



# LEAGUE MANUAL

## APPROVALS

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<b>REVISIONS</b>		
<b>Rev. No.</b>	<b>Date</b>	<b>Revision Description</b>
1.1	3 Oct 2016	Previous Version (2015 -2016 Season)
2.0	13 Sep 2024	Changes to the following: Section 2 – Mission Statement Section 5.1 – Playing Format Section 5.4 – Ice Time and Game Format Regular Season Section 5.7 – Augmenting a Team Section 7.2 – Team Players Section 12 – Disciplinary Matters Section 14.1 - Fighting Definition Section 15 – ANNEX I – Infractions, Table of Penalties Section 16 – ANNEX II – Season Specific Substitution Rules

## 1 **Message from the Committee**

The QIIHL (Qatar International Ice Hockey League) has been around in one form or another since 2002. We began as a group of expatriates whose vision was to create a recreational environment where we could enjoy playing a game which we love as well as establish friendships and camaraderie with players and their families.

It is the goal of the QIIHL to make your hockey experience the best that it can be. We are striving to have a fun, recreational league while also providing participants with the competitive flare that only an organized game can provide. Through your valued feedback, we can continue to grow as a league and make improvements that positively affect the product, we offer both on and off the ice.

We acknowledge that there are challenges which are presented to every league, especially considering our environment, and we are confident that we shall address these challenges as opportunities and not as setbacks and steadfastly continue to prosper as an entertaining entity for you and your families.

## 2 **Mission Statement**

To provide a safe and enjoyable recreational senior ice hockey league and promote the development of the sport in the state of Qatar.

## 3 **Scope**

The scope of this document is to set out guidelines for the Qatar International Ice Hockey League (QIIHL) and shall be always adhered to. If during the season a need arises for any changes to alter any part of this document, permission must be obtained from the QIIHL Chairman. The Chairman will have the power to approve changes but only with a majority agreement of the QIIHL Committee ('The Committee'). Reference documentation: QIIHL Charter 2024.

All games are to be played according to the rules set out in the QIIHL League Manual first, followed by the IIHF Official Rule Book 2023-24.

All QIIHL League games are currently played at Villagio Gondolania rink.

## 4 **Code of Conduct QIIHL members:**

Shall take reasonable care in the course of play not to act maliciously or display un-sportsman like conduct.

Shall endeavor to act in the best interest of the membership and treat all persons regardless of such factors as race, color, national origin, sex, marital status, age, religion, creed or political belief.

Shall not disclose Confidential Information of the membership, particularly the email list, without the approval of the Committee, thereby respecting the privacy of the membership from unwarranted solicitation.

Shall comply with the charter, by-laws and rules of the QIIHL.

## 5 **Playing Rules / Supplemental to QIHL and Gondolania**

### 5.1 **Playing Format**

The full QIIHL season will consist of two round robin regular seasons, each with a playoff round, consisting of semifinals and a final. Each team will play a total of approximately 22 to 25 regular season games each, with the possibility of 2 playoff games during each season. At the end of each regular season, the total number of accumulated points will be tallied, and each team will be ranked within their division.

The play-off format shall be determined by the number of teams in the division as follows:

4 Teams per Division Playoff Format	3 Teams per Division Playoff Format
1 <sup>st</sup> Place vs 4 <sup>th</sup> Place	1st gets a bye
2 <sup>nd</sup> Place vs 3 <sup>rd</sup> Place	2nd Place vs 3rd Place

**5.2 Regular Season Points System**

Win = 2 points; Tie = 1 point; Loss = 0

**5.3 Playoffs Point Determination**

If teams are tied in points at the end of the regular season, the following will determine the seeding order:

- a. Team with the most wins;
- b. Head to head competition;
- c. Total goals for;
- d. If still tied then the Chairman shall conduct an official coin toss to determine the tie break.

**5.4 Ice time and Game Format Regular Season**

- a. Each game has an allotted playing time of 70 minutes.
- b. 5 minute warm up
- c. Three (3) x 20 minute periods of running time.
- d. 2.5 minute break between periods
- e. Stop time played in the last minute within one (1) goal difference.
- f. 15 minutes allotted between games for cleaning of ice and warm-ups.
- g. One (1) 30 second time out is allowed per team per game.
- h. Games may end in a tie at the end of regulation time.
- i. The home team is assigned the 'TGIF' bench.

**5.5 Ice time and Game Format Playoffs**

- a. Same as above however, game score within 2 goal shall play stop time within the last two (2) minutes. Games tied at the end of regulation will result in a sudden death, 5 minute, 4 on 4 overtime. In the event of tie, sudden death Shootout shall ensue until there is an outcome. Each team will keep the same goalie and goal that they had at the end of the final period, for the duration of the overtime period.
- b. No substitute players are permitted in the playoffs.

**5.5.2 Shootout Procedure**

If no goal is scored in the sudden-death overtime period, a penalty shot shootout will be used to determine a winner. The following procedure will be utilized:

- a. The Referee will call the two captains to the on-ice officials' crease to call a coin toss. The winner has the choice to have his team shoot first or second.
- b. Goaltenders will defend the same goal as in the overtime period and the ice will not be cleaned.
- c. Three different skaters from each team will take shots alternately (A,B,A,B,A,B). The skaters do not need to be named beforehand and can be changed any time up to the point when the Referee blows his whistle to signal the start of a shot.
- d. Eligible to participate in the penalty-shot shootout are all players from both teams listed on the official game sheet except those serving penalties which had not expired prior to the completion of the overtime period as well as players who had been assessed

- game-misconduct or match penalties.
- e. The team with the most goals after the first six shots is declared the winner of the game. If the game's outcome is known before all six shots have been taken, the remaining shots will be abandoned.
- f. If the score of the penalty-shot shootout is still tied after six shots, it will continue under a sudden-death format.
- g. The sudden-death penalty-shot shootout will allow one skater from each team to take a shot until a winner is determined. Skaters who participated in the first stage of the penalty-shot shootout, are eligible to shoot only after all others have taken a turn.
- h. The team that took the first shot during the penalty-shot shootout for the first three rounds will shoot second for the fourth and subsequent shots of the sudden-death format until a winner is determined.
- i. If a team, player or coach declines to participate in the penalty-shot shootout, its opponent will be awarded the win.

