



# League Game Rules and Regulations



## Rules for 2010/11 Season

**2010/11 Season, the NTXHL will be a Tier II and House Rec. League. No Tier I teams will be allowed in the league moving forward.**

### 1. PURPOSE

The purpose of the following is to ensure all participants within the NTXHL have a clear understanding of the rules and guidelines governing the playing of NTXHL games.

### 2. USA HOCKEY RULES

Except as provided herein, the applicable rules of USA Hockey shall apply to all games played by all teams competing in NTXHL.

### 3. Statewide Tryout Dates and procedures:

- DFWHOC tryout dates will be considered Statewide as earliest available tryout times.
- Squirt teams will try out with the Tier II dates if they choose to play in the NTXHL.
- Squirt teams will not be allowed to play up in Peewee in the NTXHL league, according to USA Hockey rules.
- Any team advertised, prior to or at tryouts, as a AAA team will be considered Tier I without reference to tryout date or age group.
- Any team that holds tryouts, offers or signs contracts, prior to the Tier II Tryout dates will be considered Tier II and not allowed to play in the NTXHL.
- **2010 Tryout Dates (First allowable tryout date):**
  - TIER II / HOUSE REC (U8-U14) June 12<sup>th</sup>
  - TIER II / HOUSE REC (U16-U18) June 26<sup>th</sup>



4. **2010/2011 NTXHL Divisions:**

- Mite (Modified Division in accordance with Mite 10/11 Rules)
- Squirt AA, A, B
- PeeWee AA, A, B
- Bantam AA, A, B
- Midget Minor AA, A, B
- Midget Major AA, A, B
  - a. The Mite division will consist of Mite Major DFW Metroplex teams only. There will be no travel for the Mite division outside of the metroplex for league play.
  - b. Each Division will be limited to 12 teams.
  - c. Use of emergency goalies must be approved by NTXHL VP before they can play in any NTXHL games. Must come from an equal or lower team from same association.

5. A player may move up a division anytime prior to the Dec 31<sup>st</sup> cutoff. Any player moving down a level from their original roster will have to remain on the lower level roster for the remainder of the NTXHL season. No Tiered player (Tier I or Tier II) is allowed to be double rostered at any point in the season and play in the NTXHL.

6. AA Teams will be required to register as Tier II to play in the NTXHL. (PeeWee-Midget Levels)

7. There will be a minimum of 72 hours for a player move/change to become effective in Point streak. Any player changes requested within the 72 hour period will be managed on a best effort basis and may not be effective for game time. The only person that will be authorized to make roster moves is the association registrar (or one other designated person). No players can be added at game time.

8. There must be a minimum of 13 players and 1 goal tender on each team to play in NTXHL. (Exception: Mite teams are minimum of 13 players and maximum of 15 players)

9. A Team must have at least 5 skaters and 1 goalie to start a game. If the team does not have 5+1 at the start of the game, this team will forfeit that game. This is in accordance with the USA Hockey Rule Book.

10. All teams must either participate in the Labor Day Shootout, another tournament in area such as Austin or play a minimum of 3 games versus an opponent of similar level as posted by NTXHL prior to September 8<sup>th</sup>, 2010. Results from such games and tournaments will be used to level teams by age and particular playing ability. If a team does not participate in a minimum of 3 games or one of the tournaments as listed above, that team will be placed in the lowest division (A or B) for that age group.

**11. GAME TIMES, all periods are stop clock:**

Mandatory ice time minimums:

- Mite (3x12 minute periods) 60 minutes of ice
- Squirt (3x13 minute periods) 75 minutes of ice
- Peewee A and B (3x15 minute periods) 75 minutes of ice
- Peewee AA (3x15 minute periods) 90 minutes of ice
- Bantam (3x15 minute periods) 90 minutes of ice
- Midget (3x15 minute periods) 90 minutes of ice

Minimum rest period between games:

- Mite – 2 hours
- Squirt – 2 hours
- Peewee – 2.5 hours
- Bantam – 3 hours
- Midget - 3 Hours
  - If for any reason the scheduled game does not meet the above rest period times, the NTXHL VP and Commissioner must receive written approval from both teams waiving the mandatory rest time.
  - There is a minimum rest time of 9 hours (1hr travel, 8hrs sleep) between games at night and the following morning.

