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Effective
2025
Season

CANADIAN BALL HOCKEY **Official Rulebook 2025 Season**



Shared Respect

players•coaches•officials•parents

Proud Members Of



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We would like to thank and acknowledge Hockey Canada for all their support and supplying the CBHA with their Rulebook.

Ce document est aussi disponible en français.

DIVERSITY, EQUITY, AND INCLUSION

Amateur ball hockey in Canada is played by people of all races, religions, cultures, backgrounds, and abilities from coast to coast. Within this publication, the use of inclusive language is to encourage the widest possible involvement in our great game!

REFEREES' RULEBOOK

The illustrations and text used in this publication are the exclusive copyright of the Canadian Ball Hockey Association. Any reproduction of this publication in whole or in part without the written permission of Canadian Ball Hockey Association is strictly forbidden.

The Referees Rulebook is up to date and will take effect at the beginning of the 2025 ball hockey season.

CODE OF CONDUCT

This code binds all CBHA officials, players, coaches, fans and associates to a standard of conduct that promotes respect and dignity towards all individuals. We are committed to creating an environment that fosters fairness, neutrality and self-control.

Members shall refrain from comments or behaviour that is deemed to be disrespectful, offensive, racist or sexist. During all CBHA events, participants will conduct themselves in a manner that encourages and enhances the organization's positive reputation. This includes, but is not limited to, the abusive use of alcohol and non-medical use of drugs/narcotics: or performance drugs or methods.

Officials and participants must lead by example: by adopting a confident, controlled and committed approach to the overall goal of excellence and integrity.

At all times, members shall adhere to the CBHA National, Provincial and local associations' operational policies and procedures. Members are expected to conduct themselves in a professional and responsible manner thus assuring the safety of others. Failure to comply with this Code of Conduct may result in disciplinary action including suspension, dismissal or other sanctions deemed appropriate by the CBHA and it's governing bodies.

STANDARD OF PLAY

The Canadian Ball Hockey Association strongly recommends that all its youth member leagues, coaches and administrators provide a safe and fun atmosphere for all children to enjoy the game of ball hockey. Further, the CBHA strongly urges that all Coaches teach a free-flowing style of play allowing the children to enjoy the game of hockey. We do not feel like strategic defensive team tactics like trapping, zones and defensive tracking that are taught to players in minor ice hockey meet with the objectives of the CBHA to allow children to enjoy the game of hockey in a traditional and fun way; one that puts the impetus on the player to freely enjoy the game of hockey without restraints.

FAIR PLAY INITIATIVE

As a result of the Canadian Ball Hockey Association's focus on fair play and improved communication between officials, coaches and players, Canadian Ball Hockey Association has implemented the following process:

"In all games, the officials shall approach each bench and meet the Coaches. This process should not take more than 15 seconds and will be completed prior to the game, at the end of the pre-game warm-up. Officials are also encouraged to shake hands with the captains where possible".

This process is supported by the Coaching Program, Officiating Program and Canadian Ball Hockey Association's Board of Directors.

FAIR PLAY ANNOUNCEMENT

It is recommended that this announcement be made prior to every game.

Good (Evening/Afternoon/Morning) Ball Hockey Fans. Welcome to (Tonight's/Today's/This Morning's) game between _____ and _____.

These are ball hockey players who are performing here (Tonight/Today). They are friendly rivals as members of opposing teams. They are not enemies.

The coaches for (Tonight's/Today's/This Morning's) game are _____ and _____. They have accepted the challenge of teaching the skills of this great game.

The officials are _____ and _____. These individuals have been assigned to administer the rules of the game. Their training, experience and integrity qualify them for their role in this contest.

On behalf of the (Team/Association) _____ enjoy our great game of skill.

CANADIAN BALL HOCKEY ASSOCIATION

BOARD OF DIRECTORS,
EXECUTIVE MEMBERS
and
STAFF



PO Box 22005, Kingston, ON K7M 855
Phone: 613-815-9610 Email: admin@cbha.com

PRESIDENT Clay Birkett president@cbha.com	SECRETARY Danielle MacDonald secretary@cbha.com
TREASURER Tyler Moore treasurer@cbha.com	GROWTH-DEVELOPMENT VICE PRESIDENT Vacant growth-development@cbha.com
MEN'S VICE PRESIDENT Matthew Lui vp-mens@cbha.com	WOMEN'S VICE PRESIDENT Adam Backstrom vp-womens@cbha.com

MINOR'S VICE PRESIDENT
Sean Price
vp-minor@cbha.com

ADULT REFEREE IN CHIEF
Eric Robertson
adult-ric@cbha.com

MINOR REFEREE IN CHEIF
Ray Berezitzky
minor-ric@cbha.com

PROVINCIAL BALL HOCKEY ASSOCIATION OFFICES

BRITISH COLUMBIA

BC Ball Hockey Association
Zach Moffat
info@bcbha.com
www.bcbha.com
(Adult and Minors)