## 5.6 Pre-Game Requirements

- a. Teams with less than 5 players will not be allowed to compete and forfeit their game 0-5. See 5.8 *Augmenting a Team Procedure* below for substitutions.
- b. Rosters are subject to change only upon the agreement of the Committee and all captains in the respective Division.
- c. Only persons nominated on the QIIHL Official Scoresheet and Officials of the QIIHL (i.e. Committee, Coaches, etc.) are permitted on the players' bench.
- d. All games are to be played according to the rules set out in this QIIHL League Manual first, followed by the IIHF Official Rule Book 2023-2024. Any rules not specifically mentioned within the QIIHL League Manual are subject to the IIHF Official Rule Book 20123-2024.
- e. The QIIHL may determine changes to the rules or set additional rules as necessary for the proper management of the QIIHL.

## 5.7 Augmenting a team

- a. Any team who has more than 5 and less than 10 of their own players at the start of a game, may augment their roster with additional QIIHL players, not to exceed 10 players.
- b. Substitutes cannot be used if the lineup exceeds 10 players.
- c. Substitute players shall be from the same draft round and best efforts should be made to augment the team with players who are equal to in skill to the missing team players.
- d. Additional players must be approved by the both Captains.
- e. Registered A players cannot play down in B, however, B players can play up in A.
- f. From time to time, an official substitute list may exist for new comers to the league on a waiting list and designated as A, A/B or B level players. To the extent reasonably possible, teams should contact substitutes from this list first, as per their A / B designation, before asking existing players to augment their team.
- g. Any substitute players may wear alternate jerseys provided the colour scheme does not clash with the opposing team's jersey colours.
- h. At the discretion of the committee and in consultation with the captains from both divisions, season specific substitute player rules may be implemented to ensure parity and competitive balance. Season specific substitution rules are outlined in Appendix II of this document.

## 5.8 Goaltending Switch

In an effort to minimize any disparity in goaltender, teams will switch goaltender as follows:

- a. Goalies to remain in the same net for the duration of the game.
- b. Teams will switch ends once only during the game, at 10 mins into the 2nd period; or at the half way mark as determined by the score keeper in the event of reduced time.
- c. While the clock will be set for the full time of the second period, the buzzer will sound at the half way mark. Teams to face-off at center ice within 30 seconds.

### **5.9 Reduced Ice Time**

- a. If, for whatever reason, there is not enough ice time available to complete a game, the length of the periods may be reduced to the required time to complete the game within the allotted time slot. This is to be determined by the Game Referees. The Referees are to advise the player benches and Scorekeeper.
- b. If less than 2 periods of 20 minutes run-time can be played, the game shall be considered cancelled and no stats shall be taken for this game. Captains, in consultation with the Game Referee, may jointly agree and decide how they wish to use the ice time.

### **5.10 No Touch Icing**

- a. Should a player of a team equal or superior in numerical strength propel the puck in any manner (stick, glove, skate, body) from his own half of the ice to beyond the icing line of the opposing team – including off the boards or the protective glass – without the puck being touched by any player from either team in the offensive half of the ice before the puck crosses the icing line, icing will be in effect. For the purposes of icing, the entire centre red line is part of the offensive half of the ice.
- b. If there is no “race” for the puck, icing will be not called until a defending player crosses his defending blue line and the puck crosses the icing line.
- c. If the defending goaltender makes any attempt toward the iced puck, the Referee will waive off icing and allow the play to continue.
- d. The Referees will call off icing if they deem that a defending team player is capable of gaining possession of the puck before it crossed the goal line without undue pressure from any attacking players.
- e. Icing will be called if the puck crosses through the goal crease and crosses the icing line, provided it does not touch the goal frame and the goaltender makes no attempt to play the puck.

### **5.11 Slap Shots**

- a. Slap shots are permitted in QIIHL A Division games but are not permitted in B division games.
- b. Slap shot determination: Any shot that results from the blade of the stick being raised above the waist on either the back-swing or follow-through will be deemed a slap shot and game action will be stopped immediately.
- c. The ensuing faceoff will take place at the nearest faceoff spot to where the shot originated which provides the offending team less territorial advantage.
- d. No goal scored on a shot deemed to have been shot on a slap shot will count.

### **5.12 Faceoff Procedure**

The Referee will blow the whistle indicating that teams have 5 seconds to line up for the faceoff. Within these 5 seconds, the Referee will initiate the faceoff.

### **5.13 Netting Rule**

- a. In the event that the puck comes in contact with the netting above the playing surface, the puck is considered ‘live’ and in play, provided it falls back into the

playing surface.

- b. If the puck falls directly into the 3 dimensional space above the crease, the Referee shall blow the play dead.
- c. The ensuing faceoff shall be taken at the nearest faceoff circle inside the zone to where the puck was shot or deflected from.

#### 5.14 Line Change (Icing)

- a. A team charged with icing may substitute any of its players without incurring a penalty.
- b. Both team shall simultaneously comply with the 5 second rule as per the Face-Off Procedure above.

#### 5.15 Time Stoppage

- a. Referees may request the Scorekeeper stop the clock at their discretion.

**NOTE:** Score board operations require the clock to be stopped in order to enter penalty data. The Scorekeeper shall re-start the clock as soon as the penalty has been entered.

- b. **Regular season:** The last minute of play will be at stop time if the score is within in one goal differential
- c. **Play-offs:** The last two (2) minute of play will be at stop time if the score is within in two (2) goal differential

#### 5.16 Coincidental Minor Penalties

- a. Coincidental Minor Penalties will be played with 5 on 5 to allow for more player ice time.
- b. Should a minor penalty be called to Team 'A' and subsequent minor penalty thereafter to Team 'B' while Team 'A' is still shorthanded, the game will be played at 4 on 4.
- c. If either team scores a goal while not shorthanded, (while both teams are still at 4 on 4) their player does NOT exit the box until after their penalty has expired.

### 6 Game Officials

- a. Two (2) Referees should be provided for each game. Referees will work together as part of a two-man system where both are responsible for calling penalties as well as all game infractions (i.e. icing, offside, etc.).
- b. If possible, one Scorekeeper/Timekeeper will be provided for each game and will be considered part of the officiating team. The on-ice officials will make the final decision on all discrepancies occurring during a game but may defer to the Scorekeeper/Timekeeper (i.e. length of time for penalties or period end).

### 7 Team Members Eligibility/Administration

#### 7.1 Team Management

- a. Every team shall have a Captain. The Captain shall be a player officially assigned to that team. The Captain may also act as the Team Coach/Manager. All appointments are to be confirmed by the Committee. Any change of coach/captain requires the approval of the Committee.
- b. Captain must designate alternate captain in his absence and to make game decisions in his stead. Alternate Captain to inform referees prior to start of the game

#### 7.2 Team Players

- a. A final team list is to be determined prior to the first game of the season. At the beginning of each QIIHL season, in an attempt to achieve parity within the league, the league will execute a player draft whereby players will be assigned/drafted to teams.

At any time, the league reserves the right to adjust the rosters accordingly to best meet this objective.

