

**2009-2011 SEASON RULES OF
THE MARYLAND SCHOLASTIC HOCKEY LEAGUE**

Latest Update: 09/03/09

A. GENERAL LEAGUE RULES

1. All MSHL games will be played under the rules of USA Hockey. In addition, the Board of Directors may modify or supplement USA Hockey rules with local rules applicable to MSHL sanctioned games, as appropriate, to carry out the objectives of the League. An MSHL sanctioned game is defined as any League or Non League, USA Hockey or non USA Hockey game in which an MSHL team plays.
2. To the maximum extent possible, the MSHL follows the rules and directives of the Maryland Public Secondary Schools Athletic Association and its County Athletic Associations. For teams located within the District of Columbia, the MSHL will follow the rules of the District of Columbia Interscholastic Athletic Association when applicable.

B. LEAGUE STRUCTURE

1. The Board of Directors shall determine the structure of the League, the maximum number of games to be played, the starting date for League play, and the length of the season no later than the Commitment Meeting in October of each year. The structure may include more than one skill level in the Varsity category.
2. The League shall form Divisions for Varsity (one or more levels), and Junior Varsity (one or more levels). For each type of team, student players must meet the academic and other eligibility requirements of their school for playing a winter sport.
3. Teams play games that determine team standings within a conference and a Conference Champion as well as other games that are sanctioned by the League.
4. The League maintains team standings, recognizes game scores, monitors assessed penalties, and imposes disciplinary actions associated with those penalties for all Divisions.
5. The League will hold a post-season tournament or tournaments to determine a champion when:
 - a. There are more than 8 boys teams at a given classification.
 - b. There are more than 4 girls teams at a given classification.
6. Only one team from a school will be allowed to play in the playoffs at that classification level.

C. TEAMS

Regardless of how a team is structured, each team is required to have:

- An adult person who acts as the team contact. The school analogy would be the Principal or Headmaster.
- An adult person who is in charge of game day operations. The school analogy would be the Athletic Director.
- The Head Coach may be the person in charge of game day operations, but may not be the team contact.

1. **Boys** A Boys team is composed of male students attending high school.
2. **Girls** A Girls team is composed of female students attending high school.
3. **Pure.** A pure team is composed of students attending a single high school.
4. **Co-Op.** A Cooperative (Co-op) team is composed of high school students from more than one school.
 - a. A co-op team is formed from a set of public or private schools within a pre defined geographic area. The League will determine the host and feeder schools for each co-op team at the start of the 2009-10 season. The determination will be in effect for 3 seasons (through 2012-13) (see Attachment A for current co-op assignments). The assignments may be modified by the league from time to time to reflect changes in the schools making up the co-op team.
 - b. When determining what co-op team a student is eligible to play for, it is the school, not the student's residence that is the determining factor. Thus a student who lives 1 block from a school in co-op team A's district, but attends school in co-op team B's district would play for co-op team B.
 - c. No student-athlete may be cut from the team if he/she is academically eligible and is financially current. No co-op team may discourage participation by lesser skilled students.
 - d. The maximum number of students from one school is 14. If a school supplies 15 students to the co-op program, it must leave the co-op and form a pure team.
 - e. The maximum number of total students on a team is 30. Should a co-op team have 21 or more students, they must field a Varsity and Junior Varsity team.
 - f. First year co-op programs are ineligible for post-season play. This shall not apply for the 2009-10 season.
5. **Varsity** A varsity team is composed of the most skilled players on a pure or co-op team.
6. **Junior Varsity.** A Junior Varsity team is composed of players who possess less skill than those on the Varsity team.
 - a. Students must meet their school's requirements for playing on a JV team —generally accepted as meaning only Freshmen and Sophomores.

- b. Juniors and Seniors are eligible to play on their school's JV team only under the following conditions:
 - (1.) Any limitation on Junior or Senior JV rostering at a school applies to that school's JV hockey team.
 - (2.) In addition, Juniors who are playing on a Tier I or Tier II National Tournament Bound travel hockey team may not be rostered on their school's JV team. Juniors who are playing other levels of travel hockey may be permitted to be rostered on their school's JV team, but only under the following conditions:
 - a. The school has not cut other younger players.
 - b. The JV team rep provides to the JV Division Scheduler's satisfaction—at least one week before that player can play in a JV game—detailed information to demonstrate that he is not an "impact player" at the JV level, and that his size and strength do not pose a hazard to other JV players. If the JV Division scheduler or his designee agree with any of these requests and permits any of these Junior players to be rostered on their schools' JV teams, he will so notify the other JV team reps by e-mail.
 - c. Any other JV team that rosters only Freshman and Sophomores may, at its discretion, ask for and review the aforementioned "no impact" information, and, if it disagrees, designate in advance that when it plays another team which has been able to roster a Junior(s) under the process of subsection (2) immediately above, such Junior(s) may not play in that game.
 - (3.) No Senior who currently plays or has played any travel hockey at the Pee Wee level or higher (Tier I or Tier II) may be rostered on his school's JV team.
 - (4.) The MSHL reserves the right to deny eligibility to any Junior or Senior who has not played travel hockey, but, nonetheless, has developed into an "impact player" on his JV team, after a review of prior years' statistics.
- c. If a school's Junior Varsity game is scheduled to start within 4 hours of the end of the school's Varsity game (or vice versa), the JV game must be played using 12 minute periods, instead of 15 minute periods.

7. **Equal Opportunity for Participation.** Students may not be excluded on the basis of sex from overall equal opportunity to participate in athletic programs. If a school has an ice hockey team for members of one sex but sponsors no such team for members of the opposite sex, the excluded sex shall be allowed to try out for the team.

D. PLAYER ELIGIBILITY

1. **Basic Eligibility Requirements.** Basic student eligibility requirements for playing on a MSHL team include, but are not limited to:
 - a. All players must be full time high school students and attend a high school located within the boundaries of the PVAHA. Boy's teams must be located within the State of Maryland or the District of Columbia.
 - b. Meeting their school's rules concerning academic eligibility for a school sport—such as basketball for public schools that do not recognize hockey as a Varsity Winter sport—during the winter season. Failure to maintain academic eligibility will result in the immediate suspension of the player from games all team activities or as the school's rules delineate.
 - c. Not being in a suspension status with either their school or USA Hockey. Students in a suspension status imposed by either their school or USA Hockey are not eligible to practice/play with a League team.

- d. Being registered as a player with USA Hockey and the MSHL for the current season.
 - e. Demonstrating to their team coach that they know USA Hockey rules and have hockey skills sufficient to not be a hazard to either themselves or other players.
 - f. Players are limited to four years of competition. Students who are 19 years old or older as of August 31st are ineligible to participate.
2. **Carry-Over Suspensions.** Players with “carry-over” game misconduct suspensions from previous seasons must serve the suspensions in League rather than Non-League games. Suspensions must be served even if the player changes teams during or between seasons. If the first game scheduled for a player with a carry-over game misconduct suspension is a Non-League game, the player must miss that first Non-League game also. Knowingly allowing a suspended player to play in a game will result in the forfeiture of the game by the offending team, the suspension of the coach from team practices and games for 30 days, and the continued suspension of the ineligible player. Additional suspensions may be added by the League.
3. **Continuing Eligibility.** After joining a team, a student must maintain eligibility to continue to play games—both League and Non-League—with the team during the rest of the season. Individual school policy will determine whether an academically ineligible player may or may not practice with the team.
- a. Each player must verify his/her eligibility to play on a team by providing a copy of his/her report card for each grading period during the winter sports season. Failure to do so will render a player ineligible to participate in subsequent games with the team, both League and non-League.
 - b. Each **team** must have a copy of all rostered players’ verification of academic eligibility within 10 days of issue by each player’s school. This verification may be in the form of a signed statement from an appropriate school official that all rostered players are academically eligible or copies of all players’ report cards.
 - c. The League will conduct random audits throughout the season to ensure all teams allow only academically eligible players to play.
 - 1. When audited, the coach must provide the verification described in b. above within 72 hours. Failure to do so will result in forfeiture of all subsequent games until verification has been provided.
 - 2. Any team requesting the audit of another team will be audited itself.
 - d. Knowingly allowing an ineligible player to practice/play in a game will result in the forfeiture of the game by the team, the suspension of the coach from the team practices and games for 30 days, and the continued suspension of the ineligible player. The League may add additional suspensions.
4. **Registration Requirements.** Students are ineligible to play on or practice with a League team until they have been properly registered with the league.

