

League Rules '22 x YHL (North Shore)

Last Revised: March 29, 2022

Please note that this document is subject to revision at the behest of Canlan Sports

Registration

- All players must sign the online waiver before their first game, whether they participate in the first game or not. This is a condition of eligibility. This is the responsibility of the coaches or managers to enforce.
- Players are required to have government-issued ID showing the player's name and date of birth available, at all times, upon request. A team challenging another player's age must provide proof of birth for every player on their own team first.

Coaching Staffs

- Teams are restricted to **3 coaches (including trainers)** on the bench
- It is our objective to host a fair and competitive league for all teams. Therefore, it is extremely important that everyone play by the same rules. It is the coaching staff's responsibility to make their players and parents fully aware of the league rules.

Rosters

- The coaching staff is responsible for ensuring that every player that participates is eligible.
- 5-on-5:
 - Maximum of 18 players per game including goalies
 - Maximum of 23 players per season including goalies
- A player can only play for one team per age group.
- Players cannot play in a younger age group (*some exceptions handled case by case to permit girls to play in a younger age – requires league approval*).
- Any coach who plays a suspended or ineligible player will have all games played up to that point forfeited.

Payment

- The team's registration fee must be paid in full 1-month prior to the start of the league's first game. For more information, please review [registration policy](#) – thank you. Your team can be locked out of your dressing room due to delinquent payment.

Body Checking

- All divisions are non-contact.

Equipment

- All players must wear a full facemask or cage and a neck guard in order to play.

Goal Spread

If a difference of five goals or more exists at any time during the third period, running time will commence at the referee's discretion. The time would not stop again until the difference is reduced to 4 goals or less.

- The officials have the authority to stop the clock until the next puck drop if it is deemed that a team is intentionally delaying or if by their discretion an injury timeout is warranted.
 - The maximum goal differential recorded per game is 5 goals.
 - Goals, stats, etc. beyond the 5-goal spread are not officially recorded

Season Points

- Teams receive two points for a win, one point for a tie and zero points for a loss.

Standings – After Preliminary Round Play *(if applicable)*

Regular season standings will be determined by the following if 2 teams are tied:

- Head-to-Head (*applicable only when 2 teams are tied*)
- Team's winning percentage (*points per game*)
- Most wins
- Goals percentage: Goals for divided by total goals (GF / GF + GA)
- Least penalty minutes
- Coin flip

Regular season standings will be determined by the following if 3 or more teams are tied:

- Goals percentage: Goals for divided by total goals (GF / GF + GA)
- Least goals against
- Most goals for
- Least penalty minutes

Please note: All teams tied in the division will be seed based on this procedure. When the final 2 teams remaining are to be seeded, the tiebreaker does not revert to the 2-team tie-breaker procedure.

Participation in Games

- A team that does not present itself for a game will forfeit that game and will be subject to expulsion from the league (at the discretion of the league staff). No refunds will be given.

Forfeits

- All forfeit games (for any reason) will be recorded as 5-0 scores.

Sweater Conflicts

- If a jersey colour conflict arises, the visiting team will be asked to wear their alternate jerseys. If they do not have alternates, the home team will be asked to wear their alternates.
- Pinnies may be available from League staff upon prior request.

League Penalties – Follow the current Hockey Canada rulebook (exceptions are the following):

Major Penalties

- Any player receiving a 5-minute major penalty will automatically be ejected from the game and an automatic 1 game suspension is applied. If the infraction takes place in the 2nd period it is a 2-game suspension (see below for fighting majors, gross misconducts & match penalties)

Gross Misconducts or Match Penalties

- Any team official or player who receives a gross misconduct or match penalty before, during, or after a game will automatically be ejected from the league.
- If an official hears a player or coach using any discriminatory slurs, they will assess a league ejection. The individual assessed this penalty is suspended indefinitely.

Fighting

- Under no circumstances will fighting be permitted. Any player incurring a fighting penalty will be expelled from the league. No refund will be issued.

Hitting From Behind

A player assessed a hitting from behind penalty will be immediately ejected from the game.

* If the penalty is a 2-minute minor and occurs in the 1st period, the player will be ejected from the game.

* If the penalty is a 2-minute minor and occurs in the 2nd period, an automatic 1 game suspension will be applied.

Head Check

A player must be removed from the ice if the official suspects a possible head injury. The team trainer must evaluate the player's condition before they can return to playing surface (min. next whistle).

Penalty Frequency

- Any player receiving 3 minor penalties will receive an automatic game ejection penalty unless the 3rd minor is a coincidental penalty. In this case, a 4th minor penalty will result in a game ejection penalty (regardless of the 4th being a coincidental). Double minors count as 2 penalties towards their 3 strikes. Players that are ejected from the game will not receive an additional game suspension.

Game Ejection

- A player who is deemed by the referee to be detrimental to the safety and/or sportsmanship of the game may be assessed a balance of game ejection penalty, which carries no additional suspension – a minor penalty does not have to accompany this.
- If the player is assessed a minor, major, or misconduct penalty in addition to the game ejection, another player on the ice must serve it.
- Ejected coaches and players cannot return to the bench area.

Suspensions

- Suspension can be carried over to a following season by staff.

Referees

- The league organizers will not overrule a referee's call.

Protests

- No protests will be accepted – Including video footage.

Spectators

- Any spectator deemed by either the referee or the League Convenor to be acting in a manner detrimental to the maintaining a fun and safe environment will be subject to ejection from the rink area and/or premises. This includes but is not limited to swearing and profane language, verbal attacks directed towards players, game officials, league staff, or other fans, and fighting or threatening to fight. Failure to comply with an ejection may result in a delay of game penalty being assessed to the spectator's team at the referee's discretion.
- Please note that in extreme circumstances games can be stopped and/or forfeited by league staff