- b. Once the Team has been named no more changes are permitted without the prior approval of the Committee. Any replacement in a Team requires approval by the Captains AND Committee.
- c. Deadlines for movement of players are season specific. Reference Section 16 ANNEX II – Season Specific Rules

### **7.3 Player Eligibility**

- a. All registered players of the QIIHL are eligible to play in the league. Exceptions may be permitted with prior approval from the Committee and both team Captains.
- b. Players must be 18 years of age or older at the start of the season unless they have written parental consent (i.e. signed waiver) and approval by the Committee prior to participating in any QIIHL league game.
- c. There is no upper age limit. Both male and female players are permitted.
- d. New players must meet a minimum hockey skills ability assessment. The final decision whether a player may play in the QIIHL rests with the Committee.
- e. Any person who is not a registered player of the QIIHL may still play in a regular season league game provided he/she has received expressed authorization of the Committee AND both Captains of that game.

### **7.4 Goaltender Coordinator**

- a. The Committee will assign one individual to be the Goaltender Coordinator. He/she will manage the league goaltenders and assign two to each game.
- b. In the event that a goaltender is not available at the start of a game, both Captains shall agree to a procedure for completing the game fairly and shall advise the Referee. If an agreement cannot be reached, the following procedure shall be used:
- c. The team with no goaltender shall lay down the net such that the top of the net is facing centre ice. Goals shall be scored against this net, only when the top of the net (now facing forward) is hit by the puck. If any part of the post is contacted, it is considered a missed shot. A 6th player is permitted for the team no goaltender.
- d. If no goaltender is expected for the duration of the ice time allotted to this game, the teams will switch ends at halftime and the other team shall then play without a goaltender.

### **7.5 Equipment Repairs**

- a. Play shall not be stopped nor the game delayed by reason of repair or adjustments to equipment and uniform, with the exception of goaltenders, and the player requiring such adjustments shall retire from the ice and a substitute player shall take his place immediately.

## **8 Finances**

### **8.1 Financial Management**

All costs/incomes are to be administered by the QIIHL executive, as per the QIIHL Charter 2024.

### **8.2 Player Fees**

- a. Receipt of the annual membership fee shall be due on or before the date of the first participation in league play.

- b. The Committee shall annually review the amount of the fees for Individual and Group members. The committee may increase or decrease the membership fee as appropriate to the Committee's requirements. Details of the annual membership fee for the forthcoming year shall be decided at the September Committee Meeting and shall be advised to the Members thereafter.
- c. No reduction in the annual membership fee will be made if a member joins during the first 4 months of the Membership Year. If a member joins post December break, the membership fee will be prorated.
- d. No refunds shall be made except under extra-ordinary circumstances as determined by the Committee.

## 9 Game Officials' Wages

- a. Up to 2 Referees will be provided each game. Amounts per game shall be determined at the beginning of the season and communicated to all referees.
- b. Scorekeeper will be provided for each game. Amounts per game shall be determined at the beginning of the season and communicated to all scorekeepers.

## 10 Statistics

- a. The QIIHL Game Sheets will be used to update all statistics on the QIIHL web site. The KPI for this update is within 48hours of the game's completion, so all teams can check their team and individual statistics.

### 10.1 Statistics to Be Recorded

The following statistics are to be kept for all QIIHL games:

- a. Game results
- b. Team standings (wins, losses, ties, points, goals against, goals for)
- c. Point scorers (goals, assists, points)
- d. Penalty minutes and player numbers

### 10.2 Score Sheet

The QIIHL, IIHF or equivalent score sheet is to be used for all games.

## 11 Safety

### 11.1 Equipment

- a. Safety equipment must be worn while playing ice hockey in the QIIHL: All players are required to wear the following hockey equipment. This includes but is not limited to:
  - i. A hockey helmet, which meets IIHF specifications, with minimum ½ visor and functioning attached chin strap,
  - ii. Hockey skates,
  - iii. Shin guards,
  - iv. Protective cup,
  - v. Hockey pants,
  - vi. Hockey gloves,
  - vii. Hockey elbow pads,
  - viii. Team jerseys,
  - ix. Hockey stick.
- b. Shoulder pads, mouth guards, full face masks and neck guards are optional.

- c. Tinted visors are permitted.

## 11.2 Goaltender Protection

- a. Goaltenders taking a shot off the mask may require a whistle and stoppage of play. This determination will be made by the Referees based on velocity and contact. If the Referees feel the goaltender is in any distress the play shall be blown down immediately.
- b. The ensuing faceoff will take place at a faceoff spot determined by the location of the puck and by which team is in possession of the puck at the time of the whistle.
- c. At no time is contact initiated by a skater with an opposing goaltender acceptable. As a result, the goaltender can never be reasonably responsible for expecting contact, whether incidental or otherwise, may be with a stick or any part of the body. A penalty will be assessed in every case where a skater makes contact with an opposing goaltender.
- d. Incidental contact is allowed when the goaltender is in the act of playing the puck outside his goal crease, provided the attacking skater makes a reasonable effort to minimize or avoid such contact.

## 11.3 Ice Cleaning Operations

- a. No player or pucks are permitted on the ice surface while ice cleaning equipment is in use until such time as the Zamboni doors have been closed.
- b. Players not adhering to this rule shall be given a verbal warning for the 1st offence. A misconduct penalty may be assessed for repeat offenders.

## 12 Disciplinary Matters

### 12.1 Disciplinary Review Board

- a. All disciplinary issues that require supplemental discipline are to be heard by the Disciplinary Review Board (DRB). The Chairman of DRB is the Vice President of Hockey Operations and the composition of the remaining members of the DRB is dependent on which division the infraction occurs.
- b. If the infraction occurs in an **A Division** game, the DRB shall consist of:
  - i. Representative of the Executive Committee (VP – Hockey Operations)
  - ii. Head Referee or Delegate (See Paragraph 12.12.4 – Conflict of Interest)
  - iii. B Division Captains
- c. If the infraction occurs in an **B Division** game, the DRB shall consist of:
  - i. Representative of the Executive Committee (VP – Hockey Operations)
  - ii. Head Referee or Delegate (See Paragraph 12.12.4 – Conflict of Interest)
  - iii. A Division Captains

### 12.2 Limits of the Disciplinary Review Board

- a. The DRB is authorized to impose supplemental discipline up to the suspension of a full season (equivalent to 50 games). Any supplemental discipline greater than a full season such as a multi-season suspension or a lifetime ban will be made by the DRB and President of the League.
- b. The DRB is authorized to reduce the automatic suspension of a Match Penalty for fighting, third man-in, leaving the bench and / or abuse of an official if there is overwhelming evidence proving the call on the ice was incorrect.

