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Official Rule Book (v13)

Last Updated: December 4, 2025

Table of Contents

SECTION ONE – TEAMS:	5
RULE 1- TEAM ROSTERS	5
TEAM REPRESENTATIVES.....	6
RULE 2 – PLAYERS IN UNIFORM	7
RULE 3 – PLAYER CHANGES	8
RULE 4 – INJURED PLAYERS	8
SECTION TWO – EQUIPMENT:	10
RULE 5 – STICKS	10
RULE 6 – FOOTWEAR	10
RULE 7 – GOALTENDER’S EQUIPMENT	10
RULE 8 – PROTECTIVE EQUIPMENT	11
RULE 9 – DANGEROUS EQUIPMENT	11
RULE 10 – BALLS	11
SECTION THREE – PENALTIES:	13
RULE 11 – PENALTIES	13
RULE 12 – MINOR PENALTIES	13
RULE 13 – BENCH MINOR PENALTIES	14
RULE 14 – MAJOR PENALTIES	14
RULE 15 – MISCONDUCT PENALTIES	15
RULE 16 – GAME EJECTION/GAME MISCONDUCT PENALTIES	15
RULE 17 – GROSS MISCONDUCT PENALTIES	15
RULE 18 – MATCH PENALTIES	16
RULE 19 – PENALTY SHOT	16
RULE 20 – AWARDED GOALS	17
RULE 21 - GOALTENDER PENALTIES	18
RULE 22 – DELAYED PENALTIES	18
RULE 23 – CALLING OF PENALTIES	19
SECTION FOUR – PLAYING RULES:	20
RULE 24 – ABUSE OF OFFICIALS AND OTHER MISCONDUCT	20

RULE 25 – ADJUSTMENT OF EQUIPMENT/CLOTHING	21
RULE 26 – ATTEMPT TO INJURE OR DELIBERATE INJURY	21
RULE 27 – BODY CHECKING	22
RULE 28 – BROKEN STICKS	22
RULE 29 – CHARGING	24
RULE 30 – CHECKING FROM BEHIND	24
RULE 31 – CROSS CHECKING	24
RULE 32 – DELAY OF GAME	24
RULE 33 – ELBOWING	25
RULE 34 – FACE-OFFS	26
RULE 35 – FALLING ON THE BALL	27
RULE 36 – FIGHTING AND ROUGHING	27
RULE 37 – GOALS AND ASSISTS	28
RULE 38 – HANDLING THE BALL	28
RULE 39 – HIGH STICKS	29
RULE 40 – HOLDING	29
RULE 41 – HOOKING	29
RULE 42 – ICING THE BALL	30
RULE 43 – INTERFERENCE	30
RULE 44 – INTERFERENCE BY SPECTATORS	31
RULE 45 – KICKING THE BALL	31
RULE 46 – KNEEING	31
RULE 47 – LEAVING THE PLAYERS OR PENALTY BENCH	31
RULE 48 – PHYSICAL ABUSE OF THE OFFICIALS	32
RULE 49 – OFF-SIDES	32
RULE 50 – BALL MUST BE KEPT IN MOTION	33
RULE 51 – BALL OUT OF BOUNDS OR UNPLAYABLE	33
RULE 52 – BALL OUT OF SIGHT OR ILLEGAL/BROKEN BALL	33
RULE 53 – BALL STRIKING OFFICIAL	34
RULE 54 – STARTING OF GAME	34

RULE 55 – REFUSING TO START PLAY	35
RULE 56 – SLASHING.....	35
RULE 57 – SLIDING.....	35
RULE 58 – SPITTING	36
RULE 59 – THROWING STICK.....	36
RULE 60 – TRIPPING	36
RULE 62 – HEAD CONTACT.....	37
RULE 62 – GENERAL RULES.....	37
<i>SECTION FIVE – PLAYOFFS:</i>.....	39
<i>SECTION SIX – OVERTIME RULES:</i>.....	39
<i>SECTION SEVEN – CO-ED RULES:</i>.....	40
<i>SECTION EIGHT – DIVISION RESTRICTIONS:</i>.....	41
 USE OF SPARE PLAYERS.....	41
<i>SECTION NINE – SUSPENSIONS & PROTESTS:</i>.....	42
 MAJOR OR MISCONDUCT SUSPENSION OFFENSES CHART:	42
 PROTESTS	43
 FORFEITS.....	43
 VIDEO REVIEW USAGE	43
<i>PAYMENTS</i>	44
 NON-PAYMENT & FORFEITURE:	44

FINAL RULE CLARIFICATIONS: All referee's decisions are final. Any rule clarification will be determined from the Hockey Canada Referee's Casebook/Rulebook, available on-line at: www.hockeycanada.ca If not specifically covered in the ballhockey.com rules.

Please note: Club Management retains the right to enforce the proper applications of all rule interpretations.

SECTION ONE – TEAMS:

RULE 1- TEAM ROSTERS

- A. All teams in adult divisions must have a minimum of 11 players paid in full (teams will be required to cover any shortages due to players quitting). Roster additions will not be permitted after the 3rd last game of the regular season.
- B. The maximum number of players on a team's roster is 18. However, D1 teams are permitted to have up to 22 players on their roster.
- C. Once a player registers and plays with a team, he/she cannot transfer the registration to any other team in any division and cannot register for another team in the same division.
- D. Any player whose identity is called into question must provide photo identification immediately or will be ineligible to participate in the remainder of the game (office staff may also verify a player's identity).
- E. All players must register (sign eligibility waiver) in the office prior to playing in their first game of the season.

Referees will be instructed to ask team reps if they have any ineligible players prior to the start of league games to allow team reps the opportunity to confirm with the players on the bench. After the second game, the team rep will be responsible for ensuring all players are registered and eligible to play.

Teams playing with non-registered players will be penalized as follows:

1. If they won or tied the game, the game will be changed to a forfeited loss and the non-registered player will be issued a one game suspension. If the non-registered player does not return to the rink, the team rep will serve the one game suspension.
2. If they lost the game, the team rep and the non-registered player will be issued a one game suspension.
3. Non-registered players receiving any type of suspension will receive an additional six game suspension. The team rep will be responsible for serving any suspensions for non-registered players if they fail to register for the team in question.

Age Specific Divisions:

1. All Adult League Divisions – players must be 16 years of age in order to play.
2. Over 30 – Players in this division must attain the age of 30 by December 31 of the current calendar year.
3. Over 35 – Players in this division must attain the age of 35 by December 31 of the current calendar year. Teams are allowed two (2) players who have attained the age of 32 at the start of the current season. Players turning 35 during the current year are not considered “under-agers.”
4. Over 40 – Players in this division must attain the age of 40 by December 31 of the current calendar year.

TEAM REPRESENTATIVES

Team reps are an important link between the players participating at all ballhockey.com facilities and the Management of the facility. We are always encouraging organized individuals to take on the challenge of running and leading their teams.

The Team Rep has the following responsibilities and benefits in coordinating his/her team:

Benefits:

- a. Enjoy the pleasure of leading your friends into each game at the club!
- b. Participate in Team Rep meetings at the beginning of each season, as well as have the opportunity to serve on the Team Representatives Committee (TRC) representing their division and/or their team.

Responsibilities:

- a. Act as a communication liaison between your players for all issues around scheduling, rules, regulations or suspensions.
- b. Participate at Team Rep meetings, providing feedback to the club.
- c. Complete the game sheet prior to the start of each game (numbers for all participants)
- d. Ensure there are three Official game balls (ballhockey.com/Mylec/D-Gel/Knapper) in the office prior to the start of each game. Provide directly to the scorekeeper before the game starts.

RULE 2 – PLAYERS IN UNIFORM

- A. All clubs shall provide official game sheets for each game. Team reps shall ensure game sheets are correctly completed with each player's first and last name and jersey number prior to the scheduled start of each game. No change or addition will be permitted to the team line-up after the start of the game with the following exception:
 - B. If a player arrives late for a game and his name is already listed on the game sheet, then the player will be allowed to participate.
 - C. If a player's name is omitted from the game sheet, that player must provide proof of registration or be approved by the office.
- D. Each player on a team shall have the same base colour jersey, except the goaltender (however the goaltender's jersey shall not be the same base colour as the opposing team). For violation of this rule a Bench Minor penalty shall be assessed. All teams are strongly encouraged to have matching team uniforms (i.e. hockey jerseys, lacrosse/inline jerseys, or t-shirts).
- E. Each player MUST have a number on the back of their jersey/shirt. This number shall be no less than 8" in height with 10" being the preferred size (Hockey tape cannot be used for numbering jerseys). Players may not participate with the same number as a teammate on the jersey/shirt.
- F. Pinnies are provided to avoid sweater colour conflicts only, not as a substitute for a team that is playing without jerseys. Any player wearing a club pinnie must wear a shirt with sleeves underneath.
- G. In the event of a colour conflict, the visiting team will be the team that is required to wear the club pinnies. The club pinnies must be returned to the office immediately following the game that they were used in. If one team has a full matching set of jerseys and the conflict is with a team having the same base colour, but not matching uniforms then the team with "mix and match" uniforms will wear the pinnies.
- H. Each team shall have only one goaltender on the floor during play. The goaltender may be removed and another player substituted. In the event of goalie change, the goalie that started the game will be eligible to continue playing the game.
- I. Teams are permitted to start any league or playoff game with four runners and a goalie. All teams must finish the game with at least the number of players they started with (in the event of 4 and a goalie). If a team starts with 4 and a goalie and a player arrives to increase their participating players to the normal minimum of six players, then they must finish the game with that number. Failure to comply with this rule will result in immediate forfeit for the offending team.

