



INTRODUCTION TO BHi

Mission Statement

“To establish a premium program for ball hockey that sets the standard by which the sport will be measured in play, facilities and fun.”

Teams and League Play

APPOINTMENT OF OFFICIALS

Ball Hockey International Inc. shall appoint officials for all games during sanctioned league or tournament events. Participants may not request specific officials to either officiate or not officiate their team’s games. All officials are expected to be non-biased and call each game fairly.

TEAM STANDINGS

1. In league play, the team standings will be determined on the following point system:

2 points for each win

1 point for each tied game

0 points for a loss

1 additional point for each shoot out win

2. In the event that 2 or more teams are tied in the standings at the completion of the regular

season schedule, the higher position in the standings will be determined as per the BHi web site at (location).ballhockeyinternational.ca, with the following criteria sequence:

- ❖ **The team with the most wins**
- ❖ **Head to Head record**
- ❖ **The team with the least "goals against"**
- ❖ **The goal differential between the tied teams, if the season series was tied**
- ❖ **Coin toss**

TEAM ROSTERS

1. Team's rosters shall consist of a minimum of 11 paid players for adult league play, to a maximum of 16 (17 & 18 if additional roster spots are purchased). The roster maximum for BHI sanctioned tournaments is 16 players (including the goaltender), for all divisions, unless otherwise specified.
2. All adult team representatives are required to advise the office of their anticipated roster, prior to being placed on the schedule.
3. Each participant must register in the office, prior to participating in any league or tournament activity, or their team will automatically forfeit that game, and any subsequent games that they play in.
4. Participants must have played in at least 3 league games (12 game season) or in 2 games (8 game season) on their respective team in the specific division in order to participate in the playoffs (Exceptions are at the discretion of BHi management)

GAME SHEETS

1. BHI shall provide official on line rosters for each and every game. Team reps shall ensure that rosters are accurately completed, with each player's first and last name (no initials) and correct jersey number, prior to the scheduled start time of their game. A team failing to ensure that the game roster is correct prior to the scheduled start time of its game shall be assessed a Bench Minor penalty for Delay of Game. In the event that the game sheet is incorrect, the team rep (or designate) will convey the proper information to the timekeeper from the penalty box to ensure no further delay will occur, and the game will commence **immediately**. No change or addition will be permitted to the roster or line-up after commencement of the game, except as follows:

- (a) If a player arrives after a game has started, and they are registered to play, the player shall be allowed to participate regardless of the time remaining in the game.
- (b) If a player's name is omitted from the roster but that player was on the floor or on the player's bench prior to the start of the game, the referee shall allow that player's name to be added to the roster.

2. Individual and team statistics will be compiled throughout the season, based upon the data on the game sheets. It is the responsibility of the game officials and team representatives to ensure that the game statistics have been accurately recorded on the game sheet. There will

ensure that the game statistics have been accurately recorded on the game sheet. There will be no protest or appeal of inaccurate recording of game statistics, once all three of the game officials have signed it off. Spare goaltenders shall be identified with an “(AP)” after their name, and must be approved by BHI office staff prior to participating.

3. Game officials shall note any incident, or injury on the back of the game sheet. Each game official should sign off that the information (statement of facts) is correct, or provide their own version of events. “Please see reverse for referee’s report,” must be circled on the front of the game sheet, and office staff must be advised that there is a report to review.

TEAM UNIFORMS & STARTING OF GAMES

1. Each and every player on a team (**including the goaltender**) shall have the same base colour jersey. Teams failing to comply with this section of the rule shall be assessed a Bench Minor penalty for illegal equipment either at the start of the game or when the infraction occurs (including playoff games). Each player shall have a number on the back of their jersey, and will not be allowed to participate without one. The number must correspond to the number listed on the game sheet, and may not be more than two (2) digits (numbers 1-99 only) or have any letters or characters in it.

2. Youth teams will be provided with matching t-shirts for each player on their team, for each season.

3. All teams shall have a minimum of 6 players (and not necessarily including a goaltender) to begin play. Teams unable to field the minimum requirement of players (6) to start play shall be assessed a Bench Minor penalty for Delay of Game, if they get their 6th, 7th etc. player before the game is forfeited. The procedure when a team has less than 6 eligible players shall be as follows:

(a) The first period shall begin counting down on the scoreboard, and in the event that a team is unable to start play after 10 minutes (the first period) have elapsed, the offending team shall forfeit that game.

(b) In the event that the offending team is able to **START PLAY within** the **FIRST FIVE** minutes run off the clock, the time shall be re-set to 10 minutes, and the full game shall be played.

(c) If the offending team is able to **START PLAY after** the time has gone past the **FIRST FIVE** minutes, the game shall start at whatever time is remaining on the clock from the first period. The clock will be stopped prior to starting play, only after the offending team has their 6th player on the playing surface and ready to play.

(d) Forfeit games will not be officiated by BHI staff. However, the rink will be available for use by the participants in attendance for the scheduled time slot.

4. Each team shall have only one goaltender on the playing surface during the game. The goaltender may be removed and another player substituted. The substituted player shall not have any of the privileges of the goaltender. A player cannot be designated as a goalie without a proper facemask (head protection) and goal stick, as minimum requirements.

5. Any team that doesn’t have enough players to play may pick up runners to prevent a forfeit from occurring. They may pick up 2 players if the following criteria are met:

(a) Teams must have at least eleven (11) registered players on the roster

(b) Only have 2 subs on the bench

(c) Player must be from same division or lower, players that play in more than one

(c) Players must be from same division or lower; players that play in more than one division will be ranked at the highest division they play this season

(d) This rule is for regular season only

- Players must be approved by BHI management

6. Teams may use a goalie spare when needed during the regular season and a maximum of once per playoff round in emergencies only. The goalie must be from the same division, or below to be eligible, and **MUST** be approved by BHI Management prior to participating.

Coed; Ladies may use any other registered female goaltender; Coed can draw from same division or Men's 30+ and Over 30 can draw from any division, provided the goalie meets the age criteria.

7. All teams must have a designated goaltender to start in goal prior to the second period of play, or they forfeit that game. If additional players (including the team's goalie) arrive late for their game where the use of a spare goalie has been allowed, the spare goalie must leave the game at that time.

INJURED PLAYERS

Rule 20 - Injured Players (page 45)

- Section (b) A maximum of 5 minutes will be allowed to dress a substitute goaltender. No recovery time will be granted to an injured goaltender, unless the team will forfeit the game due to a shortage of players. In extreme cases (such as a potential forfeit), the appropriate length of recovery time will be determined by the game officials.
- When a player is injured so that he or she cannot continue play or make their way to the bench, play shall be stopped **immediately**.

GAME TIMES

1. All games will consist of three periods, 10 minutes of "stopped-time" each.

2. MERCY RULE ... if a team is ahead by FIVE goals (Ex: 5-0, 7-2, etc...) with less than FIVE minutes remaining in the game, the balance of the game will be played in straight time, unless the losing team brings the score within THREE goals (Ex: 5-2, 6-3, etc...) in which the clock will revert back to stop time.

- The scoreboard will not reflect a score with more than a five-goal differential at any time, in any division.
- There will be no running time in tournaments unless the Team Reps or Coaches agree to run the clock

3. Overtime in playoff games will be one five minute sudden victory period, followed by a three player shoot-out. The lone exception will be in games two and three of league and tournament finals, where the game will be played to its conclusion (10-minute periods).

- A player cannot participate in a shootout if he or she is ejected from the game or serving a penalty.
- In the Co-ed division, there will be four shooters (in girl/guy/girl/guy order).

BHI PLAYOFF FORMAT

Best of 3 Series:

- Teams play a series in which the first team to win two games wins the series

- Min two games
- Max three games

Overtime

:

- All non-championship games will be decided by a 5 minute sudden victory overtime followed by a three person shootout
- Possible Championship deciding game will be decided by continuous 10 minute sudden victory overtime
- Only game two and/or three of Championship Series apply

Double Elimination:

- Teams play a double elimination bracket system as prepared by BHi administration
- Min two games
- Max is dependent on number of teams in division
- For bracket templates you may visit www.printyourbrackets.com

Overtime:

- All non-championship games will be decided by a 5 minute sudden victory overtime followed by a three person shootout
- Possible Championship deciding game will be decided by continuous 10 minute sudden victory overtime

Round Robin:

- Teams play a three-game round robin followed by a Semi Final game and Championship game based on round robin seating
- Min three games
- Max five games

Overtime:

- All round robin games will be decided by three person shootout
- Semi Finals game will be decided by 5 minute sudden victory overtime followed by a three person shootout
- Championship game will be decided by continuous 10 minute sudden victory overtime

Tournaments

Youth All Ontario Cup (YAOC)

The YOAC is a series of 3 preliminary tournaments leading up to the 4th and final tournament dubbed: The Weekend of Champs.

Rules

Same rules used in BHi season will be applied during the tournaments.

All Ontario Cup (AOC)

The AOC is a series of 4 preliminary tournaments hosted, one hosted at each BHi location leading up to the final and 5th tournament, dubbed: The Weekend of Champs.

Rules

Same rules used in BHi season will be applied during the tournaments.

RULES AND REGULATIONS

1. PLAYING SURFACE - The Rink

- (a) The Game shall be played in an area called a rink.
- (b) The rink shall be enclosed by a wall known as the boards which may be constructed of wood, plastic or any other material as approved by BHi. Measured from the surface of the floor, the boards shall not exceed 1.22 m (4') nor be less than 1.07 m (3' 6") in height. The boards facing the playing surface shall be uniform in colour and free from any obstructions or objects that may cause injury to players.
- (c) The end boards shall be topped by either fencing or 1.22 m (4') wide panes of glass or Lexan that shall not exceed 3.05 m (10') nor be less than 1.22 m (4') in height.
- (e) All doors that allow access to the playing surface shall open away from the playing surface.
- (f) Any freestanding posts, beams or glass supports must be padded. This shall be checked prior to game, and the game shall not start with dangerous items exposed. The Official shall request padding before the game starts or resumes.

1.1 PLAYING DIMENSIONS

- (a) The playing surface is 156ft. by 80ft. unless otherwise approved by BHi Management
- (b) The playing surface shall be divided into a defensive zone, a centre zone, and an attacking zone by the two lines parallel to the goal lines. What is one team's defensive zone is their opponent's attacking zone.
- (c) The goal crease shall consist of the circular line around the goal and all space within the flat circle. The area inside the goal crease may be painted a solid colour other than blue or grey.
- (d) The surface shall be of artificial sport court flooring.

1.2 THE PLAYERS' BENCHES

- (a) The box shall be provided with two uniform players' benches. The players' benches shall be on the same side of the playing surface and in line with the penalty bench that shall be physically separated from each other by either the timekeeper's box.
- (b) Only the players in uniform and two (2) non-playing eligible personnel shall be permitted to occupy the benches during live game play. Non-dressed or suspended players are not permitted on the bench. The Official will inform the Head Coach or Team Rep of the removal of any offending individuals from their players' bench. After such warning has been issued, a bench minor penalty will be imposed on the offending team if the instruction of the Official is not followed or the offending individual returns to the bench area at any point during the game. A report of the incident will be forwarded to BHi Management.
- (c) Each players' bench shall have a minimum of one and a maximum of two door(s) at one

(c) Each player's bench shall have a minimum of one and a maximum of two door(s) at one end which opens inward into the bench and away from the floor. Each bench shall be large enough to include benches inside to accommodate a team. Except when a player is entering or exiting the bench, the doors shall be closed and latched at all times. Failure to do so shall result in the assessment of a bench minor penalty to the offending team

(e) The home team will occupy the bench identified as "Home" and must start the game in the goal closest to that end. The teams will occupy the same goal in the 1st and 3rd periods and will use the opposite goal in the 2nd period. In the event of an overtime period or a shootout, the teams shall not change ends but shall occupy the same goal as in the 1st and 3rd periods. In the case of a sudden victory game which continues into the 5th period, the teams will switch ends to occupy the same goal as in the 2nd period. Such a change would occur should a 7th and subsequent odd number period continue to be required in the game.

