

**CHILLIWACK ADULT HOCKEY LEAGUE RULES & REGULATIONS  
FALL & WINTER/SPRING & SUMMER**

**PART I – RULES & REGULATIONS**

1. RULES OVERVIEW
2. CAHL LEAGUE OFFICIALS
3. TEAM REPRESENTATIVES
4. WAIVER FORMS
5. INSURANCE
6. LEAGUE PAYMENT POLICY
7. FACILITY & DRESSING ROOMS
8. ALCOHOL & SMOKING POLICY
9. FIRST AID SUPPLIES
10. GAME CANCELLATIONS, DELAYS, and FORFEITURES
11. LINEUPS & STATISTIC CORRECTIONS
12. EQUIPMENT
13. TEAM JERSEYS
14. MINIMUM NUMBER OF PLAYERS
15. PLAYER ELIGIBILITY, ROSTER LIMITATIONS, and INJURIES
16. FANS AND COACHES
17. ON-ICE GAME OFFICIALS
18. GAME TIMING
19. BODY CHECKING & SLAPSHOTS
20. ICING THE PUCK & TWO LINE PASSES
21. TIME-OUTS
22. LINE CHANGES

**PART II – PENALTIES, SUSPENSIONS & BONDS**

23. PENALTY RECORDING PROCEDURE
24. GAME EJECTIONS
25. PENALTIES
26. PENALTY & PERFORMANCE BONDS
27. SUSPENSIONS
28. FIGHTING

**PART III - LEAGUE OPERATING PRACTICES**

29. SEASON STRUCTURE
30. DIVISIONAL ALIGNMENT & REALIGNMENT
31. ADJUSTEMENT OF TEAM POINTS, INDIVIDUAL POINTS AND GOALIE AVERAGES
32. TIE-BREAKERS
33. PLAYOFF FORMATS
34. EMERGENCY RULE CHANGES

## **PART I – RULES & REGULATIONS**

### **1. RULES OVERVIEW**

Hockey Canada rules will apply unless otherwise stipulated in the Chilliwack Adult Hockey League (CAHL) rules. The following CAHL rules either supplement or negate the rules in the Hockey Canada rule book.

### **2. CAHL LEAGUE OFFICIALS**

CAHL officials include both on-ice and off-ice officials and staff. Off-ice staff includes scorekeepers, conveners, Arena staff, and other persons that do not hold these titles, but are deemed by the League to be suitable to submit evidence regarding league matters if required.

### **3. TEAM REPRESENTATIVES**

All teams must designate a team representative and an alternate representative. The team representative must sign a league contract stipulating the payment policy and payment dates. Team Representatives will provide all pertinent registration paperwork, including the signed registration form, team roster form, signed waiver form, and a questionnaire form. The CAHL will communicate all league and team related matters through the team representative or the alternate representative. It is the team representative's responsibility to forward all communications to their teammates.

### **4. WAIVER FORMS**

4.1. In order to participate in the CAHL all participating players and team officials must:

a) register and submit player registration/waiver form prior to the player's first game;

b) sign the team waiver form prior to the player's first game. Those playing on multiple teams must submit a waiver for each team. It is the responsibility of the team rep to ensure that all of his/her players sign the team waiver and submit the online player waiver. **Players that do not complete both forms will not be allowed on the ice.**

### **5. INSURANCE**

5.1. The CAHL provides insurance through CARHA which is built into the league fee. Details can be found here: <http://www.carhahockey.ca/7/insurance>

Teams must completely fill out the roster insurance form to be covered.

### **6. LEAGUE PAYMENT POLICY**

6.1. The CAHL requires its teams to provide post-dated cheques or to pre-authorize credit card transactions for the designated payment dates. Payments may also be made online via the registration system in use by the Chiefs Development Group.

6.2. Teams must make payments on or before the payment dates outlined in the payment schedule.

6.3. Teams will pay an administration fee of \$100.00 for any cheque that does not, for whatever reason, clear the bank.

6.4. Teams that don't pay their league fees by the indicated due date, will forfeit their next game and be administered a \$300 late fee. This fee is non-negotiable.