5. **Co-op Varsity Teams.** Student eligibility for Co-op Varsity teams is similar to that for teams with students from one school except that each student must meet the academic requirements for playing a winter sport of the school they attend—which may be different from the requirements of the school upon which the team is based.

a. **Student Enrolled in Home Based Training.** A home based education student may play for a Co-op team, only if his or her “reporting” school or the school system permits home schooled students to participate in extracurricular activities, but not for a team considered based on students from only one school.

6. **Transfers.** The MSHL discourages the transfer between schools strictly for athletic advantage. Transfers must be approved by the MSHL prior to the transferring player being eligible to play. The League has established the following general provisions for transfers:

- a. Absent of a geographic move, the MSHL Commissioner must approve the player’s transfer before they can be added to the roster. The Commissioner will follow the rules given by the Maryland Public Secondary Schools Athletic Association and its County Athletic Associations.
- b. If a school drops ice hockey as a sport, the student may play for another Co-op team the following season without penalty, subject to Co-op team regulations.
- c. If a student's Co-op team becomes a full member and that student was not enrolled at the school, he or she may play for another Co-op team without penalty.

7. A player may only play a total of Varsity and JV league games equal to 150% of the number of league games scheduled for the Varsity.

8. A player who has played in 3 games may not be dropped from that team’s roster.

E. TEAM REGISTRATION

1. **Membership.** League membership is open to USA Hockey registered school-based teams composed of eligible students interested in the sport of ice hockey within the PVAHA. The League will work with the designated representative in matters pertaining to the League and the Team.

2. **Communications.** Since the League has moved to an Internet-based communications system, each team must have access to the Internet and provide the League with an email address for electronic communications.

3. **Game Ice.** Each team planning to compete in League Scheduled games in the Varsity and Junior Varsity Divisions is responsible for providing 5 game ice slots for a 10-game season. When the League approves other-than-a-10- game season, teams will be responsible for providing sufficient and appropriate game slots and funding for game ice and referees. To be included in the MSHL season schedule, teams must provide acceptable ice to the conference scheduler by the date set at the September meeting or they will not be scheduled.

a. **Game Ice.** For League games:

1. The game slot must be a minimum of 1.5 hours long. 10 minutes of this time may be used for ice preparation by the ice rink. The Conference Scheduler must approve exceptions to this requirement in advance. Junior Varsity game slots may be 75 minutes long if the teams agree to a 12 minute periods.

2. The game slots should be on week-days (Monday through Friday) during the League's announced season. Game slots during the holiday season are not acceptable for scheduling League games. The Conference Scheduler must approve exceptions to this requirement in advance. With the approval of both teams and the Conference Scheduler, teams may play games on weekends and Holidays.
 3. Games should be able to begin no earlier than 4:00 PM or later than 7:30 PM (9:30 PM on Fridays). The Conference Scheduler must approve exceptions to this requirement in advance.
 4. To the extent possible, a team's games will be scheduled to play on slots the team provided.
- b. **Acceptability.** The game slots proposed by a team for the League's use must be acceptable to the League for scheduling games for the League. If the slots are not acceptable to the League, the Conference Scheduler will contact and notify the Team Representative that the slots are not acceptable. The Team is responsible for arranging for alternative game slots in time for the League to use the slots for scheduling games.
4. **Fees.** Prior to the September Declaration Meeting, the League will determine and announce fees to be collected from each member team for funding the League's hockey program for that season. The fees will not include costs of non-League game or practice ice or for other costs associated with fielding a team, such as USA Hockey team/player registration fees. Registration fees are set by the Board of Directors. The Fees include but are not limited to:
 - a. Costs of referee fees for League Scheduled **games**.
 - b. Costs to fund Play-Off and Championship games including game ice, referee fees, support costs, and other costs associated with hosting the games.
 - c. Costs to fund the All-Star Academic and Skill Team games and the League Skill Competition.
 - d. Costs for League awards to teams and players.
 - e. Costs to provide funding attributable to League scheduling and other League errors.
 - f. Reasonable costs incurred by League Schedulers and other appointed League staff in providing administrative management of the League during the season—including, but not limited to, score sheets for each team during the season, reimbursement for postage, toll calls, and faxes.
 - g. Teams are responsible for any additional fees assessed by the local USA Hockey Officials Association.
 5. **Team Registration Schedule.** Registering teams and players with the League is a straightforward process. Questions concerning Team Registration should be addressed to the MSHL Registrar. Registration procedures for teams to play in the upcoming Season include:
 - a. **Declaring Intent to Field a Team.** Advising the League at or before the September Declaration Meeting of their intent to field a team (including the type of team—**Pure or Co-Op and** Varsity, Junior Varsity, Girls Varsity, **or** Girls Junior Varsity).
 - b. **Staffing and Scheduling Questionnaire.** Completing a Staffing and Scheduling Questionnaire regarding team staff, Play Off, practice, and game ice times and submitting it to the League electronically from the web site, by mail/Fax, or in person by the date set at the September Meeting.

- c. League Registration and Statistical Information Form. Providing the MSHL with a completed MSHL Registration and Statistical Form S-1 before playing an MSHL game. The Form is available on the League Web Site <www.mshl.org>. The S-1 form must be completed prior to the first game or that game and any subsequent games played prior to submission will be forfeited..
 - d. Checklists. Checking the Checklists for Team Representatives, Coaches, and Players to understand Representative, Coach, and Player responsibilities to a Team.
6. **Financial Responsibility.** No school may register teams to play in the current season if they have outstanding fees owed to either the MSHL or any USA Hockey Referees Association. No school may accept a player who has an outstanding monetary obligation to another MSHL or PVAHA high school team. The Commissioner shall be advised by the October meeting regarding any outstanding monetary obligations on the part of any school team or player.

F. ROSTERS

1. **Player Registration.** Players must not practice/play with a League team until registered as a member of the team with USA Hockey and the League. Note: If a team conducts a try-out, all players must complete a USA Hockey IMR Form before trying out. It is not necessary to submit team registration forms until teams are formally chosen.
2. **Team Registration.** Teams are not registered for League play until a High School Player Registration & Statistical Information Form S-1 has been received by the Conference Registrar and all League fees have been paid. If a team not properly registered with the League plays a League scheduled game, the game will be a forfeit for the offending team.
3. **Roster Changes.** All League Team roster changes must be reported promptly to the League Registrar. Any new player added to a team's roster must be registered with the League Registrar at least 24 hours prior to participating in a MSHL game. A team playing a new player not registered with the MSHL in a scheduled game shall be deemed to have forfeited that game. If the player was also not registered as a member of the team with USA Hockey, the Coach will be immediately suspended from further games, for 60 days from the date of the violation and any further action will be determined by the Disciplinary Chairman. No roster changes are allowed after January 31st.
4. **Movement Between Divisions.** Players who play in both Varsity and Junior Varsity games must be listed on League rosters for the Varsity and Junior Varsity teams. No player may play for more than one MSHL team on the same day
5. **Minimum Number of Players.** No team shall be entered for League membership without a minimum of 11 registered players and one adult Coach. No team shall begin or continue playing a League game without a minimum of 6 players and an adult coach. The maximum number of players which may be registered for a team is 30.
6. **Multi-Team Players.** A player is limited to playing on one team of each League Division, except for goaltenders as allowed in Rule F.7.
7. **Goaltenders.** Goaltenders may play with more than one team according to the following rules:
 - a. The reserve goalie for an opposing team may play for a team that is without a goalie.
 - b. In the absence of the team's goaltender, a goalie from the school's Junior Varsity may move up to play for the Varsity, and then return to play for the Junior Varsity team.
 - c. A Varsity Goalie, who does not skate at any other position for the Varsity, may skate out in any other position for a Junior Varsity provided he meets the JV requirements in paragraph C.4.