RULE 3 – PLAYER CHANGES

- A. Players may be changed at any time from the players' bench provided that the player(s) leaving the rink surface are at the bench (within 10' of the bench and out of play) before the change takes place.
- B. A goaltender may be changed for another player at any time in accordance with this rule.
- C. A player leaving the penalty box after their penalty expires must first step onto the rink surface before entering their team's bench; however, at the Canal rinks, they may use the side entrance to go directly to their bench without stepping onto the playing surface.
- D. Teams shall be required to place the correct number of players on the floor when requested by the referee. The visiting team must be the first to place its players on the floor at all times. Each team is allowed only one change of players during each stoppage of play.

RULE 4 – INJURED PLAYERS

- A. When a player, other than a goaltender, is injured or compelled to leave the floor during the game, a substitute player must replace him/her and play must continue without the teams leaving the floor.
- B. A goaltender that goes to the bench because of an injury or illness may be replaced by a substitute goaltender. (A ten-minute grace period will be given to dress the new goaltender). No warmup will be allowed for the substitute. The substitute goaltender shall be subject to the regular rules applying to goaltenders. He shall also be entitled to the same privileges.
- C. If a penalized player sustains an injury, which requires him to leave the game, he may proceed off the floor without proceeding to the penalty bench. He shall be replaced on the penalty bench immediately by a player from his team who is on the floor at the time of the stoppage of play.
- D. If the penalized player returns to the game before the expiration of his/her penalty, the substitute player who initially began serving the penalty must remain in the penalty box and serve the entire duration of the penalty. Should the penalized player take part in the play before the expiration of his penalty, he/she shall be assessed an additional minor penalty.
- E. When a player is injured so that he cannot continue play or make his way to his bench, the play shall be stopped when his team is in possession of the ball. If his team is in scoring position, the referee should wait until play is completed.

Note: Where there is suspicion that a player has sustained a serious injury, the referee should stop play immediately.

Note: When play is stopped because of injury, the injured player must leave the surface before play resumes. Should the injured player refuse to leave the floor, a minor penalty shall be assessed for delay of game.

SECTION TWO – EQUIPMENT:

RULE 5 – STICKS

- A. All playing sticks (except goaltenders) must have plastic, graphite, composite or ABS blades (the portion of the blade making contact with the playing surface must not be wood or wood covered only with fiberglass). Any player participating with an illegal stick shall be removed from the playing surface at the request of the opposing team or game officials, during a stoppage of play. The offending player may not return to the playing surface until play resumes.
- B. Any player caught using any illegal stick again in the same game shall be assessed a minor penalty for dangerous/illegal equipment.
- C. Players may not have tape anywhere on the blade of their stick but must have a minimum of two revolutions of tape on the extreme butt end of the shaft (at least $\frac{3}{4}$ " tape width from the top). Approved rubber strips are allowed on the stick blade. There shall be NO TAPE on the bottom of the blade.

RULE 6 – FOOTWEAR

- A. All players shall wear running shoes. Mizuno turf shoes are also acceptable.
- B. Goaltenders may wear footwear with manufacturer reinforced toes.
- C. Boots, steel toes and broomball shoes are not permitted.

RULE 7 – GOALTENDER’S EQUIPMENT

- A. All the equipment worn by the goaltender must be constructed solely for the purpose of protecting the head or body and he must not wear any garments or use any contrivance, which would give him undue assistance in tending goal.
- B. The leg guards worn by goaltenders shall not exceed 12" in extreme width when on the leg of the goaltender.
- C. All Goaltenders should wear full equipment, and must have a goalie stick, protective gloves and a CSA approved hockey helmet with full facial protection. (Street Hockey Masks are permitted in youth divisions provided that they have heavy gauge wire to protect the face, and proper protection for the back of the head)

RULE 8 – PROTECTIVE EQUIPMENT

- A. Helmets are Mandatory. Players wearing helmets shall ensure the helmet is CSA approved and properly fastened with an approved chin strap. Children under 18 must wear a properly fitted helmet with full CSA approved facial covering.
- B. Protective gloves are Mandatory this may include (ball hockey, ice hockey or lacrosse gloves). The entire hand must be covered. A glove missing all or part of the palm to permit the use of the bare hand shall be considered illegal equipment. Any player using such a glove shall be assessed a minor penalty.
- C. Shin pads are Mandatory. A soccer shin pad may be used, provided that the shin area is not exposed. Shin pads covering from the top of the knee to the ankle are strongly recommended. Tape is allowed on the outside of shin pads.
- D. Should a player choose to Soft Elbow pads they do not need to be covered by a jersey, unless they are hard plastic type. All upper body protective equipment must be covered.

RULE 9 – DANGEROUS EQUIPMENT

- A. The use of pads or protectors made of metal or any other material likely to cause injury to a player shall be prohibited.
- B. Sticks having a pointed blade, chipped or “squared off” toe, or blades less than two inches in width are prohibited. Any player with such a stick shall be removed from the playing surface. If the person returns with the same stick, a minor penalty shall be assessed.

RULE 10 – BALLS

- A. All games will be played with Official balls ballhockey.com/Mylec/D-Gel/KNAPPER) approved by Club Management.
- B. BHO will supply the balls for every league game played. Should all those balls be lost or broken during game play then the referees will ask the teams to provide balls in order for play to resume, beginning with the home team – before the club is able to provide more. These replacement balls must be official balls as outlined in Rule 10 (A) and provided to the referee therefore resuming play.
- C. Ball colour will not be changed during games, unless the officials and both team reps agree. Orange balls are recommended for temperatures above 50 degrees Fahrenheit (approximately 8 C), and pink below 50 F and the Orange Snowflake ball below 32 F

D. It is the responsibility of each referee or scorekeeper to retrieve the game balls immediately following their game.

SECTION THREE – PENALTIES:

RULE 11 – PENALTIES

- A. Penalties shall be assessed in actual playing time, and are divided into the following classes:
 - 1. Minor Penalties
 - 2. Bench Minor Penalties
 - 3. Major Penalties
 - 4. Misconduct Penalties
 - 5. Game Ejections
 - 6. Game Misconduct Penalties
 - 7. Gross Misconduct Penalties
 - 8. Match Penalties
 - 9. Penalty Shots
- B. Penalties may be assessed at any time before, during or after a game.
- C. Where the rules state that the team rep or coach shall designate a player to serve a penalty and the team rep or coach refuses to name a player, the referee shall name any player off the offending team to serve the penalty.
- D. Where penalties are assessed to players of both teams at the same time, the penalized players of the visiting team shall take their position in the penalty box first.

RULE 12 – MINOR PENALTIES

- A. For a minor penalty, any player except the goaltender shall be ruled off the rink for two minutes of actual playing time.
- B. If a team is playing short-handed because of one or more minor or bench minor penalties and the opposing team scores a goal, the first of such penalties shall automatically terminate.
- C. When a goal is scored on a penalty shot against a team that is short-handed by reason of a minor or bench minor penalty, no penalized player shall return to the floor with the scoring of the goal.
- D. When a player is assessed both a major and a minor penalty at the same time, the major penalty shall be served first. The same principle applies for a match penalty.
- E. If a goal is scored against a team that is short-handed because of one or more minor penalties, the player serving the first penalty shall return to the floor. A player serving a double minor shall have his first penalty terminated.
- F. On coincidental minor penalties, adult teams shall play shorthanded for the duration of the penalties.

- G. A player incurring six minutes in minor penalties in a game (excluding stick fouls as outlined in 12a) will receive a game ejection (GE56). A player receiving two stick foul minor penalties (two, two-minute minors) will be ejected, including any combination of two stick fouls or one stick foul and two minor penalties. Goaltenders assessed six or more minutes in minor penalties will not be ejected but will be suspended for their next game in that division. If a goaltender receives any additional penalty after reaching six minutes, they will be immediately ejected from the game. No warm-up time will be granted for the replacement goaltender.
- H. Any player receiving a major or match penalty will have a mandatory 24-hour cool-off period and will be ineligible to play in another game that night, even if registered on multiple teams.

RULE 13 – BENCH MINOR PENALTIES

- A. A team assessed a bench minor penalty must play one player short for two minutes of actual playing time.
- B. Whenever a bench minor penalty is to be assessed according to the rules, if the referee identifies the player guilty of the infraction, that player shall serve the penalty except when the player is already on the penalty bench serving a penalty. If the player is not identified the coach or team rep shall designate any player on the floor at the time of the infraction to serve the penalty.

RULE 14 – MAJOR PENALTIES

- A. Any player or goaltender assessed a major penalty shall automatically be assessed a game misconduct penalty. A substitute for the penalized player shall take his place on the penalty bench to serve any time penalty.
- B. Should a goal be scored on a team serving a major penalty, the major penalty shall not be terminated.
- C. Time penalties for a major penalty shall be five minutes in duration.
- D. When a player receives two major penalties that need to be served by team-mates, the team will be allowed to change the person serving the penalties after the first penalty expires.
- E. Any player assessed a major penalty in the last period or overtime of a game shall automatically be suspended for a minimum of the next game.

