



# **Dallas Stars Travel Hockey League Policies, Game Rules & Procedures**

**Amended & Restated**

**September, 2020**

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## SECTION 1 - POLICIES

### 1. Introduction

The Dallas Stars Travel Hockey League (“DSTHL” or “League”) is a travel hockey league with teams participating at Tier II and House/Rec levels. All teams must be registered with USA Hockey (“USAH”) as either Tier II or House/Rec.

From year to year, however, the DSTHL may allow Tier I/AAA teams to participate in the League at approved levels. These teams will be defined in April of each year so that there is no confusion regarding tryouts, etc. The DSTHL Board will determine the final decision regarding the Tier I/AAA teams’ participation in the DSTHL after the leveling process is completed.

Otherwise, any team that either promotes or markets itself in any way as a AAA team or a Tier I team, or holds tryouts prior to the DSTHL approved tryout dates, will be subject to sanctions by the DSTHL up to and including expulsion from the League.

All DSTHL Member Organization (“Member Organization”) Primary and Secondary Points of Contact, Registrar, Director of Hockey/Coaching, Head Coaches and Team Managers are be required to review the DSTHL Policies, Game Rules & Procedures and must electronically sign (via online registration or acknowledgement form) acknowledging they have received, read, and understand the DSTHL Policies, Game Rules & Procedures. The link to the online registration/acknowledgement form will be distributed via email to the DSTHL Member Organization Representatives listed above as soon as practicable, following the annual Scheduling Meeting. Failure to electronically sign and/or complete the submission of the electronic acknowledgement by the required deadline will be subject to sanctions by the DSTHL.

### 2. Eligibility

All players and team officials must be registered with USAH for the current season and at the appropriate level.

Eligibility will follow USAH guidelines; provided, however, that, any player that is rostered on a DSTHL team may not be double-rostered on another DSTHL roster or any other TAHA region roster except a high school roster, an in-house league roster, girls roster, or tournament team roster as defined below.

Tournament Teams - Tournament teams, defined as a team created specifically for the purpose of playing in a tournament or series of tournaments, are permitted to Member Organizations if the roster is comprised of players currently rostered on an active DSTHL roster **who have permission from their Member Organization** to be rostered on a Tournament team. Non-DSTHL rostered players can be added up to and including a maximum of two (2) players but must receive DSTHL Board approval to do so. This rule is in effect from the start of the Leveling Tournament through conclusion of League playoffs each year.

Girls - Girls may be dual rostered on a DSTHL roster and any other USAH roster (TAHA or otherwise); however, girls may participate on only ONE DSTHL team, at any given time, and will need to comply with all USAH roster policies in regard to the December 31 cutoff and tier rosters.

Home Rink - Each DSTHL Member Organization will have a single home rink that is defined in Appendix A. Changes to a Member Organization’s home rink must be approved by the Executive Board of DSTHL.

Out-of-Community Waivers - The DSTHL will accept and comply with all TAHA out-of-community waivers under the Tier II and House/Rec guidelines. No additional DSTHL waivers will be required.

Member Organization Participation – **ALL** teams registered with USAH by or under any Member Organization must participate in the DSTHL with the exception of:

- Any Member Organization team that participates in a rink-based, TAHA-recognized, in-house or high school league.
- Any Tier I team designated by TAHA within a Member Organization.
- Tournament teams as defined above.

Age Divisions - The DSTHL recognizes the recommendations of USAH regarding age divisions. For the 2020-21 season, therefore, 10U players ('11-'10) must be rostered only on 10U teams; 12U players ('09-'08) must be rostered only on 12U teams; 14U players ('07-'06) must be rostered only on 14U teams; 16U players ('05-'04) must be rostered only on 16U teams; and 18U players ('03-'02) must be rostered only on 18U teams [e.g.: a '10 player is not eligible to be rostered on a 12U team; an '08 player is not eligible to be rostered on a 14U team; an '06 player is not eligible to be rostered on a 16U team; and 16U players ('05 and '04 birth years) will not be eligible to participate at the 18U level]. Exceptions to this rule will be considered for single market areas and for goalie situations only; written requests must be made to DSTHL Board.

