

District 8 Rulebook

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OVERVIEW

The purpose of the Minnesota Hockey (MH) District 8 League is to provide organized playing leagues for MH registered associations/teams in MH District 8. Only associations defined by MH as members of District 8 and teams with member approval are eligible to participate in the District 8 League.

The following information is unique to players, coaches, officials, and all other members of District 8 member associations.

A separate section at the end of this guide will highlight selected components of the Minnesota Hockey Handbook that could be useful reference content for District 8 members.

MANAGEMENT

- An Executive Committee and a Board of Directors shall manage District 8.
- The Executive Committee, elected by the Board of Directors to three (3) year terms, shall include a District Director, League President, Secretary, Treasurer, Tournament Director, and five (5) Vice Presidents.
- The Vice President positions are VP Junior Gold, VP Bantams, VP Peewees, VP Squirts, and VP Girls.
- Elections for open positions shall occur during the May Board of Directors meeting.
- The District Director shall be elected to a three (3) year term by a paper ballot vote of the Board of Directors.
- The District Director shall not vote on issues before the Board of Directors or the Executive Committee, except in the case of breaking a tie vote.
- The Executive Committee has the power to act for the league between board meetings.
- All **district** correspondence shall be sent to the District Director with copies to the District Secretary, as appropriate.
- All **league** correspondence shall be sent to the League President with copies to the District Secretary, as appropriate.
- Executive Committee Advisory Members reporting to USA Hockey/Minnesota Hockey are:
 - District 8 Supervisor of Officials
 - District 8 Coach-in-Chief
 - District 8 Association Coaching and Education Coordinator

Note: These are unelected positions and, as such, these committee members are considered non-voting members for the purpose of District 8 Executive Committee business.

- The District 8 Board of Directors shall consist of a representative from each MH District 8.
 - District 8 associations are Apple Valley Burnsville, Cottage Grove, Eagan, Eastview, Farmington, Hastings, Inver Grove Heights, Lakeville, Red Wing, Rosemount, West St Paul, South St. Paul, and Woodbury.
- The district/league shall hold a minimum of four (4) meetings during the year.
 - Meeting notices will be posted on the District's website and/or emailed to each Association President and/or Association District 8 Representative that is registered with District 8.

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Management, continued

- Each District 8 Association must have a representative present for each Board meeting.
 - Failure of a District 8 Association to have a representative at a scheduled District 8 Board of Director’s meeting may result in a \$100.00 penalty billed to that District 8 Association payable to: **District 8 Hockey.**
 - Failure to pay any outstanding penalties/fees by January 1 of the current season may result in not playing in post season tournaments.
- An annual meeting shall be held before or during September of each year.
 - The League Treasurer must submit to the Board of Directors a final monetary accounting for the season that just ended.
 - Monetary accounting shall include an itemized listing of income and expense transactions.
 - Failure to submit a final monetary report to the Board of Directors may allow the Board to call for the League Treasurer to be removed from the position.
- In the case of multiple payments to an individual District 8 Referee, an aggregate amount per referee may be reported.
- In the case of Game Rescheduling Fees, an aggregate amount of fees collected for the season may be reported.
- Failure to submit a final monetary report to the Board of Directors may allow the Board to withhold a portion of the Scheduling Fees paid to the Supervisor of Officials.
- The following rules govern Board of Director voting rights:
 - An association representative must be present for that Association to have a vote on a motion.
 - A majority of the Board of Directors must be present for a vote to occur on a motion.
 - A simple majority of votes are all that is needed to pass a motion.
- In case of a tie vote, the District Director will cast a tie-breaker vote.

Playing Levels

- Playing levels shall be formed for Junior Gold A, B, and 16, Youth Bantam AA, A, B1, B2, and C, Youth Peewee AA, A, B1, B2, and C, and Youth Squirt A, B, B2 and C, and all Girls hockey levels, if an adequate number of teams are available.
- If the League is unable to operate a playing league for any of the above levels, permission shall be granted by the District Director for team(s) to participate in another league.
 - A minimum of five (5) teams are needed to operate a league.
- If an association has two (2) or more teams at one level, one (1) team must be an “A” team unless granted a waiver by the District Director.
- If an association has two (2) or more teams in the same classification, e.g., Peewee B, the teams must be picked as evenly as possible. If teams are not picked evenly, the District Director may impose a penalty.

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1-Hour League Games

- All District 8 league games will be officiated by approved District 8 officials and played at ice arenas approved by District 8.
- The distribution of the ice time for 1-hour league games for Squirt and 10U are as follows:
 - 4 minutes for warm-up
 - 12 minutes stop time for three periods
 - 1 minute rest between periods
 - 1 minute minor penalties (Recorded as 2 minutes for purposes of Fair Play Points)

Note 1: The home team shall provide game and warm-up pucks for League Games for both teams.

Note 2: No time-outs are allowed in league play.

Note 3: Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.

Note 4: During running time, the clock shall not be stopped for any reason except for injuries or rink problems and then only at the discretion of the referee. Penalties shall begin at the face-off immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.

1.25-Hour League Games

- All District 8 league games will be officiated by District 8 approved officials played at ice arenas approved by District 8.
- The distribution of ice time for 1.25-hour Bantam AA, Bantam A, Bantam B, Bantam B2, Bantam C, Girls 15U A, Girls 15U B, Girls 19U, PeeWee AA, PeeWee A, Pee Wee B, PeeWee B2, PeeWee C, 12U A, 12U B, and 12U B2 league games, are as follows:
 - 4 minutes for warm-up
 - 14 minutes stop time for three periods
 - 1 minute rest between periods
 - 1:30 minute minor penalties; except Bantams/15U who shall have two-minute penalties

Note 1: The home team shall provide game and warm-up pucks for League Games for both teams.

Note 2: No time-outs are allowed in league play.

Note 3: Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.

Note 4: During running time, per **Note 3** above, the clock shall not be stopped for any reason except for injuries or rink problems and only then at the discretion of the referee. Penalties shall begin at the face-off immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.

1.50-Hour League Games

- All District 8 teams playing in the JGHS League will play games under JGHS League rules.
- Home League games will be played at ice arenas approved by District 8 and officiated by District 8 officials.
- The distribution of ice time for 1.5-hour Junior Gold league games is as follows:
 - 4 minutes for warm-up
 - 15 minutes stop time for three periods
 - 1 minute rest between periods
 - 2-minute minor penalties

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1.50-Hour League Games cont.

Note 1: The ice will be resurfaced between the second and third period of every 1.5-hour game.

Note 2: The home team will be the provider of game pucks for a League Game and warm-up pucks for both teams.

Note 3: Jr. Gold Handshake Rule – Immediately following the warm-up, the teams shall shake hands. However, the game start time shall not begin prior to the allocated game time.

Note 4: No time-outs are allowed in league play.

Note 5: Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.

Note 6: During running time, per **NOTE 5** above, the clock shall not be stopped for any reason except for injuries or rink problems and only then at the discretion of the referee. Penalties shall begin at the face-off immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.

Ending Games

- No game shall last longer than the above indicated times per period or by the hour clock.
- The game officials must be in the scorer's box and signal the start of warm-up time as directed by the referees.
- Games taking longer than the scheduled/allocated 1, 1.25, or 1.5-hours of total ice time will be terminated by the referees, e.g. The game is officially over when the referees determine the time is up or when the horn for the hour clock sounds.
- Officials are directed to notify teams that they are to be on the ice immediately following any resurfacing.
- Failure of the teams to promptly take the ice when the ice is available shall in no way be the basis for the protest of a game terminated by the arena management when the 1, 1.25, or 1.5-hour of ice time has been used.

Hour Clocks

- Hour clocks should be used for all league games. League games cannot play after the allotted time expires. Once the hour clock has started, it cannot be turned off. The timekeeper must inform the officials of time constraints if necessary.