### **7. FACILITY & DRESSING ROOMS**

7.1 Assigned dressing rooms may not be entered no more than 30 minutes before ice time and dressing rooms are to be clean and cleared within forty-five (45) minutes after completion of each game. Teams staying over the allotted forty-five (45) minutes will forfeit their next game and be assessed a \$250 fine. The fine will double with each offence. **Please Note: Teams are still expected to show up and play**

**their next game even though it will be logged as a forfeit.**

7.2 Room assignments will be posted on the whiteboard at the entrance of the secondary rink.

## **8. ALCOHOL & SMOKING POLICY**

The consumption of alcohol in the dressing rooms, bleachers, parking lot, or other unlicensed areas is strictly prohibited. A violation of this policy will result in the removal of the team for which an offending player is registered. Smoking is strictly prohibited anywhere inside Arena. A fine of \$300 will be levied to any team found smoking in the dressing rooms or in any other restricted areas of the Arena.

## **9. FIRST AID SUPPLIES**

Teams must supply their own first aid supplies as a primary resource in the event of injury.

## **10. GAME CANCELLATIONS, DELAYS, AND FORFEITURES**

10.1. League officials may stop, cancel, or delay a game in the event of poor ice conditions or other concerns related to the safety of players. Rescheduling games will be at the option of the CAHL.

10.2. In the event of cancellations due to poor weather conditions, rescheduling games will be at the discretion of the CAHL.

10.3. All games must start on time to ensure that other user groups are not negatively impacted by late starting games. Should teams not be ready to start the game at the scheduled time, the timekeeper will start the clock. If a team is not on the ice at the five (5) minute mark of running time, they will forfeit the game.

10.4 Games cannot be cancelled if less than 72 hours' notice is given. Should a team/team(s) give less than 72 hours' notice the league may do one of the following:

- Award a forfeit
- Wipe the game off the schedule with no points being given to either team.

10.5 There are no cancelled/rescheduled games. All games are to be played as scheduled. Any team failing to fulfill their schedule obligations will be fined as per Rule 10.7.

10.6 Any games that may be rescheduled will be played at either 10:45pm for fall/winter, 10:30pm spring/summer.

10.7 Any team(s) that forfeit will be penalized \$350 which must be paid prior to the start of their next scheduled games.

## **11. LINEUPS & STATISTIC CORRECTIONS**

11.1. It is the responsibility of the team representative, or an appointed substitute, to ensure that player numbers are entered correctly on the game sheet, and that only players who are present are accounted for. If a player arrives after the start of the game it is the team's responsibility to identify the player to the timekeeper so that they are registered for that game. There will be no changes made to the roster after the completion of the game.

11.2. Requests to correct statistical data on the game sheet must be submitted by the team representative, or an appointed substitute, during the game, or following the conclusion of the game. Correcting the referee immediately after a goal usually assures the proper allocation of statistics.

## **12. EQUIPMENT**

12.1. Players must wear CSA approved hockey helmets and helmet hardware. Players without proper helmets, chinstraps, and helmet clips will not be permitted on the ice during a game. Absolutely no substitutions will be permitted.

12.2. To protect against possible serious facial injury the CAHL highly recommends the use of full face shields; and when in use they must be CSA approved. The use of full face shields is not mandatory; however players that choose to play without facial protection do so at their own risk.

12.3. Goaltenders are not permitted to wear cat eye masks.

12.4. Failure to correct a piece of equipment immediately following a warning will automatically result in a minor penalty. The offending player may not return to play in that game, or any subsequent games, until the problem has been rectified and approved by a league official.

### **13. TEAM JERSEYS**

13.1. It is recommended that teams shall have two (2) full matching set of jerseys with numbers for each player participating in the game. The goaltender will be allowed to wear a sweater that is the predominant color of the team. He is also the only one on the ice to play without a number.

13.2. If there is a color conflict the home team will be required to change jerseys, or if necessary and available the league convener will provide pinnies.

13.3. No players on any team may wear identical numbers: minor penalty (illegal equipment). Tape is not allowed to be used a means to create a temporary number on a sweater.

13.4. If a jersey or a piece of equipment has been deemed illegal by a referee or league official it must be replaced. A taped number is not acceptable. Failure to do so will result in a penalty.

13.5. Goalies cannot wear the same colour jersey as the opposition, and must wear a jersey that is close in colour to their team. Failure to comply may result in a minor penalty for delay of game until the change is made.

### **14. MINIMUM NUMBER OF PLAYERS**

14.1. A team with no goalie can begin the game with no goalie. The team with no goalie may play with 6 players on the ice as long as they have one player remain the red line at all times. Any player may stay behind the red line. The goalie must arrive before 12 minutes on the clock has expired or the team with no goalie will forfeit the game. The game may be finished as a friendly game if both teams decide too.

