



# BRAMPTON NEWFOUNDLANDERS & FRIENDS HOCKEY ASSOCIATION

## 2017-2018 RULES & REGULATIONS



1. The President will administer the league using the following criteria.
  - a. Rules and regulations decided upon by Reps.
  - b. C.A.R.H.A. rules
  - c. All circumstances not covered by above will be decided upon by league committee
2. It is the duty of each team Rep to administer all league decisions, and be responsible for his team.
3. It is the duty of the league President to promote healthy competition with-in the league, and impartially enforce league rules.
4. League fee's are to be paid as outlined in published payment schedule. A player not meeting this schedule is not allowed to play until he is current. Players experiencing personal hardship may make arrangements with the President, but this must be done prior to a game.
5. Players not making a \$ 75.00 deposit by the end of the current season for next years fee's, will not be included in the draft.
6. Once a player is registered there will be no refunds.
7. Any player missing three consecutive games without contacting his team Rep can automatically be replaced in the fourth game.
8. Any player receiving a five-minute major penalty will immediately be ejected from the game and subject to rule #11. If the penalty occurs before the end of the first period, the current game will apply as the first game of any suspension.
9. Any player leaving the bench during an altercation will be ejected from the game, and suspended for the next game.
10. Any player receiving three minor penalties in the same game will be ejected for the remainder of the game.
11. League suspensions will be 2 games for the first offense, 5 games for the second offense and expulsion from the league for the third offense. Beginning with the '95-'96 season all suspensions will be carried over to the next seasons. Effective with the beginning of the '98-'99 season, players will have one offense removed with each complete season in which they don't acquire another suspension under this rule.
12. Any unintentional offense (at referee's discretion) will be a minor penalty.
13. Any player who strikes or attempts to strike a referee or league official will immediately be expelled from the league.
14. Any player penalized for intentionally injuring or attempting to injure another player will receive a 5-minute major penalty (subject to rules # 8 and # 11) and under review by league committee, can be immediately expelled from the league.
15. Players must go straight to dressing rooms when they leave the ice. Disturbances off the ice and outside the dressing room will not be tolerated. Three players from a minimum of two teams may petition the President to enforce this rule. In this case, after a hearing with the petitioners and the offender. The President and team Reps will decide if action is to be taken. Suspensions as per rule #11 will apply
16. CSA approved helmets are mandatory. Visors and face protection are optional but highly recommended.

17. No person from the league is allowed on the ice surface before flooding is completed, the equipment, and the arena staff are off the ice. Offending teams will receive a minor penalty at the start of the game.
  18. Games must be completed during the allotted time. Game one will start at 11:00 and run no later than 11:50. Game two will start no later than 12:00 and run no later than 12:50
  19. Games will consist of two fifteen minute periods stop time. If a game cannot be completed in its allotted time (at the timekeeper's discretion) the timekeeper will notify the referee and the clock will run out for the remainder of the period. Teams will not change ends between periods. Warm-up will be two minutes starting when maintenance doors are closed. The Clock will show 2:30 Buzzer will sound at 0:30 when that runs down the first period clock will start. Any team taking too long to line up for faceoff can be charged (at referee's discretion) with "Delay of Game".
  20. Minor penalties are two minutes; major penalties are 5 minutes.
  21. There is no body contact. Offenders will receive a major penalty. (at referee's discretion.)
  22. No player may change teams without consent of the Representatives of the teams involved. Any player trades must be done before the beginning of game # 7, and the league President must be notified of any change.
  23. In the case of a tie during the regular season, or the playoffs. The standings will be decided in the following order. 1) most wins, 2) wins between involved teams, 3) Clancy Method, add the goals for and the goals against together and divide into the goals for with the teams having the highest percentage being awarded the higher position. This method shall take into account all of a team's games in the season or round robin. 4) If still tied apply the Clancy Method to the games involving the teams involved, 5) Regular season record (playoffs only).
  24. To be eligible for the playoffs a player must play five of the last ten games in the regular season. A player may be excused from these rules due to injury or personal circumstances, but his team Rep and the President must be made aware of any prolonged absences.
  25. The league President (or someone appointed by him) will administer the master spares list. Every effort will be made to keep it current and available to team reps.
  26. Full time replacement players will be admitted to the league using the following criteria.
    1. Alumni players (in good standing) on the spare list wishing to return to the league will always be given priority. (to be considered Alumni, a player must have been in the league five years and absent from the league for no more than 2 years)
    2. At the draft, the spare with the earliest application date will fill openings.
    3. Once the draft has been completed every attempt will be made to replace a player with one of equal ability. The Reps and President (or someone appointed by him) of the teams not involved, will review the spare list and offer the team or teams involved a list of the spares they feel best match the ability of the player being replaced. A team may then choose their replacement from this list.
    4. In order to keep the fees of the league maximized, players must be replaced within two games of an opening.
  27. A replacement player may be called if a team will have less than ten skaters, or a regular player will be absent for a minimum of three consecutive games. Every effort will be made to replace player with one of equal skill. Replacements must be on the Spare List. If a Spare is called out he will be entitled to play regardless of how many players show up. Spares are not allowed at all during the playoffs.
- 27a)** Players already registered in the league cannot play as spares. Any team using spares already registered in league agrees to forfeit the game. Scoring stats will not be recorded. Penalties will be enforced according to existing rules.

28. Awards will be presented at a league function at the end of the season. Each team will be supplied with an award to be presented to a team member as they see fit.
29. Removed
30. To be eligible to join this league a player must have been born in 1974 or before. Exceptions have been made for players who were registered in the league at the time of the 2014 draft.
31. Teams will be chosen at an annual draft. The team Reps will decide by coin toss the order in which they begin selections. The order of selection will be as follows: in the first round 1, 2, 3, 4. In the second round 2, 3, 4, 1. In the third round 3, 4, 1, 2. In the fourth round 4, 1, 2, 3. Etc. Etc. Until all players are selected.
32. The following method will rank team reps for the draft. The President will select seven random players in the league. They will be given a ballot with the 4 Reps names on it and asked to mark the round they think each of the Reps would be selected in. The President will then delete the low and hi round from the ballot and take the average of the remaining five votes. This will determine the round a Rep must select himself in the draft.
33. Goaltenders receiving a misconduct penalty may remain on the ice but their team receives a minor penalty. Once the game is completed they will be subject to discipline action as outlined in rule 34 depending on the severity.
34. Misconduct rulings (subject to further discipline action depending on the severity):  
A player receiving a misconduct penalty will serve 10 minutes' stop time, if less than 10 minutes remains in the game he must retire to the dressing room. A substitute in the box is not required.  
if a game misconduct is assessed the player will be ejected from the current game.  
In the case of a gross misconduct the player will be ejected from the game and suspended for the next game (not subject to rule # 11).  
In the event of match misconduct, a player will be ejected from the game and subject to suspension as per rule #11.

**THESE RULES CAN BE MODIFIED AT ANY TIME WITH A MAJORITY APPROVAL**