12. All teams from an association must wear the jerseys of that association. If an NTXHL association adds a team that is from an association unable to meet the minimum “3 team rule” those teams must wear the NTXHL association jersey.

13. All teams must be ready to begin play at the assigned start time of each game. The scorekeeper will begin a 5 minute warm-up period when the Officials are on the ice. If start of game is behind the rink start time the warm-up will be 3 minutes. The game will begin at the conclusion of the warm-up period. If a team is not ready to begin play, they will be given a 1 minute grace period. If not ready at the end of the grace period, the game will be forfeited (1-0).

Rest time between periods shall be one (1) minute.

Each team is permitted one (1) one minute time out per game.

Penalty time will follow the game clock. (i.e.: stop time if stop time and running time if running time) Penalty shall follow the 2 / 5 / 10 minute format. Under running time, Players must remain in the penalty box until the puck is dropped if the penalty expires during a stoppage of play.

Home Team shall wear LIGHT jerseys and Away Team shall wear DARK jerseys unless prior arrangement is made between teams.

Teams shall participate in a handshake at the conclusion of the game.

If tied after 3 regulation periods then there will be a 1 minute break and then a 5 minute sudden death overtime period played with running clock. Clock will not stop for any reason other than at the direction of the on-ice officials and for the assessment of a penalty. Clock resumes with the face-off. 5 Players and a Goalie will be used in the overtime. Penalties will carry over from regulation into the overtime.

If still tied after the overtime then a 3 player shootout will occur. Team must identify the 3 shooters to the on-ice officials before the shoot-out begins. Team scoring the most goals after each team's 3 shooters have completed will be the winner. Teams will alternate shooters with the visiting team shooting first.

If still tied then the shootout will continue with a 4th shooter from each team, if still tied then the shootout continues until the tie is broken.

Any player who is still in the penalty box at the end of overtime will not be allowed to participate in the shootout.

All players listed on the score sheet (except those who are in the penalty box at the end of overtime and the backup goalie) must participate in the shootout before repeat players can be used. If a player is listed on the score sheet and is not scratched then the game will be forfeited when that player becomes eligible to shoot during the shootout.

No timeouts during the overtime period or the shootout.

The league does not have a curfew rule or a rule of running clock after a certain number of penalties.

If rinks have an ice-availability restriction and will not allow us an extra 15 minutes then the following will apply,

Host/Home Team must be aware of the restriction and inform the Officials (Ref's and Scorekeeper) and Coaches prior to the start of the game. At the end of the 2nd period, if the ice-availability time left is equal to or less than the 3rd period time + 5 minutes, then running clock will be used. Overtime still applies to ALL league games

#### **14. MERCY RULE:**

3rd period Run time for a 6 goal differential will be initiated. If the goal differential gets below 6, the game reverts to a stop clock.

#### **15. TEAM ROSTERS**

All players and team officials must be USA Hockey registered at the appropriate level.

As of December 31st of each calendar year rosters are frozen and final. The final 1-T of each team must be submitted to the NTXHL Registrar. A player may only be rostered on one (1) NTXHL league team at any time. See below for goaltender exceptions.

Players may not transfer from one organization to another organization without a written release form from the organization the player is leaving. The NTXHL league commissioner and/or the appropriate board member must authorize the release before the player may participate with another organization. The NTXHL commissioner and/or appropriate board member shall not hold-up any release unless there is just cause.