RULE 15 – MISCONDUCT PENALTIES

- A. A player other than a goaltender assessed a misconduct penalty shall serve 10 minutes of actual playing time. A substitute for the penalized player will be allowed immediately. Goaltenders are allowed to remain in the game and a substitute player from the floor shall serve the penalty. At the first whistle after five minutes, a change to the player serving this penalty is allowed.
- B. When a player is assessed a minor or a major penalty and a misconduct penalty at the same time, the penalized team shall immediately place a substitute player on the penalty bench to serve the minor or major time penalty. The misconduct penalty shall start at the expiration of the minor or major penalty.
- C. Any player who is assessed a second misconduct penalty in the same game shall automatically be assessed a game misconduct penalty.
- D. Any player assessed a misconduct penalty in the last period or overtime of a game shall automatically be suspended for a minimum of the next game.

RULE 16 – GAME EJECTION/GAME MISCONDUCT PENALTIES

- A. A player incurring a game ejection penalty shall be ordered off the rink for the remainder of the game.
- B. A player assessed a game misconduct penalty in the last period or overtime of a game shall automatically be suspended for a minimum of the next game. A total of 10 minutes shall be charged in the game records for any person assessed a game misconduct.
- C. Any player ejected from a game for any reason (accumulation of Minor Penalties, Major Penalties, Misconducts, etc.) shall be required to leave the property immediately at the discretion of game officials or management. Failure to comply may result in the offending player's team forfeiting their game and suspension for the offending player.

RULE 17 – GROSS MISCONDUCT PENALTIES

- A. Any player or team official assessed a gross misconduct penalty shall be ordered off the rink for the remainder of the game. A substitute for the penalized player shall be allowed immediately.
- B. Gross misconduct penalties shall be assessed where a person conducts himself in a manner that makes a travesty of the game.
- C. Any player or team official who is assessed a gross misconduct penalty in the last period or overtime of a game shall be suspended for a minimum of the next game, pending review by Ball Hockey Ontario.
- D. A total of 10 minutes will be charged in the game records for any player or coach assessed a gross misconduct penalty.

- E. Any player engaging in verbal taunts, insults or intimidation based on discriminatory grounds (ethnic background, religion, gender or sexual orientation, etc.) will be assessed a gross misconduct penalty. Any abuse can result in potential expulsion from all ballhockey.com activities.

RULE 18 – MATCH PENALTIES

- A. Any player or coach assessed a match penalty shall be ordered off the rink for the duration of the game. Such a player or team official shall not be allowed to participate in any further games until the case has been dealt with by Ball Hockey Ontario.

Where a player is assessed a match penalty, a player from the offending team shall serve five minutes for the penalized player. The player designated to serve the time penalty associated with a match penalty shall have been on the floor at the time of the infraction.

Note: Referees are required to provide a detailed written account of the circumstances surrounding a match penalty immediately after the game.

Note: All major misconduct and match penalties will be reviewed by the disciplinary board.

RULE 19 – PENALTY SHOT

- A. Any infraction of the rules which calls for a penalty shot shall result in the following: The referee shall place the ball at the centre face off spot. The player taking the shot shall, on instruction from the referee, play the ball from there and shall attempt to score on the goaltender. The ball must be kept in motion towards the opponents' goal line and once it is shot the play is considered complete. No goal can be scored on a rebound of any kind and any time the ball crosses the goal line, the shot shall be considered complete.
- B. The goaltender must remain in the goal crease until the ball crosses the adjacent blue or yellow line. In the event of a violation of this rule, the player taking the shot shall be allowed to take the shot over again. The goaltender may attempt to stop the shot in any manner except by throwing his stick or any other object, or deliberately dislodging the net, in which case a goal shall be awarded.
- C. When a penalty shot has been awarded and the referee can identify the player fouled, that player shall be designated to take the shot. Should the player fouled be injured or the referee cannot make a determination of the player fouled, the team rep of the team awarded the penalty shot may designate the player to take the shot. The player designated to take the shot must have been on the floor at the time of the infraction.
- D. Should a player to whom a penalty shot has been awarded, himself commit a foul in connection with the same play or circumstances after the penalty shot has been awarded, he shall first be allowed to take the penalty shot before proceeding to the penalty bench,

provided the penalty assessed was not a game ejection, major, game misconduct, gross misconduct or match penalty.

- E. If at the time a penalty shot is awarded, the goaltender of the penalized team has been removed from the floor to substitute another player, the goaltender shall be allowed to return to the floor before the Penalty Shot is taken. If the goalie has not been designated at the time of the infraction, then a goal shall be awarded rather than a penalty shot.
- F. While the penalty shot is being taken, players of both teams shall withdraw to the sides of the rink and beyond the centerline.
- G. If, while the penalty shot is being taken, any member of the opposing team shall have by some action interfered with or distracted the player taking the shot, and because of such action the shot failed, a second attempt shall be permitted and the referee shall assess a misconduct penalty to the player so interfering or distracting.
- H. If a goal is scored from the penalty shot, the ball shall be faced-off at the center face-off dot in the usual manner. If a goal is not scored, the face-off shall take place at either of the end-zone face-off spots in the zone where the shot was taken.
- I. Should a goal be scored from a penalty shot, a further penalty to the offending team shall not be applied unless the infraction was such as to incur a major or match penalty, in which case the prescribed penalty shall be assessed.
- J. If the offence for which the penalty shot was awarded was such as would normally incur a minor penalty, then no time penalty shall be served regardless of the outcome of the penalty shot.

RULE 20 – AWARDED GOALS

- A. A goal shall be awarded to the attacking team when the opposing team has taken their goaltender off the floor and an attacking player has possession and control of the ball on the opponents' side of the center line, without a defending player between himself and the goal and:
 - (1) he is interfered with by an opposing player who has illegally entered the game or;
 - (2) a stick or any other object is thrown by a player on the defending team or;
 - (3) the ball carrier is fouled from behind and prevented from having a clear shot on the open goal or;
 - (4) Any member of the defending team including team officials, whether on the player's bench or the penalty bench, interferes by means of his body, stick or other object with the ball or the ball carrier.

RULE 21 - GOALTENDER PENALTIES

- A. No goaltender shall be sent to the penalty bench for an infraction, which incurs a minor or misconduct penalty. Such a penalty shall be served by any player who was on the floor at the time of the infraction.
- B. An alternate goaltender may replace a regular goaltender who has been ejected from the game or has been assessed a major, game misconduct, gross misconduct or match penalty. In the event there is no alternate goaltender, any player on the game sheet may replace the goaltender. However, such a substitute will not be allowed to delay the game to put on full goaltender's equipment.
- C. When a goaltender leaves his goal crease during a fight, he shall be assessed a minor penalty plus any other penalties he incurs.
- D. When a goaltender leaves his goal crease to join in a fight, act as a peacemaker or take part in another fight, during the same stoppage of play, he shall receive a game misconduct penalty plus any other penalties he incurs.
- E. If a goaltender intentionally participates in the play in any manner when he is beyond the centre line, he shall be assessed a minor penalty.
- F. A minor penalty shall be assessed to a goaltender who, after catching the ball, drop kicks the ball. If injury results, a major penalty shall be assessed.
- G. Any goaltender that is assessed six minutes in minor penalties shall not be subject to the game ejection rule; however such a goaltender shall be suspended from his next scheduled game. A goaltender receiving a further minor penalty shall be ejected from the remainder of the game and shall be suspended from his next scheduled game.
- H. A goaltender assessed a major, misconduct, game misconduct or match penalty in the last period or overtime of a game shall be automatically suspended for a minimum of the next scheduled game.

RULE 22 – DELAYED PENALTIES

- A. If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the other two penalized players has elapsed. However, the third player penalized must at once proceed to the penalty bench, but shall be replaced on the floor by a substitute until such time as the penalty time of the penalized player shall commence.
- B. When a team has three players serving penalties at the same time and while due to the delayed penalty rule a substitute for the third player is on the floor, none of the three penalized players may return to the floor until play has stopped. When play has stopped, the player whose full penalty has expired may return to play.
- C. When the penalties to the player or players have expired and the penalized team is entitled to more than four players, including the goaltender, on the floor, the penalty timekeeper shall permit the penalized players to return to the floor in order of expiry of their penalties.

- D. In cases where minor penalties are assessed at the same time to more than one player from the same team, the penalties shall be served in the order of occurrence.
- E. When a major penalty and a minor penalty are assessed at the same time against two different players of the same team, the penalty timekeeper shall record the minor as being the first penalty assessed.

RULE 23 – CALLING OF PENALTIES

- A. If a player on the team in possession of the ball commits an infraction which would call for a penalty, the referee shall blow his whistle immediately and give the penalties to the offending player(s). The resulting face-off shall be deep in the penalized team's attacking zone. If penalties are assessed to both teams the face-off shall be at the nearest dot to where play was stopped.
- B. If a player on the team not in possession of the ball commits an infraction, which would call for a penalty, the referee shall signal the penalty by extending his non whistle arm straight up. The referee shall blow his whistle immediately when the offending team gains possession and control of the ball. The resulting face-off shall be deep in the penalized teams attacking zone. If the team in possession ices the ball, shoots the ball from its own zone so that it goes out of bounds or is unplayable. The resulting face-off shall be deep in the penalized team's attacking zone

(Note 1) The play is not considered complete until the offending team gains possession and control of the ball.

