

SPORTSPLEX BALL HOCKEY LEAGUE 2022-2023 Playing Guidelines

*The New Westminster Parks, Culture and Recreation Men's Ball Hockey League strives to provide recreational ball hockey for individuals of all abilities and skill levels based on the principles of low cost to the participant, maximum participation and socialization, and most importantly... **FUN!** As such, the following guidelines have been developed to help facilitate the conduct of play:*

The Players & Team

1. A maximum of 25 players are permitted on each team's roster, however only 18 players (one of which must be a goalie) may dress for each game. Final team rosters are due prior to commencement of the team's 5th game. Teams failing to submit a complete roster will default all following games until such time that the roster is delivered to the Arenex staff. Rosters are to include full first and last names, home and work telephone numbers and birth date. Any time between Game #5 and Dec 31 each team may make a one time one or two player change (this can be additions and/or deletions) From Jan 1 on, no changes can be made, no exceptions.
2. No person may be associated with two teams in the same division of the Ball Hockey League. Players may play on only one team in the league.
3. Each team shall designate a Captain and a maximum of three alternate captains (goalies are ineligible). Captains and Alternates must have a clearly readable "C" or "A" on their jerseys while playing and must be designated on the score sheet prior to commencement of each game. Only one Captain or an Alternate may ask the referee for interpretation of any rule applied during the course of the game or approach the timekeeper's area. The captain or an alternate must stay out of the referee's zone until all penalties are assessed. All other players must be in a neutral zone.
4. All players on each team shall wear matching jerseys, which are exactly the same colour. The goalie may wear any jersey providing it is not the same colour as the opposition.
5. All players must have numbers (0 - 99), at least six inches tall, on the back of their jerseys.
6. If both teams are wearing the same colour jersey, the **home** team must wear the designated jerseys. Teams not returning all jerseys at the end of the game will be charged \$20 per jersey, payable prior to the start of the team's next game and will forfeit future games while the debt is outstanding.
7. There will be a \$20 fee to rent the Arenex's jerseys. There will be a \$20 charge after a teams 2nd use of the Arenex's goalie equipment.
8. All players dressed for each game must have and wear their own helmet and gloves throughout the game. Helmets must be CSA approved and proper chin straps must be fastened. Goalies must also wear proper CSA approved helmets and masks. Equipment can not be altered. If a goalie has a water bottle at the net, it can only be 3/4 full of liquid and the goalie must have a towel at the net to wipe up any spilled liquid. Equipment that exposes a player to any risk of personal injury may not be used.
9. No tape is to be used on the bottom surface of hockey sticks.
10. In order to be eligible to participate in the playoffs, players must play in at least 6 of their team's regular season games (goalies excluded). All players must be listed on the game roster, dressed and on the floor prior to the start of the second half of play in order for their appearance to count towards one of their seven games. All coaches must be listed on game roster. It is the responsibility of the team captain or alternate to ensure that players are correctly listed on the game roster so their appearance is counted towards their seven games. Changes to the game roster must be physically made by the team captain or an alternate.
11. Home team, as designated on the schedule, will dress in the men's dressing room.
12. If a player is bleeding, he must immediately leave the floor until the bleeding has stopped and the wound has been covered with a bandage.

The Game

All rules as stated in the Canadian Ball Hockey Association Rule Book shall apply with exception of the following amendments:

1. Games will begin as indicated on the schedule. Should a team not be ready to play, a 10 minute grace period will be allowed but the first half of play will be shortened by 10 minutes and the delaying team will be assessed a 2 minute delay of game penalty. Teams must have 7 dressed players including a goalie effective week #5 Teams not ready to play after the grace period will forfeit the game. The score would then be 1-0. The requirement will remain at six players the first four weeks.

