

THE RINKS — AT — SUMMIT CENTRE

The Rinks at SUMMIT CENTRE League Rules and Regulations

Constitution, By-Laws, Rules & Regulations Updated June 6, 2018

1 LEAGUE FORMAT

- ✓ (1) GAME CHANGES HAVE TO BE APPROVED BY BOTH TEAMS IN WRITING AND WILL BE SUBJECT TO APPROVAL BY THE LEAGUE COORDINATOR.

2 - GAME FORMAT

- ✓ (1) Each game will be 1 hour and 15 minutes in length with:
 - 4 Minute warm-ups
 - 1st Period 15 minutes stop time.
 - 2nd Period 12 minutes stop time.
 - 3rd Period 15 minutes stop time.
 - If tied 3 Minute 3 on 3 overtime period, if still tied 3 man shoot out...If still tied it's a tie. **For play offs only sudden death shoot out to break tie.**
- ✓ (2) All NEW face-off rules will be in effect as per BCAHA and Hockey Canada using the nearest face off spot excluding the center ice spot.
- ✓ (3) There is overtime in regular season games.
- ✓ (4) Points will be awarded on the basis of
 - Two (2) Points for a win,
 - One (1) point for a tie
 - One (1) point over time loss
 - Zero (0) points for a loss.
- (5) No two line pass, red center line for icing rule only.
- (6) NHL rules on face offs following a penalty. (face off in penalized players zone)

3 PLAYERS, TEAMS & ROSTERS

- ✓ (1) Each team shall declare its intention to participate A, B, C, and Etc... Although the League Coordinator reserves the right to move teams up or down based on successes in previous seasons and the skill level of the team.
- ✓ (2) A roster must be submitted with the team registration. Please note, two team officials must complete a team waiver form in full. Completed forms are required prior to any player or team official participating in any game (individual waiver forms are required if under 18 years of age) throughout the season.
- ✓ (3) **To be eligible to participate in playoffs, players must play a minimum of (Spring League 4) (Winter League 6) regular league games.**
- ✓ (4) **Teams can have (25) players on their roster any added players thereafter the team will be charged \$20.00 for insurance administration coasts.** For games only a maximum of seventeen (17) skaters and two (2) goaltenders. Total 19 players can dress. Please make sure you are aware of who is in your line up (no suspended or ineligible) players. There will be no exceptions made.
- ✓ (5) Teams must have a minimum of **7 skaters** and **1 goalie** to begin the game. In the event of a shortage at game time after the warm-up the clock will start and run for 10 minutes, to allow the team to field the required players. If the team manages to field 8 players, (1 goalie & 7 skaters), a 2-minute delay of game penalty will be assessed. The game will begin as scheduled with a 15-minute stop time period. Should the team after allotted time still be unable to field 8 players 7 skaters 1 goalie, the game will be forfeited.
- ✓ (6) **If a game is forfeited, the League is not responsible to compensate either team for the loss of ice time. A fine MAY be imposed to the team that forfeits.**
- ✓ (7) Each team **MUST** submit their roster to the scorekeeper **BEFORE** the start of the game. (please ensure numbers match players correctly) Failure to do this will result in a 2 minute minor for delay of game. All teams must have completed registration and waiver forms before beginning of the season.
 - (8) All players must be listed on the game sheet in order to be eligible to participate in each game, and players **CANNOT** be added to the game sheet after the beginning of the 2nd period. Note: Timekeeper must be notified if there are additional players to be added to game sheet. Timekeepers will be doing a count between periods to check number of players. If number is different than game sheet penalties will be given.
- ✓ (9) Prior to the commencement of the game, the team's captains and scorekeeper shall ensure that all players are listed on the game sheet and that jersey numbers correspond with those listed on the game sheet. Any discrepancies may, at the discretion of the League Coordinator, result in the team forfeiting or suspensions.
- (10) Each team must supply 2 game pucks and further pucks to be supplied by the home team if needed.
- ✓ (11) First and last name of **ALL** players must be listed on game roster sheets. Team captains are to make sure game sheets are correct after each game. If there is a problem with numbers or players names, the league Coordinator should be informed

within 24 hours. **If this is not done throughout the year, it will affect playoff eligibility for players as far as games played.**

- ✓ (12) Only 3 players per team carded under BCAHA, Pro, Junior, and University College are allowed to play in the Rinks at SUMMIT CENTRE league. (Does not apply to Spring League)
- ✓ (13) Any team caught with an illegal player suspended, carded or not alleageable to be on the team, (play offs) the League Coordinator will review roster and the consequences may include forfeited games or expulsion of team from the League with no refund.
- ✓ (14) **Visiting team is responsible for change in jersey colour should there be a jersey conflict.** We understand some teams may not have two (2) jersey colours so let's try to be understanding and show some sportsmanship. The Rinks at Summit Centre will try and accommodate the use The Rinks at SUMMIT CENTRE jerseys should this occur.
- ✓ (15) The League Coordinator will have final approval of all team rosters.
- ✓ (16) Players must be eighteen (18) years of age or have written consent from a parent or guardian and approval from the League Coordinator if under 18 years of age.
- ✓ (17) If rule is not noted the league will follow at BCAHA rules.
- ✓ (18) All team officials (coaches, injured players) on the player's bench will be treated as a player. In the case of a suspended player, that player is NOT ALLOWED to be on the bench in any capacity. Coaches must be on the game sheet and identified as team official.
- ✓ (19) Any member of The Rinks at SUMMIT CENTRE Leagues in the complex before, during or after a game that conducts them self in a manner as to make a travesty of the game will receive a suspension and possible expulsion from the league or Centre with no refund.