Game Jerseys

- All players on a team shall have similarly colored jerseys with numbers conspicuously displayed.
 - Two (2) sets of jerseys with contrasting colors should be available.
 - If a team has only one set of jerseys available, this shall be communicated to the opposing team at least 24 hours before the start of the game.
 - ⇒ The designation of Home and Away teams would be unaffected.
 - ⇒ If there are jersey color issues, it is up to the home team to change the color they are wearing.
 - All players on a team must wear matching socks, if available.

Locker Rooms

- If an arena has only two (2) locker rooms, the teams coming off the ice will remain in the box area until the teams for the next hour of ice exit the locker rooms.

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Rinks

- All games must be played on District 8 rinks. Contact the District 8 Supervisor of Officials for questions or exceptions.

Coaches and Players on Team Bench

- Only USA Hockey/District 8 approved and rostered coaches and players may be on the team bench.
- Any injured player on the team bench must wear their team jersey and a helmet.
- Any suspended players or coaches cannot be on the team bench or in the team locker room before, during, or after a game. Suspended players and coaches that received match penalties are also not allowed to attend practice during the suspension period.

Offensive Language

- Any verbal abuse directed towards an official by any player or coach before, during, or after a game will receive a game misconduct penalty.
- Officials are asked to stay away from the team bench area and any baiting by an official could lead to the official being suspended.

Misconduct Penalties

- All Game Misconduct and Match penalties must be reported to the District 8 Supervisor of Officials, in writing, within 24 hours of the game completion. Game suspensions will be per the current USA Hockey, Minnesota Hockey, and District 8 rules.
- Any coach receiving a Game Misconduct penalty will receive a 3-game suspension. A second such penalty will result in a 30-day suspension for the coach and a \$250.00 fine to the association.
 - The suspended games must already appear on the team schedule at the time.
 - Suspensions carry over to tournaments and end of season playoff games.
 - Suspensions not completed during the current season will carry over to the following season.
 - All suspensions (coaches and players) must be accounted for in the electronic scoring system by team representative (coach or manager).

Fighting During League Games

- League playing, fighting, and penalty rules will follow USA Hockey and MH published rules, except as amended for this section.
- If fighting occurs during or after the game, the penalty shall be an expulsion for the balance of the current game and the next three games for any players and coaches involved, as determined by the Referee(s). The second violation the player will be suspended from all participation for 30 days, a 3rd fight will result in a suspension for the remainder of the season.
 - This rule is an extension of the USA Hockey Game Misconduct rule.
 - The penalty shall be carried over to any district, region, or state tournaments for the affected players and coaches. Remaining penalties will be carried over to the following season.

Complaints and Protests

- All general complaints and protests must be submitted in writing to the League President with copies to the League Secretary, as appropriate.
- The Executive Committee shall act as the Grievance Committee and shall review and process all

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Complaints and Protests, cont.

written complaints/protests and respond within a period of ten (10) days.

- The Executive Committee shall act as the Grievance Committee and shall review all game protests.
- The supervisor of Officials cannot view any video of any call made by on-ice officials.
- Complaints and protests concerning games or officials must be submitted in writing within twenty-four (24) hours to the Supervisor of Officials with copies to the District Director, League President, Secretary, and the respective League Vice President.
- The Supervisor of Officials will review all complaints concerning officials and shall further review the complaint(s) and action with the Executive Committee at scheduled Board of Directors' meetings.

Team Rosters

- A maximum of 20 players can be rostered on a team, unlimited number of coaches.
 - Exception: If a player(s) would be denied the opportunity to participate, teams may roster over twenty (20) players to a maximum of twenty-three (23) with the approval of the District Director and USA Hockey Minnesota District Registrar.
 - Such rosters will be approved only at the lowest competitive level the association offers. A maximum of eighteen (18) skaters and total of twenty (20) players may dress for each game. Rostered players in excess of the dressed limit are not allowed on the player's bench.
 - Rosters must be reduced to a final set of twenty (20) players for District, Region, State and National tournaments if the team is participating at a level in which MH teams compete in the USA Hockey National Tournaments.
- Team rosters **MUST** be received and approved by the District Registrar prior to the first of any League or non-League game.
- Any amendments to a team roster must be made through the District Registrar.

Waiver Policy

- District 8 follows Minnesota Hockey Youth Rules. ([MH Handbook](#))

Guest Teams

- Teams from outside of District 8 may petition District 8 to participate in League activities.
- Guest teams seeking League Participation status should make their intentions known prior to or at the August District 8 Board of Directors meeting.
- The District 8 Board of Directors and the Executive Committee members will vote on individual team petitions at the September Board of Directors meeting.

Non-Sanctioned Teams

- No District 8 team shall be allowed to schedule a game, exhibition game, practice, or host/invite teams to a tournament that have not complied with MH's waiver policy and therefore are not an eligible team under Minnesota Hockey.
 - District 8 teams and/or associations that are found in violation of this policy are subject to further disciplinary action from District 8.

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Playing Environment

- It is the policy of District 8 to maintain a healthy and positive playing environment for all hockey players.

Concussions

Minnesota Statute 121A.37 requires the following:

- Minnesota Hockey must make concussion information accessible to all coaches, officials, players, and parent/guardians, including the effects and risks of continuing to play after receiving a concussion. This includes:
 - The nature and risks of concussions associated with athletic activity, concussion symptoms
 - The need for urgent diagnosis and treatment when a player is suspected or observed to have received a concussion
 - The need for any concussed players to follow proper medical direction before returning to play
 - All coaches and officials must receive initial training regarding concussions and participate in refresher training at least once every three calendar years thereafter.
 - Coaches, officials and/or medical attendants shall and are authorized to remove a player from participating if the player exhibits concussion signs, symptoms, or behaviors or is suspected of sustaining a concussion.
 - A player removed from participation for this reason may not participate until they no longer exhibit concussion signs, symptoms, or behaviors and a health care provider has evaluated the player and given written permission for the player to participate again.

Note: “Health care provider” means a health care professional who is registered, licensed, certified or otherwise statutorily authorized by the state to provide medical treatment and is practicing within their training and experience to evaluate and manage pediatric concussions.

League Fees

- The Executive Committee shall determine the league fees to be paid per team per playing level.
- All fees shall be mailed or given to the District 8 Treasurer.
- Check payment is preferred with all checks made out to: **District 8 Hockey**.
- League participation fees will be billed to associations in an invoice sent at the beginning of the season.
- League Game Rescheduling Fees
 - Will be paid by the team requesting the reschedule to the District 8 Supervisor of Officials.
 - The **\$55 fee** must be paid before any league game will be approved for rescheduling.
 - The rescheduling fee will be waived for weather-related cancellations.
 - Weather-related game rescheduling fee cancellations will be granted once for each game needing to be rescheduled due to weather.
- Post-Season Tournament Fees
 - Paid to the association hosting the tournament.
 - A schedule of the District 8 Post-Season Tournament fees can be found on the district website.

Fines and Penalties

- If the district director or league president determines that a team or an association has not followed the policies of USA Hockey, MN Hockey, or District 8, they may levy a penalty or fine against that team or association.

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District 8 Schedules, Standings, and Post-Season Play

League Schedules

- League schedules will be posted on the District 8 website.
- Schedules found on other documents or from other sources are not considered official schedules.
- Any changes to the official league schedule will need to be requested using the District 8 game rescheduling form found on the District 8 website and adhere to requirements set forth in the Rescheduling District Games section on the next page.
- Individual notices of any changes to a schedule are NOT sent out.
- Any changes made will be posted to the online official League Schedule.

