

TEAM HANDBOOK
2026-2027



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PREAMBLE

This handbook should be read in conjunction with the OBHF Rules & Regulations and the CBHA Rulebook and does not supersede any OBHF or CBHA rules other than any stricter penalties applied by the league.

DEFINITIONS

In this Handbook, the following terms will have the following meaning:

CBHA refers to the Canadian Ball Hockey Association which is the sanctioning body for the sport of ball hockey in our country.

Coach refers to the head coach of a registered team

Convener refers to onsite league official

League refers to the Greater Toronto Ball Hockey League and if applicable the league executives

Manager refers to the team representative

OBHF/Provincial(s) refers to the Ontario Ball Hockey Federation which is the sanctioning body for the sport of ball hockey in our province.

Officials refers to the referees including the timekeeper and if applicable the convener

Player(s) refers to registered player(s) in the league

Team(s) refers to registered team(s) in the league

MISSION STATEMENT

The Greater Toronto Ball Hockey League strives to be the best amateur sports league of its kind. We believe in safe play and fair competition and to consistently deliver excellent customer service. We also want to make sure every player, coach and spectator has a fun and enjoyable experience.

GENERAL WELFARE

The league, executives and officials will provide a safe environment for all players, coaches and spectators. The league has the right to ban any player, coach, spectator or team deemed harmful to the general welfare of the players and the league. The league will solely decide, if any, refund shall be given.

ADMINISTRATION

BUSINESS OFFICE

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Toronto, Ontario

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Office: 437-777-5117

Fax: 1-866-286-0211

Email: info@greatertorontobhl.com

TECHNICAL COMMITTEE

Appeals and protests should be emailed to the league at ricdiscipline@greatertorontobhl.com

TEAM & PLAYER STATISTICS

Standings and statistics will be posted on the league's website. For league information, news, tournaments and statistics please visit www.greatertorontobhl.com.

SECTION 1 - MEMBERSHIP

1.1 ONTARIO BALL HOCKEY FEDERATION

As a member of the OBHF, teams enjoy certain privileges that are not available to non-members:

- limited dental and medical insurance
- sanctioned tournaments
- competition for Provincial, National and International Championships
- coaches and referees clinics
- rulebooks and handbooks

1.2 INSURANCE

Each registered player, manager and coach is covered with limited dental and medical insurance. Should an injury occur, notify the referee immediately so that they may note it on the game sheet. Please ask your convener for the 'Accidental Claim Form'. It shall be filed within 30 days of injury. Failure to file by the deadline may result in benefits not being approved.

1.3 PAYMENT / LATE PAYMENT POLICY

A team may request to enter the league accompanied with the proper registration fee and form as set down by the league at the beginning of the season. This can vary from season to season depending on the commitment of the league's financial responsibilities for that year.

League registration fees are due by **GAME FIVE (5)**. If a team has not paid in full it may be bumped from its division by a team on the waiting list or suspended until registration fees are paid. A \$100 fine per game will be assessed after game five (5) and each game after until the end of the season.

If a balance remains outstanding after the regular season is completed the team will be disqualified from the playoffs. The team manager, coach and players shall be suspended from all leagues and any OBHF sanctioned leagues, and will be subject to collection and/or legal proceedings.

1.4 TIER PLACEMENT, DIVISIONS AND PLAYER MOVEMENT

Tier placement will be the decision of the league, and will take into account the previous seasons performance. New teams shall be placed in Tier 3, 4 or 5 at the discretion of the league. The league retains the right, in extreme situations, to move a team to higher tier during regular season play if a team has signed players from higher divisions that alters the competitiveness of the division as a whole.

The Premier division will extend an invitation at their discretion to any Tier 2 team that captures a Provincial or National Championship or any team that seems fit to join the division.

The number of divisions will be determined at the beginning of each season at the discretion of the league.

A team who voluntarily moves down one (1) level can only do so with five (5) players from the previous seasons roster. A team who voluntarily moves down two (2) levels can only do so with three (3) players from the previous seasons roster.

****Please Note:*** *The league has the discretion to allow teams to exceed these limits should the teams level of play not change.*

1.5 ARENA ADMISSION

All players, coaches and spectators are free to enter. However any player, coach or spectator who is deemed harmful to the general welfare of the game and the league will be asked to leave.

1.6 ARENA DAMAGE

Any team involved in poor or abusive conduct on arena property, including the parking lot and dressing room, will be suspended from league play and face a further suspension from the OBHF. In the event that facility damage can be attributed to a team or its players, the team will be assessed the expenses and may be removed from further competition. The league reserves the right in their sole discretion to allocate damages and subsequent repair costs to more than one (1) team if the guilty party(s) cannot be clearly determined.

SECTION 2 - RISK MANAGEMENT

2.1 BLOOD POLICY

All open cuts or wounds shall be bandaged properly before being permitted to participate in a game. If during the game a player or referee has fresh blood on their uniform or equipment, it is necessary that all blood be thoroughly rinsed off before being able to return to the playing surface.

2.2 JEWELLERY POLICY

Players are permitted to participate in a game wearing jewellery, including but not limited to the following: finger or facial rings, earrings, bracelets and necklaces. Hanging jewellery or anything deemed dangerous by the league or officials shall be removed. This policy is for the safety of all participants including owner of such jewellery.

2.3 SAFETY AND PROTECTION

It is the responsibility of the player and their respective manager to ensure proper CSA approved protective equipment is being worn at all times when a player is on the floor or in the players or penalty bench. (Please see section 6.1 for full rules on equipment)

SECTION 3 - TEAM & PLAYER REGISTRATION

3.1 REGISTRATION / SIGNING

All players, managers, coaches and team staff shall be registered before they take part in any regular season games. All player registration is done online.

Teams shall sign a minimum of twelve (12) players and may sign a maximum of twenty-two (22). Teams shall not have registered more than twenty-two (22) players at any point in the season.

Players signed become free agents at the end of the playoff schedule.

Emergency goaltenders may be signed at any point of the given season however any goaltender registered after the deadline is ineligible to play in the playoffs. An emergency goaltender can only be used if the said goaltender is designated at the same or lower level. Emergency goaltenders shall be registered to any OBHF roster in the current season.

Special provisions allow out of province players to send an email as a proxy signing.

OBHF rules allow Tier 2, 3, 4, 5 and Masters players to sign with more than one (1) team at a time (as long as they are within roster guidelines specified in section 3.2), provided that the player does not sign with a second team in the same division.

****Please Note:*** *Once a player plays at a higher level and your team is over the maximum allowance the said player will be automatically deleted from your roster*

In an instance where divisions have cross over games players shall only sign in one (1) of the divisions.

3.2 ROSTERS

Players are classified by the highest level they play in during the **prior summer season only**. Players who play fall, winter and/or spring keep their designation from the summer season regardless of where they play.