SCENARIO 1

Q. What happens when the offensive team pulls their goaltender for an extra attacker and the goaltender stands in the open door of the bench?

A. Issue a warning and if the door is not closed, assess a bench minor for illegal substitution to the offending team.

SCENARIO 2

Q. A player enters the playing surface by jumping over the boards.

A. No call on the play, this is a legal move.

1.3 SIGNAL AND TIMING DEVICES

(a) Each rink shall be provided with a scoreboard controller and an electric clock for the purpose of keeping the spectators, players, coaches, and game officials accurately informed of all time elements at all stages of the game.

(b) The timing devices and their operators shall be located on the side of the team benches and, where possible, between the respective team penalty boxes. A copy of the game sheet will be at the timer's table during the game.

SCENARIO 1

Q. What happens if there are no electrical timing devices or one of the devices is not operational?

A. A stopwatch can be used to replace the game clock and/or offensive game clock. The Senior Official shall notify both teams of the change in procedure. The visiting team can request a registered member of their team to oversee the alternate operation. If no electric offensive game clock is available the Official shall use a manual horn or whistle.

2. PLAYING EQUIPMENT

2.1 THE HOCKEY STICK

1. The shafts of all sticks shall be made from wood, carbon, graphite, or other materials approved by BHi. There shall be no projection extending from the stick, and all sticks must have some type of knob covering the butt end of the shaft.

2. Any portion of the blade may be constructed from wood, **EXCEPT THE BOTTOM**, where the blade makes contact with the playing surface. The accepted composition for the bottom of stick blades is approved materials only (i.e. ABS, graphite, composite, plastic).

3. Any player deemed to be using an illegal stick shall be ruled off the playing surface to their team's bench. The offending player will be assessed a minor penalty for illegal equipment if they return to the playing surface with any illegal stick during the same game.

4. Players shall have **no tape on the bottom of the blade** of their sticks; goaltenders excepted (must be white tape only). Attack Pads (or similar approved products) are for sale and approved by BHi. If any portion of the Attack Pad is coming loose from the stick blade or is in contact with the playing surface, the player will be ordered to the timekeeper's box or office immediately, so it can be removed by one of the BHi game officials or office staff.

- Sticks with pointed, chipped or squared off corners on the blade are prohibited.

2.2 THE BALL

1. Only game balls approved by BHi shall be used. They are orange, pink, or yellow Bauer, Mylec, or D-Gel balls, as determined by outdoor temperatures and game officials. All game balls will be supplied by BHi.

2. Teams must supply their own practice and warm-up balls at all times.

3. Illegal balls shot in from adjacent rinks shall not cause a stoppage of play, unless they directly interfere with play of the legal ball. Play shall be stopped if the referee is unable to retrieve the illegal ball without disrupting ongoing play of the game, or will be taken away from their proper position.

2.3 THE GOALS

Each goal shall consist of two upright poles joined by a rigid crossbar parallel to the floor. The net shall have a width of 1.83m (6') from post to post and a height of 1.22m (4') from the playing surface which are joined by a rigid crossbar aligned parallel to the ground at 1.22m (4') in height. All measurements are to be inside distances.

SCENARIO 1

In the event that a goalpost is deliberately displaced by the defending player or goaltender, the Official, at his discretion, may assess a minor penalty under the rule, award a penalty shot, or award a goal. Play shall continue under all circumstances until the official stops play accordingly.

SCENARIO 2

A minor penalty shall be imposed on any player (including the goaltender) who delays the game by deliberately displacing a goal post from its normal position. The Officials shall stop play when the offending team gains possession of the ball.

If by reason of insufficient time in the regular playing time or by reason of penalties already imposed, the minor penalty assessed to a player for deliberately displacing his own goal post cannot be served in its entirety within the regular playing time of the game or at any time in overtime, a penalty shot shall be awarded against the offending team.

SCENARIO 3

If the goal post is deliberately displaced by a goaltender or player during the course of a "breakaway", a penalty shot will be awarded to the non-offending team. The Official will stop play immediately and award the penalty shot.

A player with a 'BREAKAWAY' is defined as a player in control of the ball immediately transitioning from defence to offense with an unobstructed path to the goal and a reasonable scoring opportunity.

SCENARIO 4

An automatic goal will be awarded to the non-offending team when the designated goaltender is on the bench and a defender deliberately displaces his own net in an attempt to thwart a scoring opportunity, at the discretion of the Senior Official

2.4 SHOES

1. All players shall wear running shoes.
2. Goaltenders may wear footwear with reinforced toes.

2.5 GOALTENDER'S EQUIPMENT

1. All the equipment worn by the goaltender must be constructed solely for protecting the head or body and he/she must not wear any garments or use any contrivance, which would give him/her undue assistance in tending goal.
2. Protective masks of a design approved by BHi must be worn by goaltenders. These masks must have full face and back of head protection. Neck guards are strongly recommended, and must be affixed to the helmet or mask.
3. Goaltenders will be ordered off the playing surface if their equipment is in disrepair (i.e. unsafe or stuffing falling out of pads). They may return once the piece of equipment is repaired or replaced.

2.6 RUNNERS' PROTECTIVE EQUIPMENT

1. Helmets are optional for all players over 18 years of age. Players using helmets shall ensure that the helmet is CSA approved and properly fastened with an approved chinstrap. In the event of any age dispute, the onus will fall on the participant to prove (with picture ID) that they are over 18 years of age ... otherwise, they must wear a helmet with a full facemask at all times.
2. All adult participants will be required to wear an approved glove that protects the hand, wrist and thumb with padding (i.e. ice hockey, lacrosse or approved ball hockey gloves).
3. Should an adult player choose to wear elbow pads, they must be completely covered by the sleeve of their jersey.
4. All youth participants must wear the following pieces of equipment: CSA approved hockey helmet with facemask; elbow pads; protective gloves (approved ice hockey, lacrosse or ball hockey gloves with padding that protects the hand, wrist and thumb adequately); jock or jill strap; shin pads (covering from the top of the knee to the ankle).

SCENARIO 1

Q. Does a player who has lost his helmet and has a breakaway have to pass or shoot immediately?

A. Play is stopped immediately and the player must leave the surface and be replaced, if the players are under 18. If a player over 18 who chooses to wear a helmet, loses it during the play, they may continue to participate in the play on the floor.

SCENARIO 2

Q. What happens if the goaltender's helmet becomes dislodged during play?

A. Anytime the goaltender's mask or helmet becomes dislodged or comes off the official shall stop play immediately and a face-off will restart play in the defensive zone.

If a goaltender on the floor intentionally removes any of his protective equipment while an opposing player is on a breakaway, award a penalty shot and assess a gross misconduct. (The minor penalty would be nullified by the penalty shot).

3. PLAYERS AND TEAM PERSONNEL

(a) Each team shall be composed of 5 players, 1 designated goaltender, up to 12 substitute players, or 11 substitute players and 1 substitute goaltender for a maximum of 18 players. For an infraction of this rule, a bench minor penalty shall be assessed to the offending team and the extra player(s) removed from the game.

(b) Only players in uniform shall be included on the official score sheet. A player may enter the game at any time provided they are properly registered to that team and their name was entered on the official score sheet prior to his entering the game.

(c) Captain of the Team- the team rep is recognized and regarded as the Captain of their team, unless otherwise noted on the game sheet.

SCENARIO 1

Q. What procedure is used for incidents occurring before or after a game?

A. Any incidents or altercations of note, occurring during a warm up or after a game shall be reported on a special incident report and forwarded to the location manager. Any incident involving Abuse of Officials and Off-floor Officials at any time shall be documented and reported to BHi Management.

SCENARIO 2

Q. What is the minimum number of goaltenders and players a team can dress to play the game without default?

A. Six players, one of which must be a goaltender.

SCENARIO 3

Q. What is the protocol if a player's name is not on the score sheet?

A. That player would be ejected from the game immediately and will not be allowed to continue playing, provided they are not a registered player on the team. The team whose player was ejected will also receive a minor penalty to be served by a player on the bench or floor. Should the situation occur in which a registered player was accidentally omitted from the score sheet, the Time Keeper shall add the player and no penalty shall be assessed.

SCENARIO 4

Q. Can a team dress more than two goaltenders in one game?

A. Yes, but at any one time there can be only two designated goaltenders on the Official Score Sheet.

In order to use more than two goaltenders in the same game, the following criteria must exist:

- the maximum of 18 players cannot be exceeded
- only two goaltenders can be designated as such at one time.

As the third (and subsequent) goaltender enters the game, one of the previously designated goaltenders becomes ineligible to participate any further in the game.

SCENARIO 5

Q. What happens if a team does not have enough players to continue to play (through penalties, injuries, illness, etc)?

A. The game is forfeited to the opposing team and a full report is sent to BHi Management. Please note: opportunity will be presented to both Team Reps to see if there is an agreeable resolution prior to forfeiting the game.

4. GAME STRUCTURE

4.1 LENGTH OF GAME

- (a) The regulation playing time of a game shall be 30 minutes, divided into 3 periods of ten minutes each.
- (b) There shall be a 2 minute interval between periods. Players who are serving a penalty must remain in the penalty box between periods.
- (c) At the conclusion of each period, excluding the first overtime (4th period), each team shall change the direction of play and defend the goal opposite end from the goal they were defending in the previous quarter.
- (d) The game victory shall be awarded to the team having scored a majority of goals.

4.2 OVERTIME

- (a) In league play, during the regular season, if after regulation the game is tied then no overtime will be permitted. Instead teams will go straight to a shootout, where three shooters for each team shall shoot. The team with the most goals at the end of the shootout will be declared the winner. If the number of goals scored by each team is the same another shooter will shoot for each team in a sudden death format. No player shall shoot again until all the players on the bench have shot once.
- (b) For playoffs and tournament elimination games (other than championship games); if at the end of regulation time (30 minutes) the score is tied, the Officials shall order the game to continue after a 2-minute rest. The game continues for a full 5 minutes stop time playing 5 on 5 until a goal is scored (sudden victory).
 - If the score is tied after the 1st overtime period each team shall select 3 players to take penalty shots. After all 3 shooters from each team have shot, the winning team will be declared based on the total number of goals. The home team shall have the choice of shooting first or second.
- (c) In the finals of any season or tournament, a continuous sudden death overtime format will be played, five players aside until a winner has been declared.

4.3 UNUSUAL DELAY

If any unusual delay occurs within 5 minutes of the end of the 1st, 2nd, or 3rd periods, the Official may order the regular break to be taken immediately and the balance of the period completed on the resumption of play. Upon returning, the teams shall defend the same goals until the end of that period. The teams shall then change ends and start the next period without delay.

4.4 TIME OUTS

- (a) Each team shall be allowed one, 30-second time out for the game. If the game goes into overtime and a team has a time out left, it may be carried over and used. The time out shall be granted by the Official only if requested by a coach or player on the floor during a stoppage in play.
- (b) The faceoff will stay at the same dot it was supposed to be before the timeout was called.

