

VICTORIA VILLAGE

HOCKEY LEAGUE

RULES

2002 - 2003



**VICTORIA VILLAGE HOCKEY LEAGUE
LEAGUE RULES
INDEX**

MISSION STATEMENT	1
OBJECTIVES	2
1. PLAYER REGISTRATION	2
2. GAME TIMES AND SCHEDULES	2
3. PRACTICE TIMES AND SCHEDULES	2
4. GAME DURATION	2
5. EQUIPMENT	3
a) Players	3
b) Goal keepers	3
c) Sweaters and Socks	3
6. LEAGUE RULES	
a) Basis	4
b) Final Registration Date	4
c) Buzzer System	4
d) Age Brackets	4
e) Body checking	4
f) Game Eligibility	4
g) Coaches On The Ice	5
h) Player Movement and Coaching Assignment	5
i) Player Additions	5
Player Losses	5
j) Requests	5
k) Playoffs	6
Play off Format	6
l) Player Substitution	7
(1) Illegal Substitutes	7
(2) Substitution For Injured Goalie - Tyke Through Midget	7
m) Officials	8
(1) Hockey Committee	8
(2) Time Keepers	9
(3) Referees	9

(4) Coaches	9
7. ARENA CONDUCT	
a) Profani ty	9
b) Drinki ng and Drugs	9
c) Smoki ng	10
d) Spectators	10
e) Dressi ng Rooms	10
f) Shooti ng against Sl ide Boards	10
g) Dressi ng Room Al locati on	10
h) Non-Pl ayi ng Personnel on Bench	10
i) Boundari es	10
8. PROTESTS	11
9. PLAYER ABSENCE	11
10. PENALTIES AND PLAYING RULES	12
(Novi ce Through Atom Onl y)	
APPEALS	12
SPECI FIC RULES FOR TYKE SERIES (A B C)	13/14
a) Mi nor penal ty	14
b) Bench mi nor	14
c) Major	15
(1) Four penal ties in same game	15
(2) Three stick infracti ons	15
(3) Two majors in same game	15
(4) Second major in season	15
(5) Thi rd major in season	15
(6) Fi ghti ng	15
d) Mi sconduct	16
e) Game Mi sconduct	16
(1) Pl ayers	16
(2) Coaches	16
f) Gross Mi sconduct	17
g) Match Penal ties	17/18

SUSPENSION: REVIEW	19
PLAYERS	19
FIGHTING	19
GAME MISCONDUCT: Major Misconduct	19
GROSS MISCONDUCT	19
MATCH PENALTY	19
SUSPENSION: REVIEW	20
TEAM OFFICIALS	20
GAME MISCONDUCT: Major Misconduct	20
GROSS MISCONDUCT	20
LISTING OF SOME PENALTIES	21
(1) Minor	21
(2) Major	21
(3) Misconduct	22
(4) Game Misconduct	22
(5) Game Expulsion	22
(6) Match	23
(7) Gross Misconduct	23
EQUIPMENT LIST FOR NEW PLAYERS	24
SHORT BENCH SHIFT SHEET	25

Victoria Village Hockey League

MISSION STATEMENT

To provide an organization wherein a youngster of any race, creed, sex or religion can compete under controlled conditions in a game of hockey with equality in (as close as possible) age grouping, training and participation time.

- To promote, govern and improve organized hockey within its operating area.
 - To foster among its members, supporters and teams a general community spirit.
 - To maintain and increase interest in the game of hockey.
 - To exercise a general supervision and direction over the playing interests of the Players, Coaches and Executives with the emphasis on the enhancement of good character, sportsmanship and citizenship.
- Putting "FUN" back into the game of Hockey.**

Victoria Village Hockey League

OBJECTIVES

1. PLAYER REGISTRATION

All Players are required to register with the League on the Greater Toronto Hockey League (G.T.H.L.) Registration (insurance) form provided.

2. GAME TIMES AND SCHEDULES

Starting times and teams for each game will be printed on a schedule and will be given to Coaches for distribution to Players and Parents.

The schedule will also be on display in the arena or on our notice board.