League Games – Weather Cancellations

- The League does not cancel games.
- When considering a league game weather cancellation, the League is concerned first and foremost with the safety and well-being of players, coaches, and other participants on an individual team basis. Therefore, if both teams agree that a game should be cancelled due to bad weather, the game is considered a 'Bad Weather Cancellation.'
- If a decision to cancel a game due to bad weather is made:
 - The District 8 Supervisor of Officials must be notified by 1:00 PM the day of the game to be cancelled.
 - The Supervisor of Officials will notify the game officials and schedulers.
 - Game officials and schedulers do not get paid for bad weather cancellations when proper notification has been received by the Supervisor of Officials.
 - If the Supervisor of Officials is not notified, the normal fees paid to game officials and schedulers may be assessed to the teams.
 - There is no rescheduling fee required to reschedule a 'Bad Weather Cancellation' game.
 - The make-up date for the cancelled game needs to adhere to the requirements set forth in the Rescheduling District Games section (below).
 - If the game is subsequently rescheduled a second or third time the rescheduling fee would apply to the second or third reschedule request.

League Games – Rescheduling District Games

- The rules for completing and submitting the form for consideration and the fee that must be paid are found on the District 8 website.
- Any team desiring to make a change to a district game must do the following:
 - Gain agreement and decide game details with the other participating team as to the date, time, and arena for the rescheduled game.
 - Complete and submit the online **District 8 League Game Reschedule Form**.
 - The rescheduling fee must be received by the District 8 Supervisor of Officials before there will be any consideration of the rescheduling request.
 - Approval of any rescheduling request is at the sole discretion of the Supervisor of Officials.
 - All approved game rescheduling requests will be made to the Official team schedule posted on the District 8 website.

*****It is the team's responsibility to check the official online schedule for any modifications.*****

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Restricted Days

- District 8 policy is that no games or activities will be scheduled on Thanksgiving Day, Christmas Eve, Christmas Day, New Year's Eve, New Year's Day, or Super Bowl Sunday after 3:00pm.
- If an association hosts an invitational tournament, no other home games should be played on those days.

League Standings

- Standings will be kept for all league games based on
 - Two (2) points for a win
 - One (1) point for a tie
 - Zero (0) points for a loss
 - Fair Play Points earned (one (1) or zero (0))
- The responsibility for seeing that the standings are correct, and current is the responsibility of the respective teams.
- Breaking of league standing ties at the end of the regular season will be determined using the following progressive steps:
 - Head-to-head competition among tied teams including Fair Play points.
 - Most Fair Play points earned in league play.
 - Largest goal differential among tied teams.
 - Greatest quotient: goals for are divided by goals against among tied teams.
 - Record against teams finishing higher than tied teams in league play.
 - Largest goal differential against teams finishing higher than tied teams in league play.
 - Greatest quotient goals against teams finishing higher than tied teams in league play.
 - Largest goal differential for all league play.
 - Greatest quotient goals for divided by goals against for all league play.
 - Flip of a coin by a league official in the presence of the District Director.

Note 1: When the tie involves two teams, the tie breaking steps shall be used in succession until the tie is broken beginning with the first step above.

Note 2: When the tie involves three or more teams, the tie breaking steps shall be used in succession until the tie is broken for one or more of the teams beginning with the first step above. Once one of the steps establishes a position for one or more of the teams, each team is placed in the applicable position. Once those team(s) is/are placed, the remaining tied teams shall start the tie-breaking process again beginning with the first step above.

Fair Play Points

- All playing levels administered by District 8 shall use the following Fair Play rules as part of league standing computations:
 - Each team starts a game with 1(one) Fair Play point.
 - A team will lose the Fair Play point if:
 - ✓ The Total Fair Play penalty minutes criteria for that playing level are exceeded.
 - ✓ Per USA Hockey Conduct Rule XIV.C.2, spectator conduct becomes so abusive that, in the 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.
 - ✓ A Coach is assessed a Game Misconduct or Match Penalty.
 - ✓ An off-ice official (timekeeper, scorekeeper, penalty box attendant) provided by one of the teams exhibits conduct which results in that person being removed from their position by the referee(s).

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Fair Play Points cont.

- Fair Play total “equivalent” penalty minute criteria. (Criteria based on 1-hour games for youth Peewee and Girls 12 & under and lower teams and 1.25-hour games for youth Bantam and Girls 15 & under and higher teams.)
 - Squirt - 10 minutes
 - Pee Wee - 12 minutes
 - Bantam - 14 minutes
 - Boys 16U - 16 minutes
 - Junior Gold - 16 minutes
 - Girls 10 & Under - 8 minutes
 - Girls 12 & Under - 10 minutes
 - Girls 15 & Under - 12 minutes
 - Girls 16 & Under - 14 minutes
 - Girls 19 & Under - 14 minutes

- For the purposes of total Fair Play penalty minutes, the following outlines the penalty “equivalency” minutes associated with each of the following classification of penalties:
 - Minor or Bench Minor Penalty - 2 minutes
 - Major Penalty - 5 minutes
 - Misconduct Penalty - 10 minutes
 - Game Misconduct Penalty or Match Penalty - 10 minutes
 - Minor plus Misconduct (2 & 10) - 12 minutes
 - All equipment violations – 10-minute misconduct
 - Penalty Shot – Equivalent minutes to penalty assessed.
 - A team that initiates a forfeit does not receive their Fair Play point. The team not forfeiting receives their Fair Play point, unless they have already lost it during a game in progress.

League Trophies

- League trophies will be awarded as approved by the Executive Committee and Board of Directors.

Post Season Tournaments

District Playoffs Overview

- District 8 league playoffs are awarded to associations at the summer District 8 meetings.
- The District 8 Board of Directors determines playoff hosts based on association requests made in writing to the District 8 Tournament VP.
- The District Tournament Vice President will set the format of the playoffs based on the number of teams participating.
- All state-bound teams qualifying for district playoffs must participate unless they are given permission to opt-out by the District Director. District 8 teams not participating in District 8 Leagues must submit their request prior to December 31 of the current season. In all cases, qualifying team(s) **must** pay the fee.
- Teams participating in the B2/C District 8 League may opt-out of the end of season tournaments at no charge provided the District Opt-Out form is received by December 31 of the current season.

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District Playoffs Overview, cont.

- All associations qualifying for District or Regional Playoffs must be current with all forms and fees to District 8, Minnesota Hockey, and USA Hockey.
- Any association that is not current with forms and fees will not be allowed to have teams participate in post season play.
- In situations where Junior Gold/ District Play-off games are played back-to-back, resurfacing will take place every other period; teams must be ready to play.

Post-Season Playoff Host Site Guidelines

- A Tournament Director should be assigned for each host association.
 - That person will be the sole contact between the District 8 Tournament VP and the hosting association.
 - That person's contact information should be sent to the District 8 Tournament Director immediately.
- Carefully review, as soon as possible, the current MN Hockey Handbook Rulebook section titled: **District, Region, and State Tournaments**
- All rules and procedures will follow the guidelines in that document unless specifically noted otherwise by the District 8 Director.
- No tournament sanctioning forms are required for District Playoffs.
- Minnesota Hockey will provide Regional/State Tournament information to each Host of a state-bound playoff. The info must be given to qualifying Region/State tournament teams.

Playoff Schedules

- Sample brackets will be e-mailed to each Host Tournament Director with suggested dates/times for games.
 - Each Host Tournament Director will have the opportunity to revise dates/times to fit the needs of their facility.
 - Rest rules between events must be abided by (see MN Hockey Handbook).
 - Participants should not be expected to miss school to participate in District 8 Playoffs.
- As regular season play is completed, the District will position teams into the brackets.
 - This is typically done on the Monday before playoffs begin or as league standings are final and teams are seeded.
- One large copy of the playoff bracket should be made and posted in a main area of the host facility.
- The Playoff Host Association will provide warm-up pucks for all games.
- Games must be played to completion; round robin games can end in a tie.
- At the end of each game or session, all scores should be immediately locked in GameSheet and uploaded.
- The Playoff Host Association should consider booking extra ice at key intervals to allow for overtime.
- Ask arena staff to shut off 60-minute clocks.

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Playoff Schedules, cont.