14.2. In the event of a goaltender injury/departure a team may either substitute one of their dressed players immediately, or may play with 6 skaters (none of whom will have goaltender privileges).

14.3. For Major penalties, Gross Misconducts, Game Misconducts, Misconducts, and Match penalties to a goalie, the goalie may be allowed to continue playing. All discipline will be assessed after the conclusion of the game. If the referees deem it inappropriate to allow the goalie to continue playing then the goalie will be ejected and a sixth player will be allowed to fill in for the goalie (see rule 13.3.).

14.4. Goalies receiving three minor penalties in a game will not receive a game ejection. However, an automatic one game suspension will be assessed for that team's next game.

14.5. Any team who is unable to ice a minimum of three skaters and a goalie for any face-off other than the opening face-off (see rule 13.1.) will forfeit the game.

### **15. PLAYER ELIGIBILITY, ROSTER LIMITATIONS, AND INJURIES**

15.1. Rosters are limited to 22 players, 20 players and 2 goalies.

15.2. Players must be at least 19 years of age in order to participate in the CAHL. Teams may register players who are turning 19 years old during the course of the designated playing season.

15.3. Players and goalies may play for more than one team in the CAHL. However, no player may be registered on more than one team in the same division.

15.4. Players cannot spare in the same division in which they are registered unless they are approved by their opponent and league officials. Regardless of approval, a game day roster may not be topped up to more than eight players with the use of same division spares. During the playoffs no player may spare in the same division in which they are registered.

15.5. All players who spare for a team must pay the Arena League Convener \$10 prior to the start of their game in order to be listed on the team roster for the game in which they are sparing.

15.6. (A) To be eligible to participate during the playoffs players must have played a minimum of ten (10) regular season games (fall/winter) and five (5) regular season games (spring/summer) with the team they wish to play for in the playoffs. If a team's full-time goalie has a legitimate reason for not being available to play a playoff game the team may use a spare goalie. However, the spare goalie must be approved by the CAHL Convener a minimum of 48 hours prior to the game. Failure to have a goalie approved may result in a default.

15.6 (B) – The use of an ineligible player in playoffs will result in automatic forfeit of the offending team whether the ineligible player was noticed, prior to, during, or after the game.

15.7 Teams playing in the 30+ Division may carry 2 underage players on their roster. Players are not to be younger than 25 years of age.

15.8 Teams playing in the 40+ Division may carry 3 underage players on their roster. Players are not to be younger than 35 years of age.

15.9 Roster freeze will date will be: Fall/Winter January 31 Spring/Summer: June 15. These dates may be altered if league convener and management feel it is in the best interest of the league to do so.

15.10 After six (6) games spares are considered roster players.

15.11 (A) Injuries: Should a player become injured and unable to play for two (2) or more the team must notify the CAHL League Convener ([leagues@prosperacentre.com](mailto:leagues@prosperacentre.com)) and the Administration Office ([chilliwack@prosperacentre.com](mailto:chilliwack@prosperacentre.com)) **by email** and notify them of the injury. The player in question will be placed on the Injury Reserve list and the missed games will not count against the player's game count and playoff eligibility. In order for the player to return to action a doctor's note must be presented to the CAHL League Convener giving them medical clearance to play.

15.11 (B) Failure to notify to the CAHL League Convener of any injuries that has resulted in a player not meeting the minimum number of games for playoff eligibility will result in that player not being eligible for playoffs. There will be no exceptions.

15.12 The CAHL reserves the right to refuse any player entrance into the league.

15.13 The CAHL reserves the right to move any team with dominant players to a different division, or require that dominant players be replaced.

15.14 The CAHL reserves the right to default a game if a team brings out a spare that is of an unreasonably and noticeably higher skill level than the division standard.

## **16. FANS**

The team representative, or a substitute in the representative's absence, is responsible for the conduct of the team's fans. Should the conduct of the fans be deemed inappropriate, the on or off-ice officials may tell the team representative to ask them to cease their inappropriate conduct, and/or ask them to leave the arena. Unsportsmanlike penalties and suspensions will be assessed in the event that the inappropriate conduct should continue.

## **17. ON-ICE GAME OFFICIALS**

Game officials shall be on the ice as soon as the Zamboni is off and shall remain on the ice until both teams have left the ice surface.