### 12.3 Reporting of Infractions

- a. It is the responsibility of the Referee in which the game infraction has taken place, to advise the head referee of a serious infraction

- b. This includes any infractions including fights, spearing, butt-ending, high sticking, body checking, slew footing, abuse of officials and any other infractions deemed severe enough to warrant a major penalty, misconduct, game misconduct or match penalty.
- c. The head referee will referee the matter to the Chairman of DRB (VP of Hockey Operations) who will convene a DRB at the earliest convenience.

**12.4 Conduct of Disciplinary Review Board**

- a. Prior to convening the DRB the chairman and the head referee will collect information to ascertain (as best as possible) a recreation of the events.
- b. The recreation of the events will be presented to the DRB and if there is a unanimous agreement between the 3 Captains and the Head Referee the matter is considered settled.
- c. If there is no unanimous agreement, the matter is put to a vote with each of the 3 captains and Head Referee casting one 1 vote each. If there is a majority vote (3 | 1), the matter is considered settled. If the vote is tied (2 | 2), then a tie breaker vote will be cast (See Paragraph 12.3.1 - Deadlock)
- d. Once the DRB reaches a decision on the supplemental discipline, the outcome will be communicated to the captains of both divisions, the Head Referee and the Goalie Coordinator. It is the responsibility of these individuals to disseminate the information to all players.

**12.3.1 Deadlock**

- a. In the case of a tie in a vote on the supplemental discipline, the Executive Committee (VP– Hockey Operations) shall have the deciding vote; and in the case where the DRB fails to bring the infraction to a vote the representative of the Executive Committee (VP– Hockey Operations) will make the final decision on the supplemental discipline.

**12.5 Conflict of Interest**

- a. In the case where the infraction involves the team where the head referee is a playing member, then the head referee must recuse themselves to avoid conflict of interest. The head referee will appoint a delegate to sit on the DRB for the infraction under review.

**12.6 Appeals**

No appeals process is currently in place in the QIIHL.

**12.7 Suspensions**

- b. All suspensions must be served immediately. Players are not eligible to play in regular season or playoff games while suspended.
- c. Should a season end with a player still under suspension the remaining games on the suspension shall carry forward into the following season.

**13 Infractions**

- a. Infractions will be assessed according to the rules set out in the QIIHL League Manual first, followed by the IIHF Official Rule Book 2024-2025. For details and definition of specific infractions see ANNEX I.

**13.1 Penalty Times**

As a result of straight time play within QIIHL the following time conversions shall be implemented for all Infractions listed herein:

Description	Assessment
Minor penalties	3:00 minutes running time

Major penalties	7:00 minutes running time on the clock + automatic game misconduct (balance of the game). Team is shorthanded for 7:00 minutes. Multiple goals may be scored and one player remains in penalty box for the duration of the time on the clock.
Misconduct Penalty	10:00 minutes running time served by offending player. Team is not shorthanded.
Game-Misconduct Penalty	Balance of the game. Team is not shorthanded.
Match Penalty	7 minutes running time on the clock + balance of the game + automatic one-game suspension. Team is shorthanded for 7:00 minutes. Multiple goals may be scored and player remains in penalty box. DRB to review incident.

### 13.2 Repeat Offenders

Unbecoming behavior is not acceptable in the QIIHL. Repeat offenses will result in additional disciplinary action.

Infraction Type	Occurrence	Assessment
Minor Penalties	3rd in one game	Ejected from that game
Major & Match Penalties	1st Time Offence	Penalty served
	2nd Time Offence	Penalty served + add 1 Game Suspension
	3rd time Offence	Penalty Served + review by Disciplinary Review Board for further action
Misconduct (any)	1st & 2nd Offence	Penalty Served
	3rd Offence	Penalty served + add 1 Game Suspension and review by Disciplinary Review Board for further action.

## 14 Infractions / QIIHL Supplemental

### 14.1 Fighting Definition

A player who punches an opponent at any time in the course of a game during a prolonged player confrontation. Fighting is not permitted in the QIIHL. Any player who receives a penalty for fighting will immediately be ejected from the game (game misconduct penalty) and assessed with the following:

- a. A player who starts or provokes a fight will be assessed a match penalty.
- b. A player who in any way retaliates to being punched will be assessed at least a minor penalty. The degree of retaliation is the criterion for interpretation of enforcement.
- c. In the absence of a clear instigator or in the presence of mutual aggressors, both players will be assessed match penalties.
- d. A player who removes his glove(s) or helmet with the intention of engaging in a confrontation with an opponent will be assessed a match penalty in addition to any other penalties.
- e. A player who is on the ice and is the first to intervene in a fight already in progress (third

man in) between two opposing players will be assessed, in addition to any other penalties incurred during the incident, a match penalty and a minimum of a five game suspension. The degree of intervention is the criterion for interpretation of enforcement.

- f. A player who leaves the bench to intervene in a fight or physical altercation already in progress on the ice between two opposing players, to provoke a fight, or to engage in a physical altercation will be assessed a match penalty in addition to any other penalties incurred during the incident. The player will automatically be suspended a minimum of five additional games and the incident will be reviewed by the DRB for further sanctions.
- g. Any and all players involved in a fight will be assessed a minimum of a five game suspension, plus automatic review by the DRB.

Officials shall provide a report of fighting incidents to the DRB.

#### **14.2 Penalty Shot time out**

The time required for taking a Penalty Shot shall not be recorded in the actual playing time in any period. Time in any subsequent periods shall be adjusted to ensure the game ends within the allotted time.

#### **14.3 Penalty Box- Gondolania Rink**

The respective player benches shall be used as their own penalty box.

#### **14.4 Pre/Post Game Conduct**

- a. In addition to the suspensions imposed under regular play, DRB may investigate any incident which occurs in connection with any game and may assess additional suspensions for any offense committed before, during, or after the game regardless of whether such an offense has been penalized by a Referee.

#### **14.5 Puck out rule**

- a. No penalty shall be assessed for delay of game when the puck is shot or deflected outside the playing area with **no intent to delay the game** (including into the players' bench).
- b. Game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was shot or deflected, unless otherwise set out in these rules.
- c. Intent, is at the sole discretion of the game official. (Refer: Minor Penalty rule 62, Annex I)

#### **14.6 Suspensions**

- a. Any player found playing in a QIIHL league game while under a QIIHL suspension, will receive double the suspension. The team playing with a suspended player will automatically forfeit the game.