Roster Movement Between Levels - Players may move between playing levels (AA and A or A2, as the case may be) during the season until December 31 only within the same age division. Players may not move between age divisions at any time during the season unless approved by the League in rare circumstances. Once a player moves either up or down a playing level to participate in League play at that level a second time, that player may no longer move back down or up, as the case may be, to the previous playing level. Any roster movement up or down implemented to allow a player to participate outside of League play with the lower or higher-level team shall not, however, count against such player as a League move. Such roster movement must be communicated to and acknowledged by the DSTHL and the DSTHL Registrar at least one (1) week in advance of such outside play. Rosters may not change after December 31.

The League will, however, consider roster changes after December 31 in the event of a season-ending event to a goalie provided that team has only one rostered goalie. A petition must be forwarded to the DSTHL Executive Board if such circumstances occur. The DSTHL Executive Board will review the petition and provide a ruling that will be final.

The League supports the TAHA rules and procedures for all player transfers and releases with the following exceptions:

- No player may move to a competing Member Organization "AA" team subsequent to the leveling tournament and after being released from a Member Organization "AA" team that failed to qualify for "AA" division at the leveling tournament.
- No player may move to a competing Member Organization "A1" team subsequent to the leveling tournament and after being released from a Member Organization "A1" team that failed to qualify for "A1" division at the leveling tournament.
- No player may move between teams of the same Member Organization that leveled into the same division without League approval.

Junior Players - Junior players will be eligible to play in the DSTHL until they have participated in six (6) games at the Junior level. After six (6) Junior games, any such player is no longer eligible for play in the DSTHL.

Playoffs - All 10U, 12U, and 14U players appropriately rostered by December 31 will be eligible to participate in playoffs regardless of the number of DSTHL games played. **16U and 18U players must have played a minimum of fifty (50%) percent of DSTHL regular season games to be eligible to participate in playoffs.**

In the event that a player does not meet the playoff eligibility requirement due to injury, a request for injury-related waiver, along with medical documentation, **MUST** be submitted to the DSTHL Executive Board for review and approval a minimum of two (2) weeks prior to start of DSTHL playoffs. **Any requests for injury-related waivers submitted less than two (2) weeks prior to the start of playoffs, and/or that do not include supporting medical documentation will be denied.**

Ineligibility - Any DSTHL team that plays with an ineligible player, as set forth herein, will forfeit all games in which the ineligible player was used. Coaches using an ineligible player may be subject to additional League discipline.

### **3. Tryouts**

The League will follow the prescribed tryout dates established by TAHA each year. The League reserves the right to add additional rules and guidelines regarding tryout dates each year. Tryout schedule will be released following release of TAHA tryout dates and posted on DSTHL website. The tryout schedule will contain the earliest possible dates and times for any given age division or level. There should be no tryouts scheduled or executed prior to these dates and times. In addition, no contracts, verbal or written, may be given out prior to the designated dates and times for each level and age division. All Member Organizations must comply regardless of the level of teams they are fielding. Member Organizations may encourage or invite players to attend a specific tryout even after failing to make a team at a higher level. However, no guarantees, verbal or written, may be given to those players.

No Member Organization may hold pre-tryout events including but not limited to free skates, invite skates, prospect skates, camps, off ice training, etc. on a weekend (Friday, Saturday and Sunday inclusive) when any level of the same age division is conducting tryouts. For Example, there should be no 12U A events scheduled on a weekend when 12U AA is holding tryouts. **This applies to all age groups and skill levels.**

**Any Member Organization having a team that: is listed as AA on Member Organization's DSTHL season application; advertised AA status prior to tryouts; held tryouts on AA weekend; and participated as AA in the Labor Day tournament ("Labor Day Tournament") -- but failed to maintain AA status upon completion of leveling -- is ineligible to be considered regular season champion and will not be eligible to participate in playoffs. This rule applies to markets with multiple Member Organizations.**

### **4. Playing Divisions**

The DSTHL will feature up to the following divisions as may be determined, from year to year by the Leveling Committee, to be in the best interests of the League based on team numbers and leveling data:

- **10U** - AA, A, A2
- **12U** - AA, A, A2
- **14U** - AA, A, A2
- **16U** - AA, A
- **18U** - AA

The number of teams participating in each playing division will be determined by leveling.

The number of teams participating in AA divisions will be determined by designation of the DSTHL Hockey Operations Board with approval by the DSTHL Executive Board and by leveling for selected teams.