## 18. BODY CHECKING & SLAPSHOTS

18.1. Body checking is not allowed in any division.

18.2. Slap shots are permitted in all divisions.

## 19. ICING THE PUCK & TWO-LINE PASSES

19.1. The icing marker will be the red line.

19.2. Icing will be called even if the puck travels through the goal crease.

19.3. Two-line passes are legal; the red line will **NOT** be in play.

## 20. TIME-OUTS

Each team is allowed 1 time out.

## 21. LINE CHANGES

Players will only be allowed to change on the fly except during the following: an icing call, a goal, a penalty, an injury, or the end of a period.

## PART II – PENALTIES, SUSPENSIONS & BONDS

### 22. PENALTY RECORDING PROCEDURE

MINOR	2 MINUTES
MAJOR	5 MINUTES (STATISTICALLY = 2 PENALTIES)
MISCONDUCT	10 MINUTES (STATISTICALLY = 3 PENALTIES)
MISCONDUCT (last 10 Min. of 3rd per.)	TBD SUSPENSION
GAME MISCONDUCT	IMMEDIATE EJECTION (STATISTICALLY = 3 PENALTIES)
GAME EJECTION	IMMEDIATE EJECTION (STATISTICALLY = 1 PENALTY)
GROSS MISCONDUCT	IMMEDIATE EJECTION (STATISTICALLY = 5 PENALTIES)
MATCH	6 MINUTES+ IMMEDIATE EJECTION (STATISTICALLY= 5PENALTIES)

### 23. GAME EJECTIONS

Rather than penalize the team, referees may issue game ejections for players. This type of penalty may result in an additional suspension.

### 24. PENALTIES

24.1. The first face-off of a power play will be placed in the defending zone of the team that committed the penalty, unless during the period of the delayed penalty call the team not being penalized contacts the puck with a high stick, ices the puck, or when the attacking teams' defense enter the outer edge of the end face-off circle during an altercation, gathering or "scrum", then the face-off will be placed in the neutral zone nearest the defending blue line of the team causing the stoppage.

24.2. Players must remain off the ice surface until the Zamboni has left and the doors are closed. Failure to do so may result in a minor penalty.

24.3. Contacting the puck with the stick above shoulder height is prohibited. When it occurs, play shall be stopped immediately, and a face-off will take place in the offending team's defensive zone. **NOTE:** The

crossbar is not an applicable point of reference for high sticking. That is an NHL rule.

24.4. Verbal abuse of on-ice officials, off-ice league officials, and opponents will not be tolerated. Suspensions may be levied in cases where abusive, offensive, derogatory language, racial slurs, and/or obscene gestures are directed toward officials and opponents.]

24.5. Physical abuse of on-ice or off-ice officials may result in a permanent CAHL ban.

24.6. All actions, penalized or otherwise, both on and off the ice are subject to league discipline.

24.7. **Disciplinary Committee:** Any players receiving Majors, Misconducts, Game & Gross Misconducts, Game Ejections and Match penalties will have their actions reviewed by the league. The league may assess additional suspensions, or request bonds depending upon the penalty and the players' history. Referee write-ups are mandatory for these penalties.

24.8. **Major Penalties:** Will all be accompanied by a Game Misconduct.

24.9. **Double Minor Penalties:** Count as two penalties under the game ejection rule for three penalties in one game.

24.10. **Misconducts During the Last 10 minutes of a Game:** May result in a minimum one game suspension. The same applies for misconducts immediately following a game.

24.11. **Ejected Players:** Players ejected from a game for any reason whatsoever must immediately proceed to their respective dressing rooms. After changing into street clothes the player may then return to watch the game from the stands only. If the individual fails to follow this rule or causes any disturbance whatsoever, especially on preventing the game from continuing its regular flow, the player may be subject to an additional suspension.

24.12. **Three Penalties in a Game:** Any player receiving three minor penalties during the same game will be ejected. Goalies may be allowed to continue playing (see rule 13.4). Any player being ejected for three (3) minors for the third time may be subject to disciplinary action by the league committee.

24.13. **Delayed Penalties:** All delayed penalties will be recorded on the official CAHL game sheet. If an opposing team scores on the delayed call, the individual(s) who was to be assessed the delayed penalty will not serve the penalty (MINORS ONLY), but will have the penalty(s) recorded and counted towards the individual's maximum allowable number of minor penalties in one game.