- d. A Junior Varsity goalie who does not skate out for the Junior Varsity may skate at another position for a Varsity.
 - e. A goaltender who intends to play in the goal for one team and skate regularly at another position on another team shall be registered on the rosters of both teams, with an appropriate explanatory comment.
8. **Responsibility for Goalie Rules.** It shall be the responsibility of each team's coach to assure compliance with Rule F.7. A violation of these special rules may result in disciplinary action or game forfeiture or both.
9. **Ineligible Player.** Play of an ineligible player will result in game forfeiture. If discovered during the game, the game is forfeited to the non-offending team. In addition the following penalties are imposed.
- **COACH:** 60 days if knowingly played an otherwise ineligible player, or player was not on the MSHL Form S-1.
 - **PLAYER:** Is ineligible to return to play until rostered and/or reinstated by the school. On ice officials are not responsible for determining player ineligibility. School policy determines if a properly rostered player is eligible to play.
10. **Non High School Students.** A Coach who allows a non high school student to play or practice with Junior and/or Senior students will be suspended for the remainder of the season. The Discipline Chairperson will determine the extent of additional disciplinary action.

G. SCHEDULES

Scheduling shall be finalized no later than October 15th of each year. The League follows, to the extent possible, each school's sports program criteria regarding student eligibility, scheduling of athletic activities, and examination period/holiday/emergency closing restrictions on school sport activities. Each team is responsible for advising the League of dates/times when games can not be played because of school activities, closings, exams, or other school related reasons.

1. The League recognizes 4 types of games:
 - a. **Non League games:** Non League games are games played with registered officials that do not determine Conference or League championships. Score is kept and recorded on league provided scoresheets. Non-League games may not be played before November 1, or after the last League game.
 - b. **League games:** League games determine league standings leading to selection for the Conference or League championships and/or Playoffs. All League games count towards Playoff selection.
 - c. **Playoff games:** Playoff games are games that determine conference, regional or state champions. These games are considered league games for suspension purposes.
 - d. **Post-season games:** These games are exhibition in nature and are a reward to teams / players for having a successful season. These would include All Star games and Conference Showcase Tournaments.
 - e. The total number of games in (a) and [b] cannot exceed 22.

- f. A game is defined as a contest between two teams where score is kept and officials are utilized.
2. **Schedule Changes.** Changes in the League Season Schedule require the League's approval. Independent rescheduling of a League game is prohibited. Teams will work with the Conference Commissioner when a condition listed under Rule G.2 exists. Changes in the League Season Schedule are not official until the League Statistician has been notified and the schedule changes have been posted on the League Web Site <www.mshl.org>.
3. **Exceptions.** Schedule changes are not permitted after the League Season Schedule has been distributed to each school via posting on the League Web Site, except under the following conditions:
- a. **School Closings.** If at least one of the schools scheduled to play has closed due to severe weather, a game may be postponed at the timely request of the team whose school has closed.
 - b. **Severe Weather.** If hazardous road/driving conditions (as announced by State officials for the areas affected) —which could affect the safety of the players, coaches, and parents—occur after school hours, but before the scheduled game time, the game may be postponed. Team representatives must request postponement of the game from their Conference Schedulers prior to postponing the game.
 - c. **Unplayable Ice Conditions.** A game may be postponed by the scheduled Game referees (or Home team in the absence of the scheduled Game referees) if unplayable ice conditions—due to weather and/or mechanical deficiencies—exist at the ice facility. The Home team will notify their Conference Scheduler of games postponed by the Game referees prior to postponing the game (Note: If a game is postponed by the home team for this reason and the opposing team can prove that the facility could be used to play the scheduled game or was used to play another game at the time of the scheduled game, the opposing team should file a protest, which could lead to a forfeiture charged to the home team.)
 - d. **Extraordinary Circumstances.** In the event of extraordinary circumstances not foreseeable at the time of scheduling, one team may request of another team that a game be rescheduled. Should the request be denied, either team shall have the right to appeal to the Commissioner for a final determination. In any case, a League Season game will not be considered rescheduled without and until the express approval of the League. NOTE: Extraordinary circumstances do not include absences of players.
 - e. **Failure to Appear.** When a team fails to appear for a game where the time and place appear in the official MSHL Season Schedule as posted on the MSHL Web Site, where the two teams did not agree in advance to reschedule the game and notify the MSHL Conference Scheduler accordingly, the game will automatically be a forfeit win for the non-offending team and the offending team shall reimburse the home team for all game costs including referee fees. If the non-offending and offending teams prefer to play the game, it may be rescheduled at the convenience of the non-offending team and at the expense (ice costs and referees) of the offending team.
 - f. **Scheduling Errors.** Although infrequent, League scheduling errors may occur. The following guidance is provided for handling the most common types of errors that may occur. In the event that this guidance does not resolve the conflict before the game is scheduled to start, the Commissioner will be called for a resolution.
 - 1. Two League Games Scheduled for the Same Ice Slot. In the event the League schedules (as shown on the Official League Schedule) two games for the same ice slot:

- i. First. The Team Representatives/Coaches of the four teams involved in the 2 games should try to resolve the scheduling conflict amongst themselves. No team will be penalized by the League when one game has to be rescheduled.
- ii. Where appropriate, the rink management will be consulted to see if additional ice is reasonably available.
- iii. Whether a game is a Varsity or Junior Varsity Game is not material in resolving a League scheduling conflict.

The team representative of the Home Team of the game that was not played in the scheduled slot will call the Commissioner upon resolution of the conflict.