- C. If the penalty to be assessed is a minor penalty and a goal is scored by the non offending side, the minor penalty shall not be assessed. However, other minor, bench minor, major, misconduct and match penalties shall be assessed in the normal manner, regardless of a goal being scored.

(Note 2) If after the referee has signaled a penalty, but before the whistle has blown, a member of the non-offending team shall put the ball in his own net in any manner through no contact by the offending team, the goal shall be allowed and the penalty signaled shall be called in the normal manner.

(Note 3) If the referee signals a minor or bench minor penalty against a team that is short handed by reason of one or more minor or bench minor penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed and the player who is serving the first minor or bench minor penalty will return to the floor, while the signalled penalties shall be served in the normal manner.

- D. If further infractions are committed by the same offending player, either before or after the referee blows his whistle, that player shall serve the penalties consecutively.

- E. The referee has the right to stop the play immediately in the case of a match penalty. The resulting face-off will be where the play has stopped. Unless the stoppage occurred in the offending player's attacking zone, in which case the face-off is taken at the face-off dot outside the offending player's attacking zone.
- F. Prior to the resumption of play, the officiating crew has the authority to alter or correct their decision, regardless of whether or not the penalty has been reported, announced, or displayed on the scoreboard.

Note: the intent of this rule is not for referees to deliberate every call to an excessive degree, but rather to allow them to correct an error. For example, if a referee assessed a minor penalty before realizing the penalized player had injured the opposing player, the call should be changed to a Major penalty and Game Misconduct.

SECTION FOUR – PLAYING RULES:

RULE 24 – ABUSE OF OFFICIALS AND OTHER MISCONDUCT

- A. Team reps /coaches are responsible for the conduct of their players, and anyone in the immediate proximity of their team's assigned bench.
- B. A minor penalty shall be assessed to any player or coach who challenges or disputes the rulings of any official during the game or who displays unsportsmanlike conduct. If a player or goaltender persists, he shall be assessed a misconduct penalty and any further disputes will result in a game misconduct penalty being assessed to the offending player or goaltender. If a coach persists, he will be immediately assessed a game misconduct penalty. A referee is not required to call a minor penalty under this rule before assessing the misconduct or game misconduct penalty, but may assess either of these penalties initially.
- C. A misconduct penalty shall be assessed on any player who:
 - 1. Uses obscene, profane or abusive language to any person.
 - 2. Persists in disputing or shows disrespect for the ruling of any official.
 - 3. Intentionally knocks or shoots the ball out of reach of an official who is retrieving it.
 - 4. Damages the playing surface or the rink boards by slamming their stick. (the player will be required to compensate the club for damage incurred)
 - 5. Throws a playing or goal stick over the rink boards.

A player who, after receiving a misconduct penalty, persists in any of the actions in (c) above, shall be assessed a game misconduct penalty. In the case of a coach, a bench minor shall be assessed instead of a misconduct penalty. A coach after receiving a bench minor would receive a game misconduct penalty if the action continues. A referee is not required to assess a bench minor penalty under this rule before assessing a game misconduct penalty.

- D. If the referee is unable to identify the person responsible for the use of obscene, profane or abusive language, a bench minor penalty shall be assessed to the offending team.
- E. A misconduct penalty shall be assessed to any player who does not proceed directly to the penalty bench when he has been penalized. Where the penalized player causes any delay by returning for their equipment, the misconduct penalty shall apply. The equipment shall be delivered to the penalty bench by a player of his team that is on the floor at the time.
- F. A misconduct penalty shall be assessed to any player who, after one warning by the referee, persists in any course of conduct (including threatening and abusive language or gestures or similar actions) designed to incite an opponent into incurring a penalty.
- G. A misconduct penalty shall be assessed to any player or players who, except for taking his position on the penalty bench, enters or remains in the referees crease while the referee is reporting to or consulting with any game official.
- H. A bench minor penalty shall be assessed to a team where any player or coach on the bench protests an official ruling through verbal or physical gestures that may be considered disrespectful in any way, or who bangs the boards or floor with a stick or any other object in protest of the ruling. When the penalty is assessed against a player on the penalty bench, another player from the floor must serve the bench minor penalty.
- I. When the player on the floor commits the infraction described in (h), the unsportsmanlike conduct penalty shall be assessed.

RULE 25 – ADJUSTMENT OF EQUIPMENT/CLOTHING

- A. A minor penalty shall be assessed to any player who delays the game for adjustment of equipment.
- B. If equipment adjustments are required, the player shall proceed to the players' bench and be replaced by a substitute.
- C. A goaltender may be allowed to make minor equipment adjustments in his goal crease during a stoppage of play, at the discretion of the referee.
- D. A goaltender shall not proceed to the players' bench during a stoppage of play without the permission of the referee.

RULE 26 – ATTEMPT TO INJURE OR DELIBERATE INJURY

- A. A match penalty shall be assessed to any player or coach who deliberately attempts to or deliberately injures an opponent or spectator in any manner.
- B. A match penalty shall be assessed to any player or coach who head-butts or attempts to head-but an opponent with force or who injures an opponent with this action.
- C. A player who attempts to kick or deliberately kicks an opponent shall be assessed a match penalty.

- D. A player who pulls an opponent's hair or who grabs the facial protector, helmet or chin strap of an opponent and uses this to gain advantage, or to inflict punishment or injury shall be assessed a double-minor penalty.
- E. A match penalty shall be assessed to any player who deliberately butt-ends or deliberately attempts to butt-end an opponent by jabbing him forcefully with the butt-end of the stick or injures an opponent by such action.
- F. A match penalty shall be assessed to any player who deliberately spears or deliberately attempts to spear an opponent by jabbing him forcefully with the toe of the blade of the stick or who injures an opponent by any spearing action. A match penalty shall be assessed to any player who deliberately attempts to or deliberately injures an opponent with a slash, high stick or cross-check.

RULE 27 – BODY CHECKING

- A. A minor or major penalty shall be assessed, depending on the degree of violence, any player who deliberately body checks an opponent
- B. If injury occurs because of a body check, a major penalty shall be assessed.
- C. It is the responsibility of each participant to respect the playing conditions and slow down or adapt accordingly. A penalty may be assessed to any player that body checks another participant, regardless of the playing conditions.

RULE 28 – BROKEN STICKS

- A. A player or goaltender may participate in play without a stick. A player or goaltender whose stick is broken must drop the broken portions immediately. Any player failing to drop broken portions of a stick shall be assessed a minor penalty. (Note)Should a player discard a broken stick by tossing the broken portions to the side of the rink but not over the rink boards, in a manner that does not interfere with the play or opposing players, no penalty shall be assessed.
- B. A player who has lost or broken his stick may only receive another stick at his own players' bench or be handed one by a team-mate on the floor and may not receive a stick thrown on the playing surface from any other part of the rink. A player shall be assessed a minor penalty for an infraction of this rule.

(Note) A player who does not pick up a stick thrown onto the playing surface from anywhere in the rink shall not receive a penalty. However, the person responsible for throwing the stick on the surface shall receive an interference penalty

- C. A goaltender may not use a broken stick at any time. A goaltender who breaks or loses his stick may use a stick of a player handed to him by a player until the next stoppage of play. A

goaltender may not resume play with a player's stick. A goaltender receiving a stick illegally shall be assessed a minor penalty.

- D. A goaltender may not go to the players' bench during a stoppage of play to replace his stick. He must be brought a stick by one of his players. An infraction of this rule shall result in a delay of game penalty.

RULE 29 – CHARGING

- A. A minor penalty shall be assessed to a player who runs, jumps into or charges an opponent.
- B. A major penalty shall be assessed to any player who charges a goaltender while the goalie is inside his goal crease area.
- C. A major penalty shall be assessed to any player who injures an opponent as a result of a charge.

(Note) For the purpose of this rule more than two steps towards an opponent shall be considered a charge.

RULE 30 – CHECKING FROM BEHIND

- A. A minor penalty plus a game misconduct with a game ejection shall be assessed to any player who intentionally pushes, body checks or propelled an opponent from behind while in motion anywhere on the floor into the boards. If a player is injured, a major penalty must be assessed.
- B. Where a player is pushed, body-checked, hit or propelled from behind into the boards or goal net, in such a way that he cannot defend or protect himself, a match penalty shall be assessed.

RULE 31 – CROSS CHECKING

- A. A double-minor (two, two-minute minors) or major penalty shall be assessed to any player who cross checks an opponent.
- B. Any player who strikes an opponent above the normal height of his shoulders with a crosscheck shall be assessed a major penalty whether injury results or not.
- C. A major penalty shall be assessed to any player who cross checks a goaltender while he is in the goal crease area.
- D. A major penalty shall be assessed to any player who injures an opponent with a crosscheck.
- E. A match penalty shall be assessed to any player who deliberately injures an opponent with a crosscheck.

RULE 32 – DELAY OF GAME

- A. A bench minor penalty shall be assessed to any team, which is deliberately delaying the game in any manner.
- B. A minor penalty shall be assessed to any goaltender that shoots or bats the ball directly out of the rink with his stick.