If a player did not play in the summer they would be eligible to play in any division.

In the fall, winter and spring Premier players may play in Tier 2 (maximum of three (3) player per team).

Please read the level that pertains to your team for proper player eligibility. (subject to change)

3.3 PLAYER ELIGIBILITY

All players are eligible for Winter and Summer OBHF Provincials as long as they are within the team roster guidelines specified above. (and are not EP players)

PLAYER ELIGIBILITY – SUMMER 2026

Greater Toronto Ball Hockey League – Official Rule Bulletin

Men's A (Tier 1)

49 listed carded players (see attached list) may only compete in Men's A (Tier 1).

Men's B (Tier 2)

All players except carded 'A' players are eligible on a roster of 22. Maximum three (3) carded 'A' players per team.

Men's C (Tier 3)

Roster of 22 may include a maximum of three (3) 'B' players. No carded 'A' players permitted.

Men's D (Tier 4)

Roster of 22 may include a maximum of six (6) combined 'B' and 'C' players, with no more than three (3) being 'B' players. No carded 'A' players permitted.

Men's E (Tier 5) – PURELY RECREATIONAL

Maximum six (6) 'D' players allowed on the entire roster of 22. 'B', 'C', and carded 'A' players are not eligible. Designed as a 'Just for Fun' recreational division.

Men's Masters 33+

Born in 1993 or earlier. 'A' carded players are not permitted to play. All other levels are eligible.

Men's Legends 43+

Born in 1983 or earlier. All players are eligible to play.

Men's Masters 50+

Born in 1976 or earlier. All players are eligible to play.

Carded Player Status – Men's A

As of May 1, 2026, players participating in Men's A (Tier 1) who are not already carded, are granted a **two (2) year grace period** before becoming carded. For example: a player may compete in Summer 2026 and Summer 2027; beginning in Summer 2028, the player becomes carded. **No exceptions.**

Eligibility Restriction – Men's E (Tier 5)

As of May 1, 2026, Men's A (Tier 1) player — whether carded or non-carded — and any Men's B (Tier 2) player is ineligible to participate in Men's E (Tier 5) for three (3) calendar years from the year they participated in Men's A (Tier 1) and Men's B (Tier 2). This rule protects the integrity of Men's E as a purely recreational 'Just for Fun' division.

NOTE: Tier 1 carded or non-carded players from Summer 2025, or anyone that competed at the National A/B Level, are unable to participate in E (Tier 5) in the summer of 2026. This rule protects the integrity of Men's E as a purely recreational 'Just for Fun' division.

3.4 EP PLAYERS

- EP players are not eligible for playoffs even if they play the minimum required number of games
- EP players must be upgraded to FULL-TIME before Game 9 of the season and play 3 regular season games in order to be eligible for playoffs (goaltenders exempt).
- Players not registered FULL-TIME are ineligible for Games 9 & 10 and playoffs for the current season.
- EP players or goalies can play a maximum of 3 games in a division. After this they must upgrade to full time and commit to one team in order to continue playing

3.5 PLAYER RELEASES

A player shall be released by the manager only by completing a deletion form and shall be considered a free agent within the division.

A player will not be released from a team if the player owes money or equipment to their original team.

Players shall not be released should the player be under suspension.

3.6 FOLDING

Should any team fold once a league registration form is signed or verbal agreement has been established the manager along with all players from previous roster will be suspended until the full league registration fee is paid.

Should a team fold during a season all the players on the roster including the manager and/or coach will be suspended until the full registration fee is paid. A \$100 fine per game will also be applied to any games not played.

The aforementioned will also apply should a team fold once the schedule has been released even if the season has not started.

Should a Premier team fold all players become free agents. Only three (3) players from the folded team shall join another Premier team.

Should a team not return to the league here are player eligibility rules:

- 'A' team folds - five (5) players may join an existing 'B' team, three (3) to a 'C' team, two (2) to a 'D' team and zero (0) to a 'E' team
- 'B' team folds - three (3) players may join an existing 'C' team, two (2) to a 'D' team and zero (0) to a 'E' team
- 'C' team folds - five (5) players shall join an existing 'D' team and three (3) to a 'E' team
- 'D' & 'E' teams fold - players may join any team at any level

****Please Note:*** Should a folded team have any outstanding fines, their players cannot join another team

3.7 TRADES (PREMIER)

Trades may be made up to the signing deadline. These trades shall be of equal value and shall be comprised of registered players. Trades shall be submitted in writing for league approval and only after that point will the trade be passed and player's rights will be granted to the acquiring team.

3.8 TAMPERING

Under league rules all players become free agents after their playoff schedule is completed. Any person who approaches a player (to leave the current team) during any day of the current season is liable for tampering charges. This shall be brought in writing to the league stating the infraction date, time, location and culprit.

3.9 INELIGIBLE PLAYERS

All teams, players, coaches and/or managers found guilty of knowingly using an underage or ineligible player may be suspended for a minimum one (1) calendar year.

Definition of ineligible player:

- underage - not 18 years of age before first game (unless written permission by parents)
- underage for masters - not in 34th year of birth
- player who is suspended in the league or any other OBHF sanctioned league
- a player who participates under an assumed name

Use of a suspended player(s) in a game before the suspension term has been completed will result in the full suspension being doubled, a suspension to the manager of the team and the game or games in which the player participated may be awarded as a win to the other team. The team manager shall check the suspension log before and after games to determine if any fines and suspensions have been assessed to any of the team's players.

In an event that a team uses an ineligible player that game may be forfeited, replayed or cancelled at the discretion of the league. All costs incurred will be paid by the offending team.

The manager is responsible for representations on game sheet and shall not allow any players in the above categories to play.

3.10 FAILURE TO FULFILL OBLIGATIONS

If a team fails to complete their obligations to register their players and pay team fees by dates set by the league, the manager, coach and all of its players will not be permitted to play and may forfeit all monies paid to that date. Furthermore, all players will be placed under suspension with the OBHF.

3.11 EXHIBITION GAMES AND TOURNAMENTS

Any teams wishing to play exhibition games shall first notify the league advising them of the place, date, time and opponent for the game. All teams playing exhibition games shall use an official league game sheet and certified OBHF referees with a copy of the game sheet being forwarded to the league.

Teams playing in OBHF sanctioned tournaments shall bring a copy of their registration form and picture identification with them for proof of eligibility of their players.

SECTION 4 - GAME PLAY

4.1 GAME TIMES

All games shall be composed of three (3) stopped time ten (10) minute periods. (Premier Division games are three periods 1 x 10, 2 x 15 minute stop time periods).

Failure to commence your game on time may result in a two (2) minute bench penalty. If your team is still not ready within fifteen (15) minutes of the game's actual starting time, then the game shall be awarded to the non-offending team as a 1-0 default win.