3. PRACTICE TIMES AND SCHEDULES (Tykes to Bantam)

A schedule of starting and finishing times for all practices will be printed. These will be given to the Coaches for distribution to Players and Parents. An additional copy will be on display in the arena. To ensure that all teams receive their allotted ice time, it will be the responsibility of the Coach to remove the Players from the ice surface immediately upon completion of their practice time, thereby allowing the next team on.

Note: All persons on ice for practices or games for Tyke Group under the age of 18, must wear a helmet and neck guard for insurance purposes.

4. GAME DURATION

All games will consist of three (3) 15 minute running time periods, utilizing a 3 minute buzzer system, except the Peewee, Bantam and Midget Series, they will change on the fly. Stop time will be in effect during the last minute of the third period. Teams will change ends except in Tyke series.

PLEASE NOTE: Once ice time has been started, the clock will not be stopped except:

- (1) As noted above during last minute.
- (2) Between periods.
- (3) By the Time Keeper's buzzer signifying an illegal substitution.
- (4) At Referee's discretion during game.

SPECIAL NOTE:

If one team has a three (3) goal or greater spread on its

opponent when the last minute of the third period is reached, **NO STOP TIME WILL TAKE PLACE.** The clock therefore will continue to run to the conclusion of the game.

Victoria Village Hockey League

5. EQUIPMENT

a) Players

All Players must wear full equipment. Current CSA approved protective helmet and face mask is **MANDATORY**. BNQ approved only neck guard is also **MANDATORY**. Helmet chin straps and face mask straps must be securely fastened. Skate guards are **MANDATORY** on blades requiring them.

b) Goal keepers

All Goalkeepers must wear CSA approved helmet and face masks. Chin straps **must** be fastened. Facial protection must be properly affixed to the helmet and extend down to the chin. A Goalie's own equipment shall not afford less protection than the equipment supplied by and available from the League. Acceptance of substitute equipment by the League **DOES NOT** imply that the League accepts responsibility for any failure of the equipment to afford protection.

NOTE: a) Facial protectors and helmets **MUST BE WORN AT ALL TIMES** to validate insurance claims.

If a helmet or facial protector becomes dislodged, the referee must blow the whistle, stop the play and direct the player to the bench for repairs.

2) Also be aware that the placement of "decals, stickers or tape on helmets, may invalidate a potential insurance claim.

c) Sweaters and Socks

Each Player will be provided with a team sweater and socks which are to be used throughout the season for games. During games, two (2) different colour socks are not permitted.

NOTE: Any Player being moved to another team following evaluation day **must** return the sweater and socks to the old team before the Player will be issued the new team sweater and socks and assigned a position on the new team.

Victoria Village Hockey League

6. LEAGUE RULES

a) Basis

Basis will be as outlined in the North York Hockey League and C.A.H.A. with allowable amendments in line with the purpose of the Victoria Village Civitan Hockey League.

b) Final Registration Date: JANUARY 15TH

c) Buzzer System:

This will govern Player changes at 3 minutes intervals during a game except the Peewee, Bantam and Midget Series, Players will change on the fly. Tyke through Atom series will be governed by the buzzer.

NOTE: An objective of the League is for each Player to have equal playing time. Coaches are reminded of this intent and a check will be maintained by the League to assure compliance. See attached suggested shift for short benches.

d) Age Brackets

Tyke	5 - 6 - 7
Novice	8 - 9
Atom	10 - 11
Peewee	12 - 13
Bantam	14 - 15
Midget	16 - 17

Some variance in the arrangement may be required due to a Player's level of ability. Example: a 12 year old may be placed in the Atom series to ensure proper development and more enjoyment.

e) Body checking

No Body checking is allowed in House League. A minor penalty is assessed for this infraction.

f) Game Eligibility

Only Players registered with the League and listed on the game sheet are eligible to play. Players not signed on a G.T.H.L. insurance form will be ineligible to play or practice. Players arriving up to the end of the first period are eligible to play at the discretion of the Coach.

The Time Keeper must be advised of the late arrivals before the end of the first period.