ALBERTA

Ball Hockey Alberta
Derek Hemsley
admin@albertaminorballhockey.
com
www.wrbalshockey.com



SASKATCHEWAN

Prairie Central Ball Hockey
Association
Dean Crossland
306.262.4625
info@saskballhockey.com
www.saskballhockey.com



MANITOBA

Manitoba Ball Hockey
Association
Rudy Loepp
204.925.5602
ballhockeymanitoba@gmail.
com
www.manitobaballhockey.com



ONTARIO

Ontario Ball Hockey Federation
Dave Leitch
647.781.1818
Lino@ontarioballhockeyfederation.
ca
www.ontarioballhockeyfederation.
ca



PROVINCIAL BALL HOCKEY ASSOCIATION OFFICES



QUEBEC
Ball Hockey Quebec
Tony Iannitto
450.963.9346
info@ahbq.com
www.qbha.com



NEW BRUNSWICK
New Brunswick Ball Hockey
Association
Gary Crossman
506.608.1200
bags68@hotmail.com
www.nbbha.com



NOVA SCOTIA
Nova Scotia Minor Ball
Hockey League
www.nsmhbl.ca
Metro Ladies Ball Hockey
League
www.mlbhl.ca
Halifax Ball Hockey League
IG: @halifaxballhockey



NEWFOUNDLAND
Newfoundland & Labrador Ball
Hockey Association
Steve Power
709.427.3327
nlbha@hotmail.com
www.nlbha.com



YELLOWKNIFE
Yellowknife Ball Hockey
Association
Charles Wyman
867.688.2125
wyman.charles@gmail.com

CANADIAN BALL HOCKEY ASSOCIATION

MESSAGE FROM THE BOARD OF DIRECTORS

The rules which are contained in this book are the only rules which are to be used in the playing of ball hockey under the jurisdiction of Canadian Ball Hockey Association. Members choosing to play outside these rules will be subjected to discipline and will at a minimum, forfeit the right to Canadian Ball Hockey Association's Insurance Program. However, during internal member competition, organizations may make variations to Canadian Ball Hockey Association Official Rules, providing these variations are more restrictive than the rules as written.

A game should be refereed strictly in accordance with the rules. In individual cases, Referees may feel that the rules are in some respect not satisfactory. However, it is not up to an individual to decide if a rule should or should not be applied. Rules are approved by Canadian Ball Hockey Association's membership and are to be changed only through the democratic process at given periods of time. Referees are directed to thoroughly apply the rules of the Association and of their member.

If a Referee has difficulty in the interpretation of any rule, the Referee should consult with the Provincial Referee-in-Chief. If such person cannot give a satisfactory interpretation, Canadian Ball Hockey Association's Referee-in-Chief should be contacted.

It is understandable that in a country of the geographic expanse of Canada, a uniform interpretation of the rules may prove somewhat difficult. That, however, is the goal which is to be aimed at, and if the rules are strictly adhered to in all parts of Canada, it should not be hard to come near achieving that goal.

These playing rules become effective with the commencement of the 2025 season.

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REFEREE SIGNALS

BOARDING

Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest



BODY CHECKING

Open palm of the non-whistle hand, with fingers together, comes across body on to the opposite shoulder.



BUTT-ENDING

A cross motion of the fore-arms, one moving under the other. The lower hand is a clenched fist while the upper hand is open palm facing down



REFEREE SIGNALS



CHARGING

Rotating clenched fists around one another in front of the chest.



CHECKING FROM BEHIND

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



CROSS-CHECKING

A forward and backward motion of the arms with both fists clenched, extending from the chest for about one foot.

REFEREE SIGNALS

DELAYED CALLING PENALTY

Extending the non-whistle arm fully above the head



DELAYED OFF-SIDE

Non-whistle arm fully extended above the head. To nullify delayed off-side, the official shall drop the arm to the side.



ELBOWING

Tapping either elbow with the opposite hand.



REFEREE SIGNALS



GOAL SCORED

A single point directed at the goal in which the ball legally entered.



HAND PASS

Pushing motion with the open palm of the hand.



HEAD CONTACT

Patting flat (open palm) of the non-whistle hand on the side of the head.

REFEREE SIGNALS

HIGH STICKING

Both hands clenched, one immediately above the other at the height of the forehead.



HOLDING

Clasping either wrist with the other hand in front of the chest.



