

## *Competitive Ice Hockey*

Canadian Hockey Association Rules shall be applied whenever possible, unless otherwise indicated.

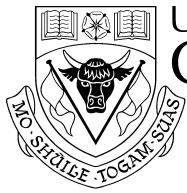
Revised August 2011

### **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. Teams may decide to play with a different ball other than the one provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the participant clinic. To complete your roster you will need to know each players UCID number. All players who do not have a U of C Id number must contact Client Services at 403-220-7749 to request a UCID number. Input your roster online at [www.ucalgaryrecreation.ca/intramurals](http://www.ucalgaryrecreation.ca/intramurals). After league play has begun additional players may be added to the roster, but they must be added by the Intramural Sports office before they are allowed to play.
- All players must be prepared 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 regular season game and be on the team roster with an online waiver signed. Teams are to have a fair play rating of 3.60 (coordinator discretion).
- Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff**. This will be strictly enforced. For a complete list of policies, see [www.ucalgaryrecreation.ca/intramurals](http://www.ucalgaryrecreation.ca/intramurals) Policies and Regulations.
- For outdoor sports, any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.

### **Playing Rules:**

- ***PLAYERS MUST WEAR A CSA APPROVED HOCKEY HELMET WITH A CSA APPROVED FULL FACE SHIELD, securely attached while on the ice or bench.***
- ***Cat Eye masks are not permitted for goaltenders.***
- Locker room keys will be exchanged for car keys and numbered jerseys will be exchanged for a piece of photo ID.
- Players need to record their jersey numbers on the game sheet when they sign in.
- Current Intercollegiate ice hockey players are not permitted to play.
- Each team will be allowed to dress a maximum of 16 skaters, including the goalie. All of the players **MUST** be listed on the team roster and on the score sheet.



- A team must have **6** players on the ice (including goalie) in order to start the game. Should a team be short players, they have 10 minutes after the official start time of the game for their missing players to show up. Should the 6<sup>th</sup> player be missing by the end of this 10 minute period the game will be declared a default. The time spent waiting for the extra players will be subtracted from the total game time. All games are to start and end on the scheduled times.
  - Normal game times are one 25 minute running time period and one 20 minute running time period.
  - If at any time teams cannot provide 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 supervisor, Red or White, no exceptions unless a complete set of matching team jerseys is provided by the team.
  - In the “C” division, slap shots are not permitted.
  - The last two minutes shall be stop time if the score is within three goals.
1. Penalties: may be assessed at any time before during or after a game, even when play is not in progress.
    - Minor Penalties are 3 minutes
    - Any player receiving 3 minor penalties in one game shall be ejected from that game
    - Major Penalties are 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 10 minutes or a misconduct penalty associated with a major penalty shall result in a minimum of a one game suspension.
    - Misconduct Penalties can also be assessed for any actions deemed disrespectful of the game, the officials, or the participants.

Any player 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 game suspension for the following scheduled game.
  2. No touch Icing shall be called.
  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 facial protection** securely attached while on the ice or bench.
  6. Players are not allowed to skate on the oval speed skating ice. During floods players must stay off the ice until the maintenance staff 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.