- In case of playoff game severe weather cancellations, the League is concerned first and foremost with the safety and well-being of players, coaches, and other participants on an individual team basis.
 - The Host Tournament Director should contact each team and get a cell phone number that could be used should a game need to be cancelled on a moment's notice.
 - If the Host Tournament Director, as well as team coaches/managers, agrees that game(s) should be cancelled due to bad weather, the Host Tournament Director will need to contact each team.

Playoff Hosts – EMTs

- The Playoff Host Association is responsible for paying and scheduling Medical Attention Personnel.
 - Medical personnel must be present for the entirety of each one or two games in progress.
 - Medical personnel may be a Certified Athletic Trainer, Emergency Medical Technician (EMT), paramedic or medical or osteopathic physician.
 - This group shall include licensed health care professionals, Certified Athletic Trainers, Emergency Medical Technologists (EMT) and any additional persons who have successfully completed and maintained certification for programs conducted by the American Red Cross or the American Heart Association, specifically AFORE (Advanced First Aid), CPR (Cardiopulmonary Resuscitation), and BLS (Basic Life Support).
 - Registered Nurses (RN) are included if they are currently certified for AFA/CPR/BLS.

Note: Medical personnel will have the final say on whether an injured player can return to a game.

Playoff Financials/Accounting

District Playoffs are designed to minimize costs to participants while also providing enough income to the Playoff Host Association to justify expenses, including volunteer commitments.

- Fees are determined by the District 8 Board with support of the membership.
- Fees are reviewed annually against past season financial reports to assure a fair fee schedule.
- Team Entry Fees are posted on the district website.

Note: There is no gate fees for the tournaments listed above

Playoff Roster & Fee Collection

All fees and roster verification are directly managed by the Playoff Host Association with oversight by the District 8 Board, as necessary.

Playoff Entry Fee Refunds

Teams who only play one game during the entire tournament will be refunded an amount determined by the District staff.

Playoff Host Volunteer Requirements

Tournament hosts must provide the following event support staff:

- Tournament Director
 - Assures all rules, as governed by MN Hockey and District 8 Hockey, in accordance with each Handbook, are followed intricately.
 - Ensure that all rosters are USA Hockey approved and score sheets reflect this.
- Information/Check-In Attendant
 - Assures rosters are submitted and accurate before each game.
 - This position also gives all coaches, players, or spectators a station to report issues or concerns to

District 8 Rulebook

Playoff Host Volunteer Requirements, cont.

- Minor Officials
 - Minor officials must include a timekeeper and scorekeeper for each game.
 - ⇒ They cannot be the same person.
 - ⇒ Minor officials are considered neutral parties and should not take any part in governing the game, except when a referee requests something specific.
 - Only the on-ice referees can start/stop a game, call penalties, goals, etc.

- Announcer
 - Must announce a minimum of starting lineups before each game.
 - ⇒ It is recommended the announcer continues to announce goals and penalties throughout the game.
 - ⇒ The playing of music is optional but recommended and must be screened for appropriate language and neutral.

Substitute Goalies

Per Minnesota Hockey, it is recommended that each team in the District 8 tournaments dress two goalies.

- If the team does not have two goalies, a “substitute goalie” may be chosen from a team in its league or association.
 - Failing the above, a substitute goalie may be chosen from within District 8.

- If a substitute goalie is not available from within a team’s league or association, a substitute goalie may then be chosen from among the teams in the district.

- The substitute goalie shall wear the jersey of their in-season team on which they are rostered.

- The substitute goalie retains eligibility with their parent team and association at their original classification for the balance of the playing season whether they played as a substitute goalie or not.

- The substitute goalie must be properly registered on a MH team for the current season in order to be eligible to participate in a District 8 tournament. Proof of registration, such as a copy of their parent team's registration roster will be required during tournament check-in.

- Must be approved by the District Director(s) using the District 8 Substitute Goalie Form.

Note: This rule is to allow a team to obtain a back-up goalkeeper during District 8 tournament play. *The rule is not intended to permit teams to improve their goaltending through drafting of an additional player.*

District 8 Rulebook

District 8 Playoff Rules of Play: Squirt & 10U

All games will be played in accordance with USA Hockey rules as modified by Minnesota Hockey and District 8 as stated below. All games are officiated by USA Hockey registered referees. A medical attendant shall be present throughout the tournament.

Playing Time

Teams must be dressed and ready to play at least 30 minutes prior to each game. Games may start early to make up for previous delays or to stay ahead of potential delays. All games must be played to completion and time clocks ("60-minute clocks") should be shut off. Tie games are considered complete games in round robin play.

- Four (4) minute warm-ups for both teams will precede each game.
- Playing Time: All periods will be 12-minute stop time. One-minute rests between periods and no resurface.
- ROUND ROBIN PLAY: No overtime is played. Two points awarded to winning team, one point for ties, zero for loss. Refer to "Round Robin Point System"
- BRACKET PLAY, all games will be played to a win/lose situation. There will be no ties.
- GAMES FOR CHAMPIONSHIP, 3RD PLACE, 5TH PLACE, ETC.: Games must be played until a winner or loser is decided. Refer to "Breaking of Ties" if a tie exists after regulation.
- Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.
- Where running time is used, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. Penalties shall begin at the face-off puck drop immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
- No timeouts
- All penalties will be administered the same as in league play (time and consequence)

Breaking of Ties

For Round Robin Play, ties will be broken as follows:

1. Points acquired in all games
2. Head-to-head result
3. Goal differential from all games between tied teams
4. Goal quotient from all games between tied teams
5. Goal differential from all pool games
6. Goal quotient from all pool games
7. Fastest goal scored by each tied team in the tournament (if still tied, then 2nd fastest goal, 3rd....)

Ties in Bracket Play

In case of a tie at the end of the regulation playing time, the *teams shall not change goals and sudden victory* overtime play shall ensue using the following format.

1. Two (2) minute rest
2. First overtime period – ten (10) minutes – five on five
3. Two (2) minute rest
4. Second overtime period – five (5) minutes – four on four
5. Resurface the ice
6. Remaining overtime periods – ten (10) minutes – three on three for up to three periods
7. If after three (3) overtime periods of sudden death overtime play the teams remain tied, a shootout will occur. Five (5) individual shooters will be chosen from each team and shots rotate between teams. Visiting team shoot first. If game is still tied after five shooters, each team will designate one additional shooter at a time until the tie is broken. No player can shoot twice until the entire skater roster (not goalies) is exhausted.

District 8 Rulebook

District 8 Playoff Rules of Play: AA/A/B1 – PeeWee & Girls 12U

All games will be played in accordance with USA Hockey rules as modified by Minnesota Hockey and District 8 as stated below. All games are officiated by USA Hockey registered referees. A medical attendant shall be present throughout the tournament. All playoff games are played to completion (not based on ice time).

Playing Time

Teams must be dressed and ready to play at least 30 minutes prior to each game as play may start early to make up for previous delays.

- Four (4) minute warm-ups for both teams will precede each game.
- Games are three 15-minute stop time periods of actual playing time. One minute rest in between periods when no resurface is done.
- Ice resurfaces every 2 periods
- All games will be played to a win/lose situation. There will be no ties.
- Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.
- Where running time is used, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. Penalties shall begin at the face-off immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
- Each team is allowed one time out per game.
- All minor penalties will be two (2) minutes in length.

Breaking of Ties

In case of a tie at the end of the regulation playing time, the *teams shall not change goals and sudden victory* overtime play shall ensue using the following format. NOTE: these overtime rules are different than those written in the “Governing Rules” handbook, so it is important that this information is printed in tournament programs!

1. Two (2) minute rest
2. First overtime period – ten (10) minutes – five on five
3. Two (2) minute rest
4. Second and third overtime periods – ten (10) minutes – five on five
5. Fourth overtime period – ten (10) minutes – four on four
6. Resurface
7. Remaining overtime periods – ten (10) minutes – three on three until complete
8. Resurface the ice after every three additional overtime periods.
9. If after three (3) overtime periods of sudden death overtime play, the teams remain tied, the tournament director, in the best interest of the tournament, has the option of calling the game and playing it on a different day. Tournament director must notify District officials immediately to coordinate continuation of the game.