- 2. Second. If the four teams cannot resolve the conflict, the game that will be played will be the one that includes the team that has traveled the furthest from their school to the ice rink where the game was scheduled. (Note: If the teams cannot determine which team has traveled the furthest, the team that contributed the ice slot will play the game. If none of the 4 teams contributed the ice slot, the conflict will be referred to the Commissioner for resolution.) The team representative of the Home Team of the game that was not played in the scheduled slot will call the Commissioner upon resolution of the conflict.
- 3. Third. In the event the teams cannot resolve the conflict using the above guidance and the Commissioner cannot be reached for a resolution within 5 minutes after the scheduled start of the ice slot, the Game Referee or other disinterested person will be asked to resolve the conflict by the flip of a coin. (Note: This presumes that all teams are ready to commence play upon resolution of the conflict. In the event that one team of a game is not ready to play, the other game will be played.) The team representative of the Home Team of the game that was not played in the scheduled slot will call the Commissioner upon resolution of the conflict.
- g. A League Game Scheduled for an Ice Slot Belonging to Someone Else. The Rink's Management will be consulted to determine who has contractual rights to the disputed ice slot. Unless the group having contractual rights to the disputed slot allows a League Scheduled game to be played, the scheduled teams will confer with Rink Management to determine the availability of another reasonable ice slot during which the game could be played. If so, the League will arrange for compensation for the ice slot to be used. If no reasonable ice slot is available, the game will be canceled and a replacement game will be scheduled by the League. The Team Representatives/Coaches should consult with each other to determine if they can reschedule the game using ice available to either of them. If so, the League will arrange for compensation for the ice slot to be used. The Team Representative of the Home Team of the game that was not played in the scheduled slot will call the Commissioner to report the conflict, the cancellation of the game, and the need to reschedule the game.
- h. Team(s) Misread the Official League Schedule. Teams that have misread the Official League Schedule—as published on the League's Web Site—will retire from the rink without interruption of a scheduled game or other use of the ice.
- i. Disputed Ice Slots. Teams/Conferences that double booked ice slots or provided the League with inaccurate information regarding the existence of an ice slot for League Scheduling purposes will be held responsible for costs associated with League rescheduling of affected games. These costs include the costs of replacement ice, referees, and a \$50 fine. The League has the option of accepting either a replacement ice slot from the offending team / conference or a cash payment of the cost of replacement ice the League used to reschedule the affected game.

4. Costs of Postponed/Rescheduled League Season Scheduled Games.

- a. The League will bear the costs of rescheduled games when the games had to be rescheduled because of a League scheduling error. (Note: A League scheduling error occurs when a League Season game is scheduled by the League Schedulers contrary to team and/or game ice availability information provided and available to the League at the time the game was scheduled and the team that provided the information made the conflict known in time to reschedule the game.)
 - b. Any expenses incurred by the League (such as referees and game ice fees) as a result of a request for a rescheduled game will be the financial responsibility of the team requesting the schedule change.
 - c. Any expenses incurred by the League (such as referees and game ice fees) as a result of a rescheduled game caused by unplayable ice conditions, as determined by the scheduled Game referees, will be the financial responsibility of the League team that provided the game ice slot. (Note: The affected team should seek relief from the rink that failed to provide playable ice in accordance with their contract for game ice.) The responsible team will be responsible for either providing additional game ice that the League can use to reschedule a game or the cost of ice used for the rescheduled game.
 - d. Any expenses incurred by the League (such as referees and game ice fees) as a result of a rescheduled game caused by school closings or severe weather conditions, as determined by State officials, will be the financial responsibility of the League Conference that provided the game ice slot. The responsible Conference will be responsible for either providing additional game ice that the League can use to reschedule a game or the cost of ice used for the rescheduled game.
5. **Game Officials.** The League will arrange for USA Hockey referees for League games. In the event that the scheduled referees do not show for a scheduled game, the game will be cancelled and rescheduled at a date **convenient** to both schools.
6. **Inter-Division Games.**
- a. MSHL Varsity Teams will not schedule and play games with MSHL Junior Varsity teams.
 - b. MSHL Junior Varsity teams may play Girls Varsity Division teams provided the game is played under the game rules normally used for Girls Varsity Division games. Coaches will verify that Junior Varsity players understand Girls Varsity playing rules prior to the game. Penalties from such games will be referred to the Discipline Chairperson for action deemed appropriate. The MSHL strongly discourages MSHL teams playing non High School or non Prep School teams.

H. SCORE SHEETS

1. **Game Results.** Game results are not official until the game score sheet has been received and reviewed by the League Statistician. League standings are based solely on score sheets received, reviewed, and posted.
2. **Score Sheet Submissions.** The home team is responsible for sending the original (white copy) Game score sheet to the MSHL Statistician. Both teams are responsible for entering their statistics on the League webpage. All sections of the scoresheet must be completed including coach's names and CEP numbers, game numbers, date, time, and location. A score sheet of an MSHL Game must be mailed (postmarked) or Faxed within 3 days of the scheduled game. If a score sheet is not received in accordance with this rule, the home team will be fined \$20.00, the game will not be recorded until the fine is paid, and a team with outstanding fines will not be allowed to play in the Play-Offs. In the event of a cancellation of a League Game, both MSHL Team Representatives must notify the League Scheduler within 24 hours of the originally scheduled date. Failure to comply will result in the offending team(s) being fined \$25.00.
3. **Game Forfeits.** A game forfeit shall have a score sheet filled out and sent in showing a 1-0 score. The scoresheet must be signed by the on-ice officials.
4. **Conference Standings.** Conference standings shall be determined on the following basis.
 - a. Points shall be awarded on the basis of two points for a win and one point for a tie.
 - b. If two or more teams have an equal number of points, their final position standings will be determined by the results of the games played between the teams considered in the following order:
 1. Total number of Intra-Conference or Intra-Divisional wins.
 2. Points awarded head to head competition.
 3. Subtracting goals scored against from goals scored in head to head games. The teams' positions shall be in order of the greatest surplus. **The greatest differential for a single game is 10 goals (plus or minus)**
 4. Least penalty minutes in head to head competition followed by least penalties per game during the regular season.
 5. If these tie-breaking techniques do not resolve the tie, the matter shall be resolved by the Commissioner. (Note: This provision, which does not permit consideration of the total goals scored against all other teams, is specifically intended to give no benefit to a stronger team's running up the score on a weak team).
5. **Falsified Score Sheet.** Because of the importance of the score sheet in documenting League and Non-League games, any Coach who knowingly and deliberately causes or allows falsification of a League score sheet (such as by deliberately not listing a dressed ineligible player or listing a player not in attendance) shall be suspended from further participation in MSHL team games for 60 days from the date of the violation and any further action will be determined by the Disciplinary Chairman. The suspended Coach will not participate in any League or Non-League games until such said disciplinary action is served in full.

I. GAME PLAY

1. **Game Time.** It is the responsibility of the Home Team to monitor the time available in the designated time slot. Both teams must be ready to play at the designated start time.
2. **Delayed Starts.** In the event the game cannot start at the designated start time or if the game cannot be played for reasons involving the teams involved, the following rules apply:
 - a. Games may begin if at least 60 minutes of game ice time remain for play. Such late starts are acceptable only if one or both teams have been delayed because of weather or traffic conditions or for rink induced delays. Referees will remain at the rink until the game is called by the coach whose team is present and ready to play—either because less than 60 minutes of ice time remains or the other team has forfeited.
 - b. If a game is to be rescheduled because of inclement weather or ice non-availability at the rink, the Home Team must notify the Conference Commissioner, the visiting team and the referees immediately. The two parties shall have five (5) working days to reschedule the game. If no satisfactory date/time can be worked out, the two teams shall submit two (2) dates and times to the Conference Director who will then reschedule the game using one of the dates and times provided.
 - c. For an Intra-Conference League game that is to be rescheduled, the Conference Scheduler will reschedule the game using game ice provided by the Conference teams.
 - d. For an Inter-Conference League game that is to be rescheduled, the Conference Scheduler who provided the game ice time will reschedule the game using game ice provided by the Conference teams.
 - e. For situations not covered by the above rules, the Conference Commissioners will attempt to resolve the situation within available resources. When such attempts fail, the situation will be referred to the Commissioner for resolution.
3. **Game Periods.** Varsity periods shall be 15 minutes stop-time. Junior Varsity periods may be 12 minutes stop-time. Teams need to provide a minimum game ice slot of 1 hour and 30 minutes—which includes a 10-minute period for ice preparation. The Home Team is obliged to provide backup stopwatches for use in the event of a malfunctioning scoreboard clock.
4. **Pre-Game Warm Up.** Warm up time preceding a League game may not exceed 5 minutes after the published start time of the game unless for reasons such as rink ice preparations or late opponent or referee arrival. NOTE: The warm up clock starts when the ice resurfacing doors are closed. Teams that do not appear on the ice by the conclusion of the warm-up shall be assessed a delay of game penalty.
5. **6 Goal Differential.** In all regular season games between MSHL teams (whether League or Non League), a six goal rule is in effect. If, during the second or third period, there exists a 6 goal or more differential, the game will go “running time”. The clock will only be stopped for goals, imposition of penalties, or at the direction of the on-ice officials. The running clock ceases if the differential is less than 6 goals.
6. **Inability to Play Three Stop-Time Periods.** In the event of extraordinary circumstances that prevent having three full stop-time periods, two full stop-time periods must be played for the results to be considered official. Prior to the start of the third period, take the remaining time for the game slot, divide in half and put that time on the clock for the third period. Third period play will not exceed the game-ice time period. (Example: 20 minutes left in game slot = 10 minute stop-clock third period). At no time will a running clock be used.