(20) Personal I.D. will be required upon request. (Playoff games only)

Teams will be accountable for the use of illegal players the consequence will include forfeited games. If I.D. cannot be provided for the players in question, they **CANNOT** play.

4 - RULES FOR SPARE PLAYERS & PLAYER MOVEMENT

(1) With respect to fair play and parity, players on teams in the league's Premier and "A" division will **not be allowed** to play in "C" or "D" division. To reason with concerns from teams in the lower divisions at The Rinks at SUMMIT CENTRE, there will be **NO MORE THAN A ONE DIVISION DROP FROM A DECLARED DIVISION.**

Ex: Premier to A, A to B, B to C etc....

(2)(a) WINTER - A player can play 6 games in a higher division than his/her declared division. Upon a player's records showing he/she has played 7 games in a

higher division the player's declared team/division will change to the higher caliber division. Only a one-division drop will be accepted from the new declared team/division.

(b)SPRING – A player can play 4 games upon the 5th game a player will be declared with the higher division. With a one division drop accepted.

(3) A player can play for more than one team in the same division throughout the regular season but at playoff time cannot play for two teams in the same division. If the team you chose to play for gets knock out so is the player. You may not return to a team that is still involved in playoffs in the same division. A player CAN play for two different divisions during playoffs, as long as it's not more than a one division up or down jump.

(4) There will be NO Grandfather rule in effect without approval by the League Coordinator.

SPARE GOALTENDERS are exempt from player movement rules.

5 GOALTENDERS

- ✓ (1) A goalie will be able to switch teams during a season, except for playoffs where one goalie must remain with one team for their entirety, unless there is work commitments, family obligations or an injured goalie and that goalie must provide verification to the league coordinator. Subject to league coordinators approval.
- ✓ (2) If the goalie is hurt during a game the team is allowed 10 minutes to dress a player to replace him
- ✓ (3) If the goalie receives a major penalty and game misconduct players from the ice must serve the major and the goalie will serve the game misconduct in the next scheduled game. Although, if the major is deliberate attempt to injure, gross or match, the goalie will receive game ejection. The team will have 10 minutes to replace him.
- ✓ (4) If the goalie receives three penalties in one game it will not result in a suspension for the remainder of the game. But will be reviewed by the league coordinator. Pending on the severity of penalty, time of 3rd penalty and the number of penalties after the 3rd will all be factored in time suspended if necessary.

6 - RULES AND REGULATIONS

- ✓ (1) The team contact or person registering the team will be responsible for full payment of the team account.
- ✓ (2) The team manager will be responsible to compensate The Rinks at SUMMIT CENTRE for **any damage** caused to the facility by his team.
- ✓ (3) Any team dropping out of the league must do so in writing to the League Coordinator and will be responsible to pay all league fees for all games played plus \$500.00.
- ✓ (4) Some stick penalties will be an automatic 4-minute or major penalty. These penalties consist of high sticking, spearing, and butt ending.
- ✓ (5) In recreational Hockey a 2, 4 or 5-minute penalty will be assessed for body checking. Players assessed majors in this manner will be ejected from the game but no further suspension will be assessed unless the penalty takes place in the last 10 min. of the game or additional penalties are received and are pending on game reports as to extent of injuries if any.
- ✓ (6) Automatic icing rule is in effect. (For all divisions)
- ✓ (7) Each team is allowed only **ONE**-30 second time out per game and only one time out is allowed per stoppage.
- ✓ (8) Accidental high stick making contact with player automatic 4 minute minor, if there is blood automatic 5 minute major, and game misconduct. (Accidental high sticking major may not result in suspension) Pending on referee's game report.
- ✓ (9) Any intent to injure penalties will result in a match penalty.
- ✓ (10) Slap shots are permitted.
- ✓ (11) **The consumption of alcohol in the parking lot of SUMMIT CENTRE is strictly prohibited. Any team found drinking in public areas will be subject to disciplinary action.**
- ✓ (12) **Any team found smoking legal or illegal substances on or in the property of SUMMIT CENTRE will be automatically suspended from the league and will forfeit all league fees.**
- ✓ (13) Contacting the puck above the normal height of the shoulders with the stick is prohibited and the play will be blown dead unless an opposing player touches the puck.
- ✓ (14) Deliberate checking from behind will result in a 5 minute major, game misconduct, plus a suspension from the league no matter what time of the game the check happened. **Checking from behind will not be tolerated and suspensions will be very severe.**
- ✓ (15) Any player receiving 3 penalties (4 in Premier division) during a game will be ejected from that game. **(10-minute misconduct counts as one penalty, Double minor for the same offence counts as one penalty, if two different offences - counts as two penalties)**
- ✓ (16) A mercy rule will take effect in the last 5 minutes of 3rd period if the difference in the score is 5 goals or more. **The referee and timekeeper will make the decision if the game will go to running time based on the aggressiveness of that game.**