Regional Advancement

Should multiple teams be eliminated at the same level (thus resulting in a tie), advancement to regionals will be based upon final results of league standings

District 8 Rulebook

District 8 Playoff Rules of Play: B2 & C Pee Wee and Girls 12U

All games will be played in accordance with USA Hockey rules as modified by Minnesota Hockey and District 8 as stated below. All games are officiated by USA Hockey registered referees. A medical attendant shall be present throughout the tournament.

Playing Time

Teams must be dressed and ready to play at least 30 minutes prior to each game. Games may start early to make up for previous delays or to stay ahead of potential delays. All games must be played to completion and time clocks ("60-minute clocks") should be shut off. Tie games are considered complete games in round robin play.

- Four (4) minute warm-ups for both teams will precede each game.
- Playing Time: All periods will be 14-minute stop time. One-minute rests between periods and no resurface.
- ROUND ROBIN PLAY: No overtime is played. Two points awarded to winning team, one point for ties, zero for loss. Refer to "Round Robin Point System"
- BRACKET PLAY, all games will be played to a win/lose situation. There will be no ties.
- GAMES FOR CHAMPIONSHIP, 3RD PLACE, 5TH PLACE, ETC.: Games must be played until a winner or loser is decided. Refer to "Breaking of Ties" if a tie exists after regulation.
- Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.
- Where running time is used, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. Penalties shall begin at the face-off puck drop immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
- No timeouts
- All penalties will be administered the same as in league play (time and consequence)

Breaking of Ties

For Round Robin Play, ties will be broken as follows:

1. Points acquired in all games
2. Head-to-head result
3. Goal differential from all games between tied teams
4. Goal quotient from all games between tied teams
5. Goal differential from all pool games
6. Goal quotient from all pool games
7. Fastest goal scored by each tied team in the tournament (if still tied, then 2nd fastest goal, 3rd....)

Ties in Bracket Play

In case of a tie at the end of the regulation playing time, the *teams shall not change goals and sudden victory* overtime play shall ensue using the following format.

1. Two (2) minute rest
2. First overtime period – ten (10) minutes – five on five
3. Two (2) minute rest
4. Second overtime period – five (5) minutes – four on four
5. Resurface the ice
6. Remaining overtime periods – ten (10) minutes – three on three for up to three periods
7. If after three (3) overtime periods of sudden death overtime play the teams remain tied, a shootout will occur. Five (5) individual shooters will be chosen from each team and shots rotate between teams. Visiting team shoot first. If game is still tied after five shooters, each team will designate one additional shooter at a time until the tie is broken. No player can shoot twice until the entire skater roster (not goalies) is exhausted.

District 8 Rulebook

District 8 Playoff Rules of Play: Jr Gold, AA/A/B1 – Bantam & Girls 15U

All games will be played in accordance with USA Hockey rules as modified by Minnesota Hockey and District 8 as stated below. All games are officiated by USA Hockey registered referees. A medical attendant shall be present throughout the tournament. All playoff games are played to completion (not based on ice time).

Playing Time

Teams must be dressed and ready to play at least 30 minutes prior to each game as play may start early to make up for previous delays.

- Four (4) minute warm-ups for both teams will precede each game.
- Games are three 15-minute stop time periods of actual playing time. One minute rest in between periods when no resurface is done.
- Ice resurfaces every 2 periods
- All games will be played to a win/lose situation. There will be no ties.
- Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.
- Where running time is used, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. Penalties shall begin at the face-off immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
- Each team is allowed one time out per game.
- All minor penalties will be two (2) minutes in length.

Breaking of Ties

In case of a tie at the end of the regulation playing time, the *teams shall not change goals and sudden victory* overtime play shall ensue using the following format. NOTE: these overtime rules are different than those written in the “Governing Rules” handbook, so it is important that this information is printed in tournament programs!

1. Two (2) minute rest
2. First overtime period – ten (10) minutes – five on five
3. Two (2) minute rest
4. Second and third overtime periods – ten (10) minutes – five on five
5. Fourth overtime period – ten (10) minutes – four on four
6. Resurface
7. Remaining overtime periods – ten (10) minutes – three on three until complete
8. Resurface the ice after every three additional overtime periods.
9. If after three (3) overtime periods of sudden death overtime play, the teams remain tied, the tournament director, in the best interest of the tournament, has the option of calling the game and completing on a different date. Tournament director must notify District officials immediately to coordinate continuation of the game.

Regional Advancement

Should multiple teams be eliminated at the same level (thus resulting in a tie), advancement to regionals will be based upon final results of league standings

District 8 Rulebook

District 8 Playoff Rules of Play: B2 & C – Bantam & Girls 15U

All games will be played in accordance with USA Hockey rules as modified by Minnesota Hockey and District 8 as stated below. All games are officiated by USA Hockey registered referees. A medical attendant shall be present throughout the tournament.

Playing Time

Teams must be dressed and ready to play at least 30 minutes prior to each game. Games may start early to make up for previous delays or to stay ahead of potential delays. All games must be played to completion and time clocks (“60-minute clocks”) should be shut off. Tie games are considered complete games in round robin play.

- Four (4) minute warm-ups for both teams will precede each game.
- Playing Time: All periods will be 14-minute stop time. One-minute rests between periods and no resurface.
- ROUND ROBIN PLAY: No overtime is played. Two points awarded to winning team, one point for ties, zero for loss. Refer to “Round Robin Point System”
- BRACKET PLAY, all games will be played to a win/lose situation. There will be no ties.
- GAMES FOR CHAMPIONSHIP, 3RD PLACE, 5TH PLACE, ETC.: Games must be played until a winner or loser is decided. Refer to “Breaking of Ties” if a tie exists after regulation.
- Running time shall be used whenever a goal differential of six (6) occurs in the third (3rd) period. If the goal differential becomes less than six (6) goals, stop time shall begin again.
- Where running time is used, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. Penalties shall begin at the face-off puck drop immediately following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.
- No timeouts
- All penalties will be administered the same as in league play (time and consequence)

Breaking of Ties

For Round Robin Play, ties will be broken as follows:

1. Points acquired in all games
2. Head-to-head result
3. Goal differential from all games between tied teams
4. Goal quotient from all games between tied teams
5. Goal differential from all pool games
6. Goal quotient from all pool games
7. Fastest goal scored by each tied team in the tournament (if still tied, then 2nd fastest goal, 3rd....)

Ties in Bracket Play

In case of a tie at the end of the regulation playing time, the *teams shall not change goals and sudden victory* overtime play shall ensue using the following format.

1. Two (2) minute rest
2. First overtime period – ten (10) minutes – five on five
3. Two (2) minute rest
4. Second overtime period – five (5) minutes – four on four
5. Resurface the ice
6. Remaining overtime periods – ten (10) minutes – three on three for up to three periods
7. If after three (3) overtime periods of sudden death overtime play the teams remain tied, a shootout will occur. Five (5) individual shooters will be chosen from each team and shots rotate between teams. Visiting team shoot first. If the game is still tied after five shooters, each team will designate one additional shooter at a time until the tie is broken. No player can shoot twice until the entire skater roster (not goalies) is exhausted.

District 8 Rulebook **District 8 Coaches**

Training Requirements

- All coaches must be certified at the proper coaching level for the team they are coaching.
- No coach will be approved on an official team roster until they have been certified at the proper CEP (Coach Education Program) coaching level for the team they are coaching.

Mandatory Coaches Meetings

- The head coach of each District 8 team, above Mites/8U, may be required to attend one of the District 8 coach meetings held each fall at the beginning of the season. All coaches are required to read the league rules.
 - Assistant coaches and managers are welcome to attend this meeting.
 - A head coach that fails to attend one of the meetings is subject to discipline as determined by the League President and the District Director.
 - Teams are required to notify the District Director of their intent to travel outside the state for a sanctioned event. The form must be completed and submitted prior to the event.