Victoria Village Hockey League

g) Coaches On The Ice

One (1) Coach per team in Tyke series only will be allowed on the ice during the first eight (8) games. The Coach must stay between the blue lines except when necessary to position a Player for face-offs. The Coach must stay along the boards while the game is in progress as much as possible and must not interfere in the play or direct the Players in such a loud voice as to distract others. If a Coach continues to stray beyond the blue lines and/or interferes with play, a penalty shot **MAY** be awarded to the opposing team.

h) Player Movement And Coaching Assignment

The League will move Players to ensure equality of teams before competition for the League standings start. Coaches and team sweaters will be allocated after the teams have been set up.

i) Player Additions

From time to time, Players register with the League after commencement of the schedule where ability is not known. These Players will be placed with a team after attending a minimum of one (1) practice. The team on which the Player is placed is at the discretion of the League and is final.

Player Losses

In certain cases, teams may lose Players due to injury, sickness, family relocation or quitting. To compensate, Players may be moved from another team. The decision of the League is final.

j) Requests

Players, Parents and Coaches on occasion specifically request the League to place certain Players together as convenience due to transportation problems, etc. The League will consider such requests only if received prior to the formation of the teams. No guarantee of such arrangements are assured nor will be given. Players will be placed on teams based on the League's evaluation of each Player and to balance teams to Player ability. A Coach is not permitted to recruit Players or place Players on his/her team. Players must be registered with the League before they will be assigned to a team.

Victoria Village Hockey League

k) Playoffs

The format for playoffs will be given to teams in advance of playoff time. All teams in each group will participate in the playoffs. All playoff games are to be decided by score; if tied at the end of regular time, sudden death overtime will be played until one team is victorious.

To recognize the accomplishment of the team finishing first in each division, a suitable and worthy award will be made to each Player and member of the Coaching Staff (maximum 3).

Playoff Format:

3 teams	Semi-final	2 vs 3	1 gets by
4 teams	Semi-final	1 vs 4 2 vs 3	
5 teams	¼ Final	4 vs 5 (Game A)	1 gets by
5 teams	Semi-final	1 vs winner (Game A)	2
		vs 3	
6 teams	¼ Final	3 vs 6 4 vs 5	1 & 2 BY
	Semi-final	1 vs lowest standing	2 vs

other

To decide final series positions where ties exist, positions will be decided as follows:

- 1) Teams with the most wins in games between tied teams.
- 2) If tie still exists, by total number of victories for all games played in the season.
- 3) If tie still exists, the team with the most goals scored in games between the tied teams.
- 4) If tie still exists, the team with the better differential between goals for and against for the entire season.
- 5) If tie still exists, by tossing a coin.

Victoria Village Hockey League

1) Player Substitution (Tyke Through Atom)

Buzzer System - 3 minute shifts. Buzzer may be sounded if stoppage of play occurs with 15 or less seconds left in shift.

Player changes occur for all five (5) Skaters at the end of each shift.

Each Player must receive a minimum of five (5) complete shifts in each game. No Player may have six (6) shifts in a game until every Player on the team participating in said game has had five (5) shifts, likewise seven (7) until six (6), etc.

Any Player for the next shift may replace an injured Player or a Player with equipment failure, and this will not constitute double shifting. Only if there are **ten (10) or less Skaters** may a Player of the previous shift replace an injured Player.

No Player may play two (2) consecutive shifts if there are ten (10) or more Skaters. Consideration may be given in Tyke division to ensure "ABC" system runs smoothly. I.e. 2 "B" line players are away.

The Goalie may be replaced by a Skater at any time or times during the last three (3) minutes, but the Player replacing the Goalie must be the same Player on each substitution and cannot be from the previous shift **unless the team has ten (10) or less Skaters**.

The onus is on each Coach to organize his/her lines and check Players' shifts to ensure compliance with the above rules.

1) Illegal Substitutes

Must be brought to the attention of the Referee, who will notify the Time Keeper to stop time by the buzzer immediately. The Referee will advise the Coach of the infraction. Play will commence with a face-off at centre ice. Any goals scored by the offending team during the time of the illegal substitution will be disallowed.