7. **Time Outs.** One (1) time out per team is allowed in a MSHL game at any time, provided that the third period has not been shortened due to time constraints with the scheduled ice slot.
8. **Goal Pegs.** Goal pegs (which are required under USA Hockey rules) are favored, but not required in the MSHL where unavailable.
9. **Minimum Playing Time.** A game is not an official game until two (2) full periods have been completed. If two full periods are not played, no recognition of the game being played will occur for determining Conference standings.
10. **Suspended games.** If, in the opinion of the referees, the conditions become unsatisfactory during the course of the game, they may call the game at any time. If, before two periods have been completed, a game is interrupted because of events beyond the control of the responsible administrative authorities (i.e. not involving the players), it shall be continued from the point of interruption. If the interruption occurs after two periods, the game is considered completed and the score shall stand.
11. **Tie Games.** For all non-play off games, after the end of regulation play (maximum 45 minutes playing time), games having the score tied shall be considered complete and the game will be recorded as a tie. No additional overtime periods or shoot-outs, or other means of trying to determine a winner of the game shall be pursued.

J. MISCELLANEOUS

1. **Protests.** Recognizing that a vital objective of League play is development of concepts of sportsmanship, protests are not favored and normally may be expected to be denied except in an instance of a gross violation of the rules, such as the use of an ineligible player. Protests which are submitted shall be handled in the following manner:
 - a. A protest may not be submitted by a winning team. (Only a losing or tying team may submit a protest.)
 - b. A protest must be signed by the protesting team's coach or MSHL representative. (A protest which is not so signed shall be returned without consideration of its merits.) It must be emailed, mailed, or Faxed to the MSHL Commissioner and, ordinarily, must be postmarked or otherwise verifiably dated within 48 hours of the protested game. Protests filed after 48 hours may be considered on their merits, depending upon the reason for the late filing. The protested team will be notified promptly by the Commissioner or his designee and shall have 72 hours to respond (unless more prompt action is required).
 - c. An on-ice official's judgmental decisions are final and are not subject to protest.
 - d. In the event of the denial of a protest, the protesting team shall pay a fee of **\$50.00** to the Treasurer of the League.
 - e. The Commissioner will appoint a Protest Committee of three members, not associated with the teams involved in the protest, to consider the protest. The League Discipline Committee Chair shall be the chair of each Protest Committee unless the team with which the Chair is affiliated is a party to the protest, in which case the Commissioner shall designate a disinterested member of the committee to serve as its chair. The Protest Committee will rule on the protest, normally within 48 hours. The Discipline Committee Chair will inform the teams involved of the protest ruling as soon as possible. The protest ruling will be final and recorded with the League Secretary; there shall be no appeal to the Board of Directors.

2. **Complaints.** A situation may occur which is not appropriate for a protest, but with respect to which a team wishes to complain. In such a case, the same basic procedures as for a protest shall be followed. The result of a complaint will have no effect on a game's result, but may serve to clarify League, club, team or individual membership actions and policy. No fee will be assessed in conjunction with the processing of a complaint.
3. **Unequal Rink Conditions.** In the event of rink conditions which result in a potential inequality for one team (for example, sun conditions at an outdoor rink, the presence of a goalie crease at only one goal, etc.), the teams shall switch ends of the rink at the middle of the third period. The clock shall be set at one-half of the time of the third period. This is intended to assure that playing conditions shall be as even as possible for both teams.
4. **Coaching Certification.** Coaches of a team must have reached the appropriate level of certification as determined by the Potomac Valley Amateur Hockey Association (PVAHA). After December 31, teams that list a coach on the scoresheet without the appropriate level of certification, or fail to list the coaching certification will forfeit the game.
5. **Off-Ice Officials.** Training should be provided for Off-Ice Officials. The Home team is responsible for providing Time and Score Keepers. Each team is responsible for providing an adult attendant in their team's penalty box.
6. **League Season.** The League Season officially runs from 15 November through the completion of all championship games.
7. **Sponsor's Advertisements.**
 - a. Tobacco, alcoholic beverages, and Bar advertisements and other regulated commercial endeavors aimed at adults and prohibited for high school youth are neither appropriate nor acceptable.
 - b. The most prominent feature on the front of the jersey should be the team name/school/logo.
 - c. The most prominent feature on the back of the jersey should be the player's number. If lettering appears above the Number on the back, it will be either the player's or team's name.
 - d. The most prominent feature on the sleeve of the jersey should be the player's number. A Sponsor's logo (in the form of a patch with no dimension larger than 4 inches) may appear on the player's jersey sleeve with the lower edge of the patch located 3 inches above the cuff or on one shoulder.
 - e. A Sponsor's Name may appear in block letters on the back bottom of the jersey in a band about 2" high.
8. **Game Supervision.** All schools are considered 'guests' of the facility while participating in MSHL games. The MSHL, for the purpose of crowd control, requests a minimum of two team staff members to be present (three for playoff games). These members shall be present, visible and assist the site security to detect and correct any unsafe or unruly behavior by their spectators.

K. **SUSPENSIONS / PENALTIES**

Applicable to ALL games played by MSHL teams.

1. **Penalties that result in Multi Game Suspensions:**

- a. **Fisticuffs (fighting).** The MSHL adheres to the definition of Fisticuffs (fighting) from the Glossary of the USA Hockey Official Rules of Ice Hockey. Fisticuffs - The actual throwing of a punch (closed fist) by a player that makes contact with an opponent. A player who retaliates to a punch with a punch is guilty of fisticuffs.
- b. **Abuse of Officials.** The MSHL does not tolerate Abuse of Game Officials by any of its fans, players, coaches, or management.

2. **Suspensions – Fighting and Abuse of Game Officials**

- a. A player or team official who receives a major penalty for fisticuffs (fighting) or a game misconduct for abuse of officials for the first time in a season shall be suspended for the next two League games of the MSHL team on which the player was rostered and regularly plays when such penalty was incurred. USA Hockey Rule 404 applies.
- b. A player or team official who receives a major penalty for fisticuffs or a game misconduct for abuse of officials in a second game in a season shall be suspended for the next three League games of the MSHL team on which the player was rostered and regularly plays when the second such penalty was incurred. USA Hockey Rules 404 and 410 applies. The player involved must appear before the Discipline Committee (consisting of 3 members selected by the Commissioner) prior to the expiration of the third game suspension, for determination of additional action and to formally request reinstatement.
- c. Players who receive multiple fisticuffs penalties in a game shall be suspended from further MSHL games until disciplinary action has been determined by the Discipline Chairperson.
- d. Any player who receives a major penalty for fisticuffs and a minor for instigating shall be suspended for an additional 2 MSHL league games

3. **Other Suspensions**

- a. **Leaving the Players or Penalty Bench during an altercation** -- any player penalized under USA Hockey Rule 625 shall be suspended for five (5) MSHL sanctioned games and must appear before the Discipline Committee (consisting of 3 members selected by the Commissioner) prior to the expiration of the fifth game suspension, for determination of additional action and to formally request reinstatement
- b. Any player receiving two misconduct penalties in a game shall be suspended for the balance of the game on which said penalties were imposed.
- c. Any player receiving two game misconduct penalties (other than a game misconduct for 5 penalties in a game) in a game shall be suspended until a hearing is held by the Disciplinary Chairperson to determine any further action.