5. OFFICIALS

5.1 APPOINTMENT OF OFFICIALS

- (a) The League shall appoint two (2) On-Floor Officials and an off-floor Game Timekeeper.

5.2 ON-FLOOR OFFICIALS

(a) The On-Floor Officials shall have full control of the game, including all participants, and shall enforce the rules as stated in this rulebook. The Official's jurisdiction shall begin 10 minutes prior to the scheduled game time and shall continue until the teams have entered the dressing rooms, or left the premises after the game.

(b) Officials shall wear the mandated Official's uniform

(c) Officials shall be impartial parties.

(d) It shall be the duty of the Officials to ensure that players are properly dressed and using approved regulation equipment.

(e) The Officials shall ensure that all Off-floor Officials are in place and that the scoring and timing devices are in proper working order prior to the start of the game.

(f) The Officials shall report all penalties, goals and assists to the Official Scorer/Time Keeper.

(g) The Officials shall ensure that only players in uniform are included on the official score sheet.

(h) The Officials shall ensure that players of opposing teams are separated in the Penalty Bench area.

(i) Should an Official receive an injury, which incapacitates him/her from performing his duties while play is in progress, the play shall be stopped immediately. Should an Official be unable to finish the game, the game shall be officiated as a one (1) Official crew, or a "standby" Official assumes the on floor duties to continue to the two (2) man system.

(k) The Official shall endeavour to achieve a face-off between the 2 teams as soon as possible to a maximum of 20 seconds after a goal. Should one team not be prepared to face-off upon the expiration of 20 seconds, the official can drop the ball.

(l) Officials shall report to BHi Administration promptly and in detail the circumstances of any of the following incidents:

- (i) When a player uses equipment that may cause injury.

- (ii) When non-playing personnel enter the playing area without the Official's permission during a period.

- (iii) Any obscene gesture made by any person involved in the game.

- (iv) Any non-playing personnel removed from the game.

- (v) Any attempt to injure penalty that is called.

- (vii) Persons guilty of gross misconduct.

- (viii) When a player or any non-playing personnel become involved in an altercation with a spectator.

- (ix) When a player(s) leaves the players' bench or penalty bench during an altercation.

- (x) When any person molests an Official or Off-floor Official

- (xi) When a team refuses to start play.

- (xii) Any occasion of players fighting with or without sticks

(xii) Any occasion of players fighting with or without sticks.

(xiii) When a stick is intentionally thrown outside the playing area

(xiv) When anyone receives a match penalty.

SCENARIO 1

Q. Does the Official's control of the game extend to the spectators?

A. Yes, where deemed necessary, the Official may suspend play until the home team has removed an abusive spectator.

5.3 GAME TIMEKEEPER

(a) The Game Timekeeper shall have control of the official playing time and all penalty times and scoring. He/She shall run the time clock 5-minutes before the start of the game.

(b) The Game Timekeeper shall record the times at which all penalties start and terminate. He/She shall upon request give to a penalized player, correct information as to the unexpired time of his penalty. The Game Timekeeper shall have the sole authority of informing penalized players when they may leave the penalty bench.

(c) The Official's whistle shall indicate when the game clock shall start and stop accordingly. Immediately following a goal as indicated by the Official, the game clock will stop. The Game Timekeeper shall, on the face-off ball drop, restart the game clock.

(d) The Official Game Timekeeper and official score sheet shall be situated at floor level in the Time Keeper's Area, unless space restrictions do not allow for occupation.

(e) At the conclusion of the game, the Official Game Timekeeper shall complete all information including summaries of penalties, goals and assists as provided for on the official score sheet and online software. He/She shall acquire signatures of the Officials and submit the official score sheet to the BHi office.

6. INFRACTIONS

BHi Administration may at their own discretion investigate any incident that occurs in connection with any Regular Season or Playoff game and may assess any penalties including majors, misconducts, game misconducts or suspensions for any offense committed during the course of a game or any aftermath thereof by the players and Coaches.

(a) The three types of infractions are:

- Penalties;
- Penalty Shots; and
- Awarded Goals.

(b) The five types of penalties are:

- Minor Penalties;
- Major Penalties;
- Misconduct Penalties;
- Match Penalties; and
- Expulsions.

(c) A 'bench minor' penalty involves the removal of any player from the floor of the team against which the penalty is assessed for a period of 2 minutes or unless cancelled early by a goal. Any player on the floor will serve any non-designated player penalty, bench minor or

goal. Any player on the floor will receive any non-designated player penalty, bench minor or minor penalty to the goaltender.

6.1 PENALTY ADMINISTRATION CHECKLIST

- (a) A player receiving any major penalty shall be ejected from that game and is susceptible to further discipline by BHi Administration.
- (b) All minor penalties shall be served and require the removal of a player from the floor and the penalized team will play shorthanded.
- (c) All coincidental minor penalties require the removal of the players from the floor for each team. The teams shall play 5 on 5, 4 on 4, or 3 on 3.
 - Coincidental penalties occurring at the same time in play will result in the game resuming at 5 on 5.
 - Infractions which occurred at different moments in a play, but result in being reported at the same stoppage will result in the game resuming at 4 on 4.
 - Ex: Team A commits a slash, but Team B retains possession. The whistle is blown by the Official as Team B commits an interference infraction. The play shall resume at 4 on 4.
- (d) When teams are 3 on 3 and all penalties are coincidental a rotation of the third coincidental minor penalties assessed shall occur.
- (e) The coincidental penalties cannot be deleted when a single minor has been assessed and a goal has been scored against a team shorthanded
- (f) Any player from the floor shall serve non-matching minor penalties or unequal time when coincidental major penalties have been assessed.
- (g) When a player receives a minor and a major at the same time the minor penalty will be served first.
- (h) When a team receives a minor and a major penalty by two different players at the same stoppage in play, the team will serve the minor penalty first.
- (i) If a goal has been deducted from a major penalty, you must continue to work on the major penalty.
- (j) When a penalty shot occurs and a goal is scored, the goal will come off of the players' penalty with the least amount of time.
- (m) A player who receives a major penalty; the time will be served in its entirety regardless the amount of goals which are scored against the penalty.
- (n) No goals will effect coincidental penalties being served.
- (o) When a minor penalty is already being served in the penalty box and a delayed penalty is being assessed against the same team and a goal is scored the existing minor penalty is released and the delayed penalty enters the penalty box.

NOTE: A dead ball is defined as a stoppage for a face-off, a penalty or a time out.

6.2 MINOR PENALTIES

- (a) Minor penalties require the removal of the offending player (other than the designated goaltenders) without substitute for 2 minutes, unless terminated early by a goal.
- (b) **Bench minor penalties** require the removal of any player on the offending team (other than the designated goaltenders) without substitute for two minutes, unless terminated early by a goal. **The penalty must be served by a player on the floor, at the time of the infraction.**
- (c) If a team is short-handed due to 1 or more minor or bench minor penalties and the opposing team scores, the penalty that had the least amount of penalty remaining on the clock.

(d) If there is a delayed call, and a goal is scored while the offending team is serving a major penalty already, then the goal shall count against the major and the delayed penalty shall be assessed in the normal manner.

(e) When coincidental minor penalties of equal duration are imposed against players of both Teams, the penalized players shall take their places in the penalty box and teams shall play 5 on 5. Such penalized players should not leave the penalty box until the expiry of their respective penalties.

(f) If a team is already (2) men down from full strength and is assessed an additional time penalty to a 3rd player, then the 3rd penalties time cannot start until the first one expires.

SITUATION 1

Team "A"

Team "B"

A-1, 2 min @ 4:00

A-2, 2 min @ 5:00

Team B Scores @ 5:30

A-1 returns least amount of time left on the penalty clock

SITUATION 2

Team "A"

Team "B"

A-1, 2 min @ 4:00

B-1, 2 min @ 4:30

A-2, 2 min @ 5:00

Team B Scores @ 5:30

A-1 returns, least amount of time left on the penalty clock

SITUATION 3

Team "A"

Team "B"

A-1, 2 min @ 4:00

B-1, 2 min @ 4:00

Floor strength is 5 on 5 and players are released following the expiration of their penalties only on a whistle.

SITUATION 4

Team "A"

Team "B"

A-1, 2 min @ 4:00

A-2, 2 min @ 5:00

B-1, 2 min @ 5:00

Team B scores @ 5:30

A-1 Returns as A-2 and B-1 are coincidental penalties

6.3 MAJOR PENALTIES

(a) Major penalties require the removal of the offending player from the game (including the designated goaltenders) without substitute for 5 minutes. The penalty time must be served by a player who was on the floor at the time of the infraction.

(b) If a team is short-handed due to receiving a major penalty the penalty must play out the entirety of time given regardless of the amount of goals scored against them.

(d) When a player/goaltender is assessed a non-coincident major penalty and one or more minor penalties, the minor penalty shall be served first. When a player/goaltender is assessed a non-coincident major penalty and another player/goaltender on the same team is assessed a minor penalty at the same time, the minor penalty shall be served first. A player on the floor shall serve any goaltender penalty.

Where a player has been sent to the dressing room, the intention is that a substitute is only required to serve penalties that caused the team to play short-handed (i.e. time served penalties).

(e) When coincidental minor penalties of equal duration are imposed against players of both Teams, the penalized players shall all take their places in the penalty box and teams shall play 5 on 5. Such penalized players should not leave the penalty box until the first dead ball stoppage of play following the expiry of their respective penalties.

NOTE: A dead ball is defined as a stoppage for a face-off, a penalty or a time out.

SCENARIO 1

Team "A"

Team "B"

A-1, 2 + 5 min @ 4:00

Team B scores @ 5:30

Goal cancels the minor penalty and the major commences

SCENARIO 2

Team "A"

Team "B"

A-1, 2 min @ 4:00

A-2, 5 min @ 4:00

Team B scores @ 5:30

A-1 returns to the floor

6.4 TEN MINUTE MISCONDUCT PENALTIES

(a) 10 minute misconduct penalties require the removal of the offending player (other than the designated goaltenders) for 10 minutes. A substitute shall be permitted immediately. The player shall remain in the penalty bench until the first dead ball after the misconduct has expired. A goaltender penalty shall be served by another player on the Team.

(b) When a player/goaltender is assessed a minor penalty and a 10 minute misconduct penalty at the same time, a substitute player shall serve the minor penalty. The player/goaltender's ten-minute misconduct penalty shall commence when the minor penalty expires.

(c) Any player/goaltender who receives a second 10 minute misconduct penalty in the same game, shall be assessed a game misconduct penalty.

6.5 GAME MISCONDUCT PENALTIES

Game misconduct penalties require the removal of the offending player/goaltender for the remainder of the game. Any other penalties incurred by the player/goaltender shall be served by another player on the offending team. 10 minutes shall be charged on the official game sheet against any players/goaltenders assessed game misconduct penalties.

Players/goaltenders or non-playing personnel, who receive a game misconduct penalty, shall leave the floor or if asked by the official, leave the premises for the balance of the game.

