SPORTSPLEX BALL HOCKEY LEAGUE PLAYING GUIDELINES

The New Westminster Parks and Recreation Adult Ball Hockey League strives to provide recreational ball hockey for individuals of all abilities and skill levels, maximize 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 16 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 League Coordinator. Rosters are to include full first and last names. Any time between Game #5 and Dec 14 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. No taped-on numbers allowed.
6. If both teams are wearing the same colour jersey, the **visitor** team must wear the designated jerseys. Teams not returning all jerseys at the end of the game will be charged $25 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 $25 fee to rent the Sportsplex jerseys. All goalie equipment is of no charge and must be returned at the end of the game.
8. All players dressed for each game must have and wear their own helmet throughout the game. Hockey gloves are recommended and other ball hockey approved gloves. Helmets must be CSA approved and proper chin straps must be fastened. Goalies must also wear proper CSA approved helmets and masks. Equipment cannot 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 7 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 period 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 by the cage area.
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.
13. Emergency Goalie: A goalie may play on any team within another division other than your own. The same emergency goalie can only be used twice. No emergency goalies allowed in the last 5 games of the regular season or anytime in the playoffs.

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 three 16 minute periods and a 2 minute break between. Each team will be permitted one 30 second time-out per game. 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 three periods will be straight running time except the last minute of the 1st and 2nd period, the last 2 minutes of the third period 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 period of play. Should the roster require any further amendments after the start of the second period, 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. 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 defaulting their first game will be a $100 fine, if default the second game it is a $200 fine, and finally a third game defaulted will result in the dismissal from the remainder of the season. Dismissal 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 scheduled payments are not paid 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.
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. Late players must be dressed and on the bench before the start of the second period.

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 or netting).
    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 Entering the opposing team's goal crease. Face-off at centre.
    1.4 A glove hand pass will be allowed providing both players are in their own defensive zone and the receiving player is either lateral or behind the passer.
    1.5 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 goal 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 the 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, high 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 Contacting the ball with a high stick (above shoulder height) results in a minor penalty.

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 player's 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 will result in a game ejection, any major penalty comes with a game miss-conduct and the player will be suspended for the remainder of the game and next game.

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 Sportsplex 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 or league staff 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. 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 change area of 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 20 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 = $25.00 (Double game misconduct $50.00)
3 games = $75.00
5 games = $100.00
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 Sportsplex 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. No appeals will be accepted for suspensions of two games or less. 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.

FACILITY RULES:

1. Alcohol/drugs are not permitted in the Sportsplex 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 or vaping anywhere in the Sportsplex (City of New Westminster By-Law #'s 6282 and 6340).
3. No hockey playing in the lobby or change area.

CODE OF CONDUCT:

Staff, volunteers, visitors and customers are expected to treat each other with respect, dignity and fairness. As such the following is prohibited:

- Behaviour, actions or language that promotes discrimination, racism, hatred or is demeaning.
- Aggressive acts, threats, violence or profanity.
- Illegal behaviour or destruction of property.
- Use or possession of alcohol, cannabis, drugs or other intoxicating substances.
- Use or possession of weapons.
- Any actions or interactions with children or youth deemed harmful, abusive, abusive, coercive, manipulative or illicit in nature.
- Help us make this a safe place for everyone. Please report any unusual behaviour to a staff member.