All ties stand as is and overtime is not played in regular season except in Premier where a three (3) player shootout will decide a winner.

Under extreme circumstances the league may amend the period and/or game time structure.

4.2 MERCY RULE

A mercy rule (running clock) shall be in effect in the third period of all games including playoffs. Once a team establishes a five (5) goal lead, the remainder of the game will be played on running time, until such time as the lead is diminished to below five (5) goals. There is no mercy rule in any Premier and women's regular season or playoff games.

4.3 GAME DEFAULTS / FORFEITS

Teams are given fifteen (15) minutes past the scheduled start time to floor six (6) players. If a team cannot floor the minimum six (6) players the game will be defaulted. The team shall incur a \$200 fine (\$400 in Premier) and two (2) points and a 1-0 win shall be awarded to the non-offending team. The goal will count towards team statistics.

If both teams default the same game, both teams will be fined and the game will be scored as a 0 - 0 tie however teams will not be awarded the point.

Players that sign in for both teams will be awarded with a game played for statistics and playoff eligibility. If a game is defaulted prior to game day and not rescheduled, all registered players on non-offending team will be awarded with a game played.

At the leagues discretion, if a team defaults a game during the playoffs, the team may be removed from the remainder of the playoffs.

A second default in the season shall cause an immediate review of the teams franchise and may lead to the suspension of the team. The manager may be subject to a one (1) year suspension.

In an event where a team leaves the playing service during a game they will receive a bench minor. If the team decides not return within five (5) minutes of the bench minor the game will be forfeited by the score of 5-0. In this case the manager and team may receive a one (1) year suspension. If a team refuses to start or play a scheduled game the team will be fined \$500 and the manager or acting manager may receive a one (1) year suspension. The game will be forfeited by the score of 5-0

4.4 SAME ENDS AT START OF GAME

For 3 period games teams will start the in the same end as their bench.

4.5 TIMEOUTS

Teams will be permitted one (1) time-out per game, and one (1) additional time-out should the game go into overtime. If the time-out during regulation time is not used, it does NOT carry over into overtime. Timeouts are not permitted during running time situations when the mercy rule is in effect.

Once the whistle is blown and ready for play is set, a timeout will not be permitted to be called.

4.6 LINE CHANGES / CHANGE OF PLAYERS

When flooring has been called, the offending team will NOT be permitted to conduct a line change.

Teams shall not complete a line changes during altercations and shall wait until the referee has gained control. On stoppages home team has last change. The referee will signal last change. No more changes can be made once the signal is made.

A player on the penalty bench who is to be changed after their penalty has been served shall proceed by the stepping onto the floor and be at the players bench before any change can be made. A bench penalty shall be assessed for a violation of this rule.

In the last two (2) minutes of game or overtime, a deliberate illegal substitution will result in a penalty shot being awarded to the opposing team.

4.7 FACE-OFFS

For a legal face-off the ball shall hit the floor first and then with a stick. Use of a body part is prohibited. Another face-off will be taken and the player will be warned. If a second violation occurs to the same player then a two (2) minute minor will be assessed to the player who caused the infraction.

All face-offs are always taken on one (1) of the nine (9) dots. If dots are not visible on the arena floor the referee will make a judgment on where face-off will take place.

When a ball is last contacted inside the attacking zone, regardless of which team is responsible for the stoppage, the ensuing face-off will take place in 1 of the 2 end zone face-off circles.

If the attacking team has set the zone, and the ball becomes unplayable or leaves the playing surface between the red and blue lines, the ensuing face-off will take place outside the attacking zone's blueline, and the zone will remain set.

4.8 DELAYED OFFSIDE, CLEARING ZONE AND FLOORING

Players of the attacking team shall not precede the ball into the attacking zone. However, once the ball has legally entered the attacking zone, the blue line no longer exists.

As a result, the area of the floor called the defending (attacking) zone is that section between the centre red line and the end of the rink. This area remains the defending (attacking) zone until such time as the ball passes back over the centre red line.

If an attacking player(s) precedes the ball that is shot, passed or deflected into the attacking zone by a teammate or again deflected into the attacking zone off a defending player, but a defending player is able to play the ball, the referee shall signal a delayed offside. The referee shall drop their arm to nullify the offside violation and allow play to continue if:

- the defending team passes or carries the ball into the neutral zone, or
- all attacking players in the attacking zone clear the attacking zone by making foot contact with the blue line.

When applicable and/or the non-offending team has gained quick possession of the ball a slow whistle (similar to a delayed offside) shall be in effect until the offending team clears the blue line or the non-offending team has cleared the ball over their blue line which would nullify the stoppage. Any undue delay by the offending team shall result in an immediate whistle and the face-off being taken outside the blue line in the neutral area with the blue line being re-set.

****NEW* Hybrid flooring/icing will be in effect.***

– In the opinion of the referee, should the defender reach the hashmarks/face-off dot, before the attacking player, or if both players arrive at the threshold at the same time, FLOORING will be called

– In the opinion of the referee, should the attacking player reach the hashmarks/face-off dot, before the defending player, FLOORING will be WAVED OFF, and play shall continue.

– On a hard dump, or hard wrap, when the ball will travel around the boards, beyond the goal line, the referee will wait to see which player touches the ball first: Defending player 1st = Flooring, Attacking player 1st = NO Flooring

4.9 HANDLING THE BALL

The ball cannot be intentionally directed to a team-mate with the use of the hands, unless the team has accepted its own pass in its own defensive zone. In this case the acceptable zone shall always be classified from the end boards to the blue line only.

A face-off shall take place where the ball was illegally passed from (rules permitting), providing the defending team is not placed at a disadvantage, in which case the face-off shall take place where the pass was completed, or taken to the neutral zone when initiated and completed in the non-offending teams defensive zone.

If the ball deflects off the players glove and in the referees judgment, the directing of the ball was not intentional and no advantage was gained, the play shall continue.

A player is permitted to grab the ball from the air and immediately place it on the floor, as long as no unfair advantage is gained. An unfair advantage gained will result in an immediate stoppage of play. The resulting face-off shall take place under the same guidelines as an intentionally directed ball. A minor penalty shall be assessed in this situation if a player, while closing their hand on the ball, deliberately delays the game.

4.10 BROKEN STICK

A player or goaltender whose stick has been broken shall drop the broken portions to the floor immediately. A two (2) minor penalty shall be assessed for an infraction to this rule.

A player may receive a stick from a player on the floor or handed one from the players bench however a stick cannot be thrown to the arena floor. A two (2) minor penalty shall be assessed for an infraction to this rule.

A goaltender may receive a stick from a player on the floor only. They may use the stick for remainder of shift only. A stick cannot be thrown to the arena floor. A two (2) minor penalty shall be assessed for an infraction to this rule.