Game Ejection/Game Misconduct Penalties

In the event that any player is assessed a Game Ejection penalty; Misconduct penalty in the last ten minutes of the game; Game Misconduct penalty; Gross Misconduct penalty; and/or Major or Match penalty, they must leave the playing area and BHI property IMMEDIATELY. Failure to do so will result in their team forfeiting the game. Referee and BHI administration discretion

6.6 GROSS MISCONDUCT

- (a) The Official shall assess a 2 minute minor penalty and a gross misconduct penalty to any player/goaltender or non-playing personnel who:
- (i) Makes derogatory comments based upon race, ethnic origin, religious background or gender.
 - (ii) Makes obscene gestures.
 - (iii) Persists in such behaviour after being ejected from a game.
 - (iv) Conducts him/herself in any manner to dishonour, embarrass, or disgrace the game.
- (b) The Official shall report the incident to BHi Administration.

Examples of Gross Misconduct:

- Nudity.
- Obscene gestures at players, fans or non-playing personnel.
- Spitting at players, fans or non-playing personnel.
- Continued misbehaviour after being ejected from game.
- A goaltender on the floor who intentionally removes any of His protective equipment while an opposing player is on a breakaway.

Any of these directed towards an Official or Off-floor Official shall be treated as molesting an Official.

6.7 MATCH PENALTIES

- (a) A match penalty shall be a 5 minute penalty and an expulsion assessed to a player/goaltender to be served by a substitute player. Any player/goaltender who receives a match penalty shall be suspended until BHi Administration rules on the incident.
- (b) The Official, at his/her discretion, may assess a match penalty if, in his/her judgement, the player or goaltender was reckless or endangering his/her opponent by any personal foul.

Note: The minimum suspension for any player or team official assessed a Match penalty shall be 5 games. Such a player or team official shall not be allowed to participate in any further games until BHi Administration have reviewed the incident. Any suspension to a player or team official assessed a Match penalty shall be carried over to all subsequent BHi divisions until the suspension has been fully served in the division it was incurred. The offending player will be ruled ineligible for all BHi activities (officiating, tournaments, coaching, etc.), until the suspension has been served in full.

6.8 EXPULSIONS

- (a) Any player/goaltender who is assessed three penalties, including misconduct penalties, in the same game shall be expelled from playing the balance of the game.
- (b) Delayed penalties cancelled by goals or penalty shots shall be recorded on the official score sheet and count toward the three penalty limit.
- (c) Infractions that cause a penalty shot to be awarded shall count toward the three-penalty limit.

SCENARIO 1

Q. If a player serves a bench minor penalty, does this count as one toward his maximum of five penalties?

A. No.

SCENARIO 2

SCENARIO 2

Q. Can a player who has been expelled from the game return to the players' bench in his street clothes?

A. The player may not return to the bench but may return as a spectator as long as he is not disturbing the game. The player can be asked to leave the premises by the Official if he/she feels that the player is continuing to disturb the game in a negative manner.

SCENARIO 3

Q. If it is brought to the attention of the Official that a player has been inadvertently playing with 3 penalties, what happens?

A. Expel the player at that point and write a report on the incident to be forwarded to the BHi Administration. Any goals scored by that player shall be allowed.

6.9 GOALTENDER'S PENALTIES

(a) A goaltender shall not be sent to the penalty bench for an infraction which incurs a minor, major or 10 minute misconduct penalty.

(b) If a goaltender is expelled or receives a game misconduct or match penalty, their place shall be taken by another player or the substitute goaltender. The team has 5 minutes to dress a player in goalie equipment or can play with six players and no goalie. If this is the case, that sixth player will not receive any privileges that apply to the goalie. Any associated minor, major or 10 minute misconduct penalties shall be served by another teammate.

(c) All penalties assessed to a goaltender shall be recorded on the score sheet against them regardless of who serves them.

SCENARIO 1

Q. Does a player from the penalized team have to serve coincidental penalties or 10 minute misconduct assessed to goaltenders?

A. Yes.

6.10 CALLING OF PENALTIES

To indicate a penalty the Official must raise one arm straight in the air. The whistle is not blown to stop play due to a penalty, until the offending team gains full possession of the ball. While the Official has his/her arm in the air waiting to call the penalty, it is called a "delayed penalty".

Note: Possession is when a player has full control of the ball. A goalie or player that inadvertently gets hit or hits the ball themselves with any part of their body or stick is not considered having possession.

(a) A player that receives three minor penalties in one game shall be immediately dismissed for the rest of the game and ordered to leave the playing surface.

(b) A goaltender that is assessed six minutes in Minor penalties shall not be subject to the game ejection rule; however such a goaltender shall be suspended for his next scheduled game. If the same goaltender is assessed his or her fourth Minor penalty, that player will then receive a game ejection immediately.

6.11 PENALTY SHOTS

Record on the game sheet Penalty Shots and to which player or the bench caused the infraction for the tracking towards the 3 penalty expulsion rule.

(a) In cases where a penalty shot has been awarded for fouling a player, the player fouled must take the penalty shot.

(b) One Official shall place the ball on the centre face-off spot and when ready, start the penalty shot with a whistle. Once the ball has been carried by the player into the attacking zone, it shall be kept in motion toward the opponent's goal line. No goal can be scored on a rebound. Once the ball has crossed the goal line, the shot shall be considered complete.

(c) The goaltender/player who is defending against the penalty shot shall remain inside the goal crease until the player shooting the penalty shot has touched the ball.

A Penalty Shot is awarded in these situations:

A player is fouled from behind AND:

- i) the player fouled was in control of the ball.
- ii) the foul was from behind and not the side.
- iii) there was no defending player other than the goaltender between the fouled player and the net.
- iv) the fouled player was denied a reasonable scoring chance.

NOTE: All conditions must be met!

- 2) Delaying the game by intentionally displacing the goalpost when there is insufficient time to serve the penalty.
- 3) Too many players on the floor, by the defensive team when there is insufficient time to serve the penalty.
- 4) A player on a breakaway is interfered with by a player or team official not legally on the floor (players', penalty bench or on the floor).
- 5) A player touches or catches the ball with his hand, deliberately falls on the ball or gathers it into his body while in the crease.
- (6) Protective Equipment- (deliberate removal of helmet or facial protector during a breakaway)
- (7) Delay of Game (Goaltender deliberately dislodging the goal during a breakaway)
- (8) Throwing Stick (at puck or puck carrier)
- (9) Leaving the Players or Penalty Bench (ineligible player)

The Official shall designate the player who has been fouled as the player who shall take the Penalty Shot. If by reason of injury, the player designated by the Official to take the Penalty Shot is unable to do so or again if the player fouled is not identifiable, the Penalty Shot shall then be taken by a player who was on the floor at the time of the infraction, and is selected by the Captain/Team Rep of the non-offending team and her selection reported to the Official. In cases where a Penalty Shot has been awarded for Delay of Game-Falling on the Ball (in the goal crease) or Handling the Ball (in the goal crease), the Penalty Shot may be taken by a player selected by the Captain/Team Rep of the non-offending team and him/her selection reported to the Official. This player must be on the ice at the time of the infraction.

e) While the Penalty Shot is being taken, players of both sides shall withdraw to the sides of the rink and beyond the centre red line.

(f) If, while the Penalty Shot is being taken, any player of the opposing team shall have by some action interfered with or distracted the Goaltender or the player taking the Penalty

Shot, and because of such action the shot should have failed, a second attempt shall be permitted and the Official shall assess a Misconduct penalty to the player. If the interference is from a team official, a Game Misconduct penalty shall be assessed.

(g) If a goal is scored from the Penalty Shot, the ball shall be faced-off at centre ice in the usual way. If the goal is not scored, the ball shall be faced-off at either end zone face-off spot in which the Penalty Shot was attempted.

(h) Should a goal be scored from a Penalty Shot, a further penalty to the offending player shall not be applied unless the offense for which the Penalty Shot was awarded was such as to incur a Major or Match penalty, in which case the penalty prescribed for the particular offense shall be assessed.

(j) If the foul upon which the Penalty Shot is based occurs during actual playing time, the Penalty Shot shall be awarded and taken immediately in the usual manner notwithstanding any delay occasioned by a slow whistle by the Official to permit the play to be completed, which delay results in the expiry of the regular playing time in any period. The time required for the taking of a Penalty Shot shall not be included in the regular playing time or any

SCENARIO 1

Q. What happens if a player who has been awarded a penalty shot, commits an infraction on the same play?

A. The player is eligible to take the shot, however must serve the infraction after the Penalty Shot has been taken.

SCENARIO 2

Q. During a penalty shot, a player takes a shot that:

- a) Hits the post, hits the goaltender in the back and goes into the net.
- b) Hits the goaltender, bounces in front of him/her and spins into the net.
- c) Hits the cross bar, goes straight up and then down into the net.

A. In all cases a goal shall be awarded.

7. RULES AND PROCEDURES

7.1 ICING THE BALL

Icing shall be determined at the blue line in each defending team's zone. In order for there to be an icing call, the ball must have been shot and released from the player's stick from behind the defensive blue line, by the defending all the way past the offensive goal line without a tip or deflection by either team. Icing is only waved off on a tip from the defending team, when the tip occurs outside the defending blue line.

7.2 OFF-SIDES

Off-sides shall be determined initially at the blue lines and then expanded to the red line once the offensive team has established the zone. In order for the offensive team to gain zone, or gain the line, the ball must cross the offensive blue line before any offensive player. Once zone has been established, offside is determined by the centerline. This concept is called "the floating blue line." The defensive team must get the ball past the centerline once zone has been established, in order to clear the zone, or put the offensive team offside.

7.3 AWARDED GOALS

- (a) Record on the game sheet awarded and to which player or the bench caused the infraction for the five penalty rule.
- (b) Goals shall be awarded under the following conditions:
- A player has a breakaway with no one between him/her and the opposing goal, while the goaltender is not legally on the floor, and is fouled from behind preventing him/her from having a reasonable scoring chance.
 - While the goaltender is not legally on the floor, any member of the team, including team officials, players and goaltenders, on the players' bench, penalty bench or not legally permitted on the floor, interferes with the ball or movements of any opposing player.
 - While the goaltender is not legally on the floor, his stick or other object left near the goal prevents a goal.
 - For an infraction that would result in a penalty to the goaltender/player during a penalty shot.
 - While the goaltender is not legally on the floor, a player touches the ball with his hand while the ball is within the crease
 - If the goal net is intentionally moved, an awarded goal can be called. The area that the goal net occupies never moves. If the goal net moves the area it once occupies remains. If the ball passes through that area we have an awarded goal.
 - If the opposing goaltender has been removed and a player or returning goaltender throws or shoots any part of his stick or any other object at the ball or ball carrier on a breakaway, a goal shall be awarded to the attacking team.
 - If, when the opposing goaltender has been removed from the floor, a player of the side attacking the unattended goal is on a breakaway and is interfered with by a player or goaltender who have entered the game illegally, the Official shall immediately award a goal to the non-offending team. The ball carrier's path to the goal net shall be unobstructed by the illegal player. If the illegal player takes up a position on the floor, which affects the ball carrier's direct path, we have an awarded goal.

7.4 ABUSE OF OFFICIALS

a) A minor penalty for unsportsmanlike conduct shall be assessed to any player/goaltender who shows disrespect for an Official's ruling. Using an obscene gesture, profanity or abusive language directed toward any person in the arena will also warrant an unsportsmanlike misconduct. A 10-minute misconduct penalty shall be assessed to a player/goaltender who persists in this behaviour after being assessed the minor penalty.

(b) In cases involving non-playing bench personnel, or an unidentified player/goaltender on the players' bench, a bench minor penalty shall be assessed to the offending team. If any non-playing bench personnel continue their actions after having been assessed a bench minor penalty they shall be assessed a game misconduct penalty and be reported to the BHi Administration.