2) Substitution For Injured Goalie. (Tyke Through Midget)

An injured Goalie may be replaced by any Player on the Goalie's team selected by the Coach. This is the only substitution allowed to the end of the game in which the injury is sustained. If a substitute Goalie is required for subsequent games and the Coach desires a substitute other than from his/her own team, the Coach must advise

the Hockey Committee. The Hockey Committee would then arrange for another substitute Goalie from another team, in the Victoria Village Hockey League in either the same age group or the next younger age group. The replacement is to be drawn for if more than one (1) other Goalie is available for the position.

Victoria Village Hockey League

m) OFFICIALS:

1) Hockey Committee - Responsibilities

- 1) Selecting the teams and Coaching Staff.
- 2) Advising each Coach who the Players are on his/her team.
- 3) Advising Coaches when their team play and practice.
- 4) Providing Time Keepers to run the clock and manage the penalty boxes (where possible) and to ensure that other Officials carry out their duties properly.
- 5) Ensuring that completed game sheets are delivered to the League Statistician within 48 hours of each game.
- 6) Balancing teams, if necessary, by reassigning Players.
- 7) Interpreting rules and bringing them to the attention of Coaches, Referees, Time Keepers, etc.
- 8) Working with Coaches and Parents to resolve problems of any individual Player(s) that may arise.
- 9) Fully supporting Coaches, Referees, and other League Officials on matters of Player discipline.
- 10) Responsible for adherence and interpretation of League rules. All questions arising at a game concerning League regulations will be settled by the Hockey Committee, who have final authority at the arena.
- 11) Dressing rooms have been properly assigned.

- 12) Issuing Goal keeper's equipment from the storage room in an emergency and recording the issue with the Equipment Manager.
- 13) The dressing rooms are left in a clean condition after each use and for speaking to the Coach of any team leaving a messy dressing room.
- 14) First aid (contacting Ambulance or Fire Department, if necessary).

Victoria Village Hockey League

2. Time Keepers:

- 1) Pucks and first aid kit are on hand for each game;
- 2) Game sheets are completed correctly and are signed by respective Coaches.

3. Referees:

Once a game begins, the Referee is in complete charge. Their interpretation and application of playing rules are not open to dispute BY "ANY" AUTHORITY.

4. Coaches:

Each Coach is responsible for understanding the intentions of the League, the League rules, and the penalties for infractions. It is the Coach's responsibility to make the Players aware of all the rules and regulations. It is a prime function of each Coach to perform in an exemplary manner at all times and ensure that the Players conduct themselves in the same manner. The Coach is responsible for all League equipment loaned to the team and for its safe return at the conclusion of the season. Coaches must direct all questions to the Hockey Committee throughout the season on all concerns in connection with the operation of their team or series. Coaches are also responsible to ensure properly completed game sheets are in the hands of the Time Keepers a minimum of five (5) minutes before each game.

7. ARENA CONDUCT

a) Profanity:

There are specific rules and penalties for this infraction in the rule book. Let it be emphasized that profane language HAS NO PLACE IN OUR LEAGUE. In the interest of all concerned, any Player, Coach, Official, League Official, or Spectator who feels above this ruling and continues the use of profanity WILL NOT BE ALLOWED participation with this League.

b) Drinking and Drugs

Their use is strictly prohibited. Any Player, Coach, Referee, Spectator or League Official under the influence will be requested to leave the arena immediately.

Victoria Village Hockey League

c) Smoking

Smoking is not allowed in dressing rooms or on or near the Player's benches or penalty boxes. Team members or Officials smoking in these areas will receive a two (2) minute bench penalty.

d) Spectators

Except for the assistance of the younger Players to and from the dressing room area before and after the games, **Spectators are not allowed on the dressing room side of the arena.** Signs prohibiting Spectators are prominently displayed on arena walls.

e) Dressing Rooms

These rooms are in a clean state at the arrival of the first teams. It is the responsibility of the Team Officials in **EVERY** series to examine their room prior to final departure after a game or practice. The room should be left clean for the next team. The Coach will complete a visual inspection after the room is empty and report to the Hockey Committee evidence of any team not complying with this request. Further action will be taken by the League against those teams unwilling to comply.

f) Shooting Against Side Boards

Teams are specifically required not to use either side of the rink as target practice. Danger of pucks going over the boards and injuring unsuspecting people is very high.

g) Dressing Room Allocation

Dressing room allocations will be prominently displayed. Please use the rooms assigned to avoid confusion.

h) Non-Playing Personnel On Bench

Limit of three (3) non-playing personnel per bench during games. Non-playing personnel under the age of 18 **must** wear a helmet for insurance purposes.

i) Boundaries

Referee's room, penalty box, and gondola are out of bounds to all Coaches, Managers, Players (except those penalized), and Spectators.