4.11 PROCEDURES AFTER COMPLETION OF A GAME

Teams are encouraged to shake hands with their opponents after each game as a sign of good sportsmanship. However any ejected players cannot return to the playing surface and may receive a game misconduct if they do so.

If the teams have shown excessive hostility towards each other during the game, the referee may hold one (1) team in a neutral area until the opponents have left the playing surface, and entered their dressing room.

No player from the following game is permitted onto the playing surface until all players from the previous game have left the playing surface.

4.12 PLAYERS IN UNIFORM

All teams shall have a minimum of six (6) players in uniform at the start of the game. Teams may dress a maximum of eighteen (18) runners and two (2) goaltenders in a game. All players shall be registered on the game sheet prior to the start of the game. Premier teams may dress twenty (20) runners and two (2) goaltenders.

4.13 NO GOALTENDER AT THE START OF A GAME

If a team does not have a goaltender to start a game, a runner can assume the goaltenders position but does not have any goaltender privileges. The runner assuming the goaltenders position cannot cover up the ball in the goal crease or a penalty shot will be assessed.

4.14 GOALTENDER SUBSTITUTION

If a goaltender is injured during the game the team will be granted ten (10) minutes to dress another player from the teams game roster. If the goaltender recovers from their injury and returns to the game, the replacement goaltender shall remain as a back-up, and cannot re-appear as a runner.

If a goaltender is removed from the game for penalty reasons, the team will not have any time to dress another player.

In all cases if a players dresses as a goaltender, the player is ineligible to return as a player.

4.15 PLAYERS ARRIVING LATE FOR A GAME

A player arriving late will be permitted to participate in the game, providing they report to the convener and asks to have their name added on the game sheet. ****NEW for 2023* Full time players who are registered online prior to the scheduled start time may enter that game at any time.*** If a player enters the game without having first reported to the convener, he will be assessed a minor penalty, be ejected from the game and fined.

If a player was inadvertently left off the game sheet and the officials or onsite convener can verify that he checked in for the game the player may be added to the game sheet without penalty.

4.16 GOALTENDER PRIVILEGES

Goaltenders are not permitted to drop kick the ball or throw the ball in the direction of the opponents net. The goaltender is given imaginary lines from the corners of the crease to the dots in the end face-off circles. If he throws beyond and between the face-off dots, a minor penalty will be assessed, unless he throws the ball directly to an opposing player, in which case the play shall continue and no penalty shall be assessed.

The goaltender will not be permitted to fall on the ball behind the net, unless part of their body is in the goal crease. A minor penalty will be assessed for delaying the game for this infraction.

There is no contact permitted with the goaltender or by a goaltender. A minor penalty will be assessed if a goaltender makes contact with an opponent or vice versa. No opponent will be permitted to make any contact with the goaltender in or out of their crease.

An instance when a goaltender breaks their stick and does not have a replacement the net shall remain empty until the goaltender obtains another goaltender stick. Player sticks cannot be used as replacement except for the duration of the play in which the goaltenders stick broke.

Goaltenders are permitted to have a water bottle and a towel on the net, provided they do not interfere with the opening of the net and does not wet the playing surface.

If a goaltender leaves the crease to join an altercation he will be subject to a penalty and possible suspension.

If a goaltender knocks the net off deliberately while an opposing player is on a breakaway a penalty shot shall be awarded to the opposing team.

If a goaltender knocks the net off deliberately in the final two (2) minutes of a game a penalty shot shall be awarded to the opposing team.

4.17 CAPTAINS AND ASSISTANT CAPTAINS

Teams shall appoint a captain and a maximum of three (3) assistant captains. If the captain is absent, then the officials shall be informed prior to the game as to who has been designated the captain. When the regular captain is absent the letter 'C' on the sweater is not necessary, but the replacement captain shall be noted on the game sheet.

Only the captain or assistant captain may address a referee. When addressing a referee, the captain or assistant captain is expected to be courteous and respectful. Only an interpretation of the referee's decision will be discussed and an referee will not tolerate a captains questioning of a judgment call and will treat the captain as a non-captain at that point, and will assess the appropriate penalty, if necessary.

A team captain or assistant is not permitted to come off the bench to ask for an interpretation of a call. A minor penalty will be assessed to anyone violating this rule.

4.18 MINOR OFFICIALS

The referee may seek the assistance of a minor official if there is an incident which the referee did not see. A minor official shall be the timekeeper and/or onsite convener.

4.19 GAMESHEETS

Game sheets are placed at check-in with the convener. The game sheet shall never be removed from the check-in area.

No more than twenty (20) eligible players (maximum of 18 runners and 2 goaltenders) shall be listed on the game sheet.

Players given and surname with number shall be printed clearly in full. No abbreviations or nicknames. The starting and alternate goaltender shall be listed first and last respectively. Both spots are clearly noted on the game sheet.

The names of all suspended players shall be printed in full where indicated on the game sheet with the duration of their suspension.

The game sheet shall be signed in full where indicated by the authorized manager, coach or team representative. It is understood by this signature that player shall be deemed to have the responsibility for any representations on the game sheet for their team.

Teams shall be permitted a maximum of four (4) team personnel on the bench. All personnel shall be officially registered with that team to be permitted on the bench.

When a player has been inadvertently omitted from the game report, the officials shall permit their name to be added to the game report, provided the player was on the floor or their players bench in uniform before the start of the second period.

Any team or manager who allows a player to take part in a game without being an OBHF registered member shall be reported to the league and may be suspended for a period of up to one (1) year.

4.20 BENCH STAFF

Unless otherwise permitted teams will be allowed up to two (2) personnel on the bench. Personnel may include, manager, coach, trainer, therapist and/or an injured registered player. Suspended players are not permitted to be present on the bench whatsoever. All personnel shall be registered on the official registration form.

4.21 DANGEROUS PLAYING CONDITIONS

The decision whether to begin or continue a game is solely the responsibility of the referees, who will consult the onsite convener. A game postponed for any reason shall be rescheduled on the earliest possible date. Rescheduling procedures are as follows:

- If there is less than one (1) period remaining, and the results have a bearing on the final standings, the balance of the game shall be played
- If there is more than one (1) period remaining, and the results have a bearing on the final standings, the game shall be replayed in its entirety

SECTION 5 - STANDINGS, PLAYOFFS, ONTARIO AND NATIONAL CHAMPIONSHIPS

5.1 REGULAR SEASON

Team standings will be posted daily in our arenas and on our website.