## **5. Rosters**

To ensure the viability of each team playing in the League, the minimum roster requirements ("Minimum Roster Requirements") are as follows for all accepted Member Organizations:

- **10U** – Ten (10) skaters and one (1) goalie
- **12U** – Eleven (11) skaters and one (1) goalie
- **14U** – Fourteen (14) skaters and one (1) goalie
- **16U** – Fifteen (15) skaters and one (1) goalie
- **18U** – Fifteen (15) skaters and one (1) goalie

Any DSTHL team that has not met the roster requirement by August 1 will be required to notify the DSTHL Executive Board in writing and release contracted players to allow them to find other teams to participate with for the coming season.

Single-market-area teams as defined by TAHA may apply to the League for a waiver on a case-by- case basis.

The League will attempt to devote a portion of the DSTHL web site to teams seeking players in hopes of assisting players in securing spots.

Goaltenders may be allowed to fill in on an emergency basis due to injury or illness to prevent cancellation of a game or games. It is the preference of the League that all reasonable efforts are made to secure an emergency goaltender from within the same Member Organization; however, the Board may approve alternative goaltenders on a case-by-case basis.

Emergency goaltenders must come from a team at or below the level of play of the team borrowing the goaltender. Teams using an emergency goaltender must submit a roster satisfactorily pursuant to USAH rules for the game or games during which the goalie will be filling in. All requests for the use of an emergency goaltender must be approved in advance by the DSTHL Executive Board and communicated to opposing teams prior to game time.

Any team that falls below the Minimum Roster Requirement after the Labor Day Tournament, or at any time during the course of the season, must provide the League with reasonable cause for the roster reduction. The League will review such cause and the resulting roster numbers to determine if any action is required.

## **6. Roster Changes**

Roster changes must follow established TAHA guidelines. Any team requesting a roster change must submit the change in writing seventy-two (72) hours prior to the team's next game. The only person authorized to submit the roster change will be the Association Registrar. Roster changes will follow the below general steps but will be made in specific accordance with "DSTHL Roster Rules", as updated from time to time and incorporated herein by reference, which are available on the League website:

- Team Managers submit roster updates to the Association Registrars.
- Association Registrars will submit the request, together with USAH roster update, to the Texas Registrar.

- If approved, new USAH roster should be submitted to League Registrar.
- If approved, changes must be updated in HockeyShift.

**Other than the League Registrar or League HockeyShift Statistician, no Official or Scorekeeper may make changes to HockeyShift unless given approval by an Executive Board Member. HockeyShift information will be the final determination of whether a player is eligible to compete or not.**

Roster change requests do not automatically make a player eligible to play in his/her team's next game. All roster change requests/confirmations must be completed in accordance with all Member Organization, USAH, Texas, and League Registrar deadlines, as may be applicable. **Game day roster changes will not be accommodated.**

## **7. Leveling**

All League teams are required to participate in the DSTHL-approved Labor Day Tournament. While the League utilizes the Labor Day Tournament for the purposes of leveling, the tournament is run by Dallas Stars Tournaments. The DSTHL is not responsible for the operations of the tournament including, but not limited to: tournament rules, officiating, scorekeeping, game schedules, or game rinks/locations.

Upon request from the Dallas Stars, the DSTHL Hockey Operations Board may have limited involvement and provide some direction regarding playing divisions.

Rosters for teams leveling during the Labor Day Tournament may not include guest players, temporary, or part-time players. The roster a team levels with must be the roster the team plays with during the season. Each player competing in the Labor Day Tournament must be contracted to the team and Member Organization he/she is playing on.

**Any team determined to have used a guest player during the tournament will be subject to sanctions by the League up to and including expulsion from the League.**

AA Member Organizations will play their top teams in the AA bracket during the tournament. Determinations will be made after the tournament on whether the selected teams will remain at AA or move to another division.

Statistical analysis of the results of the Labor Day Tournament will be only one factor in determining the appropriate level for teams. Analysis is modeled after the Rating Percentage Index ("RPI") in which each participating team's wins, losses and the application of Strength of Schedule ("SOS") calculations are evaluated within each age division. The RPI comprises a team's winning percentage, its direct opposition's winning percentage, its direct opposition's opposition's winning percentage, average point differential, and average shot differential. The team's direct opposition's winning percentage and the team's direct opposition's opposition's winning percentage both comprise the SOS rating. The higher the SOS rating, the stronger the team. The stronger the opponents, the higher the SOS rating; conversely, the weaker the opponents, the lower the SOS rating. The higher the combined opponent's SOS rating, the stronger the competition.