24.14. **Serving Another Player's Penalty:** No player may serve another team member's penalty except in the following situations:

- i) A penalty assessed to the goalie (player must be on the ice at the time of the infraction).
- ii) A penalty assessed to a player having been ejected from the game.
- iii) Any minor penalty assessed to a player having to leave the game because of an injury.
- iv) For any Misconduct penalty resulting in an ejection or injury to that player, no other player is required to serve this penalty.

**NOTE:** Players may rotate from the bench to the penalty box when serving an ejected player's major penalty, but there has to be one player in the penalty box when the penalty expires, otherwise the team will continue to play short-handed until the next whistle.

## 25. PENALTY & PERFORMANCE BONDS

25.1. **Personal Penalty Bond:** Any player amassing the following penalty totals will be subject to the following fines and suspensions:

### Winter Season (Including playoffs)

60 PIMS - 1 game suspension

90 PIMS – 2 game suspension & \$200 player bond

110 PIMS – 5 game suspension and meeting with league

## Summer Season (Including playoffs)

55 PIMS - 1 game suspension

85 PIMS – 2 game suspension & \$200 player bond

105 PIMS - 5 game suspension and meeting with league

**25.2. Personal Performance Bond:** Individual players may have to post personal performance bonds to continue to play in the CAHL. Performance bonds are a minimum \$200 in cash, which the player in question must pay prior to resuming league play. The performance bond is the final warning for a player. If a player is suspended while on a performance bond they will lose the bond and their playing privileges in the CAHL for at least the remainder of the season.

Reasons for performance bonds include but are not limited to:

- i) Severe infraction of the rules (not serious enough to warrant a complete season suspension).
- ii) Repeated disregard for the rules and safety of players, referees, or league officials.
- iii) Player has amassed over 50 minutes in penalties in the past season in the CAHL
- iv) Player has received a severe suspension from other Adult Hockey Leagues.

## 26. SUSPENSIONS

All suspensions will be issued in accordance with BC Hockey and Hockey Canada's recommendation for minimum suspensions which are clearly outlined at the end of this document.

**26.1 Suspension Overview:** CAHL players may be suspended for any injurious, dangerous or objectionable on or off-ice offenses. This includes offences that have gone unnoticed by officials, were not called, or were only penalized as a minor penalty at the time of the infraction.

**26.2.** Any altercation in the hallway may result in a suspension. This includes verbal abuse.

**26.3. Playing under Suspension:** Unless otherwise stipulated by the CAHL, suspended players may not play with other CAHL teams for whom they are registered or for whom they wish to spare until the suspension has been fully served with the original team. Any team that is found to be using a player who is under suspension, an illegal player, or a player using an alias, will be assessed the following penalties: (this will be at the discretion of the suspension committee)

- i) The final score of the game will be recorded as '0' for the team using the illegal player. 3-0 will be the default score if the margin of victory is less than 3 goals in favour of the non-offending team.
- ii) The illegal player will have an additional 5 game suspension
- iii) Teams using suspended/illegal players may also have their team representative PLUS their top scorer (reps will not count as a top scorer) suspended for that team's next game.

**27.4. Sparring While under Suspension:** A suspended player may not spare for any team until the suspension with the original team has been served.

**27.5.** Team representatives will be held responsible for spare players' actions. A suspension to a spare player may result in an additional suspension to the team representative.

**27.6.** Suspended players may watch the game from the stands only. They may not watch the game from the bench.

**27.7.** Misconduct in the last 10 minutes of the 3rd period will result in an automatic 1 game suspension.

**28. Suspension Appeals** – If a team/player wishes to appeal a levied suspension a review will only be conducted when a \$350 cheque accompanies the appeal. All appeals must be made within 24 hours of the suspension being levied. An independent committee will be struck to review the suspension and the circumstances surrounding it. If the committee upholds the suspension the \$350 cheque will be forfeited and cashed. Should the committee alter the suspension the \$350 cheque will be returned. All decisions of the committee are final.

28.1 Player(s) appealing suspension may continue to play while the suspension is under review.

## **29. FIGHTING**

29.1. Fighting may result in a minimum of one (1) game up to an indefinite suspension, with the instigator/aggressor receiving a minimum of one additional game. Any player taking physical advantage of an unwilling and non-punching opponent *may* be banned for life from the CAHL. This is not a goon league, and league officials will not tolerate intimidation and revenge on the ice. Please note that criminal charges may be pursued and are a very real possibility.