2. Each game will consist of two 25 minute halves and a 2 minute half time. Each team will be permitted one 30 second time-out per half. Time-outs may not be called after teams are lined up for a face-off, (a time-out can be called after a goal). All fifty minutes will be straight running time except the last minute of the 1st half and the last 3 minutes of the 2nd half which will be stop-time. Overtime will be 3 minutes, with the last minute as stop time, sudden victory 4 on 4.
3. Game rosters are to be completed prior to commencement of each game, by the team captain or alternate. Any amendments (additions or deletions) must be made by the team captain or alternate, prior to the start of the second half of play. Should the roster require any further amendments after the start of the second half, the clock will be stopped and the team at fault will be assessed a delay of game penalty. A team with an illegal player will forfeit the game and receive -1 points. An illegal player is any player, who is not listed on the official roster or is not listed on the game roster or has an incorrect name listed on the game roster and is found playing during the game.
4. Point System
WIN +2 points
LOSS 0 point
REGULATION TIE +1 point
OVERTIME LOSS +1 point
5. Team rankings within each division will be determined by the team with the greatest number of points. Should two teams be tied in points, the following ranking system will be used:
 - a) Most wins.
 - b) Best record between the two tied teams.
 - c) Goals for, of the games played against each other, minus goals against.
 - d) Total goals for, of all games played during the regular season, minus total goals against.
6. Teams failing to show for two or more games at any point in the program will be automatically dismissed from the Ball Hockey League with no money refunded and will lose their returning team status should the team wish to apply in the following year's program, at the coordinator's discretion.
7. If program fee cheques are returned due to insufficient funds, any games played up to that time will be defaulted and the opposing teams will be given the win with a score of 1-0. The team will not be permitted to continue play until all fees are paid in cash or certified cheque.
8. Teams are permitted in the change rooms no earlier than a half hour prior to the start of their game.
9. Regular season games ending in a tie will go to a 3 minute running time sudden victory overtime, with the final minute as stop time. The game will start immediately at the conclusion of the game. Time-outs will not be permitted during overtime 4 on 4.
10. A second game default will result in a fine of \$100 to be paid before they are eligible to resume play. A third game default will result in an additional \$100 team fine.

Playing Rules

The playing rules have been developed to preserve the recreational nature of this program. Players violating the playing rules will be awarded one or a combination of the following penalties:

- 2 minutes
- 4 minutes (remain at 4 minutes throughout entire game)
- 5 minutes or 10 minute misconduct (any player who is given a major penalty in the final 5 minutes of the second half of play shall not be permitted to play in the team's next regularly scheduled game, (this does not count as a game misconduct)
- Game Misconduct (or Game Misconduct plus 1 Game if penalty given in final 10 minutes of the second half of play)
- 3 Game Suspension
- 5 Game Suspension
- Season Suspension
- Permanent Suspension from the Ball Hockey League

All rule violation calls and penalties are at the discretion of the referees. The New Westminster Parks, Culture and Recreation Ball Hockey League Organizers shall retain final authority over rule interpretation and dispute resolution.

1. **FACE-OFFS...** A face-off may be called under the following situations:
 - 1.1 Any ball hitting the roof, lights, beams, etc. The face-off will take place at the closest face-off spot from where the ball was shot. (Play will continue if ball hits anything on either side wall up to top of plywood)
 - 1.2 Using a closed hand to play the ball or passing the ball to another player with a hand in the offense zone. The face-off will come back to the centre. Either infraction occurring in the defensive zone will result in the face-off being taken in the defensive zone.
 - 1.3 Passing the ball forward with the glove by a goalie.

- 1.4 Entering the opposing team's goal crease. Face-off at centre. (unless pushing by defending team)
 - 1.5 A glovehand pass will be allowed providing both players are in their own defensive zone and the receiving player is either lateral or behind the passer.
 - 1.6 A closed hand on the ball will be allowed provided the player does not gain advantage.
2. **MINOR AND MAJOR PENALTIES...** Under normal circumstances either a 2 minute, 4 minute, 5 minute, 10 minute misconduct or game misconduct penalty may be given for infraction of the following rules. All above penalties will be called on a delayed basis except for coincidental penalties and high sticking the ball. In extreme circumstances more severe game suspensions may be assessed.
- 2.1 No delay of game such as:
 - intentionally falling, stepping, or covering the ball (other than blocking a shot)
 - covering up the ball behind the net by the goalie (both feet must be in front of the black line behind the net).
 - stopping the game to amend a team roster.
 - intentionally pushing an opposing player into the goal crease.
 - using feet to trap ball along boards (can use stick only)
 - 2.2 No intentional contact or attempt to make intentional contact with other players such as:
 - slashing, X checking, hi stick making contact with a player – 4 minutes
 - holding
 - hooking
 - hip check
 - interference
 - unnecessary rough play
 - clearing players out from in front of the net (you may only position yourself to play the ball)
 - charging (automatic 5 minute penalty)
 - cross-checking an opponent (automatic 5 minute penalty for contacting an opponent above the normal height of his shoulders regardless of whether or not an injury results).
 - boarding (automatic 5 minute penalty) Attempt board 2 minutes.
 - hit from behind (automatic major) (if into boards major plus game misconduct).
 - 2.3 No unsportsmanlike conduct such as:
 - spitting on the floor, walls or in the benches (for any reason).
 - disputing the rulings of any official during or after the game (only the Captain or Alternates may question a ruling and it must be done in a sportsmanlike manner).