HOLDING THE STICK

Two-stage signal involving the holding signal (shown above) followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



REFEREE SIGNALS



HOOKING

A tugging motion with both arms as if pulling something from in front toward the stomach. (position adjusted to depict motion)



FLOORING THE BALL

The back Referee signals a possible flooring by fully extending the back arm over her head. The arm should remain raised until the front Referee, either blows the whistle to indicate a flooring or until the flooring is washed out. Once the flooring has been completed, the back Referee will then point to the appropriate face-off spot and run to it.



INTERFERENCE

Crossing arms stationary in front of the chest.

REFEREE SIGNALS

KNEEING

Slapping either knee with the palm of the hand, while keeping both feet on the floor.



MATCH PENALTY

Patting flat of the hand on the top of the head.



MISCONDUCT

Both hands on hips.



REFEREE SIGNALS



PENALTY SHOT

Arms crossed above the head.
Give the signal upon stoppage
of play.



ROUGHING

Fist clenched and arm extended out to the front or side of the body.



SLASHING

A chopping motion with the
edge of one hand across the
opposite forearm.

REFEREE SIGNALS

SPEARING

Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body. (position adjusted to depict motion)



TRIPPING

Striking leg with either hand below the knee, keeping both feet on the floor.



UNSPORTSMANLIKE CONDUCT/DIVING

Using both hands to form a "T" in front of the chest



REFEREE SIGNALS



TOO MANY PLAYERS

Indication with six fingers (one hand open) in front of the chest.



WASH OUT

A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down. This signal is used:

- A) to signal "no goal"
- B) to signal "no flooring"



ZONE GAINED (BLUE LINE SET)

Point in the direction of the attacking zone. Point in the opposite direction when the zone is lost.

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 using a stick, foot or other object, or by using their 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 in the neutral or attacking zone and having no opposing player between themselves and the opposing goaltender (or goal, if the goaltender has been removed).

Broken Stick:

A stick that in the opinion of the Referee 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 manner or jabs or attempts to jab an opposing player with this part of the stick.

Butt-End Hooking:

The action whereby a player uses the shaft of the stick above the upper hand to hold or hook an opponent.

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.

Charging:

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

GLOSSARY

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 their team. Along with the Manager, they are responsible for the conduct of the players before, during and after the game in the arena.

Control:

A player propelling the ball with their stick, feet or glove(s).

Crease:

Identifies enclosed space designated for the protection of the goaltender and the use of the Referee 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.

Delayed Off-Side:

A situation where an attacking player (players) has (have) preceded the ball across the attacking blue line, without the blue line being set, but the defending team is in a position to bring the ball back out of its defending zone without any delay or contact with an attacking player.

Encroachment:

This occurs when a player other than the centre stands with a foot either inside the face-off circle, on the face-off circle or in the area between the hash marks prior to the dropping of the ball. It is acceptable for the player's stick to be inside the face-off circle but not in the area between the hash marks.

Face-Off:

The action of the Referee in dropping the ball between the sticks of two opposing players to start or resume play. A face-off begins when the Referee indicates the location of the face-off and players take their appropriate positions. It ends when the ball has been legally dropped. All face-offs will be conducted at a face-off dot.

GLOSSARY

Flooring/Icing:

The terms flooring and icing are used interchangeably and refer to the acts governed by rule 65.

Game:

A meeting of two teams playing for a specific length of time, for the purpose of declaring a winner through the scoring of goals. The game consists of regular playing time and overtime, if such is required.

Game Ejection:

When a player has been removed from the game for three or more 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:

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.

Goaltenders' Footwear:

Footwear specifically designated for use by goaltenders.

Golf Shot:

A "golf shot" is when a player places one or both hands near the top of the shaft and swings the stick in a circular motion, usually 180 degrees. Contact with the ball is not necessary. Golf Shots when warranted are to be penalized under either the High Sticking or Slashing rule.

Heel of the Stick:

The point where the shaft of the stick and the bottom of the blade meet.

GLOSSARY

High Sticking:

The action of the player carrying the stick or any part of the stick above the normal height of the shoulder.

Holding:

Any action by a player that retards the progress of an opposing player whether they are in possession of the ball or not.

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 their foot with a kicking motion to contact an opponent, with no intent to play the ball.

Kick Shot:

The action of placing the blade of the stick behind the ball and then propelling the ball by kicking the stick.

Off-Floor Officials:

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

On-Floor Officials:

The On-Floor Officials are the referees.

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 them, the goaltender is to be considered a player.

GLOSSARY

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.

Possession:

The state of a player other than a goaltender who is the last one to have come in contact with the ball.

President:

Where the word "President" is used in the Rule Book, it shall refer to the President of Canadian Ball Hockey Association or their duly appointed representative for games under the jurisdiction of the member; otherwise, it shall refer to the President of Canadian Ball Hockey Association.

Protective Equipment:

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

Referee

The referee as described in the rulebook will refer to either referee assigned to officiate the game.

