to the membership at any time. The Secretary shall make available the minutes of the membership and annual meetings of the District, within an appropriate amount of time to be set by the Board of Directors. This person shall perform such other duties as are requested of the office, or as are properly required by the Board of Directors.

**SECTION 4. Treasurer:** The Treasurer of the District shall have the custody of all the moneys and securities of the District and shall keep a record book of accounts. He/she shall disburse the funds of the District in payment of the just demands against the District. He/she shall render to the Board of Directors, from time to time as may be required of him/her, an account of all District transactions as of the financial condition of the District. The Treasurer shall submit an annual financial statement to be presented at the Annual Membership Meeting.

**SECTION 5. District Director:** The District Director duties and responsibilities shall be as described in the MH By-Laws as amended as of June 2004.

**SECTION 6.** In case of absence or inability to act on the part of any officer of the District, or of any person herein authorized to act in his/her place, the Board of Directors may from time to time delegate the power or duties of such officer, or any director of any person it may select until such time as his/her successor may be elected and qualify at the next Annual Meeting.

**SECTION 7.** The President and District Director must serve one (1) year on the District 10 board, immediately prior to being elected President or District Director.

**SECTION 8.** No voting Director of an athletic associate governing hockey can be President, League Coordinator, or League Game Scheduler of District 10.

**SECTION 9.** No member of the District 10 Board should act as a Divisional Coordinator for a league they have a son or daughter competing in. However, in certain situations the President can appoint said person to this position. No League Coordinator may coach or manage within his/her own league.

**ARTICLE 6**  
Books and Records

**SECTION 1.** The books, accounts, and records of the District, except as may be otherwise required by laws of the State of Minnesota, may be kept at such places as the Board of Directors may from time to time appoint. These books and records shall be open for inspection by any of the membership of this District.

**ARTICLE 7**  
Removal of a Member Association

**SECTION 1.** District 10, at any regular or special meeting of the membership, may expel (from league play) on ten (10) days written notice, any member association by two-thirds (2/3) vote of the membership.

**ARTICLE 8**  
Divisions and Committees

**SECTION 1.** The President of the District shall appoint the elected Directors to the following assignments within the District:

Vice President,  
Treasurer,  
Secretary,  
League Game Scheduler,  
League Coordinators,  
Special Committees,  
Other positions as needed to conduct the business of District 10.

The Board of Directors shall nominate and select a President from the current elected Board of Directors to serve an annual term.

**ARTICLE 9**  
Playing Rules

**SECTION 1.** The playing rules will be those of the USA Hockey amended by MH and District 10.

**ARTICLE 10**  
Finance Committee

**SECTION 1.** The President shall appoint an audit committee, which will be chaired by the President and made up of three (3) additional members of the District 10 Board whose purpose shall be:

A. Prepare annual budget and function as a continuous audit committee.

- B. To prepare an Annual Budget and present to District 10 Board of Directors at the September Board of Directors meeting of the upcoming season.
- C. The President and District Director have authorization to issue check payments for all approved budget items. If an emergency should arise, the District 10 President will call an emergency meeting (in person, telephone conference or electronic communications) to approve any item not previously covered by the budget process.

## **ARTICLE 11**

### Policy and Procedures

**SECTION 1.** Policies and procedures which will serve to foster the purposes and conduct of league play shall be established by District 10 Board.

## **ARTICLE 12**

### Inurement of Income

**SECTION 1.** No part of the net earnings of the Association shall inure to the benefit of, or be distributable to, its members, trustees, officers or other private persons except that the Association shall be authorized and empowered to pay reasonable compensation for services rendered.