29.2. After completing their suspension, suspended players must put up a performance bond prior to returning to play. Failure to put up the bond will result in the suspension carrying over until the bond is paid. The bond is non-refundable should the player in question receive another suspension.

First Offence: \$75      Second Offence: \$125      Third Offence: \$250

**NOTE:** Gloves don't have to be off for an altercation to be deemed a fight.

## **PART III - LEAGUE OPERATING PRACTICES**

### **30. SEASON STRUCTURE**

30.1. Fall/Winter Season: Each team is guaranteed a minimum of 30 games, including tiering rounds and a minimum of 2 playoff games. Playoffs will be a double knock out format.

30.2. Spring/Summer Season: Each team is guaranteed a minimum of 14 games, plus 2 playoff games. Playoffs will be a double knock out format.

### **31. DIVISIONAL ALIGNMENT & REALIGNMENT**

31.1. At the beginning of the season teams are placed in their respective divisions based on team skill level, age, and past level of play.

31.2. Upon the completion of the pre-realignment games a divisional realignment may take place. Teams that are either too strong or too weak for their divisions will be moved up or down according to their level of play. Teams that are moved will assume the division average for points. Players' individual stats will carry over in full.

31.3. Further divisional realignment may take place at the midway point of the season if a reasonable level of parity was not achieved with the first realignment.

### **32. TIE-BREAKERS**

32.1. The following tie-breakers will be used if two or more teams are tied in points:

- i) Most wins
- ii) Goal Differential (Goals For minus Goals Against)
- iii) Fewest penalties
- iv) Goals Against
- v) Coin Toss

**NOTE:** Winning percentages are applied if teams in a division have not played an equal number of games.

32.2. Elimination games that require a winner will end in a shoot-out during which five players will shoot for each team. The players will shoot in the order they have been registered on the shoot-out form. If the game is still tied after five shooters a sudden-death shoot-out will ensue. Teams will then run through the same five players in the same order that they appeared during the first round. A player that is in the penalty box at the end of regulation time will be allowed to take part in the shoot-out unless serving a major penalty. Ejected players may not return for the shoot-out.

### 33. PLAYOFF FORMATS

All teams are eligible for the double knockout portion of the playoffs. The division formats are based on the number of teams per division. As the match-ups become available the schedule will be posted on the playoff website which is linked through the main site, or at <http://www.pointstreak.com/players/players-organizations.html?orgid=509>

33.1. All teams will qualify for the playoffs

33.2. Games will be scheduled according to final regular season standings. Standings include all games played during the season.

33.3. In the event two or more teams are tied in total points, the following process will be used to determine playoff order: i) Best winning percentage between teams involved ii) Most wins iii) Goal differential (Goals for minus Goals against) iv) Fewest Goals Allowed v) Most goals scored vi) Fewest penalties vii) If a further tiebreaker is still required after the above, a flip of the coin will decide the winner.

33.5 The division formats are based on the number of teams per division.

**Note:** The CAHL reserves the right to amend these rules on an as needed basis if it is deemed that it is in the best interest of the league.

## MAJOR AND GAME MISCONDUCT MINIMUM SUSPENSIONS

All minimum suspensions shall commence upon the conclusion of the game in which the infraction(s) occurred. Should a Game Misconduct associated to one (1) of the following infractions occur within the last ten (10) minutes of regular playing time or any time in overtime, Rule 4.6 (c) will also apply resulting in an additional one (1) game suspension.

MAJOR PENALTY & GAME MISCONDUCTS	RULE	PENALTY DESCRIPTION: NON-FIGHTING MAJOR PENALTIES	MINIMUM SUSPENSION
	6.2	Boarding	1 Game
	6.2	Body Checking	1 Game
	6.3	Charging	1 Game
	6.4	Checking from Behind	1 Game
	6.5	Head Contact	1 Game
	6.6	Elbowing / Kneeing	1 Game
	8.2	Cross-Checking	1 Game
	8.4	Slashing	1 Game
	ACCUMULATION SANCTIONS		ADDITIONAL SUSPENSION
Player	Receiving two (2) Majors in the same season for any of the above infractions		2 Games
	Receiving three (3) Majors in the same season for any of the above infractions		4 Games
	Receiving four (4) Majors in the same season for any of the above infractions		Indefinite Suspension
Coach	Team receives three (3) Majors in the same game for any of the above infractions		1 Game
	For a 2 <sup>nd</sup> violation of the above		3 Games
	For a 3 <sup>rd</sup> violation of the above		Indefinite Suspension

**NOTE:** For the purpose of this bulletin, all “accumulation sanctions” are to be served in addition to the applicable minimum suspension for any original infraction.