Teams may submit to the NTXHL age group commissioner and/or appropriate board member a roster exception for goaltenders to be dual rostered when there is a lack of goaltenders at a certain level within the Association. Use of emergency goalies must be approved by NTXHL VP before they can play in any NTXHL games. USA Hockey age rules will apply. The dual rostered goaltender must be at the same level of play or below. (ex. “AA” goaltenders CANNOT be dual rostered on an “A” team, “A” goalies CAN be dual rostered on an “AA” team)

#### **16. REFEREES**

Only duly registered officials holding USA Hockey referee cards shall referee NTXHL league games. Officials shall be certified at the appropriate level for the age and level of games to be officiated. For all Bantam and Midget AA games, NTXHL requests that 3 officials be available.

Referees have been instructed to strictly enforce USA Hockey Standards of Play.

#### **17. COACHES CARD**

All coaches must have a valid coaching card or an approved USA Hockey Waiver for the appropriate certification level of the age being coached by December 31st of each calendar year.

Only USA Hockey certified coaches listed on the team roster are permitted on the bench during a NTXHL league game.

#### **18. GAME SCORES – POINTSTREAK**

All NTXHL games will use Pointstreak as the official scorekeeping tool. 1 hardcopy of the score sheet will be provided by the Home Team and must be signed by both Coaches and presented to the scorekeeper prior to the beginning of the game. Official Team Roster for that game must be identified on the score sheet provided.

Scorekeepers and Officials must sign-off (electronic or hardcopy) on the results of the game before it becomes official.

If Pointstreak is not available at the rink then a designated person for that rink must receive the official score sheet within 24 hours of the game and have it entered into Pointstreak within 48 hours of the game.

Best effort will be done for hardcopies to be made available to both Team Managers immediately following the game. Hard copies can always be printed from the Pointstreak website.

The winning team in a shootout will get credited with 1 (one) goal in its total goals scored. No individual (player or goalie) stats will be credited.

#### 19. SCORESHEET UPDATES

No updates to a score sheet will be allowed except for the following:

- (a) Changing of a goal scorer.
- (b) Changing of an assist (no additional assists will be allowed).
- (c) Correction of Goalie minutes played.
- (d) Correction if a wrong player was assessed a penalty on the score sheet.

#### 20. HOST WEEKENDS

League mandates that ALL DFW Metroplex Teams are required to travel at least one weekend where needed per division schedule.

League cannot guarantee that only one DFW Metroplex Team will be at each weekend.

**All scheduled games MUST be played that weekend at host rink.**

Penalty for not playing

- (a) \$500 fine per game that a team is not ready to play
- (b) Team(s) not showing up will forfeit and game WILL NOT be rescheduled
- (c) Team(s) Head Coach(es) will be suspended for 3 games per game not played
- (d) Ice Costs will be included in ice balancing process

#### 21. SUSPENSIONS

A Player that receives five (5) penalties in one (1) game results in a game misconduct and an automatic 1 game suspension. Double Jeopardy rule is in effect. A double minor shall be counted as two (2) penalties. Each five (5) minute major or ten (10) minute misconduct shall be counted as one (1) penalty.

If a Team receives fifteen (15) team penalties in one (1) game this results in an automatic 1 game suspension for the Head Coach. Double Jeopardy Rule is in effect.

If a Player receives two (2) Major Penalties in one (1) game results in an automatic 1 game suspension. Double Jeopardy Rule is in effect.

If a Player receives a five (5) Minute Major Checking from Behind results in an automatic one (1) game suspension. Double Jeopardy rule is in effect.

Any player or team official that receives three (3) game misconduct penalties during one season will be subject to a meeting with the NTXHL discipline committee.

Match Penalty: A player or team official incurring a Match Penalty shall be suspended from participating in ANY USA Hockey activities until their case has been heard by the NTXHL Discipline Committee. The NTXHL Discipline Committee will meet on the first Tuesday of every month. If extenuating circumstances prevent the NTXHL discipline committee from conducting the mandatory hearing, the player or team official shall be automatically reinstated after 30 days from the date of receiving the Match Penalty. (Note) The Referee is required to report all match penalties and the surrounding circumstances to the proper authorities immediately following the

game in which they occur.

