

Ice Hockey

**Canadian Hockey Association Rules shall be applied whenever possible, unless otherwise indicated.
Revised May 2010**

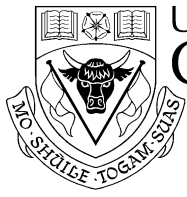
General Regulations:

- There are no warm up balls provided. There will be one game ball designated per court and it will remain in the possession of the referees until the commencement of the match. Referees may decide to play with a different ball other than the one provided.
- Team rosters are to be completed online by the team captain (person who registered the team) prior to the players meeting. To complete your roster you will need to know the players U of C Id #'s (Campus Recreation ID) or input the player's names, phone number, date of birth, and email. Instructions can be found at http://www.ucalgaryrecreation.ca/waiver_instructions. After league play has begun, additional players may be added to the roster, but they must be added by the Intramural Sports Office and have completed the waiver before they are allowed to play.
- Waivers must be submitted online prior to first game.
- All players are required to check in with the supervisor for every game with a piece of photo identification.
- To be eligible for playoffs a player must have played in at least one (1) regular season game and be on the team roster. Teams are also to have a fair play rating of **3.75** (coordinator discretion).
- Suspended players may not be present on field or surrounding areas during scheduled games, otherwise the entire team shall be suspended indefinitely.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse to staff**. This will be strictly enforced.

For a complete list of policies, see www.ucalgaryrecreation.ca/intramurals/policies_regulations.

Playing Rules:

- Each team shall be allowed to dress sixteen (16) players including goalie, all players must be listed on the team roster and on the game sheet. There is no limit to the number of players a team may list on their roster. Players can only be listed on one team roster.
- A team must have six (6) players on the ice, including a goalie, within ten (10) minutes of the start of the game time in order to avoid a default. Game time will be reduced. **Defaults will be recorded as a 3-0 loss.**
- Any defaults will result in the default policy being enforced. See www.ucalgaryrecreation.ca/intramurals/policies_regulations
- Games will consist of one (1), twenty-five (25) minute run time half and one (1) twenty (20) minute run time half.
- Each team will be allowed one (1) timeout per game.
- If at any time teams cannot provide four (4) players on the ice (including goalie) due to penalties etc then the game will be declared a forfeit.
- Teams are to wear the colours they are assigned by the Intramural Staff no exceptions, unless a complete set of matching team jerseys is provided by the team.



- **In the “C” division, slap shots are not permitted.**
 - If during the last three (3) minutes of the game, if the score is within 2 goals, stop time will be in effect.
1. Penalties: may be assessed at any time before during or after a game, even when play is not in progress.
 - Minor Penalties are three (3) minutes
 - Any player receiving three (3) minor penalties in one game will be ejected from that game; player(s) receiving three penalties in a game shall also receive a game misconduct resulting in ejection for the remainder of that game and an automatic one (1) game suspension for the following scheduled game.
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 - Major Penalties are seven (7) minutes
 - Any player receiving a major penalty shall be assessed a Game Misconduct penalty as well.
 - Any Misconduct penalty shall be recorded and reviewed. A misconduct penalty in the last ten (10) minutes or a misconduct penalty associated with a major penalty shall result in an automatic one game suspension.
 - Misconduct Penalties can also be assessed for any actions deemed disrespectful of the game, the officials, or the participants including but not limited to deliberate intent to injure.
 2. No touch Icing shall be called. All icing will be called from the defensive side of the centre line.
 3. two-line passes across the red line are permitted.
 4. In case of injury during a power play, if the injured player is on the penalized team, at least one minute shall Remain on the power play from the drop of the puck, after the injured player is removed from the ice.
 5. Players must wear **CSA approved Hockey helmets with CSA approved full facial protection.**
 6. Penalty rule
 7. Players are not allowed to skate on the oval speed skating ice. During floods players must stay off the ice until the ice maintenance crew has left the ice surface and the rink doors have been closed. An unsportsmanlike penalty will be called should any player go on the ice before the doors have been closed.
 - Any player receiving official warning will come under disciplinary review by the Intramural Sports Council.