(c) A 10-minute misconduct penalty shall be assessed to a player/goaltender who intentionally knocks or shoots the ball out of reach of an Official who is retrieving it.

(d) A 10-minute misconduct penalty shall be assessed to any player/goaltender who, enters or remains in the Officials' crease (located in front of the timekeeper's bench) while the Official is reporting to or consulting with any Off-floor Official. Only exception is when a player is walking through the Official's crease on his/her way to the penalty box to serve

player is walking through the Official's crease on his/her way to the penalty box to serve their respective penalty.

7.5 ATTEMPT TO INJURE

A match penalty shall be assessed to any player/goaltender or bench personnel who attempts to injure an opponent, official, coach, manager or trainer. A report of the incident shall be forwarded to the BHi Administration.

If a player is checked through an unlatched door, assess a match penalty under this rule.

SCENARIO 1

Q. Can non-playing personnel be assessed a match penalty?

A. Yes a match penalty can be assessed to any bench personnel.

7.6 BALL OUT OF BOUNDS

(a) The ball is not out of bounds until it has touched something, which is itself, is out of bounds. A player may reach over the boards with his/her hand to retrieve the ball.

(b) If the ball goes out of bounds, or lodges in the fence/screen, the Official shall have a faceoff in the zone closest to where the ball went out. However, if a team is in the offensive zone and the ball goes out of play off the offensive team, the faceoff will come outside the blue line.

1) If the ball is lodged in the fence from a shot by the offensive team, not resulting in an icing, the ball will be placed outside the offensive blue line with the offensive team retaining zone.

(c) If the ball goes out of bounds from a direct shot off of the goaltender the faceoff shall remain inside. If the ball is shot directly off the crossbar or post without hitting a defensive player, then the faceoff will be moved outside the blue line, in the neutral zone.

7.7 BALL STRIKING OFFICIAL

If the ball hits an Official, play shall carry on, unless deflected directly into the goal or out of bounds, in which case there shall be a face-off.

A ball shall be considered directly off the Official and into the net if it touches no player other than the goaltender prior to entering the net, thus resulting in NO GOAL.

7.8 BODY CHECKING

Any use of excessive force intended to knock a player off the ball using body contact will be assessed a minor penalty for body checking. Body checking includes; using one's shoulder, extending one's hands in a pushing motion and using one's hip to hit or check an opponent with or without the ball. At the Official's discretion, they may give a minor or a major penalty depending on the severity of the check, injury on the play or perceived motive of the check. If a major penalty called, the offending player will be ejected immediately and another player would be put in the penalty box to serve the additional 5 minute penalty.

7.9 BOARDING

(a) The Official, at his/her discretion must assess a minor, major penalty or a major penalty plus a game misconduct dependent on the severity of the action to a player/goaltender who body-checks, cross-checks, trips, pushes or otherwise causes an opponent to be thrown violently into the boards.

NOTE: Rolling of an opponent's ball-carrier along the boards where he is trying to go through too small an opening is not boarding.

(b) If the check was an attempt to injure the player/goaltender, a match penalty shall be assessed.

7.10 BROKEN STICK/PLAYING WITHOUT A STICK

(a) A minor penalty shall be assessed to a player who plays with a broken stick. If a player's stick is broken, he/she must drop it immediately and either go to his/her bench or he/she may continue to play without the stick.

NOTE: A broken stick is one that, in the opinion of the Official, is dangerous or unfit for normal play.

(b) If a player/goaltender becomes separated from his stick he may continue to play.

(c) A player/goaltender whose stick is broken may not receive a stick thrown on the playing floor from any part of the rink but must obtain a replacement from his/her players' bench. A player/goaltender may receive a stick from a teammate without proceeding to the players' bench provided that the stick is handed to him/her and not thrown. A minor penalty shall be assessed to a player/goaltender who receives a stick illegally under this rule.

(d) A player/goaltender can at no time be in possession of two sticks while on the playing surface. A minor penalty shall be assessed to a player/goaltender who commits the infraction.

SCENARIO 1

Q. The goaltender while playing with a broken stick, reaches out of the crease and proceeds to cover the ball while in control of the broken stick.

A. Assess the goaltender a penalty for playing with a broken stick.

SCENARIO 2

Q	A player breaks or loses his stick during play: (A – C)	
A	The proper call is: (A – C)	
Q	A	
a)	And a teammate on the penalty bench hands him/her a stick?	a) Assess a minor penalty and a 10-minute misconduct to the player receiving the stick.
b)	And a teammate on the floor hands him his stick?	b) It is permissible to hand a stick from one player to another while on the floor provided no other rules are broken.
c)	Into the spectator area and receives his stick from a spectator?	c) The only stick a player may receive is from the bench or a teammate on the floor as the Official would not know if he had received the same stick back from the spectator or the condition of the stick. Sticks lost in this manner may be retrieved at the next stoppage in play. A minor penalty plus a 10-minute misconduct penalty shall be assessed

7.11 BUTT-ENDING

a) A major penalty plus an immediate ejection shall be assessed to a player/goaltender who butt-ends an opponent. **NOTE:** Butt-ending shall mean using the end of the stick in a jabbing motion using the end of his/her stick.

7.12 CHANGE OF PLAYERS/TOO MANY PLAYERS

7.12 CHANGE OF PLAYERS/TOO MANY PLAYERS

(a) Players may be changed during any stoppage in play, for example, a face-off. Players may change at any time during dynamic play from the players' bench, provided the player(s) leaving the playing surface has, in the discretion of the Official, reached a reasonable distance from the bench before the substitute player makes contact with the floor. Violation of this rule shall result in a delayed bench minor penalty to the offending team. A player that touches the ball or gets involved in any way with the play of the game with his/her substitute still on the floor will automatically receive a penalty for too many men.

(b) A minor penalty for illegal substitution shall be assessed to a player who after termination of his/her penalty proceeds to his/her players' bench by some route other than the playing floor. Any player on the floor or on the offending team's bench will be able to serve the minor penalty.

All violations of the rule shall result in a delayed minor penalty or an awarded goal when the goaltender has been removed.

SCENARIO 1

Q What is the call when during a change of players a team substitutes and ends up with too many players on the floor, a delayed penalty is signalled and the following happens: (A – E)	
A The proper call is: (A – E)	
Q	A
a) One player goes to the bench?	a) When the play is completed, assess a bench minor penalty.
b) The original line change had two extra players?	b) When the play is completed, assess a bench minor penalty.
d) After the delayed penalty is signalled, the coach sends another player from the bench?	d) Stop the play and assess two bench minor penalties.

SCENARIO 2

Q	A
a) A player is at the bench for the purpose of substitution and is inadvertently struck by the ball while having no intent of playing the ball. If His substitute is on the floor, should this be penalized?	a) No.
b) What happens if player A1 (at the players' bench) is obviously on His way to the players' bench for substitution. Player B1 intentionally prevents him/her from getting on the bench. Player A2 (substitute) comes off the bench?	b) Assess B1 an interference penalty.
c) What happens if player A1 is attempting to leave the players' bench to enter the play and is prevented from exiting the bench by player B1?	c) Assess B1 an interference penalty.

SENARIO 3

Q Should a penalty shot be awarded if the infraction for too many players is delayed until the final buzzer sounds: (A – C)

A The proper call is: (A – C)

Q	A
a) In a tie game with first overtime pending?	a) No, there is enough time in the first overtime to serve the penalty in its entirety.
b) With no overtime pending?	b) Yes, there is not enough time to serve the penalty in its entirety and therefore the penalty shot is awarded.
c) In a tie game with sudden victory overtime pending?	c) Yes, sudden victory can end at any time, therefore there is insufficient time to serve the penalty in its entirety

SCENARIO 4

Q. If an Official starts the play with too many players on the floor should a penalty be called?

A. No, the Official should stop the play and make the correction.

SCENARIO 5

Q Does a goal count if the offensive team has too many players on the floor?

A In any case when a team scores with too many players on the floor, the goal shall be disallowed if identified within the proper time constraints.

7.13 CHARGING

The Official, at his discretion must assess a minor or major penalty and a game misconduct shall be assessed to a player/goaltender who runs, jumps into or charges an opposing player/goaltender. When a violent collision results, the Attempt to Injure rule may be applied and a Match Penalty can be assessed.

SCENARIO 1

Q. Can an offensive player be assessed a penalty for charging?

A. Any offensive player (including the ball-carrier) who deliberately charges directly at a defensive player may be assessed a charging penalty.

NOTE: This interpretation is only to be used when the infraction is too violent to be covered under the minor interference rule.

SCENARIO 2

Q What criteria should be used when determining the magnitude of the penalty when a goaltender comes out of the crease to 'blind side' a player who is receiving a pass and is looking back at the ball while running towards His opponent's net?

A The proper call is: (A – C)

Q	A
a) If the goaltender checks the attacker's stick?	a) No call.
b) If the goaltender assumes a stationary position such that the attacking player has no opportunity to avoid a violent collision?	b) Assess a major penalty to the goaltender.
c) If the goaltender is in motion and body checks or cross-checks the player causing a violent collision?	c) Assess a match penalty to the goaltender.

Note: The penalty to the goaltender shall be called severely.

7.14 CHECKING FROM BEHIND

(a) A major penalty plus a game misconduct shall be assessed to a player/goaltender who, at the discretion of the Official and based on the degree of violence of the impact, intentionally pushes, body-checks, cross-checks, or hits an opposing player from behind anywhere on the floor.

(b) Where a player is, cross-checked, body-checked or pushed in any manner from behind into the boards or net, in such a way that the player is unable to protect or defend him/herself, a Match Penalty shall be assessed.

NOTE: A Checking From Behind never results in a delayed penalty, the play should be blown down immediately and the player who was hit must be tended to immediately.

7.15 CREASE PLAY

Goaltender Interference/Protection of the Goaltender

A Minor penalty for interference or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who:

- (1) interferes with or impedes the progress of the goalie who is not in possession of the ball, or
- (2) deliberately knocks a stick out of the goaltenders hand, or
- (3) prevents the goaltender who has lost or dropped his stick from regaining possession of it
- (4) enters the crease and impedes the movement of the goaltender whose intent is to make a save

Note 1: The last player to touch the ball - other than the goaltender - shall be considered the player in possession.

Note: A goaltender is not "fair game" just because he is outside the goal crease. A penalty for interference (Minor or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty) or charging (Minor or, at the discretion of the Referee, Major penalty

and a Game Misconduct penalty) shall be called where an opposing player makes unnecessary contact with the goaltender. Likewise, Referees should be alert to penalize goaltenders for tripping, slashing, or spearing in the vicinity of the goal.

7.16 CROSS-CHECKING

(a) The Official, at his discretion must assess a minor or major penalty and a game misconduct to a player/goaltender who illegally cross-checks an opponent, whether or not the opponent is in possession of the ball.

Note: A cross-check shall be defined as a check applied with the portion of the stick held between the hands, contacting the opponent anywhere on his/her body.

7.17 DELAYING THE GAME

(a) A minor penalty shall be assessed to any player/team that delays the game. This includes a team that is not on the playing floor ready to start the game or any period at the scheduled starting time.

(b) A minor penalty shall be assessed to any player/goaltender who does not drop the ball immediately or intentionally knocks or shoots the ball away after play is stopped for a possession call.

(c) A minor penalty shall be assessed when any player/goaltender intentionally bats or shoots the ball outside the playing area.