Additional games following the Labor Day Tournament may be required to complete leveling in accordance with the DSTHL leveling policies and procedures. All divisions/brackets are finalized upon the collective discussions of the coaches on the DSTHL Hockey Operations Board.

**All leveling decisions are final, and no changes will be made.**

If after the Labor Day Tournament, a team experiences more than a thirty (30%) percent reduction or increase in its roster not attributable to certified injury(ies) or out-of-area relocations, that team may be ineligible for League playoffs.

## **8. League Scheduling**

Each year the DSTHL will conduct a League scheduling meeting (“Scheduling Meeting”) in Dallas the second weekend after the leveling process is complete. The exact dates and times for each division will be announced via the League web site. Upon completion of the Labor Day Tournament, the League will provide specific details and instructions to accommodate and support the scheduling process for teams at each age level/division. Please refer to the “DSTHL Scheduling and Host Weekend Guidelines” which may be updated from time-to-time and can be found on the DSTHL website.

## **9. League Games and Playoffs**

The season will consist of approximately twenty (20) league games with minor variations to accommodate differences in number of teams per division.

Each year, playoffs will be conducted at the conclusion of the season. The dates, times, and structure of the playoffs will be decided upon yearly and published on the DSTHL website sometime between October 15 and February 15 of the ongoing season.

Playoffs shall be conducted in accordance with the “DSTHL Playoff Rules”, as updated from time to time and incorporated herein by reference, which shall be made available via email distribution and posted on the DSTHL website within a reasonable timeframe prior to playoffs.

## **10. Host Weekends**

The DSTHL will continue to offer host weekend (“Host Weekend”) opportunities to teams outside the DFW area. All Host Weekend scheduling policies are included in the “DSTHL Scheduling and Host Weekend Guidelines”, as updated from time to time, available on the League website.

## **11. Noisemaker Policy**

The DSTHL does not allow the use of any type of artificial noisemakers during any DSTHL regular season or playoff games. These include but are not limited to: whistles, cowbells, horns, microphones, drums, sound blasters, etc. All rink staff, referees, and/or DSTHL personnel will provide a warning first, and if use of noisemaker continues, will remove the person from the rink.

## **12. Zero Tolerance Policy – Parents**

In support of USAH's Zero Tolerance Policy and the local officials' associations, any DSTHL team parent or legal guardian spectator who is removed or ejected from a DSTHL game/venue by a game official shall, in addition to such ejection, be suspended by the DSTHL from the team's next game.

The DSTHL will look to the Member Organizations, Coaches, and Team Managers to aid in the enforcement of this policy and recognizes that the local officials' associations cannot be responsible for any such enforcement.



### **13. Scholarship Policy**

The “DSTHL Scholarship Policy”, as updated from time to time and incorporated herein by reference, is available on the DSTHL website.

### **14. Inclement Weather Policy**

The “DSTHL Inclement Weather Policy”, as updated from time to time and incorporated herein by reference, is available on the DSTHL website.

### **15. COVID-19 Policy**

The “DSTHL COVID-19 Policy”, as updated from time to time and incorporated herein by reference, is available on the DSTHL website.

## **SECTION 2 – PLAYING RULES**

Unless otherwise noted in this document, the applicable rules of USAH shall apply to all games played by teams competing in the DSTHL.

## SECTION 3 – GAME PROCEDURES

The following procedures will be followed for all League games.

### 16. Period Length

Period length in League games will vary depending on age and level of the teams as follows:

- **10U** Three (3) 13:00 minute periods (a minimum 75-minute ice slot)
- **12U** Three (3) 15:00 minute periods (a minimum 75-minute ice slot)
- **14U** Three (3) 15:00 minute periods (a minimum 90-minute ice slot)
- **16U** Three (3) 15:00 minute periods (a minimum 90-minute ice slot)
- **18U** Three (3) 15:00 minute periods (a minimum 90-minute ice slot)

Games will be played to completion and there is no curfew for League games.