Points for games shall be awarded as follows:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss
- 1 point for shootout loss

All ties stand as is in regular season except Premier where a 3 player shootout will determine the winner

When two (2) or more teams are tied in the standings of their division or league as a whole depending on the circumstances, the tie breaking procedures will be as follows:

- Most wins
- Record against team(s) tied with:
 - most wins in head to head matches
 - best goals for and against percentage in head to head matches
- Overall goals for and against percentage from the entire season
- Goals for
- Goals against
- Shootout
- calculation for overall goals for and against percentage: $\text{goals for} \div (\text{goals for} + \text{goals against})$

****Please Note:*** When two (2) or more teams are tied in the standings and the schedule is unbalanced only the first (and second if played) head to head matches with teams involved will ONLY count towards the tiebreaker

5.2 PLAYOFFS

At the end of the regular season, the top teams, as stipulated by the league at the beginning of the season, will qualify for the playoffs. Depending on the availability of floor time teams may be required to play three (3) nights in succession.

Fall Winter Spring Playoffs - For Tier 2, 3, 4, 5 and Masters playoff rounds will be a typically two (2) game total points format. Premier division follows summer playoff schedule.

****Please Note:*** *Playoff series may be reduced by the league because of time restraints*

In a two (2) game total points series, teams shall either win both or win and tie to advance. Should both teams win a game or both games end in a tie then an overtime period will be played to determine the winner of the series.

In a two (2) game format should a series be tied and overtime played any player ejected from the game cannot return to play overtime. Any penalty time remaining from regulation play will carry over into overtime. Any suspended player prior to the game cannot dress and play the overtime portion either.

In a three (3) game series the higher ranking team in each series will be the home team in games one (1) and three (3) and will be the home team in game two (2) of a two (2) game series.

Overtime procedures for each playoff round will be as follows:

- Preliminary/Quarter-Final: Five (5) minute sudden death overtime and if applicable followed by a three (3) player shootout. Premier division is a ten (10) minute sudden death overtime and if applicable followed by a five (5) player shootout.
- Semi-Final: Five (5) minute sudden death overtime and if applicable followed by a three (3) player shootout. Premier Summer Season: division is a Ten (10) minute sudden death overtime and if applicable followed by a five (5) player shootout.
- Final: Five (5) minute sudden death overtime and if applicable followed by a three (3) player shootout. Premier Summer Season: Sudden death overtime until a goal is scored.

In a shootout situation where one (1) team has had all players listed on game sheet participate in a shootout without a winner being decided, they may then at their discretion, send any player for a second attempt. Should their opponent have a greater number of players listed in that game they too at this point may select a player to attempt a second shot, thus not having everyone listed on such roster attempt at least one (1) shot.

Goaltenders shall switch ends at the start of all overtime periods in semi-final and final games. Goaltenders do not switch ends in preliminary or quarter-final games

5.3 PLAYERS PLAYOFF ELIGIBILITY

Players shall play a minimum of three (3) regular season games to be eligible to play in the playoffs.

Goaltenders shall play one (1) regular season game in any season to be eligible to play in the playoffs.

In the Premier division players shall play six (6) games in all seasons to be eligible to play in the playoffs.

In the case where a player plays the season as both a goaltender and player, they shall follow player playoff eligibility rules.

Any player on the active roster with less than the minimum required games as a runner can only dress as a goaltender for the playoffs provided they participated in at least one (1) game. Anyone who meets the minimum games played as player may play as either a runner or goaltender.

Players who have served or serving a suspension will still have to play the minimum amount of games to be eligible for playoffs. Suspended games do not count towards eligibility of games that need to be played for playoff eligibility.

Players who have signed a proxy shall only be eligible if they have played the minimum amount of games.

If a player is hurt during a league game where an injury claim is filled out and reported on the game sheet, the said player may be exempt from playing the minimum amount of games. A doctor's report may be required and league must approve. Request for approval must be submitted at least 7 days prior to the playoffs starting.

5.4 PROVINCIAL CHAMPIONSHIPS

Teams from every summer division may qualify for the OBHF Provincial Championships through their divisions league play and/or playoffs. Summer Championships take place in August of the current season.

Teams from every division in the fall, winter and spring divisions shall qualify for OBHF Winter Provincial Championships through their league play and/or playoffs. Championships take place in May.

The league reserves the right to remove a team from playing in the OBHF Provincial Championships if the teams play during the playoffs is deemed to be inappropriate.

League will supply information for player eligibility once a team has qualified. In most cases teams may pick up three (3) players and one (1) goaltender from within the same the division they won.

In a division where teams were split into an groups, the pickups may only come from the teams that were in the teams playoff grouping.

Under the player eligibility team guidelines, teams shall never pick up a player from a higher level that is currently playing in their division, if the maximum number of players are currently on your roster.

****Example:** 'C' team has two (2) players on their current roster that play 'B'. They cannot pick up another 'B' player that is currently playing with another 'C' team in their division.*

5.5 NATIONAL CHAMPIONSHIPS

OBHF Provincial Champions from the summer advance to the CBHA National Championships the following year. Team may pick up an unlimited amount of players in Ontario from the level they won or levels below.

SECTION 6 - REGULATIONS

6.1 EQUIPMENT

The referees shall have the final decision as to whether any equipment is dangerous or a particular accessory shall not be permitted in a game. The referee has the authority to prohibit a player from participating in a game while using or wearing dangerous equipment. ****Failure to wear proper equipment will deny you the right to play!***

The following equipment is mandatory in all games for players:

- CSA approved hockey helmet with proper chin strap fastened
- ice hockey gloves, lacrosse gloves with full closure on wrist are permitted
- running shoes
- hockey stick (wood or composite, no plastic blades - there is no stick curvature rule)
- matching long sleeved jersey and pants/shorts

The following equipment is mandatory in all games for goaltenders:

- CSA approved hockey helmet or goaltender mask
- hockey catcher and blocker
- hockey pants
- hockey chest and arm protector
- running shoes
- goaltender stick (wood or composite, no plastic blades)
- long sleeved jersey

The following equipment is recommended:

- Full facial protection
- Elbow pads (shall be worn under sweater)
- Mouth guard
- Knee pads (volleyball or basketball style)
- Protective cup
- Shin pads (hard shin pads shall be worn under socks or pants, unless they are the Mylec or D-Gel brand which can be worn over socks or pants)
- neck guard

The following equipment is prohibited:

- Shoulder pads
- Ice hockey pants
- Ice hockey shin pads
- Playing in any sweater/shirt that is not a full length hockey jersey

6.2 UNIFORMS

Teams shall wear matching sweaters and same base coloured shorts. Goaltenders are exempt but shall have same base colour sweater.

In Premier all teams are required to carry two (2) sets of full uniforms. Full uniforms consist of matching sweaters, shorts, socks and helmets. Helmet decals bearing teams logos are recommended for all teams.

Players that do not meet the criteria of full uniform policy at leagues discretion may not be eligible to participate in any league sanctioned game and fined.

