

P. Fair Play

1. All leagues administered by MH shall use Fair Play rules to determine league standings. League standings will be determined using the following Fair Play point system: Win = 2 points, Tie = 1 point, Loss = 0 points, plus 1 Fair Play point. The following delineates the recommended Fair Play rules. Leagues may amend these rules by submitting changes in writing for approval by the HEP committee prior to the start of the league.
2. When Fair Play is in effect, each team starts the game with their Fair Play point. They will lose their Fair Play point if:
 - a. Total Fair Play penalty minutes criteria is exceeded.
 - b. Per Conduct Rule XIV.C.2, spectator conduct becomes so abusive that, in referee(s)' opinion, it is distracting from the game or inciting players, requiring referee(s) stop play and request specified individuals leave the arena.
 - c. Coach is assessed a Game Misconduct or Match Penalty.
 - d. An off-ice official (timekeeper, scorekeeper, penalty box attendant) provided by one of the teams exhibits conduct that results in the person being removed from their position by the referee(s).
3. Fair Play total "equivalent" penalty minute criteria. (Criteria based on 1 hour games for Peewee/12&Under and below and 1.5 hour games for Bantam/14&Under and up.)
 - a. Squirt - 10 minutes
 - b. Pee Wee - 12 minutes
 - c. Bantam - 14 minutes
 - d. 16 & Under - 16 minutes
 - e. Jr. Gold - 16 minutes
 - f. Girls 10 & Under - 8 minutes
 - g. Girls 12 & Under - 10 minutes
 - h. Girls 14 & Under - 12 minutes
 - i. Girls 16 & Under - 14 minutes
4. Girls 19 & Under - 14 minutes
For the purposes of total Fair Play penalty minutes, the following outlines the penalty "equivalency" minutes associated with each of the following classification of penalties:
 - a. Minor or Bench Minor Penalty - 2 minutes
 - b. Major Penalty - 5 minutes
 - c. Misconduct Penalty - 10 minutes
 - d. Game Misconduct Penalty - 10 minutes
 - e. Match Penalty - 10 minutes
 - f. Check from Behind (2 & 10) - 12 minutes
 - g. Misconduct for no mouth guard - 2 minutes
 - h. Penalty Shot – Equivalent minutes to penalty assessed.
5. In the event of a tie between two or more teams in the final league standings, the following process shall be used to determine position in the standings. When the tie involves two teams, the tie breaking formulas shall be used in succession until the tie is broken beginning with 5.a. When the tie involves three or more teams, their position in the standings shall be determined by the following tie-breaking process. If one formula establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process again at formula
 - a. Head to head competition among tied teams including Fair Play points.
 - b. Most Fair Play points earned in league play.
 - c. Largest goal differential among tied teams.
 - d. Greatest quotient; goals for divided by goals against among tied teams.
 - e. Record against teams finishing higher than tied teams in league play.
 - f. Largest goal differential against teams finishing higher than tied teams in league play.
 - g. Greatest quotient goals against teams finishing higher than tied teams in league play.

- h. Largest goal differential for all league play.
 - i. Greatest quotient goals for divided by goals against for all league play.
 - j. Flip of a coin by a league official in the presence of the District Director.
6. For Squirts and 10 & Under leagues, Fair Play point standings may be kept and published. An individual Minnesota Hockey Fair Play Sportsmanship award is available for teams earning 90% of their Fair Play points during league play.
 7. Forfeits: The team that initiates the forfeit does not receive the Fair Play point. The team not forfeiting receives their Fair Play point, unless the forfeit is mid-game and they have already lost the Fair Play point.