District 8 Officials

Responsibilities

The Supervisor of Officials has the responsibility to train and schedule referees for all league games.

- The league will provide two (2) Minnesota Hockey Officials Association (MHOA) certified Referees for all Youth Bantam B/C, Youth Peewee AA/A/B/C, Youth Squirt A/B/C, Girls 15U B, Girls 12U A/B, and Girls 10U A/B league games.
- The league will provide three (3) Minnesota Hockey Officials Association (MHOA) certified officials for all Youth Bantam AA/A, and Girls 15U A league games.
 - The officials will be two (2) Linesmen and one (1) Referee.
- All on-ice officials must be USA Hockey/MHOA certified.
 - Under no circumstances can a certified official work a game with a non-certified official.
- All on-ice officials must be able to present their USA Hockey registration card to any coach upon request.
- On-ice officials must be fifteen (15) years of age to officiate any District level games.
 - On-ice officials younger than fifteen (15) will be allowed to referee in-house games.
 - This rule is subject to change by the Supervisor of Officials.

Note: Referee rates and fees are proposed prior to the start of the season by the Supervisor of Officials and approved by the District 8 Board of Directors.

- Games must be stopped by the on-ice officials when the hour clock and/or scheduled end of the ice time has expired whether the game has been completed or not.
- The Home team in all league games will supply the timekeeper. The timekeeper will maintain the official scorebook for the game using the MH scoring form/booklet or GameSheets.
- Injuries:
 - Officials are, to the best of their abilities, to make sure player injury is not critical.

District 8 Rulebook

Responsibilities, cont.

- Make sure the player is breathing fine, remove the mouthpiece, and signal for the coach to come onto the ice.
 - Do not treat any player.
 - On-ice officials injured during a game must report the injury to the Supervisor of Officials immediately after the conclusion of the game.
- Post-game on-ice celebrations with non-USA Hockey registered people desiring to come onto the ice.
 - To avoid any potential liabilities for game officials, the officials will be responsible for making sure that all game participants have left the ice surface at the end of a game.
 - If people decide to go back onto the ice, the issue is no longer considered controllable by the game officials

MINNESOTA HOCKEY HANDBOOK HIGHLIGHTS

Overview

District 8 operates under the oversight of USA Hockey and Minnesota Hockey (MH). The complete rulebooks of these oversight organizations can be found on their respective websites.

The information below will highlight selected components of the Minnesota Hockey Handbook that could be useful reference content for District 8 members.

Youth and girl's teams playing at the same competitive level (A, B, C, and House) are considered to be equal competitive levels and shall receive equal treatment.

MH strongly recommends that association rules and/or district league rules reflect the written reason for any different treatment between youth and girl's teams of similar competitive playing levels. These rules should be based on fact (not opinion) and reflect the reasons why teams are treated differently. This includes any voluntary waiver of equitable treatment by the affected team or teams.

Team and Player Registration

- A USA Hockey roster must be completed for each team and submitted along with proof of date of birth, proof of legal residency for non-US citizens and any other required documentation to the USA Hockey Registrar or designee for approval.
- The Minnesota Hockey regular season begins September 1 and ends at the completion of all youth/girl's state tournaments.
- No player shall be registered with two or more MH/USA hockey teams at the same time regardless of league division or classification, except:
 - Players of in-house teams may play with both their house team and an association traveling team
 - Players on Minnesota Hockey Tier 1 (pre-post season) National Championship eligible teams may also be registered with a team which is not National Championship eligible, and Special Event teams approved by the MH Board.
 - Such events must be on the Winter Meeting agenda at the latest, according to the Bylaw requirements for putting items on the agenda and are subject to requirements imposed by MH. Approval of special events shall be by 2/3 vote.
- Players are expected to participate in all team activities (practices, games, tournaments, etc.)

District 8 Rulebook

Registration, cont.

- An allowance for an "excused absence" upon notice that is reasonable under the circumstances may be established by teams and associations. However, unexcused absence is grounds for consequence to a player, as determined by the team or association, up to and including suspension.
- A team or association rule and/or policy as to excused absences or as to consequences for unexcused absences must be reasonable and may not be implemented in a manner that discriminates between player participation in one outside program versus another.
- Players on teams shall follow the age range established for the classification.
 - Each association shall have a policy on whether players are allowed to “play up” to the next classification and the conditions which apply.
 - Players waived to another association are not allowed to play up unless approved by both association presidents and the District Director(s).
- Minnesota Hockey is a community-based amateur hockey program.
 - Members in good standing are to participate in teams from their local association (local affiliate) based on the residence of their parent(s) or legal guardian(s).
 - The boundaries of the geographical area served by each local association are determined by MH and recorded in the Affiliate Agreements
- Players must register and participate with the association whose boundaries incorporate the player’s residence.
 - To participate in any other association's team, the player must obtain a waiver.
 - All waiver requests must be submitted on the current Waiver Form provided by MH.
 - See the Minnesota Hockey Handbook for the most current waiver provisions.
- Any team found to have an ineligible player that participates in any MH sanctioned game, exhibition game or controlled scrimmage may be suspended from MH for District, Region and State Tournament play for the current season.
 - The head coach of a team that knowingly plays an ineligible player shall, as a minimum, be suspended from coaching for the remainder of the season.
- Any high school hockey player who participates with their high school hockey team beyond December 31st shall not be eligible for MH sanctioned teams during the balance of the playing season. Refer to the Minnesota State High School League rules for future High School eligibility.

Levels of Play

- “Classification” refers to Youth Mite, Youth Squirt, Youth Peewee, Youth Bantam, Girls 10 & Under, Girls 12 & Under, Girls 15 & under, etc.
- “Division” refers A, B, C, House, Recreational.
- “A” is the highest competitive division.
 - It is essentially a development program designed to enhance team and individual skills.
 - MH will provide for the district, regional and state tournament competition at this division.
 - Every association has the right to enter teams in the “A” division.

Note: "A" teams can be divided into "A" and "AA" sub-divisions for district/region/state tournament competition.

District 8 Rulebook

Levels of Play, cont.

- **“B”** is the intermediate competitive division.
 - It is a development division but primarily intended to provide a uniform competitive experience for smaller communities and programs that cannot compete as effectively in the “A” division.
 - Every association that has an “A” division team shall also have the right to enter teams in the “B” division.

Note: "B" teams can be divided into "B1" and "B2" sub-divisions for district/region/state tournament competition. (B2 teams do not advance to regional or state tournaments)

- **“C”** is the lowest competitive division.
 - It is intended as an entry division for new communities and programs to provide a good competitive experience until they are ready to advance to a higher competitive division.
 - There shall be no regional or state tournaments for the “C” division.
 - All associations that have teams in the “A” or “B” division are also entitled to enter teams in the “C” division.
- **HOUSE** is like the “C” division but limited to an “in-house” program.
- **RECREATIONAL** is like the “C” division but limited to two activities per week (maximum) within a recreational league or organization (teams do not participate in any way outside of their recreational league or organization).
 - No tournaments are allowed at this level, but a year-end play-off is permitted.

Interlevel Play

- There shall be no interlevel play (games or exhibition games) between classifications, e.g., Peewee vs. Bantam, 15U vs. 12U, or between divisions, e.g., A and B, B and C or A and C teams, except for girls’ team levels 15U A & B.
- Interlevel play is not permitted in any invitational tournaments or District 8 playoff tournaments with the exception that Girls 15U B teams may participate in Girls 15U A invitational tournaments.

Note: In special circumstances where interlevel play between divisions may be appropriate, approval of the District Director must be obtained.

- Teams violating this provision may be declared ineligible to compete in any MH sanctioned invitational tournaments and the MH district, regional and state tournaments for the current season, and in case of flagrant violations, for such a period of time as the District Director shall deem appropriate.
- House and Recreational league teams must be registered as C teams if they intend to play teams outside of their hockey community.