4. **Game Misconducts**

- a. USA Hockey Rule 404 applies to MSHL game misconduct suspensions. Under Rule 404, a player suspended from the next previously scheduled game “of that team” would also be suspended from an intervening game scheduled for “that team” after the penalty was assessed.

- b. Game suspensions assessed during League games must be served in subsequent and sequential League games. USA Hockey Rule 404 applies. Note: If the next game on the schedule is a non league game, the player must sit to serve the USA Hockey suspension requirement.
 - c. MSHL Rules apply to all penalties received in non-League Games. Game suspensions assessed during non-League games must be served in subsequent and sequential games that were previously scheduled, to be officiated by USA Hockey referees, at the time of the penalty except as delineated in section J.2 and J.3. USA Hockey Rule 404 applies. Note: There is no additional requirement to sit league games.
 - d. When a player, coach or other team personnel is removed from the game, that person is to leave the playing area immediately. If the removed person is a student or school aged person, he shall be escorted to the locker room by an adult.
 - e. Any coach serving a game suspension penalty may not enter the locker room before the game. He must refrain from any contact with his/her team until the referees and coaches have signed the scoresheet and teams have retired to their locker rooms.
 - f. **Sequential Game Misconduct Suspensions.** For each game misconduct penalty assessed during the same season (except for 5 penalties in a game), the formal suspension imposed is increased by one game for each subsequent game misconduct penalty incurred. Upon request of the player's Coach, the Discipline Chairperson may review the accumulated suspensions for appropriateness and modify the number of game suspensions to be served—either more or less—provided that the number of suspensions served will not be less than that prescribed by USA Hockey
5. **Match Penalties.** A player or coach assessed with a Match penalty in any USA Hockey sanctioned game (see exceptions in USA Hockey Rules 404f and 405c for Juniors) may not practice or play with their team(s) except as permitted under and in accordance with the terms of the subsequent disciplinary action determined by the authorities of USA Hockey or the League involved. Suspension from all practices and games of teams registered with USA Hockey begins immediately upon the assessment of the penalty by a referee in a game. A hearing will be held by the appropriate authorities and a decision relative to disciplinary action will be made within 30 days of the incident. If extenuating circumstances prevent the proper authorities from conducting the mandatory hearing, the player shall be automatically reinstated after 30 days. Unless terminated for the preceding reason, the suspension continues until the appropriate authorities have determined appropriate disciplinary action, if any, and the disciplinary action, if any, has been implemented. If the disciplinary action is appealed, the suspension from practices and games remains in force until the appeal process has been completed.
6. **Proper Authorities.** In considering USA Hockey rules 404 and 405, the term “proper authorities” who may impose further suspensions for a game misconduct or match penalty incurred in a MSHL game shall be the League Discipline Chairperson, not the coach's or player's own team authorities. Note. Teams may impose discipline to their student-athletes for actions that occur both at or away from the rink
7. **Responsibilities.** Enforcement of game suspensions shall be the responsibility of the offending player's coach. A failure to comply shall result in the automatic forfeiture of the game(s) in which the offending player improperly has been permitted to participate. Violation of this responsibility shall be reviewed by the Discipline Chairperson and appropriate action taken—which may result in a season (one year) suspension for the coach who knowingly plays a suspended player. b. In order for a game in which a suspended player does not play to count toward the expiration of his/her period of suspension, their name must be written on the scoresheet in the “Game Suspensions Being Served” box.

8. **Multi-Team Player Game Suspensions.** Restriction for a player rostered on more than one competitive team: a. Varsity team players who receive game misconduct suspension(s) while playing on a Varsity-or Junior Varsity team will be suspended from all MSHL team games until their actions are reviewed by the Discipline Chairperson or until the number of Varsity team games equals the number of game misconduct suspension(s). b. Junior Varsity team players who receive game misconduct suspension(s) while playing on a Junior Varsity or Varsity team will be suspended from all MSHL team games until their actions are reviewed by the Discipline Chairperson or until the number of Junior Varsity team games equals the number of game misconduct suspension(s).
9. **Suspension Carried Forward.** If a suspension is not fully served in the course of a season, or if a suspension is incurred as a result of misconduct in a game after the regular season, the balance of the suspension must be served in League games at the beginning of the following season. USA Hockey Rule 404 applies. If the player is not rostered for any MSHL team the following season, the suspension remains in force until the player is rostered on any MSHL team and the suspension is served or the player graduates and is no longer eligible to play in the MSHL. If the player(s) involved are graduating Seniors, the matter will be referred to the Discipline Committee for resolution.
10. **Other-Than-MSHL Suspensions.** Suspensions imposed by other Leagues may also be imposed in the MSHL as determined through consultation with those Leagues and USA Hockey, as appropriate.
11. **Non-USA Hockey games.** Games between MSHL teams and non-USA Hockey registered teams (for example, HS Federation or Prep Schools) are governed by the playing rules applicable to that game(s). Any game suspension penalties resulting from these games must be communicated to the MSHL Discipline Committee for consideration of further disciplinary action. Any remaining game suspensions imposed in a non-USA Hockey game must be served in the team's subsequent and sequential game(s), regardless of the jurisdiction.

***Note:** MSHL teams desiring to play games against non-USA Hockey registered teams MUST request permission from the USA Hockey Registrar before the game(s) is to be played.*
12. **Probation.** School teams may be placed on probation for acts detrimental to the conduct of high school ice hockey. Schools will be notified in writing by the commissioner when they are placed in on probation. Probation begins upon notification and continues for the remainder of that season and for the following season. Teams on probation that commit another act or acts detrimental to the conduct of ice hockey will be subject to additional penalties up to and including expulsion from the MSHL
13. **Tobacco use.** Use of tobacco products by players and team officials at the game site during the periods of jurisdiction of the officials is prohibited. Any violation shall be punished with a Game Misconduct penalty.
14. **Blaze of Glory.** Any team whose seniors engage in fisticuffs in the last game of the season shall be fined \$250 per assessed fisticuffs penalty.
15. **Rescheduled games involving suspended player(s).** If a team reschedules a game due to weather, ice availability, etc., and the rescheduled game falls in the middle of a player's suspension, the player must sit out that game. A new game added to the schedule CANNOT be used to satisfy a suspension imposed prior to the game being added.

