

# **STEEL CITY WOMENS HOCKEY LEAGUE**

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## **League Rules and Regulations**

May 2010

### **Section A – Administrative Rules**

1. **Any player who has not paid their League registration is not permitted to play. League Directors will advise you of this matter should it pertain to your team.**
2. **There will be absolutely no Body Contact or Body Checking.**
3. Coaches are responsible to ensure that all players are registered with the League Office before playing. No players will be permitted to play without being registered with Steel City Hockey. There will be absolutely no roster additions after June 8, 2010. Players must play a minimum of 5 league games to qualify for the playoffs. Goalies must play 4 games to qualify.
4. Any decisions made by the League Directors will be final.
5. All protests involving player's eligibility must be reported to the League Director/Convenor immediately after the game. The following procedures must be follows:
  - a) The team filing the protest must provide a \$25.00 protest fee and state the nature of the protest.
  - b) The League Director/Convenor will go to the offending team's dressing room and ask the alleged player to produce photo identification to provide his identity. If said player is the registered player, the team filing the protest will forfeit the protest fee. If the said player is an illegal player, the team losses the game and the Team Coach is suspended for one (1) game.
  - c) The team protesting shall put the protest in writing in all cases within 24 hours to complete the protest process and the League will then release the protest fee back to the protesting team.
  - d) Generally, no protest will be entertained as a result of referee's decisions.
6. Teams must have five (5) players plus a goalie with full equipment and ready to play at game time to constitute as a league game. Failure to do so results in default of the game. The ice may be used for a scrimmage. **Teams are not permitted to use any players from other teams**, (whether they are registered in the League or not to fill their rooster with the exception of goalies as stated below.) When a team commences a game with a limited number of players and due to penalties being assessed that make the team unable to fulfill the minimum number of players on the ice, the game will be forfeited to the non-offending team. There will be no delaying of penalties to allow the game to continue. Cancellation of the coincidental penalty rule will not be permitted.
7. Teams are expected to be ready to start at the scheduled time. A two (2) minute warm-up will commence upon resurfacing. The horn will sound and a one (1) minute grace period will be given. The clock will start and any team not ready will be given a delay of game penalty. A forfeit takes place if a team does not have the minimum number of players on the ice, ten minutes after the scheduled game time or when the applicable warm-up has elapsed, whichever is later.
8. Teams may get a replacement goalie that is registered with the League and plays in the same or lesser division of the team he is filling in for, or any goalie approved by the League Directors\Convenors.
9. No refunds will be given for suspensions or League expulsions.

**Section B – Playing Rules**

1. C.A.H.A. rules will govern unless stated otherwise.
2. All games consist of two (2), ten minute stop time periods, the third (3<sup>rd</sup>) period is run time to take you to the hour. In the last minute of the first (1<sup>st</sup>) and second (2<sup>nd</sup>) periods where a team is deemed to be deliberately changing slow or late, the referee will have the authority to assess a delay of game penalty to the offending team.
3. Minor penalties will be two (2) minutes in duration during all periods of the game.
4. 4 minutes for intentionally nailing a player into the boards, or anything that appears to be an intent to injure. If the same player is called a second time he will be ejected from the game.
5. Major penalties will be five (5) minutes in duration during all periods of the game.
6. Any player receiving four (4) penalties in the same game will be suspended for the remainder of the game.
7. Coincidental minors will be in effect for the first three (3) times that pair of players go off. On the fourth (4<sup>th</sup>) occurrence, the teams will play short-handed.
8. If a referee gives any suspension penalty, he must file a written report to the League Office. The referee is responsible for completing the report and forwarding the same to the League Office.

**Section C – Suspensions**

1. All major, match and gross misconduct penalty suspensions are minimum suspensions and subject to possible League review for adjustment

**Fighting Major Penalties****Absolutely No Fighting you fight you will be done.****Any other major penalties called with a game misconduct (see high-sticking major note below**

- 1<sup>st</sup> Offence - Out of the game and one (1) game suspension
- 2<sup>nd</sup> Offence - Out of the game and five (5) game suspension
- 3<sup>rd</sup> Offence - League expulsion

**Match Penalties****League expulsion**

2. Any goalies receiving a match penalty will be ejected from the game immediately. If a spare is not available, the game will be forfeited. A goalie receiving a major penalty will remain in the game and an alternative will serve the penalty. The goalie will serve the suspension in subsequent games in accordance with League rules. If the team has a spare goalie, then the goalie receiving the major will be ejected from the game immediately. A goalie receiving a second major penalty will be ejected from the game immediately and unless there is a spare goalie, the game will be forfeited.

**Section C – Suspensions (Cont'd)**

3. High-sticking infractions, which draw blood, must be penalized with a five (5) minute major penalty. The referee has the discretion of assessing a game misconduct penalty only when he deems the infraction to be intentional and then he must assess a game misconduct penalty and then applicable suspensions apply.
4. Game misconduct penalties for abuse of officials, inciting or failure to go to the neutral zone during a fight or go to the penalty box when penalized will result in a game ejection and an additional game misconduct if it occurs after the completion of the second period.
5. Gross misconduct penalties will result in ejection from the game plus a minimum of a two (2) game suspension.
6. Any player or team official who threatens, pushes, strikes or verbally abuses any League official, timekeeper, or game official during their course of administrating their functions of the League, will automatically be suspended indefinitely until his case is dealt with by the League Executive\Directors. Generally, this is cause for expulsion from the League.
7. It is the Coach's responsibility to ensure that suspended players do not play in accordance with the League rules. Should a team play a suspended player, the game will be forfeited and the player will have to serve the suspension in subsequent games.
8. OWHA and Hockey Canada rules will apply, except for added conditions listed below.
9. All players must wear properly fastened helmets and face masks whenever they are on the ice.
10. Slap shots (Backswing above the knee of the shooter) will not be permitted. A player taking a slap shot will receive a two minute penalty.

## **Section D – Playoffs**

1. All points accumulated, regardless of division they are earned in, count in total standing for playoff standings.
2. To determine playoff positions, the following rules will be employed:
  - a) Most Points
  - b) Most Wins
  - c) Record between two tied teams
  - d) Highest ratio of goals for divided by goals against.
3. Playoff Format:
  - a) Overtime in all ‘Series’ (non-total goal play) will be as follows:
    - i) A five (5) minute stop time sudden death period playing four (4) on four (4)
    - ii) A five (5) minute stop time sudden death period playing three (3) on three (3). Any penalties going into the second period must be served. (ie. Three (3) on two (2) or three (3) on one (1).) This also applies to any penalties called during the period.
    - iii) A best of five (5) shoot-outs will be held with no players shooting a second time until all players have taken a shot.
  - b) First round played round robin
  - c) Final round played as two (2) game total points.