15 **ANNEX I- Infractions, Table of Penalties**

<p><b>Minor Penalty</b></p> <p>3:00 minutes running time</p> <p>Individual Penalty</p>	<ol style="list-style-type: none"> <li>1. A player who bangs the protective glass in protest of an on-ice official's decision;</li> <li>2. A player who bangs the boards with his stick or other objects to protest an on-ice official's decision.</li> <li>3. Boarding penalty is punishable by at least a minor penalty.</li> <li>4. A player must drop a broken stick immediately. If he participates in game action with a broken stick he will be assessed a minor penalty.</li> <li>5. A skater who uses a goaltender's stick during game action will be assessed a minor penalty.</li> <li>6. A player whose stick is broken is forbidden to receive a stick thrown onto the ice from either the players' bench or from a spectator, but he may receive a stick from a teammate on the ice at the time without having to proceed to his players' bench to obtain a new one. This exchange, however, must be made hand-to-hand. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty.</li> <li>7. At no time is a skater allowed to grab an opponent's stick: (1) from an opponent on ice who may either be holding the stick or who may have dropped it to the ice; (2) from an opponent sitting on his players' bench; (3) from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.</li> <li>8. A skater who participates in game action while taking a replacement stick to a skater or goaltender will be assessed a minor penalty.</li> <li>9. If a player receives a stick during game action from a teammate in the penalty box, the player receiving the stick will be assessed a minor penalty.</li> <li>10. A player who checks an opponent with unnecessary force or who runs at or jumps into an opponent will be assessed at least a minor penalty.</li> <li>11. A player who makes physical contact with an opponent after the whistle has been blown but who had sufficient time to avoid such contact will be assessed at least a minor penalty for charging.</li> <li>12. A minor penalty for interference or charging is warranted where an opponent makes contact with a goaltender.</li> <li>13. A player who body checks an opponent will be assessed one of: (1) a minor penalty; (2) a major penalty and automatic game-misconduct penalty; (3) a match penalty.</li> <li>14. A player who delivers a check in a clipping manner or lowers his own body to deliver a check to an opponent's knee area will be assessed at least a minor penalty.</li> <li>15. A skater who catches the puck and holds it while stationary or skates with it in his glove either to avoid an opponent or to gain clear possession of it will be assessed a minor penalty for closing his hand on the puck.</li> <li>16. A skater who picks the puck up from the ice with his glove or hand outside his own goal crease during game action will be assessed a minor penalty.</li> </ol>
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	<p>17. A skater who covers the puck with his glove on the ice outside his own goal crease will be assessed a minor penalty.</p> <p>18. A player who cross-checks an opponent will be assessed at least a minor penalty.</p> <p>19. A player who stops game action or delays the start of game action to repair or adjust his equipment will be assessed a minor penalty. (goalies are the exception in the QIIHL as we do not have backup goaltenders)</p> <p>20. A player who deliberately displaces the goal net from its normal position will be assessed a minor penalty.</p> <p>21. A skater who falls on, holds or gathers the puck into his body or equipment to create a stoppage in play will be assessed a minor penalty.</p> <p>22. A skater who uses his hands to conceal the puck in his palm or equipment to force a whistle will be assessed a minor penalty.</p> <p>23. A skater who holds or freezes the puck with his stick, skates, or body along the boards or in open ice when not being pressured by an opponent will be assessed a minor penalty.</p> <p>24. A player who deliberately shoots the puck out of play anywhere on the ice during play or after a stoppage will be assessed a minor penalty.</p> <p>25. A skater who lines up for a faceoff in an offside position or improperly in any way and, after a warning from an on-ice official continues to line up offside or improperly, will be assessed a minor penalty.</p> <p>26. A player who embellishes a foul or pretends to have been fouled by an opponent will be assessed a minor penalty.</p> <p>27. A player elbowing an opponent will be assessed at least a minor penalty.</p> <p>28. A player who in any way retaliates to being punched will be assessed at least a minor penalty.</p> <p>29. If there is a clear instigator and aggressor in a fight, that player will be assessed minor penalty as the aggressor, in addition to a match penalty for fighting.</p> <p>30. A player who makes contact with an opponent with a high stick will be assessed at least a minor penalty.</p> <p>31. A player who injures an opponent accidentally by a high-sticking foul will be assessed a double-minor penalty.</p> <p>32. A player who holds an opponent will be assessed a minor penalty.</p> <p>33. A player who holds an opponent's stick will be assessed a minor penalty.</p> <p>34. A player who hooks an opponent will be assessed at least a minor penalty.</p> <p>35. A player who is injured and requires medical attention on ice is required to go to the bench, once able, at least until after the ensuing faceoff. A skater who refuses to comply will be assessed a minor penalty.</p> <p>36. A player who is bleeding is not allowed to return to the game until his wounds have been sufficiently bandaged or stitched to prevent the free flow of blood. If he returns without proper protection or with blood-stained</p>
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equipment of any sort, he will be assessed a minor penalty.

37. A player who lies on the ice either faking an injury or refusing to get up off the ice will be assessed a minor penalty.

38. A player who interferes with an opponent will be assessed a minor penalty.

39. A skater who, by means of his stick or his body, interferes with or impedes the progress of a goaltender who is in his goal crease, or who prevents the goaltender from playing his position, will be assessed a minor penalty.

40. If an attacking skater in possession of the puck, skating forwards or backwards, makes contact with the goaltender in the goal crease, and the puck enters the goal net, the goal will not be allowed and the attacking skater will be assessed at least a minor penalty. This rule also applies to penalty shots and penalty-shot shootouts.

41. An opponent who prevents or blocks a goaltender from returning to his goal crease or bumps him unduly while the goaltender plays the puck behind his goal net will be assessed a minor penalty.

42. An attacking skater may skate through the goal crease during game action so long as he doesn't make contact with the goaltender. If he makes contact, or if the goaltender makes contact while backing up in his goal crease, the attacking skater will be assessed a minor penalty.

43. A skater who uses his knee to make contact with an opponent will be assessed at least a minor penalty.

44. A skater who uses his knee to make contact with an opponent will be assessed at least a minor penalty.

45. A penalized skater who leaves the penalty box by his own error prior to the expiration of his penalty will be assessed a minor penalty in addition to having to serve the remainder of his existing penalty.

46. A skater who leaves the penalty box prior to the expiration of his penalty for the purpose of challenging the ruling of an on-ice official will be assessed a minor penalty and game-misconduct penalty.

47. A skater who leaves the penalty box prior to the expiration of his penalty to either enter into or precipitate a confrontation or fight will be assessed double-minor penalty and automatic game-misconduct penalties (if he is the first to do so) or minor and game-misconduct penalties (if he is a subsequent player).

48. A skater whose helmet comes off during game action and who does not proceed to his players' bench immediately will be assessed a minor penalty.