### 17. Warm-Up

Warm-ups in League games will vary depending on age of the teams as follows:

- **10U** 3-Minute Warm-Up
- **12U** 5-Minute Warm-Up
- **14U** 5-Minute Warm-Up
- **16U** 5-Minute Warm-Up
- **18U** 5-Minute Warm-Up

If any team fails to be ready within one (1) minute of a Delay of Game bench minor penalty being assessed pursuant to [USAH Rule 636](#) upon the conclusion of the warm-up, the League will declare the game a 1 – 0 forfeit in favor of the other team.

Any such foreseeable reasonable and proper justification shall be communicated forthwith to the opposition's Team Manager and the on-ice officials assigned to the scheduled game in an effort to provide a waiver to [USAH Rule 636](#).

### 18. Timeout

Each team will be permitted one (1) timeout per game (60 seconds) in accordance with USAH rules and policies. No timeouts shall be permitted during overtime or shootouts.

### 19. Overtime

If after three (3) regulation periods any regular season League game remains tied, the teams will participate in a single sudden death overtime period. Overtime will be played for five (5) minutes using a run-time clock or until one team scores a goal. Overtime will be five-on-five (plus goalies).

## **20. Shootout**

If the game remains tied after the five-minute overtime period referenced in Section 19 herein, the teams will use a five- man shootout. The home team has the option of shooting first or last.

If after five (5) shooters from each side the game has not been decided, the teams will begin a sudden death shootout alternating shooters until one team wins the shootout round.

All eligible rostered players (excluding goalies) must participate in the shootout before any player may take a second turn at the shootout. Players serving a penalty at the time of the overtime period will not be eligible to shoot regardless of how long the shootout continues.

## **21. Rest Time**

Between periods the rest time will be one (1) minute.

Minimum rest period between games (end of first to start of second) shall be as follows (unless both opposing coaches agree to forego):

- 10U - 2 hours
- 12U - 2.5 hours
- 14U - 3 hours
- 16U - 3 Hours
- 18U - 3 Hours

There shall be a minimum rest time of nine (9) hours (1hr travel, 8hrs sleep) between games (end of first to start of second) at night and the following morning.

## **22. Mercy Rule**

A running clock shall take effect if at any time during the third period the goal differential is five (5) goals or more. The running clock shall continue until the margin is reduced to less than five (5) goals.

On-ice officials may direct the scorekeeper to stop a run-time clock in the event of an on-ice injury or other circumstance that would warrant a stoppage.

## **23. Penalty Time**

Penalties assessed will follow the game clock (e.g., stop time if using stop time and run time if the game is in run time). All penalties will follow the 2/5/10 minute format.

During run time, a player in the penalty box whose penalty expires during a stoppage in play may not leave the penalty box until the puck has been dropped and play has resumed.

## **24. Uniforms**

All players on the team must wear appropriate numbered and matching jerseys and socks for League games.

Home teams will wear LIGHT jerseys and visiting teams will wear DARK jerseys for League games.

## 25. HockeyShift Updates

The DSTHL uses HockeyShift as the official scorekeeping tool.

Rosters in HockeyShift are assumed correct with suspensions noted.

Suspension - **Coaches or Team Managers are responsible for checking HockeyShift regularly to make sure players, coaches, and suspensions are listed accurately.** In the event that a suspension is listed inaccurately in HockeyShift, the Coach or Team Manager should contact their Member Organizations' designated HockeyShift Point of Contact and ensure notification is sent to the League prior to the start of the game.

If a team utilizes a coach or player during a game when the coach or player should be marked ineligible in HockeyShift, or when the coach or player is eligible, but marked ineligible in HockeyShift, the team will forfeit the game and League standings will reflect a 1-0 win for the opponent. In addition, the coach and the player must sit out the next League game.

Sorekeeping - It is the host team's, or host rink's, responsibility to ensure all game data is entered promptly and correctly. For rinks that do not update HockeyShift rink side, all game data must be manually entered within forty-eight (48) hours of the game completion.

Scratches and suspensions should be provided to the scorekeeper prior to the start of the game.

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

## 26. HockeyShift Changes (Post Game)

The DSTHL strongly supports the concept of team sports. The DSTHL de-emphasizes the need and role for individual statistics in accordance with USAH guidelines especially for younger age divisions. Therefore, the DSTHL discourages any attempted HockeyShift changes unless they satisfy one of the following criteria.