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.

Slew Footing:

The action of tripping a player by knocking a player's feet out from behind with a kicking or leg dragging motion.

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.

GLOSSARY

Team Official:

The five people clearly identified on the Official Game Report which may include the Coach, Manager, Trainer, Equipment Manager, 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.

Rules Governing the Game of Ball Hockey

SECTION ONE - THE RINK

Rule 1. Rink

Ball Hockey shall be played on an area called a "Rink".

Rule 2. Rink Dimensions

(a) As nearly as possible, the dimensions of the rink shall be 60.96 m (200 ft.) long and 30.48 m (100 ft.) wide. The corners shall be rounded in the arc of a circle with a radius of 8.53 m (28 ft.). (This applies to new rinks only).

(b) The rink shall be enclosed by the boards, which may be constructed of wood, plastic or fiberglass. Measured from the surface of the floor, the boards shall be no more than 1.22 m (4 ft.) and no less than 1.02 m (3 ft. 4 in.) in height. The surface of the boards facing the floor shall be white and free from any obstruction or object that may cause injury to players. The base plate, of a maximum height of 30.48 cm (12 in.), shall be light (recommend yellow) in colour.

(c) It is recommended that glass, Plexi-glass or other similar materials be mounted to the boards, flush to the playing surface, to assist in the prevention of balls going into the spectator areas. Protection is also recommended in front of the off-floor officials' area. All equipment used to hold the glass or similar material in position shall be mounted on the boards on the side away from the playing surface.

(d) It is recommended that no logos or advertising be allowed on the floor in the end zones. Logos must not disrupt or alter any official floor markings as described in Section One.

Rule 3. Division of Floor Surface

(a) 3.96 m (13 ft.) from each end of the rink, a red line, 5.08 cm (2 in.) wide, shall be marked on the floor parallel to the end boards. This line shall extend across the rink and be known as the "Goal Line". Where rinks are unable to meet this measurement, a distance of 3.20 m (10 ft. 6 in.) is permitted.

Rule 3. Division of Floor Surface

(b) On rinks 56.39 m (185 ft.) or more in length, blue lines, 30.48 cm (12 in.) wide, shall be marked on the floor parallel to the goal lines at a point 18.29 m (60 ft.) from each goal line, while the neutral zone shall take up the remaining space in the center floor area. These lines shall extend across the floor surface and vertically on each sideboard and shall be known as the "Blue Lines". On rinks less than 56.39 m (185 ft.) in length, the blue lines shall be positioned so that they divide the distance between the goal lines into three equal areas.

(c) Midway between the goal lines, a red line, 30.48 cm (12 in.) wide, shall be marked on the floor and extend vertically up the side boards, parallel to the goal lines. This line shall be known as the "Centre Red Line".

(d) That portion of the floor surface in which the goal is situated shall be called the "DEFENDING ZONE" of the team defending that goal; the central portion shall be known as the "NEUTRAL ZONE", and that portion furthest from the defended goal as the "ATTACKING ZONE".

Rule 4. Goal Posts and Nets

(a) The goal posts shall be set 1.83 m (6 ft.) apart, measured from the inside of the posts. They shall extend 1.22 m (4 ft.) vertically from the floor surface and a cross bar of the same material as the goal posts shall be extended horizontally from the top of the other posts. The cross bar should be securely fastened to both goal posts. The outside measurement of both the goal posts and the cross bar shall be 5.08 cm (2 in.) in diameter. The area enclosed by the goal posts and the cross bar shall be known as "the goal".

(b) A net of approved design and material shall be attached to the back of each goal.

(c) The goal posts, cross bar and the exterior surface of other supporting framework for the goal shall be painted red. The surface of the base plate inside the goal and supports other than the goal post shall be painted in a light colour.

Rule 5. Goal Crease

(a) In front of each goal, a "Goal Crease" area shall be marked by a red line 5.08 cm (2 in.) wide.

(b) The goal crease shall be laid out as follows: a semi-circle 1.82 m (6 ft.) in radius and 5.08 cm (2 in.) in width shall be drawn using the centre of the goal line as the centre point. The interior colouring of the crease shall be light blue, light yellow or off-white.

(c) The goal crease area shall include the space outlined by the crease lines and shall extend vertically to the level of the top of the goal frame.

Rule 6. Centre Floor Spot and Circle

A circular blue spot, 30.48 cm (12 in.) in diameter, shall be marked on the floor exactly in the centre of the rink. Using this spot as a centre, a circular blue line, 5.08 cm (2 in.) wide, with a radius of 4.57 m (15 ft.), will then be marked on the floor.