Victoria Village Hockey League

8. PROTESTS

- a) "NO PROTEST ALLOWED ON REFEREE'S CALL".
- b) All other protests must be in writing, submitted within 48 hours of protested occurrence, and be accompanied by \$10.00 (non-returnable). The complaint will be reviewed by the Hockey Committee at its next regularly scheduled meeting.

9. PLAYER ABSENCE

Any Player absent for three (3) consecutive games or practices without reason satisfactory to the Hockey Committee is subject to suspension. It is the Coach's responsibility to advise the Hockey Committee of such absence before the Player plays his/her next game.

In the event that a Player registered to a team:

- a) Moves and is unable to continue in the League,
- b) Is injured or sick and obviously will not return for a great length of time,
- c) Quits altogether.

It is mandatory that the Coach advise the Hockey Committee. Under the above situation(s), the League will consider alternatives to restore the team affected to a competitive level.

NOTE: A Coach does not have the authority to refuse any substitute Player assigned to the team and must follow the rules as to fair ice time.

If a Player has been away under advice of a Medical Doctor, a medical certificate allowing the Player to play, must be given to the Hockey Committee, before the Player will be allowed to participate.

Victoria Village Hockey League

10. PENALTIES AND PLAYING RULES (NOVICE THROUGH ATOM ONLY).

A Player receiving a penalty will serve it at occurring time. If the three (3) minute buzzer sounds for shift change before penalty time expires, a Player from the next shift must go to the penalty box to serve the remaining time in the penalty.

NOTE: The Player serving penalty time for other Player(s) may only do so once until every Player on the team has had a turn at doing same. Also, a Player(s) receiving a large number of penalties at the end of their shift and not losing their ice time will be dealt with by the Hockey Committee.

The penalized Player returns to the ice if a goal is scored against his/her team, as outlined in the playing rules.

In the case of offsetting penalties, both teams play i.e: 4 on 4 for the balance of the shift. At the shift change both teams play 5 on 5. Penalized Players remain in the penalty box until the first stoppage in play after the penalty time has expired.

In the case of a major penalty, Player(s) must serve entire time in the penalty box regardless of shift change. The extra time shall be considered the penalized Player(s) next shift. The next shift where the penalized Player(s) would return to the ice, a substitute may be used to serve the balance of the penalty and then the substitute would return to the ice for the balance of the shift. The penalized Player(s) must wait until his/her next regularly scheduled shift to return to the ice. (Refer to Player Substitution Rule i.e: NO PLAYER MAY HAVE four (4) shifts until every Player plays three (3) etc).

Rules governing play will be as outlined by the C.A.H.A., N.Y.H.L., and additions by the Victoria Village Hockey League.

APPEALS:

Any suspension by the President of V.V.H.L. of six (6) games or less shall be without right of appeal. All automatic suspensions shall be without right of appeal.

Victoria Village Hockey League

Specific Rules for Tyke Series

In the Tyke division we use the "A B C" line system to ensure that each team will have as equal as possible line match-ups while playing hockey.

It is based on "ABILITY NOT AGE", in other words a 5 year old could be a "C", "B", or even an "A" line Player. As well a 6 or 7 year old could be an "A", "B", or even a "C" line Player.

The following is a list of the basics for the "A B C" line format.