49. A player who grabs or holds the cage or helmet, or pulls the hair of an opponent, will be assessed either a minor penalty or a major and game-misconduct penalty.

50. A player involved in a confrontation with an opponent will be assessed a minor, double minor, or major and automatic game- misconduct penalty.

51. A player who deliberately knocks the helmet off an opponent's head

	<p>in order to force him out of play will be assessed a minor penalty.</p> <p>52. A player who slashes an opponent will be assessed at least a minor penalty.</p> <p>53. A player who swings wildly at the puck, on ice or in the air, with the objective of intimidating an opponent will be assessed at least a minor penalty.</p> <p>54. A player who attempts to spear an opponent will be assessed a double minor and misconduct penalty.</p> <p>55. A player on the ice who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in the neutral or attacking zone, will be assessed a minor penalty.</p> <p>56. A player or team official on the players' bench or penalty box who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in the neutral or attacking zone, will be assessed a minor penalty or bench-minor penalty.</p> <p>57. A player who trips an opponent by any means will be assessed at least a minor penalty</p> <p>58. An identifiable player who commits a violation of the rules of sportsmanship, fair play, and respect will be assessed a minor penalty.</p> <p>59. An identifiable player who uses obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink will be assessed a minor penalty.</p> <p>60. An identifiable player who celebrates with or congratulates a teammate after an injury to an opponent will be assessed a minor penalty.</p> <p>61. An attacking skater who sprays a goaltender who freezes the puck for a whistle will be assessed a minor penalty.</p> <p>62. A player who intentionally shoots, throws, or bats the puck directly out of the playing area anywhere in the rink (except where there is no protective glass) during game action, without any deflection, will be assessed a minor penalty. Intent is the deciding factor and at the discretion of the official.</p>
<p><b>Bench-Minor Penalty</b> 3:00 minutes running time  Individual Penalty</p>	<p>1. An unidentifiable player or team official who uses obscene, profane, or abusive language or uses the name of any official coupled with any vociferous remarks;</p> <p>2. A penalized player who does not go directly to the penalty box or dressing room as instructed by an on-ice official;</p> <p>3. A team official who bangs the boards with a stick or other object to protest an on-ice official's decision.</p> <p>4. An infraction emanating from the players' bench.</p> <p>5. Players from the players' bench can come onto the ice after a goal only for the purpose of making changes, and not more players than those changing can come onto the ice to celebrate. Violation of this rule will result in a warning to both teams by the Referee, and further violation will result in a bench-minor penalty.</p>

	<p>6. A coach who does not send out the required number of players in a timely manner to start a period, including overtime, will be assessed a bench-minor penalty.</p> <p>7. When a skater, not taking the faceoff, enters the faceoff circle before the puck is dropped, the skater on his team taking the faceoff must be replaced. For a second violation by any skater on that team at the same faceoff, the offending team can be assessed a bench-minor penalty.</p> <p>8. When a skater taking the faceoff has been removed from the faceoff by an on-ice official and another skater of the same team delays taking up his proper position after a warning, the offending team can be assessed a bench-minor penalty.</p> <p>9. If both teams are on the ice and one team refuses to play for any reason, the Referee will warn the captain of the unwilling team and allow that team not more than 30 seconds to resume play. If the team still refuses to play, the Referee can assess a bench-minor penalty.</p> <p>10. A player or team official on the players' bench or penalty box who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in the neutral or attacking zone, will be assessed a minor penalty or bench-minor penalty.</p> <p>11. A team which has more than the allowed number of players on the ice more than the number of players to which it is entitled during game action will be assessed a bench-minor penalty for too many men.</p> <p>12. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the ice, a bench-minor a penalty for too many men will be assessed. Impediment of play is the determinate factor that officials must consider.</p> <p>13. A bench-minor penalty will be assessed if an unidentifiable player or team official commits a violation of the rules of sportsmanship, fair play, and respect.</p> <p>14. A bench-minor penalty will be assessed if an unidentifiable player or team official celebrates with or congratulates a teammate after an injury to an opponent.</p> <p>15. A bench-minor penalty will be assessed if an unidentifiable player or any team official uses obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink.</p> <p>16. A bench-minor penalty will be assessed if an unidentified player or team official who is off the ice throws a stick or any other object onto the ice.</p> <p>17. An identifiable player (or team official) who is off the ice and throws a stick or any other object onto the ice will be assessed minor (or bench minor) and game-misconduct penalties.</p>
<p><b>Major Penalty</b> 7:00 minutes running time + automatic game misconduct</p>	<p>1. A player who injures or recklessly endangers an opponent as a result of boarding will be assessed either a major and game-misconduct penalty or a match penalty.</p> <p>2. A player who injures or recklessly endangers an opponent as a result</p>