District 8 Rulebook

Mite Team Classifications

- MH strongly encourages the skill level development of all players.
 - This is particularly critical at the Mite level so that players are provided with the foundation to enjoy and have success in the game.
- To reduce expenses and promote development rather than competition, Mite teams shall participate within their home association and district only.
 - However, the District Director(s) may allow exceptions for convenience or to maintain continuity.
 - The District Director's decision is final.
- Mites are generally organized into levels based on age, skill, and the number of players.
 - As a guideline, Mites should be divided into two levels:
 - Mini-Mites (6 & under) - the younger, beginner and less skilled players
 - Mites (8 & under) - the older, experienced, more skilled players
- 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) provide blueprints for player development.
- At the Mite (8 & under) level
 - The standard playing surfaces for all games is cross-ice or half-ice.
 - After January 15th, up to 10 full-ice games are allowed with District Director's approval.
 - The Director's decision is final.
- At the Mini-Mite (6 & under) level
 - All games shall be played with cross or half ice.
- 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.
- In recognition of the need for flexibility and differences between associations, the standards outlined 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.
- 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.
- Jamborees may be conducted at the Mite level.
 - A jamboree is defined as a low-key full participation event where players have an enjoyable, learning experience in a non-competitive environment.

District 8 Rulebook

Mite Team Classifications, cont.

- Jamborees need not be registered as tournaments but must follow the “Team Rest” provisions as provided for under “PlayingRules”.
- Hosting a Jamboree shall abide by the following rules
 - ⇒ Approval to conduct a Jamboree must be obtained from the District Director at least thirty (30) days in advance
 - ⇒ All teams must be from one MH District, unless approved in writing by the MH Directors involved
 - ⇒ Information referring to the event must state “Jamboree” and not use the word tournament
 - ⇒ Team fees can cover only costs for ice time, officials, medical attendants, and participant awards
 - ⇒ There can be no gate fee. A free-will donation box will be permitted
 - ⇒ USA Hockey certified officials are required
 - ⇒ No score shall be kept - no winners, no losers, and no standings
 - ⇒ Generally, a predetermined round-robin format is required
 - ⇒ No statistics may be kept, such as shots, saves, goals, assists, time of possession, etc.
 - ⇒ Participation awards, if given, shall be the same for all participants
 - ⇒ No team awards or trophies

Squirt Team Classifications

- MH strongly encourages the skill development of all players, especially at the entry levels.
- The following rules apply to the Squirt level:
 - Limit number of games (post-season tournament/exhibition games) to a maximum of 35 per season.
 - A three to one practice to game ratio shall be supported by all associations.
 - A and B squirts must be allocated equal quality and number of ice hours.
 - The above policies will be monitored by each local association and district. Failure to comply will result in sanctions against the respective associations as determined by MH.
 - There shall be no region or state tournaments at the Squirt level.

Team Rest

- Teams shall not participate in more than two (2) on-ice activities per day.
- Teams shall not participate in more than one tournament at a time (no overlapping days).
- There shall be a minimum of two (2) hours between on-ice activities on the same day.
- There shall be a minimum of ten (10) hours between on-ice activities on consecutive days.

Note 1: On-ice activities include games (league, tournament, exhibition, etc.) and/or practices.

Note 2: The activity time is from the end of one activity to the beginning of the next.

Note 3: For Mites, the time between activities can be reduced to 1 ½ hours.

Note 4: Teams may schedule practice before or after a game, without two hours of rest, at the discretion of the coach and the association.

District 8 Rulebook

Concussions

Minnesota Statute 121A.37 requires the following:

- MH must make concussion information accessible to all coaches, officials, players and parent/guardians, including the effects and risks of continuing to play after receiving a concussion.
 - This includes the nature and risks of concussions associated with athletic activity, concussion symptoms, the need for urgent diagnosis and treatment when a player is suspected or observed to have received a concussion, and the need for the concussed players to follow proper medical direction before returning to play.
 - All coaches and officials must receive initial training regarding concussions and participate in refresher training at least every three calendar years thereafter.
- Coaches, officials and/or medical attendants shall and are authorized to remove a player from participating if the player exhibits concussion signs, symptoms, or behaviors or is suspected of sustaining a concussion.
 - A player removed may not participate until they no longer exhibit concussion signs, symptoms, or behaviors and a “health care provider” evaluates the player and gives the player written permission to again participate.
 - “Health care provider” means a health care professional who is registered, licensed, certified or otherwise statutorily authorized by the state to provide medical treatment, trained, and experienced in evaluating and managing pediatric concussions.

Exhibition Games & Controlled Scrimmages

- An Exhibition Game is defined as a contest between two teams that is not held in MH sanctioned league or invitational tournament play.
- To be considered an exhibition game:
 - All applicable rules of USA Hockey and MH, including those pertaining to rest periods and the use of certified officials, must be followed
 - If either of the participants is subject to a maximum number of games rule, imposed by USA Hockey, MH, or the Affiliate Association governing the participant’s activities, the exhibition game shall be counted towards the maximum number of games allowed.
- Coaches-on-Ice scrimmages or “controlled scrimmages” are allowed as a coaching tool for teaching position play and to address various game situations, subject to the following minimum criteria.
 - The following criteria must be met for the event to be considered a Coaches-On-Ice scrimmage.
 - At least one coach from each team must be on the ice for the purpose of instruction.
 - No official scorekeeper, timekeeper or “game clock” can be used.
 - Teams can switch ends at some point, if desired.
 - The event is conducted as practice, with the coaches stopping play from time to time to make observations and provide instruction on player positioning, etc.

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Safety Equipment

- All players, including goalkeepers, are required to wear a colored (non-clear) internal mouthpiece, which covers all remaining teeth of one jaw, customarily the upper.
- All players, including goalkeepers, are required to wear approved neck protectors.
- A blaze orange “Stop Patch” must be displayed in the upper center on the back of all players' jerseys in all youth and girl’s classifications, except Mites and Mini Mites.
 - This patch/logo may be sewn on to or silk screened on the jerseys.

Coaches Helmets

- All coaches involved in on-ice activities, practices and scrimmages must wear a HECC approved hockey helmet.
 - The chin strap must be always buckled.
 - Compliance rests on the local associations and the local District.
 - Failure to comply shall result in up to 30 days’ suspension by the District Director.

Score Sheets

- The electronic score sheet, GameSheet, shall be used for all games: league, tournament, and exhibition.
- The score sheet shall include, at a minimum, the following information:
 - Date, time, and location of the game.
 - The division and classification of the teams.
 - The home and visiting team rosters with player names and numbers.
 - The home and visiting team coaches’ names, USA Hockey Coach Education Program card numbers, CEP level attained and the year of certification.
 - Scoring and penalty information.
 - Printed name(s) of the referee(s) and the linesmen and the signature of the referee(s).

- ***All score sheets must reflect the skaters and coaches that are on the bench. Any coach or skater not participating must be marked as such.***

Fair Play Points Overview

- All leagues administered by District 8 shall use Fair Play rules to determine league standings.
- League standings will be determined using the following point system:
 - Win = 2 points, Tie = 1 point, Loss = 0 points, plus 1 Fair Play point.
 - All teams within a District 8 League, e.g., Youth Peewee A, will be scheduled an equal number of League games.

District 8 Rulebook

Fair Play Points

- Each team starts the game with one Fair Play point.
- A team will earn their Fair Play point if none of the following occurs:
 - Total Fair Play penalty minutes criteria is not exceeded.
 - Per MH 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 referee(s) stop play and request specified individuals leave the arena.
 - Coach is assessed a Game Misconduct or Match Penalty.
 - An off-ice official (timekeeper, scorekeeper, penalty box attendant) provided by one of the teams exhibits conduct which results in the person being removed from their position by the referee(s).