E.g. Should a player receive a Major penalty and Game Misconduct for one (1) of the above infractions, they will receive a one (1) game suspension. Should this penalty be the player’s second major penalty of the season under this section, the player will receive an additional two (2) game suspension, for a total of a three (3) game suspension.

FIGHTING AND OTHER ALTERCATIONS	RULE	FIGHTING PRE-GAME / POST-GAME ALTERCATIONS	MINIMUM SUSPENSION
		Any player involved in pre-game or post-game altercations where Majors and Game Misconducts are assessed	2 Games
		Coach of team whose players are so penalized	Indefinite Suspension
		Any team involved in a pre-game or post-game brawl	Indefinite Suspension
	RULE	FIGHTING	MINIMUM SUSPENSION
	6.7 (a)	Any player who engages in his 1 <sup>st</sup> fight in a season	1 Game
	6.7 (h)	Third (3 <sup>rd</sup> ) player in a fight	2 Games
	6.7 (h)	Any player receiving a fighting major penalty, which is a result of a second or subsequent fight during the same stoppage of play.	2 Games
	RULE	INSTIGATOR & AGGRESSOR	MINIMUM SUSPENSION
	6.7	Instigator or Aggressor 1 <sup>st</sup> Offence	1 Game
	6.7	Instigator or Aggressor 2 <sup>nd</sup> Offence	2 Games
	6.7	Instigator or Aggressor 3 <sup>rd</sup> Offence	3 Games
	6.7	The Coach of a team whose player is penalized for a third offence of Instigator or Aggressor	3 Games
	RULE	LEAVING THE PLAYERS BENCH	MINIMUM SUSPENSION
	9.5 (b)	Any player identified as the first to leave the <b>players’ bench</b> during a fight	3 Games
	9.5 (d)	Any player identified as the first to leave the <b>penalty bench</b> during a fight	4 Games
	9.5	The Coach of the team whose player is penalized under the above two points.	3 Games
	9.5 (c)	The Coach whose player left the player bench but is not identified as the first to leave the players or penalty bench during an on ice altercation	1 Game
	ACCUMULATION SANCTIONS		ADDITIONAL SUSPENSION
	Player	Player receiving 2 <sup>nd</sup> Fighting Major Penalty Offence in the season	
Player receiving 3 <sup>rd</sup> Fighting Major Penalty Offence in the season		4 Games	
Player receiving 4 <sup>th</sup> Fighting Major Penalty Offence in the season		Indefinite Suspension	
Coach	Coach whose team engages in three (3) or more fights in a game		1 Game
	For a 2 <sup>nd</sup> violation of the above		3 Games
	For a 3 <sup>rd</sup> violation of the above		Indefinite Suspension

## GROSS MISCONDUCTS MINIMUM SUSPENSIONS

All minimum suspensions shall commence upon the conclusion of the game in which the infraction(s) occurred. Should a Gross Misconduct associated to one (1) of the following infractions occur within the last ten (10) minutes of regular playing time or any time in overtime, Rule 4.7 (c) will also apply resulting in an additional one (1) game suspension.

- a) All Gross Misconduct penalties will receive a minimum suspension of three (3) games.
- b) Gross Misconducts for racial slurs and obscene gestures in Minor Hockey will receive a minimum suspension of six (6) games.
- c) All Gross Misconducts will be reviewed and further disciplinary action may be taken on gross misconducts for obscene gestures and **harassment** of officials.

GROSS MISCONDUCTS	RULE	PENALTY DESCRIPTION	MINIMUM SUSPENSION	
	3.6	Removing Helmet	3 Games	
	4.7	Gross Misconduct for making a travesty of the game	3 Games	
	9.2 (f)	Verbal taunts, insults, racial slurs or intimidation based on discriminatory grounds	6 Games	
	ACCUMULATION SANCTIONS		ADDITIONAL SUSPENSION	
	Player	Any Player receiving two (2) Game or Gross Misconducts under Rule 9.2 in a season		4 Games
		Any Player receiving three (3) Game or Gross Misconducts under Rule 9.2 in a season		Indefinite Suspension
	Coach	Any Coach whose team receives two (2) Game or Gross Misconducts under Rule 9.2		4 Games
		Any Coach who receives two (2) Game or Gross Misconducts under Rule 9.2 in a season		4 Games
		Any Coach who receives three (3) Game or Gross Misconducts under Rule 9.2 in a season		Indefinite Suspension

**NOTE:** For the purpose of this bulletin, all “accumulation sanctions” are to be served in addition to the applicable minimum suspension for the original infraction.