Sweaters shall be long-sleeved and shall be properly numbered ranging from 00 to 99, fractions or three (3) digit numbers are not acceptable. A \$50 fine per game shall be levied if a team is without matching uniforms by the fourth week of season and may be suspended from further play after that date.

A player wearing a non-matching uniform will be fined \$10 per game until he corrects the uniform infraction.

In the event of sweater colour clashes, the home team shall change to non conflicting jerseys. During playoffs teams shall alternate the use of the cover-ups from game to game. If a team refuses to wear cover-ups, the game will be awarded to the opposing team as a 5-0 forfeit win.

Any team that does not have matching identical sweaters shall receive a two (2) minute illegal equipment penalty to start the game. In an instance where both teams are not matching the home team will receive a penalty to start the game and the visiting team will start the second period with a penalty. If a player enters the game late and is not matching the team will receive a penalty at that time (only if the team has not already been assessed the penalty).

6.3 FIRST AID

It is strongly recommended that each team carry an adequate first aid kit at all times. It is also recommended that teams ensure that at least two (2) members have a recognized first aid certificate. The league cannot perform any first aid.

SECTION 7 - CONDUCT

7.1 WARNINGS AND ZERO TOLERANCE POLICY ON VERBAL ABUSE

A manager, coach and/or captain will be warned by the referee if their teams conduct is detrimental to the flow of the game and may be assessed a bench penalty. A second such warning may result in a another bench or major penalty. If a team persists in its actions on a third occasion despite the first two (2) warnings, the game will then be awarded to the opposition, regardless of the games situation. The score for the non-offending team shall be recorded as a 5-0 forfeit win.

7.2 BENCH CONDUCT

A minor penalty may be assessed to teams that continually argues and/or trash talks with each other from their respective benches. Furthermore, should a team continually argue and/or fight amongst themselves a gross misconduct shall be assessed.

7.3 ORDER TO DRESSING ROOM

If a game is over or terminated by the officials, teams shall proceed to their dressing room immediately. Failure to do so will result in a \$50 team fine.

7.4 ALCOHOL

The referee and/or convener has the authority to remove any player from the game if alcohol is clearly prevalent and, at the referees discretion, there is potential danger to any other player.

Alcohol is not to be consumed in the dressing rooms, or anywhere in the vicinity of the arena, except in the designated area if the arena has a licensed restaurant or beer garden. Failure to comply with this rule will result in a team fine, and suspension of the team. Use of any drugs in the arena or on the arena property is not permitted. The players in question will be turned over to the local authorities immediately.

Due to the strict laws of drinking and driving, the local constabularies are forced to patrol the municipal properties without advance notice.

These rules have been established for the safety of all players involved with the sport, OBHF, and the entire community.

7.5 FIGHTING

A player named in a referees report as having incurred a penalty for fighting shall receive an automatic game misconduct and shall proceed directly to the dressing room for the duration of the game. Furthermore, the player shall receive a fine and suspension as stipulated by the rules and regulations.

7.6 FIGHT IN GOAL CREASE

If a fight takes place in the goal crease, the goaltender shall leave their crease and go to either of the corners in their end, and will not be penalized for leaving their crease.

7.7 FIGHTING OFF PLAYING SURFACE

Any players that fight outside the playing surface shall receive a fighting major by the referees and/or convener. Furthermore the players will receive a fine and suspension as stipulated by the rules and regulations. Incidents off the playing surface are subject to suspensions being increased and may result in being banned from the facility and the league at the discretion of the league and/or facility.

7.8 SPECTATORS

Teams are responsible for the actions of their spectators. Any acts of verbal and/or physical abuse by a spectator shall be dealt with severely and any property damages may be attributed to the team they support.

SECTION 8 - PENALTIES

Teams are expected to know the rules of the game as per the CBHA, OBHF and the league handbook. There are many rules that pertain to ball hockey only and are not found in ice hockey rulebooks, such as minor penalties for high-sticking the ball and for a one-handed golf shot with a stick.

Any player, manager and/or coach may be assessed penalties at any time before, during, or after a game, when an offence is committed on the floor or off the floor before entering the dressing rooms.

****Please Note:** A player ejected from the game SHALL proceed directly to their dressing room or face further suspension*

8.1 INFRACTIONS

Two (2) minute minor penalties may be assessed for any of the following infractions: Bench Penalty, Boarding, Body Contact, Charging, Check from Behind, Delay of Game, Diving, Elbowing, Embellishment, Goaltender Interference, High Sticking the Ball, Holding, Holding the Sick, Hooking, Illegal Equipment, Illegal Player, Illegal Shot, Interference, Kneeing, Roughing, Roughing after Whistle, Slew Footing, Too Many Players, Tripping, Unsportsmanlike Conduct and any other foul the referee deems a penalty.

Butt Ending, Cross Checking, Head Butting, Head Contact, High Sticking, Slashing and Spearing are four (4) minute penalties.

A minor penalty may also be assessed for an attempted infraction on any of the above penalties.

A five (5) minute major penalty and a game misconduct and an automatic one (1) game suspension may also be assessed for the aforementioned penalties.

If Butt Ending, Cross Checking, Head Butting, Head Contact, High Sticking, Kicking, Pulling Hair/Face Mask, Slashing and Spearing is deemed an intent to injure, a match penalty shall be assessed and in this case a five (5) minute penalty is assessed, game misconduct and a minimum five (5) game suspension to life suspension will be assessed.

A match penalty shall also be assessed when there has been intentional minor contact with a referee and/or convener. A player who threatens or makes a mock attempt to strike a referee and/or convener shall be assessed a match penalty.

A match penalty shall be assessed to any player, manager and/or coach who deliberately spits on or at an opponent, official, convener or spectator. A five (5) minute penalty is assessed, game misconduct and a minimum of a five (5) game suspension to life suspension will be assessed. A two (2) minute minor penalty shall be assessed to any player, manager and/or coach who deliberately spits on the playing surface.

A match penalty shall be assessed to any player who deliberately bites an opponent. A five (5) minute penalty is assessed, game misconduct and a minimum of a five (5) game suspension to life suspension will be assessed.

A two (2) minute minor penalty for head contact shall be assessed to any player who **accidentally** contacts an opponent in the head, face or neck with any part of the players body or equipment other than the stick. A four (4) minute minor penalty, at the discretion of the referee and based on the degree of violence of impact, shall be assessed to any player who **intentionally** contacts an opponent in the head, face, or neck with any part of the players body or equipment other than the stick. A major penalty shall be assessed to any player who injures an opponent. A match penalty shall be assessed to any player who deliberately attempts to injure an opponent.