## 22. ENFORCEMENT OF SUSPENSIONS

The North Texas Hockey League's enforcement of suspensions to players and coaches who do not serve game misconduct penalties will be severely dealt with. Game Misconduct penalties are served with the team that they received them with. They DO NOT crossover to any other USA Hockey team that they may play for. USA Hockey rules require that a player, coach or team official incurring a game misconduct penalty must serve the suspension at the team's next game (a game already appearing on the team's schedule).

NTXHL also imposes a Double Jeopardy rule to ensure that sitting out a scrimmage and tournament game does not eliminate the requirement to serve a league game misconduct. The double jeopardy rule and examples are explained in more detail under Double Jeopardy Rule.

Any player or coach must sit out the appropriate game or games as mandated by USA Hockey and League rules. If a team utilizes a coach or player during a game when the coach or player should have been ineligible then the team will forfeit the game and league standings will reflect a 1-0 win for the opponent. The forfeit rule will only impact the game in which the player or coach should have served their penalty. The player or coach must still serve their penalty by sitting out the number of games required by the original penalty. If more than one ineligible player or coach participates in a game then the team will still only forfeit that one game. Repeated offenses of playing when ineligible may result in a league discipline hearing with additional penalties enforced.

Notes for Prevention:

Coaches and Managers should make sure the score sheets are marked to indicate a Player or Coach is serving a penalty. Failure to correctly note the serving of a penalty will require the coach or player to sit out another game. The Player or Coach does not need to sign the score sheet.

Coaches and Managers should review each game sheet to determine if Players or Coach are ineligible for future games.

**Falsifying of score sheets WILL NOT TOLERATED in NTXHL.** The only time that a Head Coach will not sign the score sheet is if they are physically NOT behind the bench at the game or they are already serving a suspension. In both cases there will be **NO coaching from the sidelines** (shouting, contact with the bench, phone calls, gestures, etc.) If a coach is NOT behind the bench and found coaching from the sidelines it will be considered a violation of this rule and subject to the 1 game suspension. If any violation of these rules continues the coach will continue to be suspended until they fully meet the rule. We have a list of Head Coaches and expect each Association to monitor closely. NTXHL will do a periodic check of score sheets to verify. Remember, Youth Hockey is for the Players. Head Coaches are selected to

teach the Players, not only hockey skills, but are also setting examples for these kids. Falsifying score sheets IS NOT A GOOD EXAMPLE.

ANYONE FOUND VIOLATING THIS RULE WILL BE SUBJECT TO A 1 GAME SUSPENSION AND THE ASSOCIATION WILL BE ASKED TO REVIEW THAT COACHES QUALIFICATIONS AND REPORT TO THE NTXHL.

Scorekeepers should write each penalty on a single line on the score sheet.

A 4 minute Double Minor is considered two 2-minute penalties and listed on two lines.

Check from Behind (2&10) is a 2 minute minor and a 10 minute major. They count as two penalties and listed on two lines.

A player receiving five penalties in a game also receives a Game Misconduct penalty (6th penalty). At the point of the fifth penalty the scorekeeper records the game misconduct as another penalty on the player and notifies the referee of the game misconduct. The player will be removed from the ice under the game misconduct rule and serve an additional 1 game suspension.

### **23. SEASON ENDING SUSPENSIONS**

Any player or team official that is suspended in a season-ending NTXHL league game will be required to serve their suspension at the beginning of the next season - regardless of what team this player or team official is with the next year. If the suspended player or team official does not play (aged out player) the following season, the suspension will carry with the team's head coach for the following season. Any player or team official that receives a Match Penalty will be required to serve a minimum one (1) game suspension at the beginning of the new season and will be subject to a hearing with the NTXHL discipline committee.

### **24. NOTIFICATION OF SUSPENSIONS**

All game misconducts and suspensions (other than Match Penalties) less than three

(3) games or thirty (30) days are automatic and non-appeal able according to USA Hockey will be posted and tracked on the NTXHL website. No written notification other than the score sheet will be issued.