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

- Changing of a goal scorer only if such change affects the goal scorer's qualification for a USAH hat trick patch.
- Changing of an assist (albeit no additional assists will be allowed) only if such change affects the assisting player's qualification for a playmaker patch.
- Correction of goalie's minutes played.
- Correction if a wrong player was assessed a penalty on the score sheet.
- Removing a player from the score sheet who did not participate in the game.
- Adding a player who participated in the game but was inadvertently omitted from the score sheet.

All requests for changes to games posted in HockeyShift may be submitted to the League Statistician only by a Member Organizations' designated HockeyShift Point of Contact. No requested changes to HockeyShift shall be entertained beyond forty-eight (48) hours after the game has been posted on HockeyShift.

## 27. Suspensions

All suspensions assessed during a League game must be served during a League game. The Double Jeopardy rule is in effect as follows:

When a player, coach, or team official receives a Game Misconduct penalty, then they must sit out the next scheduled game of their DSTHL team to satisfy the [USAH Rule 404](#), plus the next League game to satisfy the DSTHL rule. If the next game is a DSTHL game, then both of the requirements are satisfied with that single game. If the next game is not a League game (eg: is a tournament or non-League game), they must sit out that game to satisfy [USAH Rule 404](#) and the next League game to satisfy the DSTHL rule.

Any **Game Misconduct** penalties earned by a player while playing for another team (e.g.: High School league) DO NOT carry into DSTHL; nor do DSTHL penalties carry over to other Leagues. In other words, Game Misconduct penalties earned in DSTHL games must be served in DSTHL games.

**Match Penalties** requiring USAH Suspension Hearings are covered under [USAH Rule 405](#). The person receiving the Match Penalty is **IMMEDIATELY** suspended from **ALL** USAH activities (all teams, and all activities, including practices and dryland) until the hearing and then must serve the requirements assigned in the hearing.

**Progressive Suspensions** that occur under [USAH Rule 411](#) are to be served in accordance with USAH Rules. The onus is on the player to provide the necessary proof of suspension served to the proper disciplinary authority.

Players who receive penalties that include a suspension but are unable to completely serve the suspension due to the season ending must serve any remaining suspension during the next year's regular season, regardless of club affiliation.

### Examples of Match Penalty & 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, practices, dryland, and team activities until the player has a hearing with the TAHA Discipline Committee.*

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

*The player is suspended for the next USAH and next DSTHL game with the team he was playing for when he incurred the penalty. Since the next game is an DSTHL game then both the USAH and DSTHL 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 USAH and the next DSTHL game with the team he was playing for when he incurred the penalty. Since the next game is not a DSTHL game, then the player must sit out the tournament or scrimmage game to satisfy the USAH requirement. The player must also sit out the first subsequent DSTHL game to satisfy the DSTHL penalty. In this example, the player will miss two games.*

**A travel coach is assessed a Game Misconduct for Abuse of an Official in the last game of a DSTHL 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 USAH rule AND his next DSTHL game to satisfy the DSTHL rule.*

## **28. Referees**

Only duly registered officials holding USAH referee cards shall referee DSTHL games.

## **29. Refusal to Compete**

Any team not completing their DSTHL schedule may, by decision of the DSTHL Executive Board, be assessed a penalty or suspension as deemed appropriate. The Member Organization of any such team will be subject to sanctions from the League including, but not limited to, a penalty, fine, suspension, or expulsion from the League.

## **30. Coaches**

Coaches must be certified at the current and appropriate level by USAH by December 31 each year; thereafter, coaches who fail to obtain the required certification will not be eligible to be on the bench.

Changes to the rostered coaches and the number of coaches that may be on the roster must follow USAH and TAHA guidelines.

Changes to coaching staff may be made at any time prior to December 31. After December 31, coach changes can be made only for extenuating circumstances with approval from DSTHL Board.

Any participation in any League game with an illegal coach will result in a forfeit by the offending team.

## **31. Off-Ice Officials**

The host team, Member Organization, or host rink, as the case may be, is responsible for scheduling a timekeeper/scorekeeper for all DSTHL games.