L. PLAY-OFFS

1. **Player Eligibility.** A player must play in a minimum of 50% of the team's scheduled league games to be eligible for the playoffs. This may be waived for an injury or academic re-eligibility. The Commissioner may waive this for other circumstances except for boys Tier 1 and Junior players.
2. The format for each playoff tournament will be determined by the league prior to November 1.
3. **Division Play-Offs.** In setting the League structure at the start of the League Season, the League Directors will determine the extent and degree to which Play-Offs will be held for Boys and Girls Varsity and Junior Varsity Division teams and how teams will be selected for Play-Off competitions.
4. **Declining to Participate.** Any MSHL team that makes the MSHL Play-Offs and decides not to participate in the Play-Offs, in absence of extraordinary cause, will be ineligible for the Play-Offs the next season at all levels and the team will be on probation for one (1) year. This is conditional: Provided that the Commissioner sets the Play-Off dates early in the season (no later than 1 December of the current year).
5. **Game Start Time.** All players, coaches and referees must be ready to start any playoff game 20 minutes prior to the designated start time. Should the ice become available, the game will start early.
6. **6 Goal Differential.** If, during the second or third period, there exists a 6 goal or more differential, the game will go "running time". The clock will only be stopped for goals, imposition of penalties, and at the direction of the on-ice officials. The running clock cease if the differential is less than 6 goals.
7. **Play-Off Tie-breakers.** In the event of a tie at the end of regulation play, the following procedures will be used to determine a winner:
 - a. 1st: Sudden Death Overtime. Teams will play a 5 on 5 sudden death period. The time of the period depends on the amount of ice left remaining. The time of the period will be determined by subtracting 10 from the time remaining in the ice slot and then dividing by 2. The period will not be more than 10 minutes and not less than 5 minutes. If less than 20 minutes remain in the ice slot, the game will move directly to the 2nd tie breaker. Example $(20 - 10) / 2 = 5$ minute overtime.
 - b. 2nd: Shootout. At the end of the sudden death overtime, or if there is less than 20 minutes of ice remaining after regulation time, The shootout procedures that are in the USA Hockey District Playoffs and National Championships Rules and Regulations for High School preliminary round games in the Annual Guide shall be followed.
 - c. 3rd: PENALTY MINUTES - The team with the fewest number of assessed penalty minutes for the game wins.
 - d. 4th: PENALTIES - The team with the fewest number of assessed penalties for the game wins.
 - e. 5th: REGULAR SEASON WINNER - Winner of the regular season game between the two clubs.
 - f. Game Officials. The League will arrange referees from the local USA Hockey Referees Association for Play-Off games.
 - g. **Special Provision for Championship Games:** MSHL Boys Varsity Championship game will be played to a conclusion.

8. **Championship Trophies.** The League will provide a revolving Division/Tier Trophy to the winning team at the conclusion of the Championship Game.
 - a. The revolving trophies will remain in the winning team's care until the start of the next season's play-off games. At that time, the trophy will be returned to the League Commissioner for presentation to the winner of the League Championship Play-Offs.
 - b. The revolving trophies remain the property of the League. Damage to or loss of a revolving trophy is the responsibility of the team in whose care the trophy was entrusted at the time of the loss or damage.

M. AWARDS

The League supports All Conference Teams, an All-Star Academic Team and an All-Star Skill Team as well as an Academic Championship Team. Players who have outstanding game suspensions are not eligible to be selected for or to play in any All Star game.

1. **ALL-STAR ACADEMIC TEAM NOMINATION PROCESS** The League may elect to have one or more All Star Academic games. The nomination process is open to all League players. Only one package may be submitted per team, i.e., individuals may not submit their own report cards for nomination, The team nomination package must be submitted by the coach, manager, or other team representative. Each nomination package shall be accompanied by a cover sheet with the name, phone numbers and email address for the team's Academic nomination point of contact. Player nomination guidelines (per game) are as follows:
 - a. All nominees must have an accumulative grade point average (GPA) of 3.25 or higher for the current school year. If your players meet this GPA, please submit their names.
 - b. All nominations must be accompanied by the following. If any of the information is not included, that player's nomination may not be considered.
 1. A copy of the nominee's most recent report card which covers at least 2 grading periods.
 2. Player's position (list only ONE position - Forward, Defense or Goal)
 3. Player's phone numbers (home and one parent's work number preferred)
 - c. Nominations are due to the Director for Awards and Recognition no later than a date to be announced by the January Mid-Season Meeting.
 - d. Players will be ranked according to a weighted grading scale, with honors and advanced placement classes on a 5.0 point scale and regular classes on a 4.0 scale. Tiebreakers are at the discretion of the Academic All-Star Chairman
 - e. Players selected by the League will be honored through an invitation to play in the Season's All-Star Academic Team game(s) at the end of the season. The Team picture and players' names will be published on the League's Web Site. Note: The League will select the All-Star Academic Team (composed of two playing teams of 23 players each) by ranking the nominees by Grade Point Average within the positions of Forward (top 24 players), Defense (top 16 players), and Goalie (top 6 players). Nominated players with a GPA of 3.5 and higher will be listed in the Season's Honor Role for Academic Excellence.
2. **ALL-STAR SKILL TEAM NOMINATION PROCESS.** The League **may have one or more** All Star Skill game(s). The nomination process is open to all Senior League players. Selection of player for any prior year team does not indicate or guarantee selection of that player on subsequent teams. The rosters will be determined by the coaches of each division at the All Star Skill Team meeting each year. The roster resulting from this meeting is not disputable and the Commissioner or his/her designated representative will not entertain any protests relating to this selection process. A team

whose coach does not attend the selection meeting forfeits the right to nominate any players or have any input to the selection process. Coaches are responsible to contact all members of their team who have been selected for the All-Star Skill team. Player nomination guidelines (per game) are as follows:

- a. Coaches are allowed to nominate 3 forwards, 2 defense, and 1 goalie from his/her team. Provide the following information on each individual nominated for the All-Star Skill Game.
 1. Player Name: Last, First, Middle Initial
 2. Home: Address (to include proper Zip Code); Telephone: (to include Area Code)
 3. Date of Birth: Month/Day/Year
 4. Name of High School (attending) and Team (on which playing)
 5. Grade: (Freshman) (Sophomore) (Junior) (Senior)
 6. Position: Forward, Defense, Goalie
 7. Shoots: (Right) (Left)
 8. Height and Weight
 9. Selected for League All-Star Team before? Freshman Year (Yes) (No); Sophomore Year (Yes) (No); Junior Year (Yes) (No)
- b. Nominate one or two individuals from each team your team has played against. Their name or number is satisfactory. This provision is to provide the opportunity to point out exceptional players which a team has skated against.
- c. Nominations are due at the All-Star Skill Team meeting, the date of which will be announced no later than the January Mid-Season Meeting.
- d. Players selected by the League Coaches will be honored through an invitation to play in the Season's All-Star Skill Team game(s) at the end of the season. The Team picture and players' names will be published on the League's Web Site.

Note: The forty six top nominees (per game) will be selected and awarded a slot on the All-Star Skill Team. Players keep their game jerseys.

3. **ACADEMIC CHAMPIONSHIP TEAMS.** The nomination process is open to all non Developmental teams.
 - a. Teams wanting to compete for the Varsity or Junior Varsity Championship Teams must provide the League with a completed nomination form accompanied by a copy of each rostered player's most recent report card which covers at least 2 marking periods. Nominations will not be accepted unless report cards are provided for all rostered players.
 - b. The MSHL Form S-1 will be used in determining a team's player membership. When a player has dropped from the team or been declared ineligible because of grades, a GPA of 1.0 will be used for the player in determining the team's GPA unless the player's report card is provided with the nomination. Any player on the roster that does not provide a report card will be assigned a GPA of 1.0
 - c. All nominations are due by a date to be announced by the January Mid-Season Meeting.