- C. A minor penalty shall be assessed to a player or goaltender that shoots the ball out of the rink during a stoppage of play.
- D. Any player (other than a goaltender in his crease) deliberately stepping on the ball or freezing it along the boards with his foot shall be assessed a minor penalty for delay of game.
- E. Any player who leaves his player's bench to deliver instructions to his team but does not stay on the surface, as a substitute shall be assessed a minor penalty.
- F. Any deliberate action by a defending player including a goaltender to knock the goal from its position shall be considered an act of deliberate delay of game.
- G. A penalty shot shall be awarded against a goaltender that deliberately moves the goal from its position while an opponent is on a breakaway across the centreline.
- H. A bench minor shall be assessed to any team, which after a warning from the referee fails to place the correct number of players on the floor and commence play.
- I. If in the last two minutes of regular playing time, a team is penalized for any of the following actions, a penalty shot shall be awarded to the non-offending team:
 - 1. Deliberate illegal substitution
 - 2. Protective equipment
 - 3. Deliberately knocking the goal net from its position
 - 4. Refusing to start play
 - 5. Raising the stick above the shoulders to deliberately cause a stoppage of play by a defending player.
 - 6. Goaltender shooting ball directly out of the playing surface.

(Note) In overtime a minor penalty shall be assessed under this section of the rule except in the case of refusing to start play in which case a major penalty shall be assessed.

RULE 33 – ELBOWING

- A. A minor penalty shall be assessed to any player who fouls an opponent in any manner with his elbow.
- B. A major penalty shall be assessed to any player who injures an opponent by elbowing.
- C. A Match Penalty shall be assessed to any player who injures an opponent by elbowing with an elbow pad featuring a hard cap covering the elbow area. Soft elbow pads are recommended instead of the hard plastic cap type.

RULE 34 – FACE-OFFS

- A. A face-off shall take place when the referee drops the ball on the floor between the sticks of the player's facing-off. The players taking the face-off shall stand squarely facing their opponents' end of the rink, approximately one stick length apart with the full blade of the stick flat on the floor. The visiting team player taking the face-off must place his stick on the floor for the face-off first. If a player other than the player taking the face-off moves off-side, makes physical contact with an opponent or encroaches on the face-off circle prior to the dropping of the ball, then the offending team's player taking the face-off shall be ejected from the face-off.
- B. If a player taking a face-off fails to take his proper position immediately when directed to do so by the referee, the referee may order him replaced at the face-off by any player on the floor.
- C. A team committing a second violation under these two sections during the same face-off may be assessed a Minor penalty.
- D. When an infringement of a rule has been committed or a stoppage in play caused by the team in the attacking zone, the ensuing face-off shall take place at the nearest face-off spot in the offending team's zone.
- E. When the ball becomes lodged in the wire mesh around the rink or between any signs mounted on the wire mesh, the face-off shall take place at the closest face-off spot.
- F. On the face-off, a player may not gain an unfair advantage by swinging "up" at the ball and knocking it out of the air. The ball is required to make contact with the playing surface. If a player knocks the ball out of the air, the player shall be removed from the face-off and replaced with another player.
- G. A player is not permitted to use their hand to assist or win the face off. Offending player will be waved out of the face off and another player will be required to take the face off
- H. Wording for the 9 dot face off rule ... All face-offs in the neutral zone shall be conducted at the designated face-off spots as dictated by reason for the stoppage of play.
- I. A face-off must be played first with the stick. A player cannot make initial contact with the ball using their foot or any other part of their body.

The face-off location will be at one of the two face-off spots nearest the offending team's blue line, thus causing a loss of territorial advantage.

When a stoppage of play occurs between the end zone face-off spots and the nearest end of the rink, the face-off shall be the nearest end zone face-off spot, unless otherwise stated in the rules.

Centre ice face-offs will be only conducted at the start of each period, following the scoring of a goal, premature substitution of the goaltender or in accordance with Rule 10.5(f) an error in calling icing.

Any other stoppage of play in any zone not caused by either team, the ensuing faceoff shall be at the nearest face-off spot excluding the centre face-off spot.

RULE 35 – FALLING ON THE BALL

- A. A minor penalty shall be assessed to any player except a goaltender who deliberately falls on or gathers the ball into his body by any means while standing or lying on the floor.
- B. A minor penalty shall be assessed to any goaltender that deliberately falls on or gathers the ball into his body, or holds or places the ball against any part of the goal or the boards when the ball is behind the goal line and the goaltenders body is entirely out of the goal crease area.
- C. A penalty shot shall be awarded against the offending team when a defending team player (except the goaltender) deliberately falls on the ball, holds or gathers the ball into his body in any manner or picks up the ball with his hand, while the ball is in his goal crease. No other penalty shall be assessed.

(Note)For the purpose of section (c) a penalty shot shall only be awarded when the ball is in the crease at the moment the infraction occurs.

RULE 36 – FIGHTING AND ROUGHING

- A. A major penalty shall be assessed to any player who fights.
- B. A player who is identified by the referee as being the instigator or the aggressor in a fight shall be assessed a minor penalty in addition to any other penalties he may incur.
- C. A minor penalty shall be assessed to any player who, having been struck shall retaliate with a blow or an attempted blow. Should such a player continue to retaliate, he shall be assessed a major penalty.
- D. Any player who does not retaliate after being struck will not be assessed a penalty under this section but may incur a penalty for violation of other rules.
- E. Any player wearing a ring or rings, tape or any other material on his hands who becomes involved in a fight and who uses such to gain an advantage or to inflict punishment and/or injury shall be assessed a match penalty in addition to any other penalties he may incur.
- F. When a fight occurs, all other players except the goaltender shall immediately go to their respective player's benches or a neutral area and remain there until the referee calls them back to resume play. The goaltenders must stay in their goal creases or proceed to a neutral area. Any players refusing to do so after being directed by the referee shall be assessed a misconduct penalty plus any other penalties they incur.
- G. A minor or major penalty shall be assessed to any player who is guilty of unnecessary rough play. When injury occurs a major penalty may be assessed.
- H. Any player joining in a fight, acting as a peacemaker or taking part in another fight at the same stoppage of play will be assessed a game misconduct penalty plus any other penalties he incurs.
- I. Any player or coach who becomes involved in a fight with an opposing coach or spectator shall be assessed a gross misconduct.

J. A minor or major penalty shall be assessed to any player who makes deliberate physical contact with an opponent after the whistle. k. Any player that engages in Fighting or Roughing with form fitting gloves ON (i.e. Mechanix or cloth Work gloves) shall be assessed a Match Penalty.

RULE 37 – GOALS AND ASSISTS

- A. A goal shall be scored when the entire ball has legally passed between the goal posts, below the cross bar and completely across the goal line.
- B. A goal shall be scored if a player of the defending team puts the ball in the goal in any manner. The player of the attacking team who last touched the ball shall be credited with the goal but no assist shall be given.
- C. A goal shall not be allowed if the ball has been kicked, thrown or otherwise deliberately directed into the goal by any means other than the stick or a redirection using the foot.
- D. If a goal is scored as the result of the ball deflecting directly into the goal off the person or feet of an official, the goal shall not be allowed.
- E. Should the ball be propelled into the goal crease of the opposing team and the ball becomes loose and available to an attacking player, the ball shall be considered legally in the crease and any goal scored on this play would be a legal goal.
- F. Each goal and assist shall count one point in the scoring records. Not more than two assists shall be credited on each goal.
- G. A goal shall be awarded if the stick makes contact with the ball under the height of the cross bar. If the stick contacts the ball above the crossbar but below the shoulders then no goal shall be awarded, the ensuing face off will be outside the blue line with a loss of zone. If the ball is contacted above the shoulders then a high stick penalty shall be assessed.

RULE 38 – HANDLING THE BALL

- A. When a player simply closes his hand on the ball and immediately drops it to the floor without gaining or attempting to gain an advantage by this action, play shall be allowed to continue. Play shall be stopped immediately if the player closing their hand on the ball pivots or maneuvers with the ball to gain any advantage whatsoever. In the event that play has been stopped due to any player (except a goaltender) who closes his or her hand on the ball, thereby gaining an advantage on an opponent, the face-off will be conducted with a loss of zone.
- B. A minor penalty shall be assessed to a goaltender who deliberately holds the ball and is causing an unnecessary stoppage in play. When the ball is thrown by a goaltender towards an opponent's goal and an opponent receives it, play shall continue. If a team-mate receives the ball, however, play shall be stopped.
- C. A minor penalty shall be assessed to any player except the goaltender who, while play is in progress, picks up the ball with his hand.

- D. A player shall be allowed to bat the ball in the air with an open hand or push it along the floor and play shall not be stopped unless the ball is directed to a team-mate in the attacking zone. A player shall not be allowed to bat the ball in the air more than twice (i.e. propelling the ball while running and palming the ball). When this occurs, the referee will stop play, and the face off shall be held at the point that penalizes the offending team the most.
- E. A goal will not be allowed if batted into the goal by an attacking player even if the ball deflects into the goal off any defending or attacking player.

RULE 39 – HIGH STICKS

- A. Contacting the ball with the stick above the normal height of the shoulders is prohibited. When this occurs, play shall be stopped, and the ensuing face-off will take place in the offending team's defending zone unless:
 - 1) A player from the non-offending team gains possession and control of the ball, in which case play shall continue.
 - 2) A player from the offending team high-sticks the ball into their own goal, in which case the goal shall be allowed.
- B. A goal scored with a high stick shall not be allowed, except when it is scored by a player of the defending team into their own goal.
- C. In youth divisions, high-sticking is a two-minute minor penalty (regardless of contact or not with the stick).