A Check From Behind infraction shall be assessed to any player who intentionally pushes, body checks or hits an opposing player from behind anywhere on the floor. A two (2) minute minor penalty or five (5) minute major penalty, based on the referees discretion on the degree of violence of the impact. A automatic game misconduct and a one (1) game suspension will be assessed. A match penalty may also be assessed if it is deemed an intent to injure. In this case a five (5) minute penalty is assessed, game misconduct and a minimum of a five (5) game suspension to life suspension will be assessed.

A gross misconduct penalty shall be assessed to any player voicing a racial/homophobic slur, obscene gesture and/or a travesty of the game to an opponent, team-mate, official or convener. In this case a ten (10) minute misconduct is given and a game ejection. An automatic two (2) game suspension is also assessed. **Derogatory, racial/homophobic slurs will incur a four (4) game suspension.**

A player who is assessed a fighting major will be assessed a five (5) minute major penalty and a game misconduct. This penalty results in a five (5) game suspension.

If an instigator or aggressor is assessed an additional two (2) minute penalty will be assessed and an additional two (2) game suspension.

If an instigator or aggressor is assessed the non offending player will be assessed a five (5) minute major penalty and a game ejection. The player may or may not receive a five (5) game suspension depending on the severity of the incident. This will be at the discretion of the league.

****Please Note:*** *In an instance when a player does not retaliate the referees have the option to keep the non offending player in the game*

A third man into a fight will receive a two (2) minute minor penalty, a fighting major penalty and a game misconduct and a six (6) game suspension. At the discretion of the referee, should the player be a peacemaker this would not result in the said suspension.

Any player who is assessed a fighting major for fighting off of the playing surface will be assessed a ten (10) minute misconduct. This penalty results in a seven (7) game suspension.

If a player leaves the players bench or penalty box during an altercation the player will be assessed a 2 + 2 minute penalty and a five (5) game suspension. If a player on the opposing bench or penalty box also leaves, that player will receive a 2 + 2 minute minor and a two (2) game suspension.

8.2 UNNECESSARY NUISANCE

A minor penalty will be assessed to any player who creates a nuisance of himself, i.e. banging their stick on the floor or boards. A player making a travesty of the game shall be assessed a gross misconduct penalty.

8.3 UNSPORTSMANLIKE CONDUCT

A minor penalty is assessed to any player who mildly abuses an official and/or who harasses an opponent.

8.4 ACCUMULATED PENALTIES

Any player receiving three (3) or more penalties in a game will be ejected. For the purposes of this rule only, a four (4) minute minor for cross-checking, head contact, high sticking and slashing are counted as one (1) penalty. This includes 2 + 2 penalties for head contact, butt-ending, head butting, kicking, kneeling and slew-footing. A ten (10) Minute Misconduct counts as one (1) penalty towards the allowable three (3).

Any player who receives two (2) match and/or fighting penalties, two (2) gross misconducts or any combination of the aforementioned penalties in a season will be subject to a one (1) year suspension.

Any player who receives three (3) or more misconduct penalties (M10/GM) in a season will receive an additional one (1) game suspension. Furthermore any player who receives two (2) or more misconduct penalties (M10/GM) in a single game will receive an additional (1) game suspension.

8.5 SUSPENDED PLAYER/MANAGER

A suspended player or manager shall not interfere in any way with the playing of the game or disrupt any league official in carrying out their duties. A suspended player or suspended manager shall not visit the teams bench.

8.6 GAME EJECTION PENALTY

A game ejection penalty will be assessed to a player, who in the officials opinion, is a clear disruption to the harmony of the game.

8.7 TERMINATE A GAME

Referees may terminate a game if, in their estimation, it is getting beyond disciplinary control. Referees may also tell the timekeeper to run the clock should an altercation ensure without a means to an end.

8.8 TEAM GATHERINGS

During altercations it is the sole players responsibly to remain on the bench. Line changes are not permitted during any alternations/scrums. The referee and/or timekeeper closest to the player benches shall attempt to instruct the players to remain there. Should teams decide to gather on the floor the manager will be suspended for up to five (5) games and fined \$50. Any player(s) shall also be suspended should they have exhibited unnecessary nuisance or fighting. The same rules apply should teams gather outside of the playing surface.

SECTION 9 - RESPONSIBILITIES

9.1 TEAM MANAGER

The function of the team manager is to handle administration matters related to their teams activities. As well as, to promote a spirit of sportsmanship and to assist the coach in player relations and league matters.

The team manager is responsible for the head coaches activities.

Is also responsible to ensure that the overall objectives of the league as expressed in the rules are maintained.

Shall work closely with coaching staff and set an example to their teams players with their relationship with officials, the league, and any other team members.

Shall maintain and administer all necessary records pertinent to the team, including but not limiting to, team rosters, records of registration, and player identification where required.

Appeals and protests shall have the team managers signature to be valid.

Is also required to double check the roster before each game to ensure that the numbers and names are correct. Should ensure that duplicate numbers are not used. Failure to adhere to this may result in players not being eligible for playoffs and/or incurring of suspensions because of illegal players participating in league play.

The manager should collect and record all monies received from individual players and ensure that all cheques are payable to the league.

All payments should be forwarded to their division convener as described in this handbook, when they are due.

Shall prepare the necessary roster sheets and team reports, ensuring that they are provided to the division convener in charge, or timekeeper before the game.

Shall ensure that safety and health requirements for their players are met to the standards of the league and are familiar, if applicable, with the first aid room, equipment and facilities in the arena.

Shall be familiar with the league rules, by-laws and OBHF rules and regulations, in order to advise the coaching staff, as required, to ensure that those pertinent to their teams activities are met.

Shall assist the coach as directed to enforce that their team players wear the mandatory equipment as stipulated by the OBHF and in this handbook.

Shall assist the league as required maintaining a strong and effective organization at all times.

Shall ensure that all coaches, bench staff, and himself are registered on the team roster.

Shall check the suspension list and not sign any player who is on the list or allow suspended players to participate in games. Failure to comply with this may result in a one (1) year suspension of both the player and the manager.

9.2 COACH

The function of the head coach is to teach the fundamentals and principles of ball hockey to the players on their team, to encourage good sportsmanship and fellowship and to develop a competitive team spirit, all within the overall objectives of providing an enjoyable recreational activity for eligible players, according to league rules.

The coach shall work closely with their staff and team manager. Shall be cognizant of the example they set to their players by their personal relationship with officials, the league, other coaches and members of other teams, with their choice of language and actions. Respect for officials, opponents and the league is of the utmost importance.

Should develop their coaching skills by attending clinics available through the league and OBHF.
Should ensure that the health and safety of their players is safeguarded and that their physical condition is satisfactory for the enjoyment of the game.

Shall ensure that suspended or ineligible players are not signed and do not play in any games.

Shall provide and maintain leadership and ensure that their team is under control at all times, before, during and after games.

Shall also assist the league as required to maintain a strong and effective organization.

The coach is responsible for developing and assessing their coaching staff.