Rule 7. Face-off Spots in Neutral Zone

Two red spots 60.96 cm (2 ft.) in diameter, shall be marked on the floor in the Neutral Zone, 1.52 m (5 ft.) from each blue line, and the same distance from the boards as the end zone face-off spots. Within each face-off spot draw two parallel lines 7.62 cm (3 in.) from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white.

Rule 8. End Zone Face-off Spots and Circles

(a) In both end zones and on both sides of each goal, red face-off spots and circles shall be marked on the floor. The face-off spots shall be 60.96 cm (2 ft.) in diameter and the circles shall have a radius of 4.57 m (15 ft.) from the centre of the face-off spots. The lines of the circle shall be 5.08 cm (2 in.) wide. 5.64 m (18 1/2 ft.) and 6.55 m (21 1/2 ft.) from the goal line and parallel to it, two red lines 60.96 cm (2 ft.) in length and 5.08 cm (2 in.) wide shall be marked on the floor extending from the outer edge of both sides of each face-off circle. The face-off spots shall be 60.96 cm (2 ft.) in diameter. Within each face-off spot draw two parallel lines 7.62 cm (3 in.) from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white. 30.48 cm (1 ft.) away from the edge of the face-off spot, two lines

Rule 8. End Zone Face-off Spots and Circles

shall be drawn parallel with the side-boards that shall be 1.22 m (4 ft.) in length and 45.72 cm (18 in.) apart. Parallel to the end boards, commencing at the end of the line nearest to the face-off spot, a line shall extend 86.36 cm (2 ft. 10 in.) in length. All lines shall be 5.08 cm (2 in.) in width.

(b) The location of the face-off spot shall be fixed in the following manner: Along a line 6.09 m (20 ft.) from each goal line and parallel to it, mark two points 6.71 m (22 ft.) on both sides of the straight line joining the centres of the two goals. Each such point shall be the centre of the face-off spot and circle.

(c) For rinks under 22.90 m (75 ft.) in width, the face-off circles shall be reduced in circumference so that they do not overlap. A minimum area of 60.96 cm (2 ft.) from the adjacent side boards is to be maintained.

Rule 9. Players' Bench

(a) Each rink shall have seats or a bench for the use of each team, to be known as the "Players' Bench". Each players' bench shall accommodate at least fourteen players and shall be placed directly alongside the floor in the neutral zone, as near as possible to the centre of the rink and convenient to the dressing rooms. Whenever possible, a walking space of 91.44 cm (3 ft.) should be left open behind the players' bench (new rinks).

(b) The gates to the players' bench should be constructed to open away from the floor surface.

(c) Only players in uniform and a maximum of five team officials shall be permitted to occupy the players' bench. These individuals shall be registered and entered on the Official Game Report. A maximum of five team officials may be recorded on the Official Game Report.

(d) During a game, Coaches, Managers, Trainers and Equipment Managers or other authorized team officials shall be restricted to the use of the area the length of their players' bench, including their team's gate. The penalty for a violation of this rule is a Bench Minor penalty.

Rule 9. Players' Bench

(e) The teams will begin the game at the end opposite to their own bench and will alternate ends at the conclusion of the period.

Rule 10. Penalty Bench

(a) Each rink shall have seats or a bench to accommodate eight persons to be known as the "Penalty Bench". It is to be used for the seating of penalized players, the Penalty Timekeeper, the Game Timekeeper and the Official Scorer. The penalty bench should be located a substantial distance from the players' bench.

Note: The penalty box shall be located on the opposite side of the rink from the players' bench, or if this is not possible, at least 6.09 m (20 ft.) from either bench.

(b) The gates of the penalty box should be constructed to open away from the floor surface, and outside the area known as the Referee's crease. In each rink in which inter-member play-offs are to be played, there shall be two separate penalty boxes, each having its own gate and designated respectively as "Home" and "Visitor". Adequate arrangements shall be made to physically separate members of the opposing teams. Where the penalty gates are located at unequal distances from centre floor, the gate closest to the centre floor shall be designated for the Visiting Team.

Rule 11. Referee's Crease

A red line, 5.08 cm (2 in.) wide, in the shape of a semi-circle and with a 3.05 m (10 ft.) radius shall be marked on the floor immediately in front of the Penalty Timekeeper's seat. The area enclosed by this line shall be known as the Referee's crease.

Rule 12. Signal and Timing Devices

(a) Each rink must have a suitable sound system to be used by the Game Timekeeper.

(b) Each rink must have a clock in order that spectators, players and game officials may be accurately informed as to the time remaining in the game.

Rule 12. Signal and Timing Devices

Note: Where clocks with four faces are in use, the face directly in front of the Game Timekeeper shall govern the time.