** An unsportsmanlike conduct penalty may be assessed to any team member in the building at any time. The penalty will be served during the team's game in progress or during the opening of the team's next scheduled game (in the event the game is already complete).*
 - 2.4 No attempting to contact the ball with a high stick (above shoulder height) regardless of whether any other players are close by or if the ball is missed.
 - 2.5 No golf shots.
 - 2.6 Players on benches or in penalty area must keep legs and sticks out of play. Failure to comply will result in a delay of game.
 - 2.7 A player with a broken stick may continue to play provided he drops the broken stick to the floor immediately. There is no throwing the stick to the boards or side. A new stick may only be personally received from the players bench. The new stick may not be thrown on the floor from any part of the gym.
 - 2.8 Should a player's helmet come off during play, the helmet must be put back on (with the chin strap fastened) before the player resumes play or the player must go to the bench. A delay of game penalty will be called if the player resumes play without a helmet.
 - 2.9 Should the Captain or Alternate receive a penalty, he must proceed directly to the penalty area and will not have the privilege of speaking to the referee for the duration of the penalty.
 - 2.10 Any player receiving three penalties or one major penalty in one game will be suspended for the remainder of the game and must go to the change room.
 - 2.11 Washout penalty-If team receiving a delayed minor is already one man short and the opposing team scores, the player already in the penalty box comes out and the delayed penalty goes in.
- 3.0 **MISCONDUCT PENALTIES...** A misconduct penalty will be awarded at any time a player or team takes such action as to endanger the health and safety of another player, referee, coach or spectator, or jeopardizes the integrity of the game.

- 3.1 Any player who attempts to deliberately injure another player, referee, coach or spectator is subject to receive a permanent suspension from the New Westminster Ball Hockey League.
- 3.2 No fighting. Any player who initiates a fight will automatically be suspended for the remainder of the game in progress plus the next five consecutive games. Any player designated as the non aggressor in a fight may be penalized for the remainder of the game plus the next three consecutive games.
- 3.3 Should a fight occur, all players except the goalies shall immediately return to their respective benches or neutral area and remain there until the referees call to resume play. The goalie must stay in his goal crease.
- 3.4 Should a fight occur no additional players shall become, or attempt to become, involved in any way.
- 3.5 Should a fight occur, no team (designated as more than three players) or individual players shall leave the bench area to join and/or cause an altercation for any reason.
- 3.6 Teams are not to leave their bench at any time until signaled to do so by the referees.
- 3.7 No player, coach or individual affiliated with a team may verbally abuse a referee before, during or after a game. Should this occur twice during the season, the individual will be permanently suspended from the Ball Hockey League. All suspensions will be relayed to the team captains after the weekend games, (no decisions will be made game night), except for a game misconduct in the last ten minutes of a game, which is automatically served during the next game. Between periods and after games, all players including captains and coaches may not approach referees. Any violation of this may lead to game misconduct(s).
- 3.8 Any player receiving two, suspensions of 3 or more games may receive a season suspension (reviewed). Further, any player accumulating three, game misconduct penalties may receive a season suspension. Individuals serving game suspensions are not permitted in the dressing room or on the floor at any time during the course of the game or during the handshake. (As a team member, the individual may still be assessed penalties even though he may not be playing.)
- 3.9 Any player receiving a year suspension is suspended for the next 21 consecutive games, inclusive of any playoff games. Should a year suspension occur during a playoff game, the player will be suspended for the entire next season.
- 3.10 Any player receiving a suspension will be required to pay a fine before he will be eligible to resume playing after serving his suspension. Fines are as follows:
 - 1 game = \$20.00 (Double game misconduct \$30.00)
 - 3 games = \$30.00
 - 5 games = \$50.00
 - Season Suspension = \$100.00
- 3.11 Any player receiving a second one year suspension will automatically be permanently suspended from the program.
- 3.12 Any team choosing to contest a suspension, must do so on an official NWPCR Ball Hockey League Suspension Appeal Form no later than Monday if they wish it to be responded to before the team's next regularly scheduled game. Appeals must any suspension less than one game. Suspension appeals will not be accepted unless all the above criteria have been met.
- 3.13 Regarding match penalties only, upon request of captain and/or officials discretion, may the scorekeeper be asked if they witnessed an incident and penalty(s). The official may then assess the situation accordingly.
- 3.14 Any player unable to complete 3 games in the same season due to any combination of penalties will miss the following game. Should this occur again in the same season the player will miss the next 2 consecutive games. There will be no fines for those missed games.

Facility Rules

1. Alcohol/drugs are not permitted in the Arenex or in any park within the City of New Westminster (refer to Section 40, sub-section 1 & 2 of the Liquor Control and Licensing Act). Violation of this law by any team, team member, or affiliate may result in the team's permanent dismissal from the Ball Hockey League with no money refunded. A player can be removed from the game for playing under the influence of alcohol.
2. No smoking anywhere in the Arenex (City of New Westminster By-Law #'s 6282 and 6340).
3. No hockey playing in the lobby or change rooms.
4. Teams are responsible for checking their assigned dressing room for damage before their scheduled games and reporting any damage to the staff on duty.