- 1) All Coaches are to set their "A B C" lines by ability. It is recommended that a copy of your "A B C" lines be given to the opposing teams' Coach.
- 2) The game starts with each teams "C" line Players on the ice. This allows the "A" line Players to be the last shift and finish the game.
- 3) If an "A" line Player is away, you are to rotate ALL 5 "B" LINE Players to fill in.
- 4) If an "B" line Player is away, you are to rotate ALL 5 "C" LINE Players to fill in.
- 5) If a "C" line Player is away, you are to use the WEAKEST "B" LINE Player to fill in.
- 6) Coaches are instructed to inform the opposing teams' Coach of Players who are away and what their intentions are for the "A B C" line replacements.
- 7) If there is an injured Player during ANY SHIFT and a replacement Player is required, the following shall apply: an "A" line Player is to be replaced with a "B" line Player, a "B" line Player is to be replaced with a "C" line Player and a "C" line Player is to be replaced with the weakest "B" line Player.
- 8) If the Goalie is replaced for an extra Player on the final shift of the game, it is to be one of the "B" line Players and THAT "B" LINE PLAYER will remain out on the ice until the end of the game or until the Goalie is put back into the game. NO SWITCHING OF "B" LINE PLAYERS IN THIS SITUATION unless of course there is an injury to that "B" line Player.
- 9) Please be advised that any goals scored by an offending Team while an ineligible Player is on the ice, will be disallowed.
- 10) Tykes do not change ends at the end of the period.

11) There will be no icing called during a Tyke Series game

Victoria Village Hockey League

Specific Rules for Tyke Series (Continued)

- xii) In the Tyke Series only, minor penalties will be one (1) minute in duration. Should the Player's shift end prior to the completion of the one (1) minute, the penalty shall be considered as served and any remaining penalty time on the clock will be cleared.

Coaches On The Ice

One (1) Coach per team in Tyke series only will be allowed on the ice during the first eight (8) games. The Coach must stay between the blue lines except when necessary to position a Player for face-offs. The Coach must stay along the boards while the game is in progress as much as possible and must not interfere in the play or direct the Players in such a loud voice as to distract others. If a Coach continues to stray beyond the blue lines and/or interferes with play, a penalty shot MAY be awarded to the opposing team.

PLEASE NOTE: The above list represents THE BASICS and the League reserves the right to add to this list at any time during the season to ensure that all games are played in the fairest manner possible.

Prior to the playoffs, all Tyke team Coaching Staff will meet as a group to re-evaluate the ranking of "A" line, "B" line and "C" line Players for the balance of the regular season and the playoffs. This is necessitated by the improvement of some Players through out the season i.e. a "B" line Player at the beginning of the season may have improved to the level of an "A" line Player, a "C" line Player improved to the level of a "B" line Player etc.

PLEASE COMMUNICATE BETWEEN TEAMS AND USE COMMON SENSE.

PENALTY TIMES AND LISTINGS:

a) **Minor penalty** 2 minutes (1 minute in Tyke Series).

1) Hitting from behind: minimum 2 minutes plus an expulsion from the game.

Note: If an injury occurs as a result of hitting from behind. A five (5) minute major must be assessed by the Referee.

b) Bench Minor 2 minutes (1 minute in Tyke Series)

Victoria Village Hockey League

c) **Major** 5 minutes - No substitute.
Please note: gross misconducts, game misconducts and 10 minute misconducts etc. are considered as major penalties.

- 1) Four (4) penalties in same game - GAME EXPULSION and Player should proceed directly to Dressing Room for the balance of the game.
- 2) Three (3) stick infractions in same game - GAME EXPULSION and Player should proceed directly to Dressing Room for the balance of the game.
- 3) Two (2) majors in same game - AUTOMATIC GAME MISCONDUCT.
- 4) Second major in season for any of the following: Boarding, Roughing, Charging, Cross-Checking, High Sticking, Slashing or Hitting from Behind - GAME EXPULSION **PLUS** GAME MISCONDUCT AND AUTOMATIC ONE (1) GAME SUSPENSION.
- 5) Third major in season for 10.c(4) above - INDEFINITE SUSPENSION PENDING DECISION BY HOCKEY COMMITTEE. Also, a letter will be sent to the Parent(s) notifying them of the situation, and possible repercussions.
- 6) **FIGHTING**: Any Player who is named on the game sheet as having incurred a Major Penalty for FIGHTING shall receive with it an AUTOMATIC GAME MISCONDUCT and shall proceed directly to the dressing room for the balance of that game, with the following automatic suspension being assessed - **SUSPENSION FOR THE NEXT SCHEDULED GAME (Minimum)**.

NOTE: Player(s) leaving the dressing room before game ends is subject to an additional one (1) game suspension.