(c) In a suitable location behind each goal, a red light shall be provided for the use of each Goal Judge in signaling the scoring of a goal. Wherever possible, the Canadian Ball Hockey Association recommends that an electric buzzer or bell and a green light be installed in the same location as the red light and that this buzzer or bell and green light be synchronized with the time clock, to provide the Referee with an audible and visual signal for the end of a playing period or game.

Note: A goal cannot be scored when the green light is showing.

Rule 13. Dressing Rooms

(a) Each rink shall provide a suitable dressing room equipped with a sanitary toilet and shower for the use of the Visiting Team.

(b) A separate dressing room shall be provided for the use of Referees. It shall be equipped with a sanitary toilet and shower.

(c) No team official, player or employee of any club may enter into any inappropriate discussion with any Referee during or after a game. No person, except the President of the member or league or their representative, shall be allowed to enter the Official's dressing room. For any infraction of this rule, the matter shall be reported by the Referee to the President of the member for further action.

Rule 14. Rink Lighting

All rinks shall be lighted so that the players and spectators may clearly follow play

SECTION TWO - TEAMS

Rule 15. Composition of Team

(a) A team shall have no more than six players on the floor at any one time while play is in progress. These six players shall be designated as follows: Goaltender, Right Defence, Left Defence, Centre, Right Wing and Left Wing.

(b) Each player shall wear an individual number of at least 25.40 cm (10 in.) in height on the back of her sweater.

Rule 16. Players in Uniform

(a) Each team shall be entitled to a maximum of 22 players in uniform, which includes two goaltenders (some provinces designate 20 players in uniform of which two must be goaltenders), for any game or pre-game warm-up, all of whom shall be duly registered in accordance with the Canadian Ball Hockey Association Regulations. The players duly registered as goaltenders shall be eligible to play as goaltenders only. Teams in inter-member competition must have both goaltenders in uniform and ready to play. A minimum of six eligible players in uniform (not necessarily a goaltender) on each team shall be necessary to start the game.

(b) Before the start of the game, the Official in charge of each team shall give the Referee or Official Scorer a list of names and numbers of the players and goaltenders to the maximum of 22 who shall be eligible to play in that game. No change in the list or addition to the list shall be permitted after the commencement of the game except:

- (1) where a player is late and their name has been included on the Official Game Report prior to the game, the player will be permitted to participate;
- (2) when a player has been inadvertently omitted from the Official Game Report, the Referee shall permit the name to be added to the Game Report before the game has ended; providing such player was in uniform and on the floor or on his players' bench at the start of the game.

(c) Any team official who gives a false statement on the Official Game Report with regard to eligible players, shall be dealt with by the President.

Rule 16. Players in Uniform

(d) Each team shall be allowed one goaltender on the floor at one time. The goaltender may be removed and another "Player" substituted. Such player shall not be permitted the privileges of a goaltender.

(e) No player, other than a goaltender or their replacement shall be permitted to wear the equipment of a goaltender. Note: Teams are allowed to dress two goaltenders, either of whom may be used at the team's discretion.

(f) When the substitute goaltender enters the game, they shall take their position without delay and no warm-up shall be permitted.

(g) If both teams are on the floor during the pre-game warm-up, players shall be restricted to their own half of the floor. Where a team violates this rule, the Referee shall report the violation to the President who may take appropriate action.

(h) No player under suspension may participate in the pre-game warm-up or occupy the players' bench.

NOTE - TEAM COLOURS

Each team shall declare its colours to the President of its league at the beginning of each season. If these colours are accepted, they may not be changed during the season without the approval of the League President. In inter-member competition, it will be the responsibility of the Home Team to change its sweater if the colours of the competing teams conflict. The decision in this matter shall be left to the Referee in charge of the game.

Rule 17. Team Roster

Before the start of the game the Official in charge of the Visiting Team must be the first to list her line-ups on the Official Game Report.

Rule 18. Captain of the Team

(a) Each team may appoint a Captain and not more than three Alternate Captains. One of these should be on the floor at all times and only a Captain or Alternate Captain who is on the floor shall have the privilege of asking the Referee for their interpretation of

Rule 18. Captain of the Team

any rule during the progress of the game. Prior to the start of the game, the Manager or Coach of each team shall note on the Official Game Report and advise the Referee or Official Scorer of the names and numbers of the Captain and Alternate Captain(s).

(b) The Captain shall wear the letter "C" and the Alternate Captain(s) the letter "A" in a conspicuous position on the front of their sweaters. The letters should be in a contrasting colour and be approximately 7.62 cm (3 in.) in height. If the letters are not worn, Captain's and Alternate Captain's privileges will not be permitted.

(c) When the Captain or Alternate Captain receives a penalty, they shall lose all their privileges for the duration of the penalty and must proceed directly to the penalty box. Such players failing to do so will be assessed a Misconduct penalty.