<p>(balance of the game)</p> <p>7:00 minutes must be served by another player on the team</p> <p>Offending player must leave game immediately</p> <p>Team is shorthanded for 7:00 minutes</p> <p>Multiple goals may be scored and player remains in penalty box.</p>	<p>of charging will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>3. A player who recklessly endangers an opponent as a result of checking from behind will be assessed a major penalty and game- misconduct penalty.</p> <p>4. A player who injures or recklessly endangers an opponent by a clipping action will be assessed a major penalty and game-misconduct penalty or match penalty.</p> <p>5. A player who injures or recklessly endangers an opponent by crosschecking will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>6. A player who injures or recklessly endangers an opponent by elbowing will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>7. A player who injures an opponent by a careless high-sticking foul will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.</p> <p>8. A player who injures or recklessly endangers an opponent by hooking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.</p> <p>9. A player who injures or recklessly endangers an opponent by interference will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.</p> <p>10. A skater who injures or recklessly endangers an opponent by kneeing will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>11. A skater who injures or recklessly endangers an opponent by kneeing will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>12. A player who grabs or holds the cage or helmet, or pulls the hair of an opponent, will be assessed either a minor penalty or a major and game-misconduct penalty.</p> <p>13. A player involved in a confrontation with an opponent will be assessed a minor, double minor, or major and automatic game- misconduct penalty.</p> <p>14. A player who lifts his stick between an opponent's legs for the purpose of making contact with the groin will be assessed either a major penalty and game-misconduct penalty or a match penalty.</p> <p>15. A player who spears an opponent will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>16. A player who injures or recklessly endangers an opponent by tripping will be assessed a major penalty and game-misconduct penalty or match penalty.</p> <p>17. A player who injures or recklessly endangers an opponent by body checking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.</p>
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<p><b>Misconduct Penalty</b></p> <p>10:00 minutes running time</p> <p>10:00 minutes must be served by offending player</p> <p>Team is not shorthanded.</p>	<ol style="list-style-type: none"> <li>1. A player who challenges or disputes the ruling of an on-ice official;</li> <li>2. A player who shoots the puck intentionally out of reach of an on-ice official who is retrieving it;</li> <li>3. A player who enters or remains in the on-ice officials' crease while they are in consultation with each other or reporting to off-ice officials;</li> <li>4. A captain or alternate captain, on ice or off, who complains to an on-ice official about how he is conducting the game, interpreting the rules, or handling game action;</li> <li>5. A player who bangs the boards with his stick or other objects to protest an on-ice official's decision for which they have already been assessed a minor or bench minor penalty;</li> <li>6. A player who bangs the protective glass in protest of an on-ice official's decision for which he has been already been assessed a minor penalty.</li> <li>7. The team of a player who participates in game action with illegal equipment will first be issued a warning by the Referee. Failure to comply with the warning to adjust, replace, or secure any equipment as per the Referee's instructions will mean any player from that team subsequently violating rules for dangerous equipment will be assessed a misconduct penalty.</li> <li>8. If a Referee deems a skater's stick to be dangerous, the stick must be removed from the game without penalty. If the skater subsequently uses the stick, he will be assessed a misconduct penalty.</li> <li>9. The Referee can request that a player remove any personal accessories regarded as dangerous. If these personal accessories are difficult to remove, the player should tape them or put them safely under his game sweater in such way that they are no longer dangerous. The player will be required to leave the ice during this process and a warning will be issued to his team. Failure to comply with the warning as per the Referee's instructions will mean any player from that team subsequently violating rules for personal accessories will be assessed a misconduct penalty.</li> <li>10. A player who removes his glove(s) or helmet with the intention of engaging in a confrontation with an opponent will be assessed a misconduct penalty in addition to any other penalties.</li> <li>11. A player who removes his glove(s) to engage in a confrontation with an opponent will be assessed a misconduct penalty.</li> <li>12. A player who injures or recklessly endangers an opponent by slashing will be assessed a major penalty and game-misconduct penalty or a match penalty.</li> <li>13. Excessive celebrations or taunting of opponents on their players' bench in any manner will result in a misconduct penalty.</li> <li>14. A player who shoots the puck after a whistle or end of a period will be assessed a misconduct penalty.</li> <li>15. If a violation is flagrant or if a player continues his unsportsmanlike conduct, he may be assessed a misconduct penalty.</li> <li>16. A player who persists in using obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink for which he has</li> </ol>
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	<p>already been assessed a minor penalty will be assessed a further misconduct penalty.</p> <p>17. A penalized player who fails to go directly and immediately to the penalty box following a fight or player confrontation will be assessed a misconduct penalty.</p> <p>18. A player who persists in inciting an opponent into taking a penalty will be assessed a misconduct penalty.</p> <p>19. A player who enters the opponent's players' bench for any reason other than accidental will be assessed a misconduct penalty in addition to any other penalties he may incur during such an incident.</p>
<p><b>Game-Misconduct Penalty</b></p> <p>Balance of the game</p> <p>Team is not shorthanded.</p>	<p>1. A player or team official who uses obscene, profane, or abusive language directed to an on-ice official for which he has been already been assessed a minor or bench-minor penalty. When this conduct occurs after expiration of the game, on or off the ice, the game- misconduct penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.</p> <p>2. A player who injures or recklessly endangers an opponent as a result of boarding will be assessed either a major and game-misconduct penalty or a match penalty.</p> <p>3. A player who is on the ice and is the first to intervene in a fight already in progress (third man in) between two opposing players will be assessed, in addition to any other penalties incurred during the incident, a game-misconduct penalty, a minimum suspension of a further five games and a review of the incident by the DRB.</p> <p>4. A skater who leaves the penalty box prior to the expiration of his penalty for the purpose of challenging the ruling of an on-ice official will be assessed a minor penalty and game-misconduct penalty.</p> <p>5. A skater who leaves the penalty box prior to the expiration of his penalty to either enter into or precipitate a confrontation or fight will be assessed double-minor penalty and automatic game-misconduct penalties (if he is the first to do so) or minor and game-misconduct penalties (if he is a subsequent player).</p> <p>6. A team official who steps onto the ice any time between the start of a period and its conclusion (excepting where an injury has occurred to a player and there is a stoppage of play, a team doctor (or other medical personnel) may go onto the ice to attend to the injured player without waiting for the Referee's consent) will be assessed a game-misconduct penalty.</p> <p>7. A player who throws a stick or part of it or any other object out of the playing area will be assessed a game-misconduct penalty.</p> <p>8. A team official who persists in any action for which he has been assessed a bench minor penalty will be assessed a game-misconduct penalty.</p> <p>9. A player or team official who uses obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink for which he has already been assessed a minor or bench-minor penalty will be assessed a game-misconduct penalty. When this type of conduct occurs after expiration of the game, on or off the ice, the game-</p>

	<p>misconduct penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.</p> <p>10. An identifiable player (or team official) who is off the ice and throws a stick or any other object onto the ice will be assessed minor (or bench minor) and game-misconduct penalties.</p>
<p><b>Match Penalty</b> 7 minutes running time + balance of the game + automatic one-game suspension</p> <p>7:00 minutes must be served by another player on the team</p> <p>Offending player must leave game immediately</p> <p>Team is shorthanded for 7:00 minutes</p> <p>Multiple goals may be scored and player remains in penalty box.</p> <p>DRB to review</p>	<p>1. will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>2. A skater who injures or recklessly endangers an opponent by kneeing will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>3. A player who injures or recklessly endangers an opponent by slashing will be assessed a major penalty and game-misconduct penalty or a match penalty.</p> <p>4. A player who lifts his stick between an opponent's legs for the purpose of making contact with the groin will be assessed either a major penalty and game-misconduct penalty or a match penalty.</p> <p>5. A player who slew-foots an opponent will be assessed a match penalty.</p> <p>6. A player who spears an opponent will be assessed a major penalty and automatic game-misconduct penalty or match penalty.</p> <p>7. A player who injures or recklessly endangers an opponent by spearing will be assessed a match penalty.</p> <p>8. A player or team official who spits on or at an opponent or anyone in the rink during a game will be assessed a match penalty.</p> <p>9. A bleeding player who intentionally wipes blood from his body onto an opponent or anyone in the rink will be assessed a match penalty for spitting.</p> <p>10. A player who injures or recklessly endangers an opponent by tripping will be assessed a major penalty and game-misconduct penalty or match penalty.</p> <p>11. A player or team official who threatens, makes racial or ethnic slurs, spits, smears blood, or makes sexual remarks to any person will be assessed a match penalty.</p> <p>12. A player or team official who makes any obscene gesture to any person on the ice or anywhere in the rink before, during, or after the game will be assessed a match penalty.</p> <p>13. A player who swings his stick at a spectator or anyone other than an opponent will be assessed a match penalty.</p> <p>14. A player who injures or recklessly endangers an opponent by body checking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.</p>