RULE 40 – HOLDING

- A. A minor penalty shall be assessed to any player who holds an opponent with his hands, stick or in any other manner.
- B. A minor penalty shall be assessed to any player who holds the stick of an opponent.
- C. A major penalty shall be assessed to any player who injures an opponent by holding.
- D. A minor penalty for butt-end holding shall be assessed to a player who impedes an opponent with the shaft of his stick above his upper hand.

RULE 41 – HOOKING

- A. A minor penalty shall be assessed to any player who impedes or seeks to impede the progress of an opponent by hooking with the stick in any manner, including using the butt end of the stick.
- B. A major penalty shall be assessed to any player who injures an opponent by hooking.

RULE 42 – ICING THE BALL

- A. Icing the ball is completed when an attacking player shoots the ball from inside his/her blue line and it crosses the defending teams' goal line.
- B. When the ball is touched or deflected by a player of either team after it has crossed the attacking player's blue line, the icing shall be nullified.
- C. "Icing" shall not be called if the team shooting the ball is below the numerical strength of the opposing team at the time the ball is shot.
- D. If, in the opinion of the referee, a player of the opposing team is able to play the ball before it crosses the goal line but has not done so, icing shall be washed out.
- E. Should the opposing goaltender make a move outside his crease area towards the ball, the icing call shall not be made and play shall continue.
- F. All games will be played with automatic icing (play is stopped immediately after the ball crosses the defending team's goal line).
- G. If the referee errs in calling icing, the face-off shall take place at the centre face-off circle.

RULE 43 – INTERFERENCE

- A. A minor penalty for interference shall be assessed to any player who:
 - 1. Interferes with or impedes the progress of an opponent who is not in possession of the ball.
 - 2. Deliberately knocks the stick of an opponent out of his hands.
 - 3. Prevents an opponent who has lost his stick from regaining possession of it.
- B. A minor penalty shall be assessed to any player who by means of his body or stick interferes with or impedes the movements of the goaltender by actual physical contact.
- C. Unless the ball is in the crease area, a player of the attacking team may not stand in the goal crease. If the ball enters the net while such a condition exists, the goal shall not be allowed. If an attacking player has physically interfered with the goaltender prior to or during the scoring of a goal, the goal shall be disallowed and a minor penalty assessed to the offending player.
- D. A minor penalty shall be assessed to any player who deliberately piles snow or any other obstacle at or near his net which would tend to prevent a goal from being scored.
- E. A major penalty shall be assessed to any player who injures an opponent by interfering with him/her.
- F. A minor penalty plus game misconduct shall be assessed on any player who deliberately interferes with, or makes contact with an opponent from his players or penalty bench. If he cannot be identified, a bench minor penalty shall be assessed.

RULE 44 – INTERFERENCE BY SPECTATORS

- A. The referee shall stop play if a player is being held or interfered with by a spectator unless that player's team is in possession of the ball and in scoring position at the time.
- B. The referee shall stop play if any objects are thrown onto the surface, which interferes with the progress of play.
- C. Any spectator who is being abusive or aggressive toward the game officials, participants, or other spectators at a game shall be asked to leave the property immediately at the discretion of game officials or management. Spectators are encouraged to cheer on their teams in a positive and respectful manner at all times.

RULE 45 – KICKING THE BALL

- A. Kicking the ball shall be permitted in all zones. A goal will not be allowed when an attacking player kicks the ball into the net, either directly or indirectly off any other player.

RULE 46 – KNEEING

- A. A minor penalty shall be assessed to any player who fouls an opponent by kneeing. A major penalty shall be assessed if injury occurs.

RULE 47 – LEAVING THE PLAYERS OR PENALTY BENCH

- A. No player may leave the players' bench or penalty bench at any time during a fight on the rink, or for the purpose of starting a fight.
- B. For a violation of Rule 48(a), a Double Minor penalty shall be imposed on the player of the team who was the first to leave the players' or penalty bench during a fight. If players of both teams leave their respective benches at the same time, the first identifiable player of each team to do so shall incur a Double Minor penalty. A Game Misconduct penalty shall also be imposed on any player penalized under this section, plus any other penalties he may incur. Refer to section (d).
- C. Any player (other than those dealt with under Section (b) who leaves his players' or penalty bench during a fight and is assessed a Minor, Major or Misconduct penalty for his actions, shall also incur an automatic Game Misconduct penalty, in addition to any other penalties he may incur. This includes a player leaving the penalty bench, for which he is to be assessed a Minor penalty in addition to the Game Misconduct. Such a player would not have to be the first player to leave a bench.
- D. At the Canal rinks, players may exit the penalty box through the side door leading to their team's bench once their penalty has expired. At Haig Bowl Arena, players must return to the

playing surface upon the conclusion of their penalty before proceeding to their team's bench.

Note: A maximum of 5 players per team may be assessed Game Misconduct for violations of Sections (b) and (c) of this rule during a stoppage of play. The maximum of 5 players shall include any players penalized under Rule 36 – Fighting and Roughing.

Note: Where one team has been clearly identified as the first to leave the bench and the Referee has assessed the 5 player maximum Game Misconduct, then in this situation a sixth player on one team may be assessed a Game Misconduct under this section. This sixth player must be the player who left the bench first.

Note: Referees must record in detail on the Official Game Report or separate Penalty Report Form, any bench clearing incidents.

- E. A penalized player may not leave the penalty bench (whether or not play is in progress), except at the end of the period or on the expiration of his penalty. A Minor penalty shall be assessed for a violation of this rule, including the situations dealt with under Sections (b) and (c) of this rule. However, in the case of a player returning to the surface before his time has expired through an error of the Penalty Timekeeper, he is to serve only his unexpired time.
- F. When a player on a breakaway on the opponents' side of the centre red line is interfered with by a player of the opposing team who shall have illegally entered the game, or by a player or coach on the players' or penalty bench, the Referee shall award a penalty shot to the non-offending team.
- G. If a penalized player returns to the rink from the penalty bench before his penalty has expired, any goal scored by his own team while he is illegally on the rink shall not be allowed. All penalties assessed by either team shall be served as regular penalties.
- H. If a player shall illegally enter the game from his own players' bench, any goal scored by his own team while he is illegally on the rink shall not be allowed. All penalties assessed by either team shall be served as regular penalties.

RULE 48 – PHYSICAL ABUSE OF THE OFFICIALS

- A. Any player or coach who intentionally touches, strikes or threatens a Referee; before, during or after a game shall be assessed a Match penalty and a full written report shall be submitted by the Referee.
- B. Any Abuse Towards officials will not be tolerated by the league!

RULE 49 – OFF-SIDES

The floating blue line works as follows:

- 1) Off-sides are determined at the defending team's blue line.

- 2) Once the ball enters the defending team's zone by crossing the blue line, the offensive zone then expands out to the red line.
- 3) If the ball goes out of the expanded zone (by crossing the red line into the attacking team's zone), then the attacking team must "clear the blue line."
- 4) The BALL must enter the zone first. Players (even with possession and control) may not back over the line with the ball. Deliberate off-sides will result in a face-off deep in the offending team's zone. A direct shot on goal while clearing the zone will not result in an automatic off-side unless the offending team fails to attempt to clear the zone. No goal can be scored while delayed off-side is in effect.

RULE 50 – BALL MUST BE KEPT IN MOTION

- A. A team in possession of the ball in its defending zone shall always advance the ball towards the opposing goal, except if prevented from doing so by players of the opposing team. For an infraction of this rule, play shall be stopped and the face-off shall be at either end zone face-off spot in the defending zone of the offending team.
- B. A Minor penalty shall be assessed on any player who deliberately holds the ball against the boards or any part of the goal in any manner, unless he is being checked by an opponent.

RULE 51 – BALL OUT OF BOUNDS OR UNPLAYABLE

- A. Play shall be stopped if the ball leaves the playing area or makes contact with any obstacle above the playing surface. The ensuing face-off will occur at the nearest face-off dot to the point where the ball was last legally played. However, if the ball strikes the net and immediately goes out of bounds, the face-off shall be conducted at the nearest face-off dot adjacent to the net.
- B. A Minor penalty shall be assessed any player who delays the game by deliberately shooting, batting or throwing the ball outside the playing surface of the rink. The resulting face-off shall be at the spot where the offence occurred.
- C. If the ball is shot on the back of the net and comes off without any delay or, if a player or goaltender knocks the ball off the back of the goal netting without unnecessary delay, play shall continue. If the ball is frozen between opposing players or cannot be removed from the back of the net, the Referee shall stop play and the face-off shall take place at a location covered by the rules.
- D. A Minor penalty shall be assessed on a goaltender who causes the ball to go out of bounds, or deliberately drops or throws the ball on the goal netting to cause a stoppage in play.

RULE 52 – BALL OUT OF SIGHT OR ILLEGAL/BROKEN BALL

- A. At any time where the Referee loses sight of the ball (or the ball breaks), play shall be stopped. The resulting face-off shall be at the point where play was stopped, unless otherwise stated in the rules.

B. If, while play is in progress a ball other than the one legally in play appears, the play shall not be stopped but shall continue with the legal ball until the play then in progress is completed, unless the illegal ball is impacting the play of the game at the referee's discretion.

RULE 53 – BALL STRIKING OFFICIAL

Play shall not be stopped if the ball touches an official anywhere on the rink, except when the ball is deflected directly off an official into the goal or out of the playing area. No goal shall be allowed if a ball deflects directly off an official into the net.