(d) A minor penalty shall be assessed to any player/goaltender who deliberately displaces a goal from its normal position. If by reason of insufficient time or at the impediment of a scoring chance, a penalty shot shall be awarded to the non-offending team.

(e) A bench minor penalty shall be assessed to a team that fails to comply with the Official's direction and thereby causes a delay to the game by making additional substitutions.

(f) The Official shall endeavour to achieve a face-off after a goal as soon as possible to a maximum of 20 seconds. A warning shall be given to a team on the first offence for not being ready for a faceoff 20 seconds after goal and on subsequent offences, a delay of game minor penalty shall be issued to the offending team.

(g) Any player who shoots or bats the ball directly out of the playing surface from their own defensive zone shall be assessed a delay of game penalty. For this penalty to be assessed the ball must be either shot over the fencing/glass at either end of the rink, or over the players benches.

(h) If a player shoots the ball from inside their own blue line that goes directly over the fencing/glass in the offensive zone will be assessed a delay of game penalty. In order for a penalty to be called the ball must be shot from behind the defending blue line and go directly over the fencing without hitting a player, Official or the fencing itself.

(i) The goaltender shall be assessed a delay of game penalty for causing a stoppage of play while covering the ball when completely behind the goal line in his/her own end.

SCENARIO 1

Q. What happens if all or most of the players (any number greater than the eligible 6 players) come on the floor to congratulate a scorer after a goal?

A. Warn the team that the next instance of this will result in a delay of game penalty.

SCENARIO 2

Q. What happens if a team or both teams are not ready to start a period?

A. Be certain that the Game Timekeeper resets the clock to the appropriate break time in between periods. If either team is not on the floor, ready to start play once the allotted break is completed, assess a delay of game penalty to the offending team.

7.18 ELBOWING

(a) The Official, at his discretion must assess a minor or major penalty and a game misconduct to any player who uses his elbow to foul an opponent.

7.19 FACE-OFFS

(a) There are nine face-off dots on the playing surface that are used to restart the play after any stoppage.

(b) At the start of each period and after a goal is scored an Official shall conduct a face-off at centre floor.

(c) The blade of the sticks of both players facing-off touching the edge of the square facing their opposite goal (i.e. the north or south side only).

Note: Situation when the other eight face-off dots are used, are explained throughout the handbook.

7.20 FALLING ON THE BALL/BALL OUT OF SIGHT

(a) A minor penalty shall be assessed to a player/goaltender who, while the ball is outside the crease, deliberately withholds the ball from play. If the player/goaltender accidentally falls on the ball, the ball goes out of sight of the Official, or the ball gets inadvertently trapped against the floor or boards by a stick, play shall be stopped and the face-off will be held at the nearest dot, unless the offensive team holds the ball in the offensive zone, then the face-off will come outside the blue line.

(b) If any defending player, except the designated goaltender, deliberately falls on or gathers the ball into his body when the ball is within the goal crease, a penalty shot shall be awarded to the non-offending team.

7.21 FIGHTING

(a) A major penalty shall be assessed to any player/goaltender who fights. This player will also be immediately ejected from the game and given a minimum five game suspension.

(b) If there is an instigator or an aggressor in a fight, a game misconduct plus any other penalties shall be assessed to the offending player(s). This also warrants the player to be suspended for an additional 6 games minimum.

(c) An instigator is the player who is deemed to be the initiator of a fight and shall be assessed an instigating minor penalty, a major for fighting, and a game misconduct.

(d) An aggressor is a player who will not respond to the official's direction to cease fighting and continues to act in an aggressive manor putting the safety of the other combatant and the Officials at risk. Any play guilty of being an aggressor shall be assessed an aggressor minor penalty, a major for fighting, and a game misconduct.

(d) A game misconduct penalty shall be assessed to any player/goaltender involved in fighting off the playing surface, along with a 10 game suspension.

(e) Should a fight start on the floor, those players not involved will immediately move to their respective benches. Should a fight start near the players' bench(es), those players not involved will move to their respective goal creases. Should a fight break out near the goal crease, the goaltender will move to his players' bench. Failure to do so will result in the offending player(s)/goaltender(s) being assessed misconduct penalties.

NOTE: *This includes between periods and the end of the game.*

(f) A game misconduct penalty plus any acquired penalties shall be assessed to a player/goaltender who incites and/or instigates an altercation during a stoppage in play.

(g) As per BHI rules, any player assessed a penalty for striking or attempting to strike

another player, shall be assessed a Major penalty for Roughing (if only one blow), or a Major penalty for Fighting (if more than one blow).

SCENARIO 1

Q. What are the definitions of Instigator and Aggressor of a fight?

A. Instigator: The player who clearly throws the first punch. In order to determine the initial punch, the Official should have viewed the players for several seconds prior to the fight.

Aggressor: Any player, who continues to fight after the Officials have attempted to separate fighters, attempts to restart a fight or refuses to stop fighting after being so instructed.

SCENARIO 2

Q. Does an Instigator penalty have to be assessed in a one-person fight?

A. No. It may be called only if the Official has a view of the players involved several seconds prior to the fight starting and is assured that the non-fighting player did not start the fight.

SCENARIO 3

Q. What is the call if a player gets into a physical altercation with non-playing bench personnel?

A. Assess both the player and the other bench personnel a game misconduct and a report shall be forwarded to the Discipline Committee.

7.22 HOLDING

(a) A minor penalty shall be assessed to a defensive player/goaltender who uses a free hand to grab or manipulate an opponent or an opponent's stick.

(b) If a ball-carrier pushes off a defending player/goaltender or his stick with a free hand, there will be no penalty assessed, unless a grabbing motion occurs.

7.23 GOALS AND ASSISTS

(a) A goal shall be scored when the ball is put into the goal by the stick of a player or goaltender of the attacking team. The ball must enter the goal from the front and be entirely over the goal line. A goal shall be scored if the ball is deflected into the goal by striking an attacking player/goaltender, who shall get credit for the goal. A goal shall not be allowed if the ball is kicked or otherwise deliberately directed by any means other than a stick, unless it is then deflected into the net by any defending player other than the designated goaltender, in which case no assist(s) shall be given. Following a goal one of the Officials shall conduct a face-off.

(b) A goal shall be scored when the ball is put into the goal in any way by a player/goaltender of the defending team. The player/goaltender of the attacking team who last touched the ball shall be credited with the goal but no assist(s) shall be given.

(c) When a player/goaltender scores a goal, an assist shall be credited to the player(s)/goaltender taking part in the play immediately preceding the goal, but not more than two assists can be given on any goal.

(d) Each goal or assist credited to a player/goaltender on the score sheet shall count as one point in the player's/goaltender's record. Only a goal or one assist may be credited to any one player/goaltender on a goal.

(e) Under the following conditions a goal shall be disallowed:

a) In the event that a goaltender has been pushed into the net together with the ball after making the stop. If applicable, the appropriate penalties will be assessed.

b) When the ball passes through the plane of the net after the game

- b) When the ball passes through the plane of the net after the game clock's horn or offensive time clock has sounded to indicate the end of a period.
- c) When the ball passes through the plane of the goal when the attacking team has too many players on the floor including those in the penalty box at the time of the play.
- d) When the ball passes through the plane of the goal after one of the officials has sounded his whistle for any reason, including the sounding of an inadvertent whistle.
- e) When the ball is kicked in a kicking motion directly or indirectly into the opponent's goal.
- f) When the ball is directed into the net off the free hand of an opponent.
- g) If a goal is scored when an ineligible player is on the floor. The ineligible player will be removed from the game and the club shall not be able to substitute another player on its roster. An ineligible player is a player who had been previously ejected from the game, and subject to league discipline.

Players in the Crease

Unless the ball is in the goal crease area, a player of the attacking side may not stand in the goal crease. If the puck should enter the net while such conditions prevail the goal shall not be allowed.

If an attacking player has physically interfered with the goaltender prior to or during the scoring of the goal, the goal will be disallowed and a penalty for "interference with the goaltender" will be assessed and announced if a player interferes with the goalies attempt to make a save.

If a player of the attacking team has been physically interfered with by the actions of any defending player so as to cause him to be in the goal crease and the ball should enter the net while the player so interfered with is still in the goal crease, the goal shall be allowed.

A Minor penalty shall be assessed to an attacking player, who while his team has possession of the puck, is interfered with by a defending player, but fails to attempt to avoid making contact with the goaltender. In addition, if a goal is scored it shall be disallowed.

A Minor penalty shall be imposed on an attacking player, not in possession of the ball, who is tripped or caused to fall and fails to attempt to avoid contact with the goaltender whether he is in or out of his crease.

A Minor penalty shall be imposed on any attacking player, who makes deliberate contact with a goaltender whether in or out of the goal crease.

SCENARIO 1

Q. What do you do when a goal is scored just before the buzzer sounds but the clock runs out before the Game Timekeeper can stop the clock?

A. Even though there is no time left on the clock, the whistle is considered to have been blown simultaneously with the horn. If the ball was in the net prior to the horn blowing, the goal shall count.

7.24 HANDLING THE BALL WITH HANDS

7.24 HANDLING THE BALL WITH HANDS

- a) A player is allowed to bat, push or catch the ball and play it anywhere on the floor.
- b) If a player covers the ball with his/her hand a delay of game penalty may be assessed, unless it occurs inside their defensive crease, in which case a penalty shot shall be awarded to the offensive team.
- c) A player can play the ball with his/her hand, as long as he/she does not close their hand on the ball, to a teammate when inside the defensive zone. The defensive zone is always below the team's designated defensive blue line, but is extended to the red line, if the offensive team has "zone".

7.25 HIGH STICKING - DANGEROUS CONTACT TO THE HEAD

- (a) BHi Administration may at their discretion; review any penalty assessed under this rule and a player is subject to further suspension
- (b) The Official, at his/her discretion shall assess a minor penalty for high sticking to a player/goaltender who checks an opponent in such a way that contact is made between his stick and the opponent's neck, face or helmet.
- (c) Contacting or attempting to contact the ball above the normal height of the shoulder shall result in a Minor penalty for High Sticking.
- (d) The Official, at his/her discretion, shall assess a major penalty for dangerous contact to the head for any contact that is deemed severe and could have caused harm to the opponent. Any high sticking penalty that results in blood drawn from the fouled player shall be ejected from the game and given a five minute penalty.
- (e) A major penalty for dangerous contact to the head and a game misconduct shall be assessed to a player who, with force, strikes another player in the head and/or neck. The actions of the player shall be deemed as dangerous and reckless conduct. Criteria for this penalty shall include some of the following but not limited to: no attempt to play the ball, leaving your feet to inflict more force, an upwards motion as opposed to a horizontal motion, significant distance traveled and weight transfer, the location of contact and the level of vision of the players involved.
- (f) The Official, at his discretion, may assess a match penalty for dangerous contact to the head if, in his judgement, the player or goaltender was reckless or endangering his opponent by making deliberate contact with the opponent's head.

7.26 HOLDING

- (a) A minor penalty shall be assessed to a player/goaltender who impedes an opponent's progress by holding him/her with his/her hands, arms or legs.
- (b) A player checking with one hand on his stick may only make "stick on stick" contact on his opponent. Contact made with the off-hand that restrains the opposing player in this situation is not allowed and a minor penalty will be assessed.
- (c) A player is not permitted to hold an opponent's stick.

