



# BRAMPTON NEWFOUNDLANDERS & FRIENDS HOCKEY ASSOCIATION 2022-2023 RULES & REGULATIONS



## **1. League Administration**

- 1-1 The league will be governed by a 4-member executive council in consultation with the team reps.
- 1-2 It is the duty of the executive council to promote healthy competition within the league and impartially enforce league rules.
- 1-3 It is the duty of the team reps to administer all league rules and decisions and be responsible for their respective teams.
- 1-4 The executive council will administer the league using the following criteria
  - a) League specific rules and regulations as laid out in this document
  - b) C.A.R.H.A. rules
  - c) Executive council decisions for any circumstances not covered in a) or b)

## **2. Player Responsibilities**

- 2-1 To register in the league a player must be 45 years of age or older.
- 2-2 Returning players must pay the stated deposit by the end of the previous season. Failure to do so will result in exclusion from the league draft.
- 2-3 Outstanding league fees must be paid before a player is eligible to play in a new season. Players experiencing personal hardship may make arrangements with the executive council prior to playing a game.
- 2-4 CSA approved helmets are mandatory. Visors and face protection are optional but highly recommended.
- 2-5 Players must let their team rep know when they are going to miss a game. Any player missing three consecutive games without contacting their rep can automatically be replaced in the league.
- 2-6 To be eligible for the playoffs a player must play at least 50% of the regular season games. An exception for injury or personal circumstances can be made with executive council approval.
- 2-7 Players must go straight to the dressing room when leaving the ice. Disturbances off the ice are subject to review by the executive council and may result in suspension or expulsion from the league.

## **3. Penalties/Suspensions/Expulsions**

- 3-1 Body contact will result in a minor or major penalty (at the referee's discretion).
- 3-2 Any player who strikes or attempts to strike a referee or league official will be expelled from the league.
- 3-3 Any player who intentionally injures or attempts to injure another player will undergo a review by the executive council and may be suspended or expelled from the league.
- 3-4 Any player receiving three penalties in a game will be ejected from the game.
- 3-5 Any player receiving a major, match or misconduct penalty will be ejected from the game and will undergo a review by the executive council.
- 3-6 Any player leaving the bench during an altercation will be ejected from the game and suspended for the next game.
- 3-7 Goalies receiving a misconduct penalty may remain on the ice but their team will be assessed a minor penalty and, following the game, the goalie is subject to additional discipline per other league rules.
- 3-8 All league suspensions are subject to executive council review.

#### **4. Game Management**

- 4-1 No player is allowed on the ice surface before flooding is completed and arena staff and equipment are off the ice.
- 4-2 Games will consist of two 16-minute periods.
- 4-3 A 3-minute warm-up will precede the first period. With 1 minute left in the warmup the buzzer will sound. When the warmup ends the first period clock will begin to run. Any team taking too long to line up for the faceoff may be penalized for delay of game at the referee's discretion.
- 4-4 Regular season games must be completed within 50 minutes of the start of warmup. If a game is in jeopardy of not being completed within that time the timekeeper will notify the referees and the clock will run continuously for the remainder of the game.

#### **5. Spares**

- 5-1 The executive council will maintain and administer a spares list to be used when a team is short players and also when there are full-time positions available in the league.
- 5-2 A spare may be called to play a game when a team will have less than 10 skaters. It is the responsibility of the team rep to inform the executive council by Friday of that week when a spare is required.
- 5-3 During the regular season, a team must have a minimum of 6 full-time players in the lineup or the game is forfeited.
- 5-4 Full-time players may not play as spares. Any team using such a player agrees to forfeit the game, scoring stats for the replacement player will not be recorded and the game score will be 2-0.
- 5-5 No spares may play during the playoffs.

#### **6. Draft/Team Composition**

- 6-1 Teams will be chosen at an annual draft.
- 6-2 Players eligible for the draft are
  - a) returning players who have paid their deposit
  - b) players on the spare list
  - c) alumni players in good standing
- 6-3 Teams reps will decide by a coin toss, or similar method, the order in which they will select players. The draft will proceed as a snake draft (1, 2, 3, 4, 4, 3, 2, 1, etc)
- 6-4 The round a rep must select himself in the draft will be pre-determined by the executive council.
- 6-5 Each team will draft exactly one goalie.
- 6-6 Player trades, with consent of the executive council, must be made before game #7 of the regular season.

#### **7. Tie-Breaker Rules**

- In the case of a tie in the regular season or playoffs, the standings will be decided by the following:
- a) most wins
  - b) most wins in games involving the tied teams
  - c) highest goals for divided by goals against
  - d) highest goals for divided by goals against in games involving the tied teams
  - e) for playoff ties, regular season record
  - f) coin toss