RULE 54 – STARTING OF GAME

Games will be played in virtually any type of weather conditions. Players will be notified by coaches or team representatives of any cancellations or postponements. For safety reasons, games may be delayed, cancelled or postponed by management only, due to extreme cold, electrical activity and severe storms (the Ball Hockey Ontario severe weather policies are posted on our website at: www.ballhockey.com).

- A. All games shall start on time or as close to the scheduled start time as possible.
- B. Each participating team is required to be prepared to start on time.
- C. In the event that one of the scheduled officials is not present, the game will proceed and be played.
- D. Any team which fails to field 4 or more players and a goalie, or six runners will automatically forfeit. A five-minute grace period will be run off the clock prior to the game being declared a forfeit. If during the grace period the offending team is able to start play, they will be assessed a delay of game penalty. A forfeit will not count towards a player suspension for the offending team. Forfeits can be avoided by using approved spare players.
- E. If a team is aware that they are going to forfeit a game, it will be considered a courtesy to your scheduled opponent to advise the office staff that your team will not be present. A win will automatically be awarded to the opposing team and they will have the option of using the scheduled hour for a practice.
- F. At the beginning of each period, only the players taking part in the actual face-off shall be allowed on the rink. All other players shall go directly to their benches. For an infraction of this rule, a Bench Minor penalty for delay of game shall be assessed by the offending team.
- G. Once an official has entered the surface, the clock will begin to run down from 13 minutes allowing the teams a minimum of three minutes to warm up. The official will blow his whistle at 11:00 minutes signifying the players need to prepare for the start of play. The clock will be stopped at 10:00 minutes and the officials will take their position. If a team remains unprepared to start the game after a 30 second grace period, a two minute minor penalty for delay of game will be issued and the clock will be started.
- H. Once a team has five (5) runners and a goalie, they must complete the game with at least that many participants. The same rule applies when a team starts a game and plays with four (4)

runners and a goalie where no other players come out for that team. In the event that a team is unable to field the minimum number of players on the playing surface (due to injury or penalties assessed), play shall be stopped and a forfeit win awarded to the non-offending team.

RULE 55 – REFUSING TO START PLAY

- A. If a team is withdrawn from the rink and fails to return and start play, or if being on the rink, fails to start play within two minutes after being ordered to do so by the Referee, the game or series shall be suspended. The Referee shall submit a full written report. If a team after being ordered to return, does return to start play, then a Major penalty shall be assessed for Delay of Game. If this infraction occurs in the last two minutes of regular playing time, a Penalty Shot (in addition to the Major penalty) shall be awarded against the offending team, as stated in Rule 32(h)-Delay of Game
- B. If a team is withdrawn from the rink or fails to go on the surface, or being on the surface, fails to start play a SECOND TIME within the same game after being ordered to do so by the Referee, the two minute allowance shall not be granted and the game will be officially suspended. A full written report shall be submitted by the Referee.

RULE 56 – SLASHING

- A. A minor penalty, or double-minor, at the discretion of the Referee, shall be assessed on any player who impedes or seeks to impede the progress of an opponent by “slashing” with his/her stick.
- B. A Major penalty and a Game Misconduct penalty will be assessed to any player who injures an opponent with a “slash” at the discretion of the referee.
- C. A “slashing” penalty shall be assessed any player who swings his/her stick at an opponent (whether out of range or not) without actually striking him/her, or who, on the pretext of playing the ball, makes a wild swing at the ball with the object of intimidating his/her opponent. d. A Match penalty shall be assessed any player who deliberately attempts to or deliberately injures an opponent with a slash.

RULE 57 – SLIDING

- A. Any player who deliberately slides and makes contact with an opponent in any manner, shall be assessed a minor penalty. In the event that a player has to take extreme measures to avoid being upset by an opponent that is sliding, the referee may assess a Minor Penalty. Sliding is defined as any player that deliberately propels themselves by sliding (on shin pads in most cases, but also “surfer-style”). A player that drops to block a shot is not considered to be sliding unless they are propelling themselves.
- B. In the Co-ed, Men’s Over 35, and Men’s Over 40 divisions, a minor penalty shall be assessed to any player who deliberately slides anywhere on the playing surface.

- C. A major penalty and game misconduct shall be assessed to any player who injures an opponent as a result of a deliberate slide.
- D. Any head contact penalty must be served in full regardless of the opposing team scoring.

RULE 58 – SPITTING

A Match penalty shall be assessed on any player or coach who deliberately spits on or at; an opponent, official, coach or spectator. A full written report will be submitted by the Official.

RULE 59 – THROWING STICK

- A. Where any player of the defending team, including the goaltender, deliberately throws his/her stick or any part thereof or any other object at the ball or ball carrier in the defending zone, the Referee shall allow the play to be completed and if a goal is NOT scored, a penalty shot shall be awarded to the attacking team. If a goal is scored, the penalty shot shall not be awarded.
- B. A Minor penalty shall be assessed any player who deliberately throws his/her stick or any part thereof or any other object except when such act has been penalized by the awarding of a penalty shot or a goal.
- C. A misconduct penalty shall be assessed any player who deliberately throws a stick or any part thereof, or any object outside the playing area. Where a player throws a stick in a violent manner and such action puts the safety of other players (on any rink) or spectators at risk, a gross misconduct shall be assessed. Any player assessed for gross misconduct for this action shall be suspended from all divisions until the full suspension has been served in the division it was incurred.

RULE 60 – TRIPPING

- A. A minor penalty shall be assessed on any player who trips an opponent. If injury results, a major penalty shall be assessed.
- B. If a player uses his/her stick, knee, hand, foot, arm or elbow in any manner or falls on the surface directly in the path of the ball, causing the ball carrier to trip and lose possession of the ball, a penalty shall be assessed.
- C. When a player in control of the ball on his opponent's side of the centre red line is tripped, or otherwise fouled from behind, and thus prevented from having a clear shot on goal (having no other opponent to pass other than the goaltender), a penalty shot shall be awarded to the non-offending team. The referee shall not stop play until the attacking team has lost possession and control of the ball.

RULE 62 – HEAD CONTACT

- A. A minor penalty shall be assessed to any player who accidentally contacts an opponent in the head, face, or neck with any part of their body or equipment.
 - a. A double-minor penalty or a major penalty plus a game misconduct penalty, at the discretion of the referee and based on the degree of violence, shall be assessed to any player who intentionally contacts an opponent in the head, face, or neck with any part of their body or equipment.
 - b. A major penalty plus a game misconduct penalty shall be assessed to any player who injures an opponent under this rule.
 - c. A match penalty shall be assessed to any player who deliberately attempts to injure or deliberately injures an opponent under this rule.

RULE 62 – GENERAL RULES

- A. Open cuts – Any player with an open cut will be asked to leave the playing surface, and may not return until the bleeding has stopped and the wound has been covered with a bandage. The time keeper has a basic first aid kit, however each team is encouraged to purchase their own first aid supplies. The distribution of first aid supplies is a courtesy provided by Ball Hockey Ontario clubs for members, and it would be appreciated if all unused items were promptly returned. If during game action a bandage slips or falls off, it is not necessary to replace it unless the cut/wound is still bleeding.
- B. Surface Damage – Any player who intentionally damages the playing surface or facility will be assessed a 10 minute misconduct at the discretion of the game official and will be required to compensate the facility for damages incurred.
- C. Intoxication – Any team who suspects that a player is under the influence of drugs and/or alcohol should bring this to the attention of the referee immediately, upon discovery. The referee will then talk to the team rep of the intoxicated players' team, giving him the option to voluntarily remove the player from the game. If the team rep or player in question refuses, then the referee will talk to the player to determine if he is intoxicated. If in the opinion of the referee, the player is intoxicated and returns to the playing surface, he/she will receive a gross misconduct and that player's team will receive a five minute bench major penalty. This rule is for the safety of all players including the offending participant, and as such, teams should be encouraged to cooperate fully with each other and the officials. The game officials will have the authority to remove an intoxicated player from the game at any time. Ball Hockey Ontario will not tolerate substance abuse before or during a game.
- D. Mercy Rule – During a game, if a team leads by 10 goals at any time or five goals in the last five minutes of play, the time clock will not stop after the face-off at center. Once the mercy rule has been instituted, the clock will NOT revert to stop time, unless the trailing team closes the gap by one goal (i.e. less than 10 or less than 5 goal gap). The clock will only be stopped by a game official for a timeout, serious injury or other valid reason. The scoreboard will not

reflect any more than a 5 (five) goal spread at any time, regardless of the actual score. (This rule previously was unless the trailing team closes the gap in the score to two goals).

- E. Urinating on club property – A gross misconduct shall be assessed to any player caught urinating anywhere on club property, with the exception of the facilities provided for such personal need.
- F. Each team shall be entitled to ONE thirty (30) second time-out per game (regular season or playoffs)
- G. In youth division, any swearing made towards someone (player, coach, referee) will result in a two-minute minor penalty. If repeated in same game, a 10-minute penalty and game ejection will be assessed.

SECTION FIVE – PLAYOFFS:

- A. All teams participating at Ball Hockey Ontario locations are eligible for playoffs.

Note: The only exception to this is where a team has outstanding Team Fees owed.