Each team is responsible to provide its own penalty box attendant for all DSTHL games. For 14U and below, each team is required to provide a penalty box attendant. For all 16U and 18U divisions, a penalty box attendant is optional but is strongly recommended for those rinks where the box is glassed in on at least three sides.

A timekeeper, scorekeeper and/or penalty box attendant is considered an off-ice official and must conduct him or herself as such. He/she must remain a neutral party and act accordingly. Penalty box attendants should not be visibly active in the penalty box, coach players, or become verbally or physically involved with players or on-ice officials in any way. In addition, any verbal or physical display of anger towards players, opposing team, coaches, or officials, will not be allowed. Penalty box attendants may not use cell phones, cameras, or other photographic equipment. Penalty box attendants who fail to follow this policy will be removed from the box and may be subject to further discipline and/or suspension.

### **32. Game Bench Personnel**

Further to Section 3(25), no individual(s) (including, but not limited to the Member Organization's team doctor, photographer, goalie coach, hockey director, board member, parent, etc.) other than team coaches, players and/or staff listed on the official 1-T roster or in HockeyShift, are eligible to be present on the game bench; provided, however, that:

- a) Any such player listed on the official 1-T roster that is injured, or otherwise unable to participate in game play, is NOT eligible to be on the player bench regardless of game apparel or protective equipment.
- b) Suspended players are NOT allowed on the player bench.
- c) The Head Coach of any team found to be in violation of this Section shall be suspended for the team's next DSTHL game.

### **33. Protests**

A team wishing to protest a game may only protest the opposing team's use of an ineligible or illegal player or coach. A protested game must be recorded as a protest on the game sheet.

A copy of the game sheet and a fifty-dollar (\$50) protest fee must be received by the DSTHL Executive Board within forty-eight (48) hours of the protested game.

If the protest is ruled to be valid, a decision will be reached and the fifty-dollar (\$50) fee will be refunded.

### **34. Standings**

League standings will be determined on points as follows:

- Three (3) points for a regulation win
- Two (2) points for an overtime or shootout win
- One (1) point for overtime or shootout loss
- Zero (0) points for a loss in regulation time

Playoff seeding is determined by points earned during the regular season. However, in the event that a regular season League game cannot be played due to circumstances beyond the control of the teams involved, the final standings for those teams with fewer games are based on the percentage of points earned based on total games actually played by those teams.

### **35. Tie Breakers**

In the event two (2) or more teams are tied in the standings at the end of the season the following tiebreakers will be used to determine final standings:

- Head-to-head points earned amongst tied teams.
- Most regulation wins in League play.
- Goal differential (goals scored minus goals against) in all games (includes overtime and winning shootout goal).
- Fewest goals against in all League games (includes overtime and winning shootout goal).
- Fewest PIM.
- Pre-season games will not count towards regular season standings or tiebreaker policy.



### **36. Modifications and Interpretations**

The DSTHL has attempted to anticipate the majority of policies and rules that are needed to ensure smooth operation of the League. No doubt situations will arise that are either not addressed in current League documents or may appear ambiguous to one or more participants (players, coaches, Member Organizations, etc.).

In all cases the DSTHL Executive Board reserves the right to interpret policies and rules in the best interests of the League members. Should a situation or circumstance arise that is not explicitly addressed in League rules, the DSTHL Executive Board has the discretion to rule on the issue and implement policy for the current and future seasons.

All League decisions are final and all Member Organizations agree to abide by the rules and follow dispute resolution through the DSTHL Executive Board.

## APPENDIX A

- Amarillo Jr. Jackalopes      Amarillo Civic Center Complex
- Dallas Penguins              StarCenter Plano
- Dallas Stars Elite            StarCenter Valley Ranch
- Houston Wild                  Bellerive Ice Center
- McKinney North Stars        StarCenter McKinney
- Oklahoma City Oil Kings      Arctic Edge Ice Arena
- Odessa Jr. Jackalopes        Ector County Coliseum
- San Antonio Jr. Rampage      Northwoods Ice Center
- Texas Jr. Brahmas            NYTEX
- Texas Jr. Stars (Austin)        Chaparral Ice at The Crossover
- Tulsa Jr. Oilers                Oilers Ice Center
- Texas Tigers                    StarCenter Farmers Branch
- Texas Warriors                 StarCenter Richardson