



Steel City Hockey Adult League

LEAGUE RULES AND REGULATIONS

ELIGIBILITY

All players are eligible provided they have paid the registration fee and completed and signed registration/waiver form contract.
Forms are available from the league convenor.

FINAL TEAM ROSTERS

All team rosters must be finalised by the 5th game. If the player is injured and cannot play notify the convenor. No further players will be allowed to register after the 5th game unless approved by the League.

DEFAULTED GAMES

Games will be defaulted when:

- (a) A player plays that is not eligible to play
- (b) A player plays that has not registered
- (c) A player plays while under suspension
- (d) A team does not have enough players to play a game.
(A minimum of 5 eligible skaters and a goalie is required.) If a goalie is required a grace time of 10 minutes will be allowed by the timekeeper using the game clock. The team with enough players shall be deemed the winner. (1 -0 win).

GOALIES

Each team will supply their own goalie. It is up to each team to arrange for a backup goalie. A backup goalie can be drawn from the leagues goalie list.

SUSPENSIONS

Any person that is suspended will not be allowed to play or be on any team bench during games for the duration of his suspension. If a suspended person plays or he is on the bench during a game, the game will be defaulted, and he could be subject to possible ejection from the League, depending on his record of suspensions. Suspensions will act as games missed against a player's playoff eligibility. Games suspended will be served consecutively.

PROTESTS

All protests of shall be made in writing to the League Convenor. A \$50.00 fee is required for each protest which will be refunded if the protest results in favour of the protestor.

PLAYOFFS

To be eligible to play in the playoffs, a player must play in a minimum of 8 REGULAR SEASON GAMES. Make sure all players are aware of this. Players who register after the registration date must play half of the remaining scheduled games to be eligible. Injured players will have their missed games counted (towards the minimum number of games required to play to be eligible for playoffs) provided they have been placed on the game sheet and marked down as INJURED. If there is any question of eligibility for the playoffs ensure they are addressed with the league before your first playoff game.

PERIODS

Each game will consist of 2 minute warm up, 2 24 minute run time with a 1 minute break between 1st and 2nd period.

Last minute of the 2nd period will be stop time for a two goal difference.

Jersey's

When sweater colours conflict the visitors team will wear that colour.

P E N A L T I E S

MINOR PENALTIES

1. All minor penalties are 3 minutes run time.
2. High sticking penalties will now be assessed according to CAHA rules.
Note: Above the waist is considered high sticking. High sticking penalties will be assessed at the referees' discretion. (Minor or major and time served).
3. Body checking is not allowed and will result in a minor penalty, or a major penalty depending on the referees' call.
4. If anyone receives 3 stick infraction penalties in any game he will be ejected from the game.
5. All other minor penalties according to the C.A.H.A. rules will apply to our League along with the six listed above.

MAJOR PENALTIES

1. All major penalties, game misconduct penalties, gross misconduct penalties and match penalties will result in game suspensions and will be dealt with as follows:

Throughout the season:

- (a) 1st major penalty - ejection from game plus a 1 game suspension.
- (b) 2nd major penalty - ejection from game plus a 3 game suspension.
- (c) 3rd major penalty - ejection from game plus a 5 game suspension.
- (d) 4th major penalty - ejection from game and the League for life.

MISCONDUCT PENALTIES - In the case of a misconduct penalty, another player will serve only the minor penalty portion when the person who receives

the misconduct is ejected from the game. Also, there is no suspension if a game misconduct is assessed for verbal reasons, only ejection from that game.

2. Fighting is a major penalty (see major penalties Item No.1). It will be dealt with as such unless the League deems that the situation is more serious, in which case a meeting of all team reps will reach a decision on what action should be taken. If a fight occurs, all players not involved will retreat immediately to their bench areas or as directed by the referees. Failure to retreat to your bench area or as directed by the referees will result in penalties at the discretion of the referees.

3. Leaving Team Bench - Only the players on the ice at the time of any altercation are allowed to be on the ice. All other players must remain on the bench. Anyone leaving the bench for any reason will automatically be ejected from the game and suspended for 3 games and will incur other penalties at the discretion of the referees.

4. INTENT TO INJURE - Is a Major penalty. There will be an immediate 3 game suspension and a league rep meeting to deem any further suspension. The Referee will determine if there was intent to injure.

5. All other major penalties according to C.A.H.A. Rules will apply to our League along with the rules listed above.

6. REFEREES - ALL CALLS by the referees are final, and we intend to support them. ANY ATTEMPT to physically retaliate or make ANY kind of contact with the referees will result in ejection from the League for life.

All decision made by the Steel City will be final.