- B. In the event that teams are tied at the end of regular season, the following formula shall be used to determine team placement for playoff purposes:
 1. most wins
 2. head-to-head play
 3. season goal differential (goals for minus goals against)
 4. most goals for
 5. head-to-head goal differential
 6. least penalty minutes
 7. coin toss
- C. Playoff schedules will be available 7 – 10 days prior to the beginning of playoffs.
- D. All games will be three periods of ten minutes, stop time.
- E. Playoff series will best two-out-of-three series (unless division/team reps/club management agree to another format). Club management reserves the right to move game threes within adequate notice for both teams.

SECTION SIX – OVERTIME RULES:

Regular Season Overtime Rules

- 1. Overtime Period
 - o A 5-minute run-time, sudden-death (“golden goal”) overtime period will be played.
 - o Overtime format is 3-on-3 (plus goalkeepers).
 - o The first team to score during the overtime period wins the game.
- 2. Shootout Procedure (If Still Tied)
 - o If no goal is scored during overtime, the game proceeds to a shootout.
 - o Each team will select three different shooters to participate in the initial round of the shootout.
 - o If the score remains tied after the initial three shooters per team, the shootout proceeds to sudden death rounds.
 - o During sudden death, teams may reuse any player, and the shootout continues until one team scores and the other does not in a given round.

Playoff Overtime Rules

- 1. Standard Playoff Games
 - o Overtime in playoffs follows this format: a 5-minute, 5-on-5 period with golden goal.

- If tied after overtime, the game proceeds to a shootout using the same rules as regular season.
- 2. Elimination Games (Divisional Finals Only)
 - In divisional finals where a team's elimination is at stake, shootouts are not used.
 - Instead, games will proceed with 10-minute, 5-on-5 sudden-death periods.
 - These overtime periods will be continuous until a goal is scored, and the game is decided.

SECTION SEVEN – CO-ED RULES:

Division Intentions - this division is intended to be:

- 1) Recreational or Competitive, depending on your registration.
- 2) A Sociable experience for participants
- 3) Less Competitive than other adult divisions (Recreational Division only)
- 4) Fun for men, women and couples

A. Female Player Requirement: At all times during gameplay, each team must have a minimum of two female players on the playing surface. If a team has a female goaltender, she does not count toward this requirement.

B. Male Goal Limit: A maximum of three (3) goals scored by male players will be counted per game. Any additional goals scored by male players beyond this limit will not be added to the score and the following faceoff will occur in the opposing end. If a co-ed game is tied after regulation, the goal limit for males is removed.

C. In the “Co-ed Open” tournament division, the male goal limit per game is removed.

SECTION EIGHT – DIVISION RESTRICTIONS:

MEN'S A/D1: NONE

MEN'S B/D2: MAX 4 CURRENT SEASON "A/D1"

MEN'S C/D3: MAX 2 CURRENT SEASON "A/D1" & 2 CURRENT SEASON "B/D2" OR 4 CURRENT SEASON "B/D2"

MEN'S D/D4: MAX 1 CURRENT SEASON "A/D1" & 1 CURRENT SEASON "B/D2" OR 1 CURRENT SEASON "B/D2" & 3 CURRENT SEASON "C/D3" or 4 CURRENT SEASON "C/D3"

MEN'S DIVISION 5 MAX 3 CURRENT SEASON "C/D3"

MEN'S DIVISION 6 MAX 3 CURRENT SEASON "C/D3"

MEN'S RECREATIONAL NO CURRENT SEASON "A/D1, B/D2, C/D3"

COED COMPETITIVE MAX 4 CURRENT SEASON "A/D1" OR 1 "A/D1" & 4 "B/D2"

COED RECREATIONAL NO CURRENT SEASON "A/D1", B/D2, C/D3"

USE OF SPARE PLAYERS

In the event that a team has less than seven total players (including a goaltender), they are entitled to pick up a maximum of two "spares." Spares may be used from any lower division (but not exceeding seven total participants). Spare players must be registered participants in the current season, and may only be used in the regular season play. A team may use spares, provided that at no time their team exceeds seven total participants for that game. A maximum of 2 spares to a total of 7 players still applies, with the following exceptions:

- a. When a team does not have a goaltender, they shall be permitted to pick up a "Spare Goalie" regardless of what division the goalie plays in (this applies for ALL divisions, including Men's Over 30, Over 35, and Over 40).
- b. Co-ed: Spares must be female with the exception of a spare goaltender.
- c. In the situation where a team is about to forfeit a regular season game, they may be allowed to use registered club players from any division. The team requiring the spares is to approach the game officials and the opposing team rep and advise them that their team is about to forfeit. The team that has the required number of players in attendance will have the option then to accept the win by forfeit, or allow the other team to add spares that would normally not be allowed ... and play the game as an official game. Once this decision has been made, then the game will be played as an official game and the results will be recorded in the standings.
- d. In the playoffs, a team is permitted to use one (1) spare goaltender replacement per playoff round. This substitution must be communicated to the league in advance. League Management reserves the right to deny the use of a spare goaltender in exceptional

circumstances, including but not limited to situations where the proposed goaltender competes at a substantially higher competitive level.

If during the course of the game, additional registered players arrive the team will need to decide if they will use the spares or use the team's registered players making sure not to exceed seven players in total if they choose to combine the use of spares with their regular roster players.

SECTION NINE – SUSPENSIONS & PROTESTS:

MAJOR OR MISCONDUCT SUSPENSION OFFENSES CHART:

As detailed below, offense tracking resets at the end of each season (Spring, Summer, Fall, Winter). However, if a suspension carries over into the next season, any remaining games must still be served.

Infraction	1 st Offense (minimum number of games)	2 nd Offense (minimum number of games)	3 rd Offense (minimum number of games)
Fighting	5 games	Indefinite	
Fighting (instigator)	6 games	Indefinite	
Fighting (non-instigator)	3 games	6 games	Indefinite
Fighting (before/after game)	10 games	Indefinite	
Roughing	2 games	4 games	Indefinite
Head Contact	2 games	3 games	6 games
Spearing / Butt-ending	2 games	3 games	Indefinite
Gross Misconduct	2 games	4 games	Indefinite
Gross Misconduct (discriminatory language)	5 games	Indefinite	
Third Man In	3 games	6 games	Indefinite
Leaving bench to enter fight	3 games	6 games	Indefinite
Failure to go to penalty box	2 games	4 games	Indefinite
Molesting an official	Indefinite		
Checking from behind	2 games	4 games	Indefinite
Major or Misconduct in 3 rd period	1 game	1 game	1 game
Match Penalty	5 games	Indefinite	

These guidelines are subject to review by the Ballhockey.com Discipline Committee and serve as minimum suspension standards. The committee reserves the right to increase suspensions upon further review and reassessment of the incident.

SUSPENSIONS

- A. Suspended players shall not be allowed to attend the games from which they are suspended. In the event that club management allows them to attend a game they are suspended from, they may not participate in the warm-up or go on the bench.
- B. If a player is suspended for an offense committed while playing for one team, the suspension applies to all teams they are rostered on within the league. The suspension remains in effect

across all teams until the required number of games has been served with the team where the offense occurred.

- C. If a suspended player's team has been eliminated from the playoffs, the suspension will be carried over to his next scheduled team's games, regardless of division or stage of season.
- D. A player may only serve a suspension when his team is considered to be in Good Standing with respect to all Team and Individual fees owed.
- E. Any player who receives a Match Penalty will not be permitted to participate in any division until the full suspension has been served in the division it was incurred.
- F. A player's offenses will reset at the end of each season. However, any suspension with remaining games to be served will carry over to the following season.
- G. Suspensions that carry an associated fine, as determined by League Management, must be paid in full before the player is eligible to return to play

PROTESTS

The only grounds for a protest is an ineligible player. The fee is \$25.00 and will be returned if the protest is upheld. Protests must be submitted in writing within one hour of the game in question. Any registered player or parent may lodge a written complaint/comment at the office with any staff. We welcome your input and will follow up accordingly

FORFEITS

Any team that forfeits a scheduled game without providing a minimum of 48 hours' notice to league management, and without confirmation from league staff, will be subject to a \$75 team fine.

All outstanding forfeit fines must be paid in full prior to the start of playoffs. Teams with unpaid fines will be deemed ineligible for playoff participation until the fine is resolved.

League management reserves the right to enforce this policy to ensure fairness, scheduling integrity, and respect for opponents, officials, and facility operations.

VIDEO REVIEW USAGE

Video footage recorded during games is primarily intended for entertainment, promotional, and archival purposes. However, in limited circumstances, such footage may be reviewed for disciplinary reasons as outlined below.

Video footage may only be utilized for the sole purpose of reviewing incidents related to on-floor rulings that were made during the game and that may warrant further disciplinary action. Video may

not be used to challenge, alter, or revisit calls outside the scope of potential supplemental discipline.

Notwithstanding the foregoing, in cases involving serious infractions that may warrant suspension, League Management reserves the right to independently review video evidence, including incidents that were not observed by game officials. This authority is limited to determining whether supplemental discipline is appropriate in response to conduct deemed severely inappropriate or unacceptable.

PAYMENTS

- A. A deposit of \$500 must be paid in full prior to the start of Game 1 of the regular season.
- B. The remaining team fee must be paid in full prior to the start of Game 5.

NON-PAYMENT & FORFEITURE:

- If the full team fee is not paid by the start of Game 5, the team will automatically forfeit all scheduled games until payment is received.
- If no payment is made and the team willfully forfeits all remaining games, all players on the roster will be suspended indefinitely until the outstanding balance is paid in full.