7.27 HOOKING

- (a) A minor or major penalty shall be assessed to a player/goaltender who impedes a player's/goaltender's progress by hooking with his stick. Hooking includes a pulling or tugging motion using their stick, on either the body, arm, leg, hands or stick of an opposing player.

SCENARIO 1

Q. What part of the stick is used when hooking an opponent?

A. The blade of the stick.

7.28 ILLEGAL BALL

If at any time while play is in progress, a ball other than the one legally in play, appears on the playing surface, the play shall not be stopped but shall continue with the legal ball until the play in progress is completed. If the illegal ball disrupts proper game play, the Official shall stop play, removal the illegal ball, and proceed with a face-off closest to where possession was at the time of the whistle.

7.29 INJURED PLAYERS

(a) When a player is injured, play shall not be stopped until the play in progress is completed. A face-off shall restart play at the nearest dot to where play was stopped. If the injured player is in their offensive zone and play is blown dead, the face-off will occur outside the zone.

NOTE: *When a player appears to be seriously injured, the Official shall stop play immediately.*

(b) When play is stopped because of an injury, the injured player (excluding the designated goaltender) must leave the playing floor prior to restarting play, and must remain there until play resumes.

(c) If a goaltender sustains an injury or becomes ill, he/she must be ready to resume play immediately or be replaced by a substitute.

(d) When a goaltender gets hit flush on the facemask and it is obvious that he is injured, play shall be stopped immediately.

(e) In the event of an injured goaltender, the trainer may come on to the floor to tend to the goaltender. If the injury is serious or 60-seconds expire commencing from the Official's notification to the bench of the injury, the goaltender must be replaced by a substitute without any delay. No warm-up shall be permitted for the substitute goaltender.

SCENARIO 1

Q. If play is stopped for an injury and it becomes obvious that the player is faking the injury to obtain a whistle or stop play, what should be done?

A. The Official may assess an unsportsmanlike minor penalty

7.30 INTERFERENCE

(a) A minor penalty shall be assessed if any player/goaltender or non-playing personnel, on the players' bench or penalty bench, interferes with the movement of the ball or an opposing player/goaltender while play is in progress. If the designated goaltender had been removed from the playing floor, and a player/goaltender of the side attacking the unattended goal or the ball is interfered with by any opposing player/goaltender or non-playing personnel on the players' bench or the penalty bench, a goal shall be awarded to the non-offending team.

(b) A minor penalty shall be assessed to a player/goaltender who deliberately prevents a player/goaltender who has dropped his stick from regaining possession of it.

SCENARIO 1

Q A goaltender leaves the floor for an extra attacker, but leaves his stick standing up in the goal and: (A – C)

<i>A</i>		The proper call is: (A – C)	
<i>Q</i>		<i>A</i>	
a)	An opposing player shoots and misses the goal?	a)	Stop play and assess the goaltender a delay of game penalty.
b)	An opposing player shoots, hits the stick and the ball does not go into the goal?	b)	Stop play and award a goal to non-offending team
c)	You notice the stick while play is in the other end?	c)	Signal a delayed penalty to the offending team.

SCENARIO 2

Q. Team B goaltender is on the bench for an extra attacker. Team A is in possession. A member of team B (or bench personnel) interferes with the progress of any player on team A. Since this interference occurs from the players' or penalty bench, what is the call?

A. Award a goal to team A.

Note: For a goal to be awarded in this situation the interference by the illegal person shall mean contact with any player on the playing surface or the ball.

Any interference from the bench is penalized as follows:

- If the offending team has possession, assess a minor penalty immediately.
- If the non-offending team has possession signal a delayed minor penalty.
- If the non-offending team has an unobstructed path to the goal with possession of the ball, award a penalty shot.
- If the non-offending team has an unobstructed path to the goal and the goaltender has been removed, award a goal.
- In all other cases assess the offending team a minor penalty.

SCENARIO 3

Q. What criteria should be used when considering minor interference?

A. The player being interfered with must have a reasonable chance to obtain the ball. The offending player's illegal actions must be the reason that the player was unable to get the ball.

The offending player's action prevented a defensive player from having a reasonable opportunity to be involved in the play.

SCENARIO 5

<i>Q</i>		<i>A</i>	
a)	What happens if player A1 (at the players' bench) is obviously on His way to the players' bench for a substitution Player B1 intentionally prevents him/her from getting on the bench. Player A2 (substitute) comes off the bench?	a)	Assess B1 an interference penalty.
b)	What happens if player A1 is attempting to leave the players' bench to enter the play and is prevented from exiting the bench by player B1?	b)	Assess B1 an interference penalty.

7.31 INTERFERENCE BY SPECTATORS

- (a) If a player/goaltender is interfered with by a spectator, the play in progress shall be completed if possible and if not, play shall be stopped and restarted with the game clock returning to the time of the interference.
- (b) In the event that objects are thrown on the playing floor, which interfere with the progress of the game, the play shall be stopped and restarted with a face-off closest to where the ball was at the time of the whistle.
- (c) In the event that a spectator grabs or interferes with the ball while it is in play, the play shall be stopped and restarted with a face-off.

Note: In all occurrences of spectator interference, the spectator shall be removed from the playing area and a report shall be forwarded to BHi Administration. It shall be team which the spectator is connected to whose responsibility it will be to remove the spectator and play shall not resume until the Official is satisfied that the issue has been resolved.

7.32 KICKING A PLAYER

- (a) A major or match penalty, at the discretion of the Official, shall be assessed to a player/goaltender who kicks or attempts to kick an opponent.

7.33 KICKING THE BALL

- (a) Kicking the ball shall be permitted in all zones. However, kicking the ball directly into the opposing team's goal will result in a no goal.

7.34 KNEEING

- (a) The Official, at his/her discretion must assess a minor or major penalty and a game misconduct shall be assessed to a player/goaltender who uses his knee to foul an opponent.

7.35 LEAVING THE PLAYERS' BENCH/PENALTY BENCH

- (a) If a player/goaltender illegally enters the game from his own players' bench, any goal scored by his team while he or his substitute are illegally on the playing floor shall be disallowed.
- (b) No player/goaltender shall leave the players' bench or the penalty bench at the end of a period or at the end of a game until the Official signals the bench to do so. A game misconduct penalty shall be assessed to the first player/goaltender from each team, including any non-playing personnel who leave the players' bench or the penalty bench prior to the Official's signal.
- (c) No player/goaltender may leave the players' bench at any time during an altercation. A game misconduct penalty shall be assessed to the all players/goaltenders from each team and any non-playing personnel who leave the players' bench and go on the playing surface during an altercation. The Official shall report any such incident to the Discipline Committee.
- (d) If a player leaves the penalty bench and goes on the playing floor before his/her penalty is fully served through an error of the Game Timekeeper, he/she shall return to the penalty bench to serve his/her unexpired time.
- (e) If a player leaves the penalty bench and goes on the playing floor before his/her penalty is fully served by his/her own error, he/she shall be assessed a minor penalty and shall also be required to serve his/her unserved time.
- (f) If a penalized player returns to the playing floor from the penalty bench before his/her penalty has expired, by his/her own error or the error of the Game Timekeeper, any goals scored by his team while he/she is illegally on the playing floor shall be disallowed.

(g) Any penalized player who leaves the penalty bench while an altercation is in progress shall be assessed a minor penalty plus a game misconduct penalty. The Official shall report the incident to BHi Administration.

h) If a ball-carrier, with no opposition between him/her and the opposing goaltender, is interfered with by a player/goaltender of the opposing team, who his/herself, entered the game illegally, a penalty shot shall be awarded.

(i) If the designated goaltender had been removed from the playing floor, and a player/goaltender of the side attacking the unattended goal or the ball is interfered with by a player/goaltender who shall have entered the game illegally, a goal shall be awarded to the non-offending team.

SCENARIO 1

If the Game Timekeeper permits a player to return to the floor before his/her time has actually expired, this error must be corrected during the first stoppage in play following the actual time when the penalty should have been completed. If the error was not discovered until after the play resumed following this stoppage, then no adjustment shall be made. All goals scored by his team prior to or after the expiry time of the penalty shall count. If the error is reported to an Official by the end of the first stoppage in play after the penalty expiry time, any goal scored by his/her team while he/she or his/her substitute was illegally on the floor shall be disallowed.

SCENARIO 2

Q. Player A1 receives a minor penalty at 5:00. Due to a timekeeper's error the player leaves the penalty bench at 3:30. Team A scores at 2:45 with that player on the floor. This is the first stoppage in play (since the penalty would have ended at 3:00) and it is brought to the Official's attention at this point.

A. The goal is disallowed. The player would not serve any extra time.

SCENARIO 3

Q. Player A1 receives a minor penalty at 5:00. Due to a timekeeper's error, the player returns to the floor at 3:30. At 3:10 team A scores with that player on the floor. The error was reported to the Official during the next stoppage at 2:40.

A. The goal at 3:10 would be disallowed.

SCENARIO 4

Q. If both benches clear during an altercation and the Officials only note the first player off team A bench, is he assessed a game misconduct?

A. Assess the game misconduct to the appropriate player on team A and request the Captain of team B to identify the first player off team B bench and assess him/her the game misconduct. If no player is identified, assess the game misconduct to the Captain.

7.36 MOLESTING OFFICIALS

(a) A match penalty shall be assessed to any player/goaltender or non-playing personnel who strikes, trips, threatens or makes intentional contact with an Official or any other Off-Floor Official. A report shall be forwarded to BHi Administration. Time served penalties, shall be served by any player (other than the designated goaltenders). A goaltender penalty shall be served by a teammate.

SCENARIO 1

Q. Does a player have to serve the 5-minute penalty for a match penalty assessed to non-playing personnel?

A. Yes, it shall be served by any player on the team's bench or on the floor as the offender shall be removed from the game

shall be removed from the game

SCENARIO 2

Q. What happens if an Official or Off-floor Official is threatened or assaulted?

A. Anytime an Official or Off-floor Official is threatened or assaulted the police shall be contacted immediately and a report shall be submitted to BHi Administration.

7.37 REFUSING TO START PLAY

(a) If a team refuses to go on the floor or, if on the floor, is withdrawn, or refuses to start play when ordered to do so by the Official, the team shall be assessed a bench minor penalty for delaying the game. The Official shall inform the offending team's Captain of the penalty and that they have one minute in which to ready themselves to resume play. If the team still refuses to start play or should there be a recurrence of the same incident later in the game, the Official shall declare the game ended and forward a full report to BHi Administration.

7.38 SLASHING

(a) The Official, at his/her discretion must assess a minor, major penalty and a game misconduct to any player/goaltender who slashes an opponent with the stick.

NOTE: Any player/goaltender who swings the stick at an opponent (whether in or out of range) shall be penalized for slashing.

NOTE: A player/goaltender may not strike an opponent with that portion of the stick not held between the hands. Stick-to-stick contact is allowed but hands (gloves) are considered part of the body and may not be touched. A slash can be called on stick on stick contact if the contact is considered, at the discretion of the official, to be excessive or unwarranted. A penalty should be called if stick on stick contact results in the offending player breaking or knocking the stick out of the opponents hands.

(c) In addition to any penalties assessed, any player/goaltender who swings the stick at another player/goaltender during an altercation shall be reported to BHi Administration.

(d) A minor or major penalty shall be assessed to a player/goaltender who while in the process of shooting or passing, follows through with the stick and slashes an opponent. Should a goal be scored on the shot, the goal shall be disallowed and the penalty assessed.