Attachment A

School	County	Host School	Approved
Annapolis	Anne Arundel		
Annapolis Christian	Anne Arundel		
Antioch Christian	Anne Arundel		
Arundel	Anne Arundel		
Broadneck	Anne Arundel		
Calvary Baptist Academy	Anne Arundel	Old Mill	
Calvary Christian	Anne Arundel		
Chesapeake (AA)	Anne Arundel		
Christian Community	Anne Arundel		
Church on the Rock	Anne Arundel		
Glen Burnie	Anne Arundel		
Key School	Anne Arundel		
Meade	Anne Arundel	Bowie	
North County	Anne Arundel		
Northeast	Anne Arundel		
Odenton Christian	Anne Arundel	Old Mill	
Old Mill	Anne Arundel		
Rockbridge Academy	Anne Arundel		
Severn	Anne Arundel	Old Mill	
Severna Park	Anne Arundel		
Severna Park Christian	Anne Arundel	Old Mill	
South River	Anne Arundel		
Southern	Anne Arundel		
Tree of Life	Anne Arundel	Old Mill	
Van Buren	Anne Arundel		
Carver	Baltimore	Dulaney	
Catonsville	Baltimore	Franklin	
Chesapeake (B)	Baltimore	???	
Dulaney	Baltimore	Dulaney	
Dundalk	Baltimore	???	
Eastern Technical	Baltimore	???	
Hereford	Baltimore	Dulaney	
Kenwood	Baltimore	???	
Lansdowne	Baltimore	Franklin	
Loch Raven	Baltimore	Franklin	
Milford Mill Academy	Baltimore	Franklin	
New Town	Baltimore	Franklin	
Overlea	Baltimore	????	
Owings Mill	Baltimore	Franklin	
Parkville	Baltimore	Dulaney	
Patapsco	Baltimore	????	
Perry Hall	Baltimore	Fallston (Harford)	
Pikesville	Baltimore	Franklin	
Randallstown	Baltimore	Franklin	
Sparrows Point	Baltimore	?????	
Towson	Baltimore	Dulaney	
Towson Catholic	Baltimore	Dulaney	
Western Tech	Baltimore	Franklin	
Woodlawn	Baltimore	Franklin	
Calvert	Calvert	Northern	
Huntingtown	Calvert		
Northern	Calvert		

School	County	Host School	Approved
Patuxent	Calvert	Northern	
Henry Lackey	Charles		
LaPlata	Charles		
Maurice McDonough	Charles		
North Point	Charles		
Thomas Stone	Charles		
Westlake	Charles		
Wilson	District of Columbia		
Brunswick	Frederick	Tuscarora	
Catoctin	Frederick	Tuscarora	
Frederick	Frederick		
Linganore	Frederick		
Middletown	Frederick		
St. John's/Prospect Hall	Frederick	Tuscarora	
Thomas Johnson	Frederick		
Tuscarora	Frederick		
Urbana	Frederick		
Walkersville	Frederick		
Aberdeen	Harford	Fallston	
Bel Air	Harford	Fallston	
C. Milton Wright	Harford	Fallston	
Edgewood	Harford	Fallston	
Fallston	Harford		
Harford Tech	Harford	Fallston	
Harve de Grace	Harford	Fallston	
Joppatowne	Harford	Fallston	
North Harford	Harford	Fallston	
Patterson Mill	Harford	Fallston	
Atholton	Howard		
Centennial	Howard		
Glenelg	Howard		
Hammond	Howard		
Long Reach	Howard		
Marriotts Ridge	Howard		
Mt. Hebron	Howard		
Oakland Mills	Howard		
Reservoir	Howard		
River Hill	Howard		
Wilde Lake	Howard		
Kent County	Kent	Queen Anne's	
Avalon	Montgomery	Gaithersburg	
Barrie	Montgomery	Einstein	
Bethesda-Chevy Chase	Montgomery		
Col. Zadok Magruder	Montgomery	Gaithersburg	
Damascus	Montgomery		
Einstein	Montgomery		
Ets Chaiyim	Montgomery	Gaithersburg	
French International	Montgomery	Einstein	
Gaithersburg	Montgomery		
Hampshire View	Montgomery	Springbrook	
James H. Blake	Montgomery		
John F. Kennedy	Montgomery	Einstein	

School	County	Host School	Approved
Muslim Community	Montgomery	Richard Montgomery	
Nora School	Montgomery	Einstein	
Northwest	Montgomery		
Northwood	Montgomery	Einstein	
Paint Branch	Montgomery	Springbrook	
Poolesville	Montgomery	Northwest	
Quince Orchard	Montgomery	Northwest	
Richard Montgomery	Montgomery		
Rockville	Montgomery	Richard Montgomery	
Sandy Springs Friends	Montgomery	Gaithersburg	
Seneca Valley	Montgomery	Northwest	
Sherwood	Montgomery		
Sidwell Friends	Montgomery	Springbrook	
Spencerville Adventist	Montgomery	Springbrook	
Springbrook	Montgomery		
St. Andrews Episcopal	Montgomery	Richard Montgomery	
Takoma Academy	Montgomery	Einstein	
The Heights	Montgomery	Richard Montgomery	
Thomas Wootton	Montgomery		
Thornton Friends	Montgomery	Springbrook	
Walt Whitman	Montgomery		
Walter Johnson	Montgomery		
Washington Christian	Montgomery	Richard Montgomery	
Watkins Mill	Montgomery	Gaithersburg	
Wheaton	Montgomery	Einstein	
Wheaton Christian	Montgomery	Springbrook	
Winston Churchill	Montgomery		
Yeshiva of Greater Wash.	Montgomery	Einstein	
Bishop McNamara	Prince George's	Bowie	
Bladensburg	Prince George's	Eleanor Roosevelt	
Bowie	Prince George's		
Capitol Christian	Prince George's	Bowie	
Central	Prince George's		
Charles H. Flowers	Prince George's		
Clinton Christian	Prince George's	Bowie	
Crossland	Prince George's		
Duval	Prince George's	Bowie	
Eleanor Roosevelt	Prince George's		
Fairmont Heights	Prince George's		
Forestville	Prince George's		
Frederick Douglas	Prince George's	Bowie	
Friendly	Prince George's	Bowie	
Grace Brethren	Prince George's	Bowie	
Gwynn Park	Prince George's	Bowie	
Henry Wise	Prince George's		
High Point	Prince George's	Eleanor Roosevelt	
Lanham Christian	Prince George's	Bowie	
Largo	Prince George's	Bowie	
Laurel	Prince George's	Eleanor Roosevelt	
Northwestern	Prince George's	Eleanor Roosevelt	
Oxon Hill	Prince George's	Bowie	
Palotti	Prince George's	Eleanor Roosevelt	

School	County	Host School	Approved
Parkdale	Prince George's	Bowie	
Potomac	Prince George's		
Riverdale Baptist	Prince George's	Bowie	
Suitland	Prince George's		
Surrattsville	Prince George's		
Kent Island	Queen Anne's	Queen Anne's	
Queen Anne's	Queen Anne's		
Chopticon	St. Mary's	Leonardtwn	
Great Mills	St. Mary's	Leonardtwn	
Leonardtwn	St. Mary's		
Saint Mary's Ryken	St. Mary's		
Easton	Talbot		
Boonsboro	Washington	North Hagerstown	
Boonsboro Christian	Washington	North Hagerstown	
Broadfording Christian	Washington	North Hagerstown	
Clear Spring	Washington	North Hagerstown	
Ebenezer Christian	Washington	North Hagerstown	
Gateway Christian	Washington	North Hagerstown	
Grace Academy	Washington	North Hagerstown	
Hancock	Washington	North Hagerstown	
Heritage Academy	Washington	North Hagerstown	
Highland View	Washington	North Hagerstown	
North Hagerstown	Washington		
Smithburg	Washington	North Hagerstown	
South Hagerstown	Washington	North Hagerstown	
St. James	Washington	North Hagerstown	
St. Maria Goretti	Washington	North Hagerstown	
Truth Christian	Washington	North Hagerstown	
Williamsport	Washington	North Hagerstown	