- ✓ (17)(a) In the event of **playoff shoot outs** a player ejected from the game for any reason will **not be allowed** to participate in the shootout.
- ✓ (17)(b) If a penalized player has time left in a penalty at the end of overtime, that player will **not** be able to participate in the first shoot out of three (3) players per team but if still tied can go into the second round of sudden death shoot out.

7 - SUSPENSIONS

*** The League Coordinator Will Review All 10 Minute Misconducts***

- ✓ (1.) A 10-minute misconduct penalty in the last 10 minutes of the game – **will not result in a suspension**. In the case of a player's second misconduct penalty in the same game, or a game misconduct penalty if there is less than 10 minutes left in the game, **will result in an ejection from the game and suspension from the next game**.
- ✓ (2) 4th 10 minute or game misconduct of the season is a suspension of the next game.
- ✓ (3) 5th 10 minute or game misconduct will be reviewed and may result in multiple games of suspension. More may result in expulsion from the league with no refund.
- ✓ (4) Fighting major will result in expulsion from the game and the next game.
- ✓ (5) 2nd fighting major will result in a 3 game suspension.
- ✓ (6) 3rd fighting major will result in a 6 game suspension.
- ✓ (7) 4th fighting major will result in expulsion from the league with no refund.
- ✓ (8) Game misconducts – ejection from current game and the next game, if in the last 10 minutes.
- ✓ (9) Gross misconducts – ejection from current game and a minimum of next 3 (possibly 5) games.
- ✓ (10) Match penalties – player receives 5 minute major and game misconduct from current game, and suspension will be a minimum of 3 games (possibly 5 or more) as well as review from the league coordinator.
- ✓ (11) Any player receiving 2 match or gross penalties will be under review by the League Coordinator
- ✓ (12) All one game suspensions are final with no provision for appeal.
- ✓ (13) Suspended players are not permitted on the player's bench for any purpose.
- ✓ (14) Players suspended games do not count towards games played.
- ✓ (15) Third major & game misconduct penalty will result in suspension from league for 3 games. Excluding accidental high-sticking and fighting majors.
- ✓ (17) A major in the last 10 minutes results in a game ejection plus the next game.
- ✓ (18) Three penalties in one game will result in suspension for remainder of game.
- ✓ (19) If a player plays when suspended the team will forfeit any game points, plus an additional 1 game added to suspension.
- ✓ (20) Abuse or punching of a referee will result in an automatic gross or match penalty. The acting captain of the team will be responsible for ensuring the player is removed. Failure to remove that player immediately by the captain will result in the player and the captain being suspended and the team will forfeit the game.

8 – SUSPENSION TERMS

- (1) Failure to comply with a suspension will result in disciplinary action against the offending player(s). The team using a suspender player(s) will forfeit any points.
- (2) When serving a suspension acquired in a game with a team the suspended player(s) cannot play for other teams in the same division or other divisions until the suspension has been served with the team the player had acquired the suspension with.

9 - SUSPENSION APPEALS

- ✓ (1) The League Coordinator shall handle all suspensions.
- ✓ (2) The League Coordinator (The only case being where suspensions of number of games are noted under Rules & Regulations and Suspensions) shall deal with any multiple suspensions.
- ✓ (3) All appeals shall be in writing to the League Coordinator no later than that team's next game after the suspension has been handed out. There will be a \$50.00 fee for appeals, which will be given back to the team only if the appeal is won.
- ✓ (4) Complaints regarding the officiating must be submitted in writing to the League Coordinator before that team's next game.

REFEREES PLEASE NOTE:

Effective immediately, ANY contact to the head will result in a **2, 4 or 5 minute** penalty (same as the current high stick rule). **Any punch to the head is an automatic 4 minute penalty.** However, if it relates to contact, and you feel a player purposely positions their head to initiate contact, then you will need to use your judgment. In your opinion a player purposely and obviously drops their body to make their head vulnerable, and the offending player does not intentionally make contact with the head, then no penalty shall be assessed. That being said, if the aggressor makes a deliberate attempt or no effort to avoid the head, regardless of the other player dropping their body, then you will need to exercise judgment on whether the offending player could have avoided the contact.

If the head contact is severe depending on intent and severity, plus a major penalty).