NOTE: Unintentionally striking an opponent who is moving into the range of the follow through of a shot or pass should not be penalized, unless the resulting follow-through contacts the player above the shoulders, in which case a high sticking penalty shall be called.

SCENARIO 1

Q. Does a player have to hit an opponent to be penalized for slashing?

A. Any player who swings the stick at an opponent whether in or out of range shall be penalized for slashing.

SCENARIO 2

Q. Can a slash be called a match penalty?

A. Any slash or swing with intent to injure shall be called under the rule Attempt to Injure.

7.39 SLIDING

(a) A minor penalty shall be assessed to any player who performs a three-point (one knee and two feet contacting the floor) sliding play towards an attacking player and makes contact with the opponent's body prior to contacting the ball with his/her stick.

(b) A minor penalty shall be assessed to any player who drops to both knees in order to make an offensive or defensive play on the floor.

(c) A minor penalty shall be assessed to any player who lays their body flat on the floor in

order to obstruct play.

7.40 SPEARING

(a) A major or match penalty, at the discretion of the Official, shall be assessed to a player/goaltender who spears or attempts to spear an opponent.

NOTE: Spearing shall be defined as stabbing an opponent with the blade of the stick. Spearing may also be treated as attempt to injure.

NOTE: Attempt to spear shall include all cases where a spearing gesture is made, regardless of whether body contact is made or not.

7.41 THIRD PERSON IN ALTERCATION

(a) A game misconduct penalty plus any acquired penalties shall be assessed to a player/goaltender who is the 1st to intervene in an altercation already in progress.

SCENARIO 1

Q. Does a fighting penalty have to be assessed in order to assess a game misconduct for third person in?

A. No, but a minor, major or match penalty must have been committed, and eventually assessed, to at least one of the original participants.

SCENARIO 2

Q Can a player/goaltender enter an altercation, and grab his own teammate in order to act as a peacemaker?

A No, as this may incite others to enter the altercation. Assess the penalty regardless of the reason for the player/goaltender having entered the altercation.

7.42 THROWING STICK

(a) A minor or major penalty shall be assessed to a player/goaltender who throws a stick or any other object at an opponent or the ball.

(b) A bench minor penalty shall be assessed when a stick is thrown from the players' bench to the playing area for the purpose of replacing a broken or dropped stick.

NOTE: If the stick is picked up, the player/goaltender receiving the stick shall be assessed a minor penalty plus a ten-minute misconduct penalty and the bench penalty shall be waived.

(c) In all other cases, a player/goaltender shall be assessed a ten-minute misconduct penalty for throwing a stick or any other object. If the stick or other object is intentionally thrown out of the playing area, in addition to the ten-minute misconduct penalty, the Official shall report the incident to BHi Administration.

NOTE: When a player discards the broken portion of a stick, tossing it to the side of the playing floor (and not over the boards) in such a way that will not interfere with the play or an opposing player, no penalty shall be assessed.

(d) If a ball-carrier in the attacking zone, is behind all opposing players other than the designated goaltender, is fouled from behind by a stick or any other object being thrown thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded when the play in progress is completed.

(e) If the designated goaltender has been removed from the floor for a substitute player, and an opposing ball-carrier in the attacking zone, having no opponent to pass, is fouled from behind by a stick or any other object being thrown thus preventing a reasonable scoring opportunity, the Official shall award a goal to the non-offending team.

SCENARIO 1

Q. What is the call if a player on the floor throws a stick to his teammate/goaltender who has lost or broken his stick?

has lost or broken his stick:

A. The player would be assessed a two-minute minor for throwing a stick.

If the teammate/goaltender picks up the stick that person would be assessed a minor and ten-minute misconduct for picking up the stick illegally and the penalty against the player throwing the stick would then be waived.

Note: A major penalty for throwing the stick is only assessed if the player throws the stick at the ball or an opponent.

SCENARIO 2

Q. When does the penalty occur when a stick (or any other object) is thrown?

A. A delayed penalty is signalled the instant the stick (or object) leaves the hand of the person who throws it.

If a stick is thrown at a player on a breakaway, and the thrown stick causes the player to lose his scoring opportunity, a penalty shot is awarded and the major penalty assessed.

Note: A stick thrown off the bench by an unidentified player or any bench personnel results in a bench minor.

7.43 TRIPPING

(a) A minor penalty shall be assessed to a player/goaltender who uses his/her stick or any part of his body to trip an opponent. This includes a defending player/goaltender dropping in front of an opponent causing the opponent to fall over the body or portion thereof.

(b) If a ball-carrier in the attacking zone, having no opponent to pass other than the designated goaltender is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending team when the play in progress is completed.

(c) If the designated goaltender has been removed from the floor and an opposing ball-carrier, in the attacking zone, having no opponent to pass, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, the Official shall award a goal to the non-offending team.

7.44 UNNECESSARY ROUGHNESS/ROUGHING

(a) The Official, at his/her discretion, must assess a minor or a major penalty and a game misconduct to a player/goaltender who uses roughing/unnecessary roughness during a game.

(b) A major penalty shall be assessed to a player/goaltender for grabbing the facemask, helmet, chinstrap, hair pulling or head butting.

SCENARIO 1

Q. When should a major penalty be assessed for pulling the facemask or chinstrap?

A. This penalty should only be assessed when the player is pulling on the helmet in a fashion that may cause injury or he is using it for any kind of advantage. Simply grabbing the helmet or facemask does not justify assessing this penalty.

8. SUSPENSIONS

Suspended players will not be allowed to attend the games that they are suspended from.

Suspended participants will not be eligible to participate in any BHI sanctioned activities, including tournaments, until their suspensions are served in full. All suspensions will be served in full in the division that the infraction occurred, and will be carried over to the participant's home BHI rink. Suspended participants who play in multiple divisions (or officiate) will be ineligible to participate in any league games for 24 hours. If the player's

team in question has been eliminated from the playoffs or does not return the next season, the player will serve the suspension with his next scheduled team regardless of division or stage of season. Any player who receives a match penalty will not be permitted to participate in any division until the full suspension has been served in the division it was incurred.

Fighting Major (multiple punches, 2 players, gloves on or off)	5 Games
Fighting Major (instigator)	6 Games
Fighting Major (noninstigator)	3 Games
Fighting Major (second time, same season) (minimum upon review)	10 Game
Fighting Major (during handshake, on premises before/after game) (minimum upon review)	10 Games
Roughing Major (1 punch/swing)	2 Games
Gross Misconduct	2 Games
Third Man in	3 Games
Leaving The Bench (minimum upon review)	3 Games
Failure to Go To Penalty Bench or Leave the Playing Area/Facility	2 Games
Molesting Official (minimum upon review)	10 Games
Threatening an Official (minimum upon review)	5 Games
Checking From Behind (2 minute Minor and Game Misconduct)	1 Game
Checking From Behind (5 minute Major and Game Misconduct) (minimum upon review)	3 Games
Checking To the Head (2 minute Minor and Game Misconduct)	1 Game
Checking To the Head (5 minute Major and Game Misconduct) (minimum upon review)	3 Games

Any Major/Misconduct in the last 10 min or Overtime of the game

1 Game

Match (Attempt or Deliberate Injury)
(minimum upon review)

5 Games

**ALL SUSPENSIONS, 5-MINUTE MAJORS AND MISCONDUCTS WILL BE
REVIEWED BY BHI MANAGEMENT**

BHi GLOSSARY

Aggressor:

Player attempting to continue a fight by throwing or attempting to throw punches or again by continuing the grappling action with his opponent with the intent of intimidation or punishment of that opponent. The aggressor may or may not be the instigator of the fight.

Altercation:

Altercation is defined as any incident involving players leading to a penalty or penalties.

Attempt to or Deliberate Injury:

An action by a player or team official who by the use of a stick, feet or other object, or by using her body, hits or attempts to hit an opposing player or team official, or game official with the intention of causing injury.

Breakaway:

A player in full control of the ball, and having no opposing player between himself and the opposing goaltender

Broken Stick:

A stick that in the opinion of the Official is unfit for normal play.

Butt-Ending:

The action whereby a player uses the shaft of the stick, above the upper hand, to check an opposing player in any manor or jabs or attempts to jab an opposing player with this part of his stick.

Captain:

A player, other than a goaltender, who is selected or named by the team, to represent the team with the officials. Wherever the word "Captain" appears in the Rule Book, it defines those players who have been designated as Captain or Alternate Captain on the Official Game Report. Also noted as team rep.

Charging:

The act of taking more than two steps or strides to contact an opposing player.

Checking From Behind:

Any action where a player is intentionally pushed, body checked, high sticked, cross-checked or hit in any manner from behind.

Coach:

A person primarily responsible for directing and guiding the actions and efforts of his team. Along with the Manager, he is responsible for the conduct of the players before, during and after the game in the arena.

Control:

A player actually propelling the ball with his / her stick, and is able to pass, throw, shoot.

Creases:

Identifies enclosed space designated for the protection of the goaltender and the use of the Official in the discharge of their respective duties. The lines which designate this space are to be considered part of the crease.

Cross-Checking:

The action of using the shaft of the stick between the two hands to check an opponent at any height.

Game Ejection:

When a player has been removed from the game for five penalties, this player must leave the area of the players' bench and must in no way direct, coach or assist the team in any manner for the remainder of the game.

Gathering/Scrum:

When one or more players of one team come in close contact with one or more opposing players in such a manner as to create the possibility of a penalty or penalties against one or more of the players.

Goaltender:

A person designated as such on the Official Game Report, who is identified by the use of special and legal equipment and privileges to prevent the ball from entering the net.

High Sticking:

The action of the player making contact with the stick or any part of the stick above the normal height of the shoulder of his / her opponent.

Holding:

Any action by a player that retards the progress of an opposing player whether or not he / she is in possession of the ball.

Hooking:

The action of using the blade of the stick in a "pulling or tugging" motion to impede the progress of an opponent. The hooking action may apply to any part of an opponent's body or stick.

Instigator:

The player responsible for starting a fight by throwing or attempting to throw the first punch(es).

Kicking:

The action of a player deliberately using his feet with a kicking motion to contact an opponent, with no intent to play the ball.

Off-Floor Officials:

Officials appointed to assist the On-Floor Officials in the conduct of the game. They are under the control of the Official during the game, and include the Game Timekeeper.

On-Floor Officials:

The On-Floor Officials are made up of two Officials.

Penalty:

The result of an infraction to the rules.

Players:

The members of the team physically participating in a game. Except where special rules apply to him, the goaltender is to be considered a player.

Players in Uniform:

Players duly registered on the Official Game Report and attired in the appropriate protective equipment in order to participate in the game.

Protective Equipment:

The equipment worn by a player for the sole purpose of protecting against injury.

Shorthanded:

Shorthanded means that a team is below the numerical strength of its opponent on the floor

Slashing:

The action of hitting an opponent with a stick while holding the stick with one or both hands. Tapping the stick of the ball carrier is not considered slashing if it is for the sole purpose of taking the ball. A player who swings his stick at an opponent and makes no contact shall still be guilty of slashing.

Spearing:

The action of poking or attempting to poke an opponent with the toe of the blade of the stick while holding the stick with one or both hands.

Team Official:

The five people clearly identified on the Official Game Report which may include the Coach, Manager, Trainer, Stick Boy, Team Doctor, President and other members of the executive of the team.

Time Penalty:

A penalty which at any time results in a team playing with less than six players on the floor i.e., Minor, Bench Minor, Major or Match penalty.

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