### **15. DOUBLE JEOPARDY RULE**

When a player, coach, or team official receives a Game Misconduct penalty then they must sit out the next game of their NTXHL team to satisfy the USA Hockey rule (404), plus the next league game to satisfy the NTXHL League rule. If the next game is an NTXHL game then both are satisfied with that game. If the next game is not a League game (ex. tournament or scrimmage) they must sit out that game to satisfy USA Hockey and the next League game to satisfy NTXHL.

Any Game Misconduct penalties earned by a player while playing for another team (ex. High School League) DO NOT carry into NTXHL nor do NTXHL penalties carryover to other Leagues. In other words, Game Misconduct penalties earned in NTXHL League games must be served in NTXHL League games.

Match Penalties and other penalties requiring USA Hockey Suspension Hearings are



covered under USA Hockey rule (405). The person receiving the Match Penalty is immediately suspended from all USA Hockey activities (all teams, all activities, including practices) until the hearing and then must serve the requirements assigned in the hearing.

See **EXAMPLES OF DOUBLE JEOPARDY RULE** in this document for further explanations

## **25. PROTESTING OF A GAME**

If there is reason for anyone to file a protest with the League about any part of an NTXHL game the following procedure will be used.

Protest of a game must be made before Referee's sign the score sheet and both teams must be aware of the protest

Score sheet must indicate that the game was played under protest

Protesting Team's Association Voting Representative and Age Group Commissioner must be notified by the Team Manager with 48 hours

Team responsible for reporting score will indicate that the game is under protest.

Attached form must be filled out by Team Manager and emailed to Age Group Commissioner and Association Voting Representative

Association Voting Representative will work with Age Group Commissioner to resolve protest. Any supporting documentation must be available to all parties.

Resources to help with the resolution can be pulled from the NTXHL Leadership in the appropriate order. Time for resolution must be within 5 days of the game time.

If resolution is not achievable, then NTXHL Executive Board will make final decision.

Decision made will be final and cannot be challenged.

When resolution is finalized, Age Group Commissioner will notify parties, attach resolution to the scoresheet and send to the NTXHL Statistician.

## **26. STANDINGS – REGULAR SEASON**

League Standings shall be determined by awarding

- (a) Two (2) points for a win
- (b) One (1) point for a tie after regulation
- (c) Zero (0) points for a loss
- (d) One (1) point for overtime or shootout win
- (e) Playoff seeding is determined by points earned in the regular season

All League games and stats will count in the standings. For divisions with exhibition teams (known teams that will not participate in playoffs) and teams that opt out of the playoffs, these teams will not be included in the final playoff seeding.

## **27. END OF YEAR TIE BREAKER POLICY**

Head to Head record amongst tied teams (includes overtime and shootout wins)

Most wins in league play (includes overtime and shootout wins)

Fewest goals against in all league games (includes overtime and winning shootout goal)

Goal differential (Goals scored minus goals against) in all games (includes overtime

and winning shootout goal), capped at a max of 5 goal differential per game  
Coin Flip.

If more than 2 (two) teams are tied, same policy will be used until 1 (one) team is eliminated. Policy will begin again with remaining teams until only 1 (one) team remains.

## **28. LEAGUE PLAYOFF FORMAT**

See separate Document.

## **29. EXAMPLES OF DOUBLE JEOPARDY RULE**

A Midget-A player is assessed a Match penalty for abuse of an official. The player also participates on a team in his city's high school league. What is the suspension?

The player is suspended from both teams for all games and practices until the player has a hearing with the NTXHL discipline committee.

A player earns a game misconduct penalty for checking from behind with intent to injure in an NTXHL game. The next scheduled game is an NTXHL game. What is the penalty?

The player is suspended for the next USA Hockey and next NTXHL game with the team he was playing for when he incurred the penalty. Since the next game is an NTXHL game then both the USA Hockey and NTXHL penalties are fulfilled in one game.