NOTE: Suspended Player(s) must be named on the next scheduled game sheet as serving the suspension(s).

NOTE: Suspension(s) incurred in House League must be served before Player, Coach, Manager, Trainer or other Team Official will be permitted to participate in any N. Y. H. L. Select Game. (Suspension(s) must be served in

House League).

Victoria Village Hockey League

d) **Misconduct:** Player ruled off ice for ten (10) minutes of actual playing time, team does not play shorthanded - immediate substitution.

e) **Game Misconduct:**

1) **Players:**

Any Player named on the game sheet as having incurred a Game Misconduct (for any reason) or a Major Misconduct shall be removed for the balance of such game and shall proceed directly to the dressing room for the balance of that game and shall be reported to the President as having incurred such penalty with the following automatic suspension being assessed - **SUSPENSION FOR THE NEXT SCHEDULED GAME (Minimum)**.

NOTE: Player(s) leaving the dressing room before game ends is subject to an additional one (1) game suspension.

2) **Coaches:**

Any Coach, Manager, Trainer, or other Team Official, upon receiving a Game Misconduct or Major Misconduct and is ejected from the game shall proceed directly to the dressing room for the balance of the game. The offender will be assessed a two (2) game suspension **(minimum)**. If a Coach, Manager, or Trainer or other Team Official is assessed, a Gross Misconduct Penalty, the offender shall receive an automatic three (3) game suspension.

NOTE: Coach, Manager, Trainer or other Team Official leaving the dressing room before game ends, are subject to an additional one (1) game suspension.

Victoria Village Hockey League

f) Gross Misconduct:

- 1) Any Player who is named on the game sheet as having incurred a Gross Misconduct shall be removed for the balance of the game and shall proceed directly to the dressing room for the balance of the game, and shall be reported to the President as having incurred such penalty with the following automatic suspension being assessed - SUSPENSION FOR THE NEXT TWO (2) SCHEDULED GAMES (Minimum).

NOTE: Player(s) leaving the dressing room before game ends, is subject to an additional one (1) game suspension.

- 2) Any Player or Team Official who verbally threatens physical abuse to any Game Official shall be assessed a MATCH PENALTY and automatically be suspended for their team's next six (6) scheduled League games (Minimum).
- 3) Any player or team Official who physically abuses, strikes, or attempts to strike, any Game Official in any way, shall be assessed a MATCH PENALTY and shall automatically be suspended for a Minimum of one (1) year from the date of the infraction.

g) Match Penalties:

When a match penalty is assessed, the offending Team Member shall be sent to the dressing room for the balance of the game and the Team will be assessed an AUTOMATIC MAJOR PENALTY to be served by a Player who was on the ice at the time of the infraction.

All match penalties shall be reviewed by the President, who may assess further suspension.

NOTE: Any offending Team Member leaving the dressing room before game ends, are subject to an additional one (1) game suspension.

Victoria Village Hockey League

A **MATCH PENALTY** shall be assessed any Team Member, either on the bench or on the ice surface, who is guilty of:

- **ATTEMPT TO INJURE OR DELIBERATE INJURY**

Example: High Sticking, Slashing, Charging or Hitting From Behind.

- **BUTT-ENDING**
- **KICKING**
- **MAKING A TRAVESTY OF THE GAME**
- **MOLESTING Official (PHYSICALLY OR VERBALLY)**
- **SPEARING**
- **SPLITTING**
- **HAIR PULLING**
- **FACE MASK PULLING**

AUTOMATIC THREE (3) GAME SUSPENSION. Second match penalty in the same year - **INDEFINITE SUSPENSION.**

Victoria Village Hockey League

SUSPENSION: REVIEW

A suspension must commence being served in a Team's next scheduled game. Any Player under suspension **must stay out of the dressing room, Player's bench and penalty box area.** For violation, Players may be further suspended.

PLAYERS:

FIGHTING:

Any Player who is named on the game sheet as having incurred a Major Penalty for Fighting shall receive with it an automatic Game Misconduct. **SUSPENSION FOR THE NEXT SCHEDULED GAME (Minimum).** Second major in season for Fighting, receive automatic two (2) game suspension. Third major for Fighting, receive indefinite suspension pending decision by Hockey Committee.