Fair Play Points Criteria

- Fair Play total “equivalent” penalty minute criteria.
 - Criteria based on a 1-hour game for Peewee/Girls 12U and lower, and
 - 1.5-hour game for Bantam/Girls 15U and higher.
 - ⇒ Squirt - 10 minutes
 - ⇒ Peewee - 12 minutes
 - ⇒ Bantam - 14 minutes
 - ⇒ Girls 10 & Under - 8 minutes
 - ⇒ Girls 12 & Under - 10 minutes
 - ⇒ Girls 15 & Under - 12 minutes
- For the purposes of total Fair Play penalty minutes, the following penalty “equivalency” minutes are associated with each of the following classification of penalties:
 - Minor or Bench Minor Penalty - 2 minutes
 - Major Penalty - 5 minutes
 - Misconduct Penalty - 10 minutes
 - Game Misconduct Penalty - 10 minutes
 - Match Penalty - 10 minutes
 - Minor plus Misconduct (2 & 10) - 12 minutes
 - Misconduct for no mouth guard - 2 minutes
 - Penalty Shot – Equivalent minutes to penalty assessed

Fair Play Points Tiebreakers

- In the event of a tie between two or more teams in the final league standings, the following process shall be used to determine position in the standings:
 - When the tie involves two teams, the tie breaking formulas shall be used in succession until the tie is broken beginning with the first step.
 - When the tie involves three or more teams, the tie breaking formulas shall be used in succession until the tie is broken beginning with the first step.
 - If one formula establishes a position for one or more teams, each team is placed in the applicable position.
 - Once a team is placed, the remaining tied teams shall start the tie-breaking process again with the first step.
- The tie breaker steps, as modified for use in District 8, in order, are:
 - Head-to-head competition among tied teams including Fair Play points.
 - Most Fair Play points earned in league play.

District 8 Rulebook

Fair Play Points, cont.

- Largest goal differential among tied teams.
- Greatest quotient: goals for divided by goals against among tied teams.
- Record against teams finishing higher than tied teams in league play.
- Largest goal differential against teams finishing higher than tied teams in league play.
- Greatest quotient goals against teams finishing higher than tied teams in league play.
- Largest goal differential for all league play.
- Greatest quotient goals for divided by goals against for all league play.
- Flip of a coin by a league official in the presence of the District Director.

Note 1: A team that initiates a forfeit does not receive their Fair Play point. The team not forfeiting receives their Fair Play point, unless the forfeit is mid-game and they have already lost their Fair Play point.

Note 2: If two teams have cancelled a game or failed to play a game due to weather and have not played the game by the end of the season, both teams shall lose their Fair Play point. The exception would be if prior arrangements have been approved by the District Director.

Protests

Protests relating to the playing of the game are not allowed in any MH play, including scrimmage games, league games, invitational tournament games and MH tournament games.

Exception: Districts or Leagues may establish their own protest policy/process for their district or league games. If such a policy/process is adopted, the District Director shall be the final authority - no further appeals are allowed.

Ineligible Players

- Ineligible player protests will be accepted in MH sanctioned competition.
- The protesting team must furnish evidence, substantiating the eligibility of the player in question.
- The protest must be made to the District Director or Tournament Director who will decide on the player's eligibility and whose decision will be final.
- If the player is ruled ineligible, all games in which the ineligible player participated will be forfeited.
- If the officials fail to assess an in-game suspension to a player who should have received one under USAH or MH rules, the player is not considered an ineligible player.
- Any protest must be filed within one hour for tournament games and twenty-four hours for league games after the completion of the game in which the alleged violation occurred.

Conduct

- Racial or ethnic slurs and/or harassing conduct of any kind will not be tolerated.
- Each team is responsible for the conduct of its spectators.
 - Coaches should advise their parents and other fans of the conduct rules.
- If spectator conduct becomes so abusive that, in the referee(s) opinion, it is distracting from the game or inciting the players, the referee(s) may stop play and:
 - Ask the coach to control their spectators.
 - Ask the coach to request specified individuals to leave the arena.

District 8 Rulebook

Conduct, cont.

- District 8 prohibits the use of any artificial noise makers.
 - Use of an artificial noise maker will be considered abusive conduct.
 - Possession of a device that could be deemed detrimental to the players or to the conduct of the game, such as laser pointers, will be considered abusive conduct and shall be reported to local law enforcement officials.

- The District Director, designated district personnel or the tournament director, shall have the authority to take actions as necessary to control spectator conduct.

- Failure of a coach to cooperate with a referee's request within two (2) minutes will result in a bench minor penalty and a warning from the referee that after an addition two (2) minutes, the game will be suspended.

- The game suspension will be immediately reported to the Supervisor of Officials who will then inform the District Director.

- Spectators standing by the boards behind the goalkeeper are not allowed to deliberately distract the goalkeeper.
 - The referee may request anyone in violation of this rule to move or leave the arena.
 - In an appropriate case, the referee may declare the game to be forfeited to the team of the goalkeeper being distracted.

- MH acknowledges the Locker Room Monitoring Policy as established by USA Hockey.
 - Monitors must be of the same gender as the players and undergo background screening by MH to serve in this capacity.
 - No team shall be allowed to enter a locker room prior to a scheduled event until a proper locker room monitor is present and such monitor shall remain present until the last player leaves the locker room.
 - When coaches are present in the locker room, they may serve as locker room monitors.
 - Any coach meeting with an individual player shall be conducted on the ice, on the bench, in the locker room with the other team members and/or locker room monitor(s) present, or in a public setting, unless agreed otherwise by the player's parent or guardian.
 - Alleged violations of these rules shall cause a mandatory hearing to be held in accordance with MH Bylaw Article 6.
 - If warranted, up to a one-year suspension penalty may be leveled upon the violators.

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

- Coaches, players, managers, or spectators may not enter the Referee's room without an invitation before, during or after a game.
 - The following minimum penalties will be assessed for violation of this rule:
 - Coach or player — game misconduct penalty and the incident will be reported for possible additional league action and/or suspension.
 - Manager or spectator (fan) — the Referee(s) will report the circumstances to the Supervisor of Officials who will notify the District Director.

Note: A mandatory hearing will be held with the team coach and a representative of their association's governing board to discuss possible disciplinary action.

District 8 Rulebook

2025/26 District 8 Executive Committee Members

DISTRICT DIRECTOR: Rich Rakness

651-455-1725 (H)

651-246-0163 (C)

rrakness@comcast.net**LEAGUE PRESIDENT:** Dave Weimer

651-457-2713

lb3632591@aol.com**DISTRICT ADMINISTRATOR:** Kate Fossum

651-252-9846

katefossum@gmail.com**DISTRICT VP YOUTH SQUIRT A B and C:**

Julie Girard

julieggirard@gmail.com**DISTRICT 8 ASSOCIATION COACHING and EDUCATION COORDINATOR:** Elliot Vesper

651-451-8248

651-491-1859

coachvesper@msn.com**DISTRICT VP YOUTH PEEWEES:** Chris Rasinenchrisrasinen@gmail.com**DISTRICT VP YOUTH BANTAM A B and C:** Mickey Sparks

651-402-3138 (C)

mickey.sparks@comcast.net**DISTRICT VP YOUTH JUNIOR GOLD and YOUTH BOYS 16:** Kent Andrusko

651-278-9533

DISTRICT VP GIRLS: Jamie Shepard

651-324-1142 (C)

jamieshepard512@gmail.com**DISTRICT VP TOURNAMENTS:** Zac Dockter

612-735-9703 (H)

651-458-2847 (W)

zdockter@cottage-grove.org**DISTRICT SUPERVISOR OF OFFICIALS:** Paul Moen

651-246-3514 (C)

moensie2@outlook.com**DISTRICT 8 COACH-IN-CHIEF:** Bill McClellan

651-459-4587 (H)

651-324-2445 (C)

mcclellan.william@comcast.net**DISTRICT GOALIE COORDINATOR:** Andy Roeser

651-253-3856

aroenser@comcast.net