A player earns a game misconduct penalty for verbal abuse of a referee. The next scheduled game is a tournament or scrimmage game. What is the penalty?

The player is suspended for the next USA Hockey and next NTXHL game with the team he was playing for when he incurred the penalty. Since the next game is not an NTXHL game then the player must sit out the tournament or scrimmage game to satisfy the USA Hockey requirement. The player must also sit out the first subsequent NTXHL game to satisfy the NTXHL penalty. In this example, the player will miss two games, example of the double jeopardy rule.

A travel coach is assessed a Game Misconduct for Abuse of an Official in the last game of a NTXHL weekend. The next travel game is a tournament game. The coach also coaches a high school team that plays the next night. Is the coach suspended from the high school game?

No. The coach must serve his penalty in the next game involving the team he was coaching when the penalty was assessed. In this case, the Double Jeopardy rule applies and the coach must sit out the travel team's next game (the tournament game)

to satisfy the USA Hockey rule AND his next NTXHL League game to satisfy the NTXHL rule.

### **30. FROM USA HOCKEY 2005-2007 OFFICIAL RULES OF ICE HOCKEY**

#### **Rule 404 (c)**

A player or team official incurring a game misconduct Penalty shall be suspended for his team's next game (the game already appearing on the schedule of that team at the time of the infraction), except that when such penalty is imposed under Rule 403(b) (Second Major in Game) there shall be a minimum two-game suspension.

(Note) In all cases where a game misconduct penalty is assessed, the incident shall be reported to the proper authorities who shall have full power to impose further suspensions.

#### Rule 403 - Situation 3

A player has been assessed a second major penalty in the same game. The Referee is not aware of the fact that the player had received two major penalties in the same game and thus should have been assessed a game misconduct penalty. What happens if the player later scores a goal while illegally in the game?

In this instance, the goal shall be allowed; however, the player must be assessed the required game misconduct at the time the omission is discovered. Rule References 403(b) and 625(j). The onus of assessing the game misconduct penalty is on the Game Officials. A team cannot be denied any goals scored by a player who should not have been in the game. If the omission is discovered after the game, the Referee shall still assess the game misconduct penalty.

### **31. GLOSSARY**

#### Game Suspension(s)

When a player, Coach or Manager receives a game suspension(s), they shall not be eligible to participate in the next game(s) that was already on the schedule of their team at the time of the incident.

#### Misconduct Penalties

(a) A "MISCONDUCT" penalty involves the removal of a player, other than a goalkeeper, from the game for a period of 10 minutes, but another player is permitted to immediately replace a player so removed. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play. Unless immediate substitution is permitted under the coincident penalty rules 402(f) and 403(c), when a player receives a minor or a major penalty plus a misconduct or game misconduct penalty at the same time, the penalized team shall immediately place an additional non penalized player other than a goalkeeper on the penalty bench and such player may not be changed. Any violation of this provision shall be treated as illegal substitution

under Rule 205 (Change of Players) calling for a bench minor penalty.

(b) A “GAME MISCONDUCT” penalty involves the suspension of a player or Team Official for the balance of the game, but another player is permitted to immediately replace a player removed.

(c) A player or Team Official incurring a game misconduct penalty shall be suspended for his team’s next game (the game already appearing on the schedule of that team at the time of the infraction), except that when such penalty is imposed under Rule 403(b) (Second Major in Game) there shall be a minimum two-game suspension.

(Note) In all cases where a game misconduct penalty is assessed, the incident shall be reported to the proper authorities who shall have full power to impose further suspensions.

(d) Any player (Midget age classification and below, including High School and Senior Women) who incurs five penalties in the same game shall be assessed a game misconduct penalty. Any Adult player who incurs five penalties in the same game shall be immediately ejected from the game with no further suspension. Any Head Coach whose team (Midget age classification and below, including High School and Senior Women) receives 15 or more penalties during one game shall be suspended for the next one game of that team.

