

CORONATION MINOR HOCKEY RULES OF PLAY

NOTES:

- **All games are subject to curfew except in the case when a penalty shot has been awarded prior to the curfew horn and the ice time following the game is CMHA ice. In this case the penalty shot must be played out without delay even if the curfew horn has sounded in the interim.**
 - **The digital clock over the scoreboard is the official time for all games.**
 - **No timeouts are allowed.**
 - **Executive and Convenor decisions are final.**
 - **The game sheet must be filled out correctly and must include the period for which goals and penalties occur. The game sheet is the only reference in case of conflict or protest.**
 - **All players must be listed on the game sheet and absences must be noted in all divisions.**
 - **In the Novice division, details of late arrivals and injuries must be noted on the game sheet.**
1. C.H.A. Rules shall apply unless otherwise stated.
 2. There is no body checking allowed in any division.
 3. GAME TIMES:
All games are 3 periods – 10, 10, 12 minute stop time.
 4. All coincidental penalties shall be offsetting
 5. All Game Misconducts, Gross and Match penalties will be sent immediately to the Discipline Committee.
 6. Four minor penalties in one game for one player will result in a game ejection only for that player.
 7. (a) Any player incurring a ten minute misconduct in the last ten minutes of the game will be suspended for the next game (no exceptions)
(b) Any player involved in his/her first fight of the season will be ejected from the game and suspended for a minimum of 3 games. Any player involved in a second fight in the same season will be suspended for 5 games and must appear before the discipline committee before returning to play.
 8. Fair share of ice time will be enforced for all teams changing on the fly. Atom to Midget:
Below is a list of acceptable lineups based on the number of skaters present. If you vary

From these line-ups fair play must be maintained. i.e.: revolving positions through-out game as long as equal ice-time is achieved is acceptable.

- 10 skaters = 6 forwards & 4 defense
- 11 skaters = 7 forwards & 4 defense
- 12 skaters = 7 forwards & 5 defense
- 13 skaters = 8 forwards & 5 defense
- 14 skaters = 8 forwards & 6 defense (9 & 5 acceptable rotating a forward through defense)
- 15 skaters = 9 forwards & 6 defense

9. Minimum of six eligible skaters (not necessarily a goalie) must be ready for the opening face off. If at any time during the game, a team does not have six eligible skaters available, the game will end in a forfeit. Consecutive shifts are not allowed unless a team does not have enough eligible skaters on the bench to make a full player change (excluding the goalie). In this case, consecutive shifts must be distributed fairly among all players. In Novice, no player shall receive more than a ONE SHIFT DIFFERENTIAL per game as noted on the scoresheet. Any team found in violation of this any of these “fair play rules” will be subjected to a hearing and if the violation is substantiated the Head Coach will be suspended for a minimum of three games.
10. If possible, convenors will inform coaches during the game if they are, or are about to violate the fair ice time rule. Coaches must adjust their lineup accordingly to avoid forfeiting the game.
11. Goalies may be called across if a team’s goalie is absent or injured (E.g. Bantam team 1 can call across the goalie from Bantam team 4. Bantam team 4 must be notified.). Players may be called up from a lower division to replace absent and injured players, but not to replace suspended players. Calling up from lower divisions should only occur if there will be less than 10 skaters; however, a team may go with less than 10.

In case of absence or injury to a designated goalie in Novice division and below, teams must use a rostered player as the goalie and may not call across.

12. Protests based on a referee’s call will not be allowed.
13. Any protest, must be in writing and received by the Convener and the Executive by the end of the day for week end games and before 6pm the following day for evening games. Protests must be filed by a Head Coach (or designate in the case where the Head Coach is absent) of one of the teams competing in the game for which the protest is being submitted. A protest committee comprised of 2 executives and a convenor will decide on the protest. In the absence of a convenor or where there is a conflict of interest, a 3rd executive will sit on the committee. The head coaches of each team are allowed in the room to present their case but must leave the room during deliberation. If the protest is denied, **the coach bringing forth the protest may be subjected to a 1 game suspension. See rule 9 for violation of “fair play”.**

14. Players and coaches will conduct themselves according to the above and in a manner conducive to the development of good sportsmanship at all times.
15. If a player is injured and cannot play he/she will be allowed to sit on the bench. (player must wear helmet and mask) Suspended players are not allowed on the bench or in the dressing room during a game. They are eligible to practice. The game sheet must be marked to show the suspension and the # of games suspended. e.g. Suspension 1 of 1, 1 of 2 etc.
16. Coaches ejected from the game must immediately leave the playing area and may not enter into the dressing room after the game. (Playing area is defined as the enclosed ice surface, both players' benches and the walkways on the East side leading to the players' benches.) If suspended, the coach may attend practices but is not allowed to participate in any way during the game, including pre and post game talks in the dressing room.
17. There is a limit of four team officials on the bench.

NOVICE DIVISION ONLY

1. **GAME TIMES:**
All games are 3 periods – 10, 10, 12 minute stop-time
Novice games are played with the 2 minute buzzer stop-time rule in effect.
2. Equal ice time will be enforced in the Novice Division.
This will be pro-rated for players arriving late.
3. In the Novice Division, penalties in the last six minutes of the game will be served continuously without shift interruption. In the event that more than 6 minutes is left on the game clock, but 3 or less minutes remain in the hour (i.e. hr:57 or later) before curfew, the penalty must also be served continuously without shift interruption. Coaches must remember that equal ice time is still in effect at this time.
4. In Novice, when a player is injured and leaves the ice, the substitute's shift will not count as his/her regular shift. The substitute player may not substitute again until all other players on the bench have substituted. Injuries must be noted on the game sheet.

PLAY OFF TIEBREAKER RULES

1. The team with the most wins in the round-robin gains the higher position.
2. The winner of the round-robin game between the two tied teams gains the position.
3. If the two (2) teams are still tied after this then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

$$\text{TOTAL GOALS FOR DIVIDED BY THE SUM OF THE TOTAL OF GOALS FOR AND AGAINST.}$$
$$\text{GF divided by (GF + GA) =}$$

$$\text{HIGHEST PERCENTAGE IS THE WINNER}$$
4. If the two (2) teams are still tied the team with the least penalty minutes in the round-robin gains the position.

5. If the two (2) teams are still tied then a coin toss will occur. The convenor of the division will do the toss. A member of the Executive must witness the toss. The result is final.

SUPER SATURDAY – ALL DIVISIONS

In the event of a tie at the end of regulation play there will be a six minute sudden victory period. (goalies do not change ends – a complete line change must be made)

If still tied, a second six minute sudden victory period will be played. (goalies do not change ends; a complete line change must be made – four new players on the ice (four on four)

At the four minute mark a line change must be made placing three new players on the ice (three on three). (goalies do not change ends)

At the two minute mark a line change must be made placing two new players on the ice (two on two). (goalies do not change ends)

The line changes in the second overtime period will be made on the buzzer only in all divisions.

In overtime play, no player shall play a second shift unless all active players have played an overtime shift.

If the game is still tied, goalies are removed. Two new players, each team, (two on two). **GOAL MUST BE SCORED FROM WITHIN THE BLUE LINE**