E.g. Should a player or team official receive a Gross Misconduct for making a ‘travesty of the game’, they will receive the minimum suspension of three (3) games. Should this penalty be the player’s second Gross Misconduct of the season under this section, the player or team official will receive an additional four (4) game suspension, for a total of seven (7) games.

## HARASSMENT OF OFFICIALS – Hockey Canada Rule 9.2

All minimum suspensions shall commence upon the conclusion of the game in which the infraction(s) occurred. Should a Game or Gross Misconduct associated to one (1) of the following infractions occur within the last ten (10) minutes of regular playing time or any time in overtime, Rule 4.6 (c) or Rule 4.7 (c) will also apply resulting in an additional one (1) game suspension.

GAME & GROSS MISCONDUCT	RULE	PENALTY DESCRIPTION: HARASSMENT OF OFFICIAL	MINIMUM SUSPENSION	
	9.2	Harassment of Officials - When Game Misconduct is assessed	2 Games	
	9.2	Harassment of Officials - When Gross Misconduct is assessed	3 Games	
	ACCUMULATION SANCTIONS			
	Player	Receiving two (2) Game or Gross Misconducts under Rule 9.2 in the same season		4 Games
		Receiving three (3) Game or Gross Misconducts under Rule 9.2 in the same season		Indefinite Suspension
	Coach	Receiving two (2) Game or Gross Misconducts under Rule 9.2 in the same season		4 Games
		Receiving three (3) Game or Gross Misconducts under Rule 9.2 in the same season		Indefinite Suspension

## MATCH PENALTY MINIMUM SUSPENSIONS

		RULE	PENALTY DESCRIPTION	MINIMUM SUSPENSION IF NO INJURY RESULTS	MINIMUM SUSPENSION IF INJURY RESULTS
		<b>MATCH PENALTIES</b>	6.1 (a)	Attempt to Injure or Deliberate Injury	
6.1 (b)	Head Butting			3 Games	6 Games
6.1 (c)	Kicking			3 Games	6 Games
6.1 (d)	Hair pulling or grabbing facial protector, helmet, chinstrap or throat protector of opponent			3 Games	6 Games
6.1 (e)	Use of facial protector as a weapon			3 Games	6 Games
6.1 (f)	High Sticking, Slashing, Cross Check, Butt-end or Spearing			3 Games	6 Games
8.1 8.5					
6.2	Boarding			3 Games	6 Games
6.2	Body Checking			3 Games	6 Games
<b>6.3</b>	Charging			3 Games	6 Games
6.4	Checking from Behind			4 Games	Indefinite Suspension
6.5	Head Contact			4 Games	Indefinite Suspension
<b>6.6</b>	Kneeing / Elbowing			3 Games	6 Games
6.7 (e)	Wearing ring, tape or material on hands & using it to gain an advantage or inflict punishment			3 Games	6 Games
7.4 (b)	Tripping (slew foot)			3 Games	6 Games
9.6 (a)	Abuse of Official(s)			30 Days	
9.6 (b)	Abuse of Official(s)			45 Days	
9.6 (c)	Abuse of Official(s)			90 Days	
9.7	Spitting			Indefinite Suspension	
<b>ACCUMULATION SANCTIONS</b>					<b>MINIMUM SUSPENSION</b>
Player Coach	In addition to the minimum suspension, a player accumulating two (2) Match penalties under 6.1, 6.2, 6.3 in same season for any of the above infractions			4 Games	
	In addition to the minimum suspension, a player accumulating two (2) Match penalties under 6.4, 6.5 in same season for any of the above infractions			5 Games	
	Any player receiving three (3) Match penalties for any of the above infractions			Indefinite Suspension	
Coach	Any Coach's team that receives two (2) Match penalties in the same game for any of the above infractions			1 Game	
	For a 2 <sup>nd</sup> violation of a team receiving two (2) Match penalties in the same game			3 Games	
	For a 3 <sup>rd</sup> violation of a team receiving two (2) Match penalties in the same game			Indefinite Suspension	