The coach shall be familiar with the league rules and OBHF rules and regulations, in order to advise their players, as required, ensuring that those pertinent to their teams activities are met.

Following the completion of each game, review the game sheet and suspension log book to verify player suspensions assessed and notify said players of their suspensions and/or fines.

9.3 REFEREES

All referees shall show their current years certificate to the referee-in-chief at the beginning of the year. Failure to do so you will result in the suspension of their duties.

All reports of misconduct, by players and or coaches will be reported to the league and thoroughly investigated by the discipline committee. Referees may be assured that every necessary action will be taken to uphold their decision.

Referees shall insist on proper league and OBHF equipment and dress code.

The referee will not start any game until the proper approved game sheet is in the hands of the timekeeper. All player suspensions shall be written on the OBHF incident report form and submitted to the convener.

Shall ensure that teams start at opposite ends from their respective benches.

All referees shall wear the official CBHA standard uniform when officiating.

No referee is permitted to officiate if they have been consuming alcohol prior to the game. The league will insist that the referee in question will be suspended, and reported to the OBHF.

Referees shall show respect to the players, and under no circumstance, will he use any foul language, racial/homophobic remarks, or antagonistic behaviour. A report of this behaviour will result in an immediate investigation and possible suspension from the OBHF.

SECTION 10 - FINES, SUSPENSIONS, APPEALS AND PROTESTS

10.1 FINES AND PAYMENT OF FINES

Any fines incurred shall be paid immediately before the next game, otherwise the suspended player may be rendered ineligible to play once their suspension has been served. Excessive tardiness may result in the suspension of the team. No invoices or postings will be made, the onus is on the team to understand and comply with league rules. A suspension log will be maintained at each arena, managers and/or coaches should review the log before and after a game to determine whether a suspension has been incurred by their team or the opposing team, and whether any fines have been levied against their team.

Fines should be paid in cash to the convener in an envelope with appropriate information enclosed, i.e. team name, player suspended, amount and date of fine; failure to do so may cause confusion and may result in the fine not being recorded as paid; please ask for receipt.

This Handbook adequately covers all suspensions and fines, managers and coaches are required to know the penalties, fines and suspensions incurred when an incident occurs.

10.2 OUTSTANDING FINES

Teams with any outstanding fines will not be permitted to participate in the playoffs or at OBHF Provincial Championships.

Any outstanding fines at the end of the season will be carried over to the following season. Any player or team with outstanding fines will not be permitted to sign with another team or league until such fines have been paid.

10.3 SUSPENSIONS

All suspensions shall commence being served in the teams next scheduled game, and the player is to be listed as suspended on all game sheets until their suspension has expired.

When a player has been suspended for 2 games or more and is playing for more than one team concurrently the suspension shall be served in full with the team in which the penalty was assessed prior to the subject player being eligible to legally participate with any other team. In a case where a team has completed their season the league will have the sole discretion as to whether a player may serve their suspension with another team. Players who are concurrently playing on more than one team and are suspended for just 1 game must serve that suspension with the team they were suspended with. In the meantime the subject player may play with other teams already registered with.

In all situations outlined in the rules and regulations, it is the responsibility of the manager and coach to ensure that the player sits out. Failure to comply may result in the suspension of the manager and/or coach, as well as the player.

Any suspensions incurred in tournament or exhibition play shall be served in regular season and/or playoff games. As well, suspensions incurred in league play before a tournament, other than one (1) game remaining, will disallow a player from playing a tournament.

Any suspensions incurred prior to a playoff series or during a playoff series will be reduced by each game played in the series and by any unplayed games left in the series.

****Please Note:*** *If a series ends in two (2) games in a best-of-three series, the unplayed third game will also count in the reduction of the suspension as if the game were played and the suspended player sat out*

Any suspended manager and/or coach shall not be able to direct their team during their suspension and shall not be in the vicinity of the teams bench before or during the game.

Suspended players shall not participate in warm-ups and shall not be in the vicinity of the team bench before or during the game.

10.4 APPEALS AND PROTESTS

All protests shall be submitted to the league or your convener within forty-eight (48) hours of the dispute and shall be accompanied by a deposit of \$250. During playoffs, the appeal shall be submitted within two (2) hours after the conclusion of the game. All suspensions shall be honoured regardless of pending appeals.

Protests shall only be heard for a technical error made by an referee.

Protests shall be heard if an illegal and/or suspended player played for the opposing team.

Appeals of suspensions and fines will only be accepted on suspensions of 5 games or more.

If a hearing occurs the deposit will be retained by the league regardless of the outcome. If a resolution is made without further incident then a full refund is granted.

10.5 FINES & SUSPENSION CHART

All suspensions as per chart below, may be increased depending on the severity and/or intent by the player. The players past record will also be considered.

INFRACTION	PEN. TIME (MINUTES)	SUSPENSION LENGTH	FINE
PLAYER SUSPENSION/FINES			
three penalties in one game	various	none	none
Ten minute misconduct (M10) with less than 10min to play	10	none	\$10
game ejection (GE)	10	none	\$10
game misconduct (GM)	10	1 game	\$10
five minute major	5 + GM	1 game	\$10
gross misconduct (GRM)	10	2 games	\$20
gross misconduct - Discriminatory Slur (DOUBLE GRM)	10	4 games	\$40
match penalty (MP)	5	minimum 5 games	\$50
ten minute misconduct in last ten minutes	10	none	\$10
two ten minute misconducts in a game	10	1 game	\$20
three or more misconducts (M10/GM) in a season	10	1 game	\$10
three or more gross misconducts (GRM) in a season	10	1 year	\$100
two match penalties and/or two fights	5	1 year	\$100
check from behind (CFB)	2 or 5 + GM	1 game	\$10
fighting major (F)	5 + GM	5 games	\$50
fighting instigator (FI) or fighting aggressor (FA)	2	2 games	\$20
self-defence fight when instigator assessed to opponent	5 + GM	discretion of league	tbd
third-man-in	2 + 5 + GM	6 games	\$60
first player off the bench	2 + 2 + GM	5 games	\$50
first player off opposing bench	2 + 2 + GM	2 games	\$20
fight off the playing surface	10	TBD (min 7 games)	\$100
verbal abuse of official	MP	minimum 5 games	\$50
striking/attempt to strike official	MP	life suspension	\$100
TEAM SUSPENSION/FINES			
uniform violations	none	none	\$50
failure to proceed to room	none	probation	\$50
team gatherings	none	probation	\$50
use of an ineligible player	none	league hearing	\$100
late payment of league fees	none	league hearing	\$100/game
team default/forfeit (premier)	none	probation	\$200/\$400
two defaults/forfeits in same season	none	league hearing	\$200/game
refusing to start play of a scheduled game	none	league hearing	\$500