(d) Goaltenders or a replacement for a goaltender, cannot be selected or named Captain or Alternate Captain.

(e) A playing Coach or Manager shall be entitled to the privileges of a Captain or Alternate Captain.

(f) A Minor penalty for delay of game shall be assessed any Captain, Alternate Captain or other player who leaves their players' bench to discuss any interpretation of the rules with the Referee.

Rule 19. Change of Players

(a) When play is in progress, not more than six players (including a goaltender) are permitted on the floor at any one time.

(b) Players may be changed at any time from the players' bench, provided that the player or players leaving the floor shall be at the players' bench [within 3.05m (10 ft.)] and out of play before any change is made.

(c) A player on the penalty bench who is to be changed after their penalty has been served must proceed by way of the floor and be at the players' bench before any change can be made.

(d) A team shall be required to place the correct number of players on the floor when requested by the Referee. The Visiting Team must be the first to place any playing line-up on the floor to

Rule 19. Change of Players

commence play at all times. Each team is allowed only one change of player(s) during a stop- page of play.

(e) A Bench Minor penalty shall be assessed for a violation of any section of this rule. The penalty shall be served by a player committing the infraction, as covered under Rule 29 - Bench Minor penalties.

(f) If, in the last two minutes of regular playing time, or any time in overtime, a Bench Minor penalty is imposed for DELIBERATE illegal substitution, a Penalty Shot shall be awarded against the offending team. The Bench Minor shall not be served. See Rule 55 (e) Note - Delay of Game

Note 1: If in the course of making a substitution, either the player entering the game or the player leaving the game intentionally plays the ball with their stick, feet or hands or intentionally checks or makes any physical contact with an opposing player while the player respectively leaving or entering the game is actually on the floor, then the infraction of “too many players on the floor” shall be called.

Note 2: If in the course of substituting, either the player entering the play or the player retiring is struck by the ball accidentally, the play should not be stopped and no penalty shall be called.

Note 3: When a goaltender leaves their goal area and proceeds to the players’ bench for the purpose of substituting another player, they must be within 3.05 m (10 ft) of the bench before the substitute may enter the game. If the substitute is made prematurely, the official shall stop the play when the offending team gains possession and control of the ball.

The resulting face-off shall take place at the centre face-off spot unless this gives a territorial advantage to the offending team. In which case the face-off will take place at the closet face-off spot to where the stoppage occurred. There shall be no time penalty for making the premature substitution.

(g) For player changes during stoppages in play, the Referee shall begin the line change procedure as soon as it is safe to do so for the ensuing face-off and then allow a 5 second period during which the Visiting Team may make a player change.

Rule 19. Change of Players

After this 5-second period has elapsed, the Referee will raise an arm to indicate that the Visiting Team may no longer change any player(s).

With the arm still up, the Referee will allow a five- second period during which the Home Team may make a player change. After this five-second period has elapsed, the Referee will drop the arm to indicate that the Home Team may no longer change any player(s).

Where a team attempts to make a player change after their allotted period of time, the Referee shall send the player(s) back to their bench. Any subsequent infraction to this procedure at any time during the course of the game shall incur a Bench Minor penalty under Rule 19 (e).

Note 1: Notwithstanding this rule, where play is stopped for a high sticking the ball infraction, the offending team will not be permitted to conduct a line change until play resumes. This also includes substituting a goalie who has been removed for the purpose of an extra attacker.

(h) During a line change in a stoppage in play, if there is a scrum or gathering the players coming on the floor must remain at their respective benches until the gathering is dispersed and the referee has indicated for the line change to take place. Failure to remain at the team bench may result in a bench minor penalty being assessed.

Rule 20. Injured Players

(a) When a player, other than a goaltender, is injured or compelled to leave the floor during a game, they must be replaced by a substitute, and play must continue without the teams leaving the floor.

(b) If a goaltender goes to the players' bench due to an injury, they shall retire from the floor and their place shall be taken by an alternate goaltender and no warm-up will be permitted. However, this will only apply where an alternate goaltender is dressed. A back-up goalie must be dressed in all National Championship and Regional Competitions.

In cases where an alternate goaltender is not dressed the injured goaltender will be allowed ten minutes to recuperate.

Rule 20. Injured Players

If a replacement is necessary for the injured goaltender, an additional five minutes shall be allowed for a total of fifteen minutes. The injured goaltender must remain out of the game until the next stoppage of play. For a violation of this rule, a minor penalty for Delay of Game shall be assessed.