NOTE: One (1) punch rule is in effect:

Should one (1) Player throw a punch and opponent does not, Player throwing punch may be, at the discretion of the Referee, assessed a major penalty for fighting. Therefore subsequent suspension shall apply.

Game Misconduct: Major Misconduct

Automatic one (1) game suspension (Team's next scheduled League game).

Gross Misconduct:

Automatic two (2) game suspension (Team's next two (2) scheduled League games).

Match Penalty:

Automatic three (3) game suspension (Team's next three (3) scheduled League games).

Victoria Village Hockey League

SUSPENSION: REVIEW

TEAM OFFICIALS:

Game Misconduct: Major Misconduct

Automatic two (2) game suspension (Team's next two (2) scheduled League games).

Gross Misconduct:

Automatic three (3) game suspension (Team's next three (3) scheduled League games).

NOTE: All of the above automatics are minimum suspensions and may be increased in number by the Hockey Committee, or the President, if warranted.

Victoria Village Hockey League

LISTING OF "SOME" PENALTIES

1. MINOR PENALTY:

Body Checking/Body Contact

Players on ice before gates close after ice cleaning.

Playing with a broken or illegal stick.

Delay of game

Bench Minor

Misconduct

Roughing
puck

Interference

Closing hand on

Holding

Hooking

Kneeing

Slashing

Elbowing

Boarding

Tripping

Charging
behind

Hitting from

High sticking

Throwing the stick

2. MAJOR PENALTY:

Any penalty where the infraction is severe or results in injury to an opposing Player or for:

Fighting.

Charging or hitting from behind.

Cross-Checking above normal shoulder height.

Cross-Checking a Goalie while in the crease.

Match penalty.

High sticking.

Victoria Village Hockey League

3. MISCONDUCT PENALTY:

Any Player or Team Official using obscene language or gestures.

Any Player who intentionally knocks or shoots the puck out of reach from an Official who is retrieving it.

Any Player who does not proceed directly to the penalty box after receiving a penalty.

Any Player who continues to dispute a Referee's call.

4. GAME MISCONDUCT PENALTY:

Any Player who does not skate to the respective Player's bench and does not remain until play resumes when a fight breaks out between two (2) or more Players.

Fighting - including Goalies.

Third Player in.

After receiving misconduct and continuing to argue with Official.

5. GAME EXPULSION

Any Player receiving second major penalty of the season for one (1) of the following:

Boarding, Roughing, Charging, Hitting from behind, Cross-Checking, High-Sticking, Slashing or **Fighting**.

Any Player receiving two (2) major penalties in one (1) game.

Any Player receiving three (3) stick infractions in one (1) game.

Any Player receiving four (4) penalties in one (1) game.

Victoria Village Hockey League

6. MATCH PENALTY:

Deliberately injuries or attempts to injure an opponent.

Example: High Sticking, Slashing, Charging or Hitting From Behind.

Molesting or threatening an Official.

Head-butting or hair pulling.

Spitting at or on an Opponent or Official.

Kicking.

Spearing, butt-ending, or an attempt to.

Any Player who grabs any part of facial protector of Opponent or uses same as weapon.

7. GROSS MISCONDUCT PENALTY:

A gross misconduct penalty shall be assessed where a Player, Coach, Manager, Trainer or other Team Official's conduct is such that it makes a travesty of the game.

Victoria Village Hockey League

EQUIPMENT LIST FOR NEW PLAYERS

- Current CSA approved protective helmet and full face mask.
- Throat protector (B.N.Q. approved only).
- Shoulder pads.
- Elbow pads.
- Shin pads.
- Gloves (hockey).
- Hockey pants or protective girdle and outer shell.
- Suspenders or belt for pants.
- Garter belt for socks.
- Athletic support and cup (jock).
- Skates.
- Hockey stick.
- Light T-shirt and long johns for under hockey equipment.

For the Players' safety, and to make it more enjoyable for them, equipment should fit properly and not be too big. Saying "they will grow into it", especially their skates and helmet/face mask, may be dangerous to a Player's safety.

Good used equipment is a way to start out as most of the Players will grow to larger sizes every couple of years.

October, 2002