(Note) For all game misconduct penalties regardless of when imposed, a total of 10 minutes shall be charged in the records against an offending player.

(e) If any Team Official is assessed a game misconduct penalty, he may not sit near the bench of his team, nor in any way attempt to direct the play of his team.

### **32. Mite Major 2010/2011-**

- This upcoming season will be the bridge year for the DFW metroplex mites.
- The season will consist of 16 full ice, MHOA officiated, games and a minimum of 4 cross ice jamboree’s (coach officiated).
- Tryouts for this group will be during the Tier II weekend in June.
- Each association will be allowed to 1 Mite Major Team consisting of a minimum of 13 players and maximum of 15 players (including goalies), with no more than 3 minor year players per team.
- TAHA has ruled that no teams from outside the metro area will be allowed to participate in the league.
- TAHA will support Mite Major Team traveling outside of the affiliate (TX & OKC) one time during the 10/11 season. **NO MITE TRAVEL WILL BE ALLOWED BEYOND THE 10/11 “BRIDGE YEAR”.**
- *There will be no Mite Major division beyond the 2010/2011 season. All Mite’s beyond 10/11 will play in the Rink based Mite ADM program.*

**Mite ADM Program (Minor)-**

- The 2010/2011 season will be a rink based ADM (bridge year) program
- Rink operators will work with the Travel Associations to provide coaches of all levels to participate in the practices, games and jamboree's.
- The program will consist of 50 sessions:
  - o 30 ADM practices
  - o 10 Cross Ice games (jamboree's)
  - o 10 Full ice officiated games (No more than 10 games will be allowed)
- There will be play between the different rinks
- There are no tryouts for the ADM program; all players will sign up through the rinks.

**Additional Details to be determined-**

- Program start dates
- Jamboree plans and details
- How the program will integrate the travel associations

**33. Scheduling Meeting**

- **Final team list will be due from association on September 7<sup>th</sup>; all teams submitted with this list will require a non-refundable deposit at scheduling meeting.**

- Split over 2 days

- Ex. Saturday

- 9:00AM – 12:00PM Bantam
- 12:00PM – 1:00PM Lunch
- 1:15PM – 4:15 PM Midget

- Sunday

- 9:00AM – 12:00PM Pee wee
- 12:00PM – 12:30PM Lunch
- 12:45PM – 3:45PM Mite & Squirt

- Only one person per team allowed at the table.
- Contact list will be gathered for each table by the assigned Facilitator (not a team scheduler) and a copy will be provide to each team.
- Facilitator will be prime for submitting ONE schedule for the table with sign-off from all teams. Teams will leave with their hand written copy of schedule (no thumb drive copies to leave scheduling meeting - **Schedule is not considered final until posted and verified on Pointstreak.**
- ALL inputs must be in the correct format for easier and quick input into Point streak.
- All Teams should come to meeting with their ice schedule that includes date, time, and rink and ice surface. If Associations follow a different ice allocation then that backup team must be available to support the scheduler. (Not at table).

- All teams must have ice slots for games and not just blocks of time that require game changes later.

34. **Associations Requirements**

- Rosters for teams in the League must be sent to League Registrar, Tanya Brewer at [l.tbrewer@sbcglobal.net](mailto:l.tbrewer@sbcglobal.net) (by August 1<sup>st</sup>, 2010) in the correct format.
- Rosters must be submitted by each Association for all their teams, NOT INDIVIDUAL TEAM SUBMISSIONS
- Associations outside of the Metroplex area wanting to host a weekend must submit by August 13, 2010 to the League Registrar, Tanya Brewer at [l.tbrewer@sbcglobal.net](mailto:l.tbrewer@sbcglobal.net) the following information:
  1. Date of host weekend
  2. Which age Divisions
  3. How many games total for the weekend
  4. Alternate weekend in case of conflicts (League will get back by August 31 2010 on final weekends.)