<p><b>Checking to the Head</b></p> <p>3:00 minutes minor penalty + 10:00 Misconduct Penalty</p> <p>Misconduct Penalty</p> <p>10:00 minutes running time</p> <p>Offending player must serve 3:00 minute minor penalty first and then must serve 10:00 minute misconduct penalty</p> <p>Team shorthanded for 3:00 minutes</p>	<p>Whether accidental or intentional, every direct hit to the head or neck of an opponent will be penalized. A player who directs a check to the head or neck of an opponent will be assessed one of:</p> <ol style="list-style-type: none"> <li>(1) Accidental: a minor penalty and misconduct penalty;</li> <li>(2) Reckless: a major penalty and automatic game-misconduct penalty;</li> <li>(3) Intentional: a match penalty.</li> </ol>
<p><b>Checking from Behind</b></p> <p>3:00 minutes minor penalty + 10:00 Misconduct Penalty</p> <p>Misconduct Penalty</p> <p>10:00 minutes running time</p> <p>Offending player must serve 3:00 minute minor penalty first and then must serve 10:00 minute misconduct penalty</p> <p>team shorthanded for 3:00 minutes</p>	<ol style="list-style-type: none"> <li>1. A player who delivers a check to a vulnerable player who is not aware of the impending hit or who is unable to protect or defend himself from such a hit or who hits an opponent from behind into the boards, the goal frame, or in open ice in any manner will be assessed at least a minor and misconduct penalty. The point of contact is the back of the body.</li> <li>2. A player who recklessly endangers an opponent as a result of checking from behind will be assessed a major penalty and game- misconduct penalty.</li> <li>3. A player who injures an opponent as a result of checking from behind will be assessed a match penalty.</li> </ol>

<p><b>Penalty Shot</b></p>	<ol style="list-style-type: none"> <li>1. If a skater picks the puck up from the ice with his glove, conceals, or covers the puck with his glove on the ice inside the three-dimensional area of his own goal crease while his goaltender is on the ice, a penalty shot will be awarded to the opposition.</li> <li>2. If a player deliberately displaces his own goal net from its normal position during the last two minutes of regulation time, or at any time in overtime, the Referee will award the opposing team a penalty shot.</li> <li>3. If a player deliberately displaces his own goal net from its normal position when an attacking skater is on a breakaway, the Referee will award the opposing team a penalty shot.</li> <li>4. A player or team official on the players' bench or penalty box who throws or directs a stick or any part of it, or any other object, at the puck</li> </ol>
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	<p>or puck carrier in his defending zone, the Referee will award the opponent's team a penalty shot.</p> <p>5. When a player or team official throws a stick or any part of it or any other object at an attacking skater who is on a breakaway, the Referee will award a penalty shot to the skater.</p>
<p><b>Automatic Goal</b></p>	<p>1. If, when a goaltender has been removed from the ice, a team mate displaces their goal net from its normal position when an attacking skater is on a breakaway, the Referee will award a goal to the opposing team.</p> <p>2. If a goaltender has been substituted for an extra skater, leaving his team's goal net empty, and a teammate or team official throws a stick or any part of it or any other object at the puck or puck carrier in the neutral zone or the defending zone with the empty net, thereby preventing the puck carrier from having a clear shot, a goal will be awarded to the attacking team.</p> <p>The goaltender is considered off ice once his replacement has one skate on the ice.</p>

## 16 ANNEX II - Season Specific Rules

### Fall 2024

#### Generic Substitute Rules

- a. A minimum of 5 of each team's own players are required to play the game. If 5 players cannot be fielded, the game is forfeited, and a win (1-0) is recorded to the other team.
  - b. If both teams cannot field a minimum of 5 of each team's own players both teams forfeit, and both teams record a loss (0-0) is recorded in the league records.
  - c. A minimum of 9 players is required to play regular season games, this includes substitute players. If 9 players cannot be fielded, the game is forfeited, and a win (1-0) is recorded to the other team. Note, exceptions are granted for emergency situations. (See Paragraph 2.c, 2d for A Division and Paragraph 3.b and 3.c for B Division).
  - d. There is no augmenting a team in the Playoffs.
  - e. When possible, Captains will announce in captains chat the number of subs and who they have as subs prior to commencement of the game.
  - f. Substitution players must be written on the game sheet prior to puck drop to be eligible to play, unless the substitute is an Emergency Sub (See Paragraph 2.c, 2d for A Division and Paragraph 3.b and 3.c for B Division).
2. The following substitution rules pertain to **A Division** Games:
- a. Captains are entitled to augment their team with 1 (one) player from another team from an equal or lower draft round of the A Division.
  - b. Any additional players used to augment an A Division team must be called up from the B Division.
  - c. In the case where a Team cannot meet the minimum number of players (9) in the regular season due to a last-minute cancellation, the team may augment with substitute players (herein defined as "EMERGENCY SUB"), from the B division, after the game has commenced.
  - d. An Emergency sub is authorized as long as the captain notifies the opposing captain of the cancellation and the intent to fill the position as soon as practically possible. If this criterion is met, no forfeit shall be applied for starting the game below the 9-player minimum.
3. The following substitution rules pertain to **B Division** Games:
- a. Captains are entitled to augment their team with players from another team from an equal or lower draft round of the B Division.
  - b. In the case where a Team cannot meet the minimum number of players (9) in the regular season due to a last-minute cancellation, the team may augment with substitute players (herein defined as "EMERGENCY SUB"), after the game has commenced.
  - c. An Emergency sub is authorized as long as the captain notifies the opposing captain of the cancellation and the intent to fill the position as soon as practically possible. If this criterion is met, no forfeit shall be applied for starting the game below the 9 player minimum.
  - d. Players drafted into the A Division are ineligible to play in the B Division as a substitute.
4. Movement of Players
- a. Trades can be made from 17:00hrs to 24:00hr on draft day 13 Sep 2024.
  - b. Team rosters are frozen from 00:01hrs 14 Sept 2024 until 24:00hrs on 20 Sep 2024. This allows the league to complete the necessary administration and to allow each team to play 2 games with the initial roster.
  - c. The trade window opens from 00:01hrs on 21 Sep 2024 and closes 24:00hrs 1 Nov 2024.
  - d. All trades are subject to league approval in accordance with Section 7.2 of the League Manual.

<End Document>