(c) Goaltender replacement shall be subject to the rules governing goaltenders and be allowed the goaltender's full equipment. In all Minor Divisions, after a player has been designated as a goaltender, he/she may return to a non-goaltender position

(d) When a goaltender is injured, players may be permitted to leave the floor at the discretion of the Referee, but must be ready to resume play immediately, on request by the Referee

(e) A penalized player who has to serve a time penalty and who has been injured may proceed to the dressing room, provided they are replaced on the penalty bench by a substitute who was on the floor at the time of the infraction. A penalized player who does not have to serve a time penalty and who has been injured may proceed to the dressing room without having to be replaced by a substitute on the penalty bench. For a violation of this rule, a Bench Minor penalty for "Ineligible Player" shall be assessed.

(f) If an injured penalized player returns to the players' bench before their penalty has expired, they shall take their place in the penalty bench or replace the player substituting for them on the penalty bench during the first stoppage of play. If they take part in the play before their penalty has expired, they shall be assessed an additional Minor penalty for "Ineligible Player".

(g) When a player is injured so that they cannot continue to play or go to their bench, the play shall not be stopped until the injured player's team has secured possession and control of the ball. If the injured player's team is in possession of the ball at the time of the injury, the play shall be stopped immediately unless their team is in scoring position, at which time the Referee shall allow the play to be completed.

Note 1: Where there is suspicion that a player has sustained a serious injury, the Referee may stop the play immediately.

Rule 20. Injured Players

Note 2: Where play has been stopped due to an injured player, excluding the goaltender, the injured player shall leave the floor and may not return to the floor until the play has resumed. If the player refuses to leave the floor, a Delay of Game penalty shall be assessed.

SECTION THREE - EQUIPMENT

Measurement Guidelines

1. The measurement of any equipment (players' and goaltenders' sticks, goaltenders' pads and gloves) shall be carried out immediately when requested by a team through the Captain or Alternate Captain(s). No measurements of any kind will be carried out by the Referee unless a formal request has been made by a team, using the proper procedure.
2. If the complaint for any measurement of sticks or equipment is not sustained, the complaining team will be assessed a Bench Minor penalty.
3. Only one measurement of any kind will be allowed per stoppage of play.
4. Any illegal equipment shall be removed, corrected or adjusted without any unnecessary delay.
5. Where a measurement of a stick is requested by a Captain or Alternate Captain, then they must designate to the Referee what specific part of the stick is to be measured.
6. No goal will be disallowed as a result of any measurement following the scoring of a goal.

Rule 21. Sticks

The intent of this rule is to only permit the use of conventional sticks. Any special changes, deviations or innovations require review and approval by the Canadian Ball Hockey Association's Board of Directors.

(a) All sticks (including goaltenders' sticks) may be made of wood, fiberglass or aluminum and/or any other material approved by the Canadian Ball Hockey Association's Board of Directors. They must not have any projections, pockets, netting or other similar contrivance designed to give the player or goaltender undue assistance in the playing of the game. The end of the shaft of all sticks must be covered to protect against injury. In the case of hollowed shaft sticks, the end of the shaft must have a protective cap as well as being covered to protect against injury.

Rule 21. Sticks

(b) The stick shall not exceed 1.60 m (63 in.) from the heel to the end of the shaft, and 31.75 cm (12 1/2 in.) from the heel to the end of the blade. The blade of the stick shall not be less than 5.08 cm (2 in.) (within 1.27 cm (1/2 in.) of the end) nor greater than 7.62 cm (3 in.) in width.

(c) The goaltender's stick shall not exceed 1.4 m (55 in.) from the heel to the end of the shaft. The blade of the goaltender's stick shall not exceed 8.89 cm (3 1/2 in.) in width at any point nor be less than 7.62 cm (3 in.), except at the heel where it must not exceed 11.43 cm (4 1/2 in.) in width; the goaltender's stick shall not exceed 39.37 cm (15 1/2 in.) in length from the heel to the end of the blade. The width portion of the goaltender's stick extending up the shaft from the blade shall not exceed 66.04 cm (26 in.) in length, calculated from the heel, and shall not exceed 8.89 cm (3 1/2 in.) nor be less than 7.62 cm (3 in.) in width.

(d) A Minor penalty shall be assessed any player, including the goaltender, for using a stick which does not conform to the provisions of this rule.

(e) A Minor penalty and a Misconduct penalty shall be assessed any player who deliberately breaks a stick when asked to produce the same stick for measurement or who refuses to surrender her stick for measurement.

(f) When requested, the Referee shall take the stick to be measured to the Referee's crease at the penalty bench, where the appropriate measurement will be made using a tape measure or stick gauge.

(g) The stick may be wound with any colour tape.

Rule 22 Footwear

(a) Hockey footwear shall be of a design approved by the Canadian Ball Hockey Association's Board of Directors.

(b) Goaltenders are permitted to wear footwear with a hard-shell toe protector.

Rule 23. Goaltender's Equipment

(a) All equipment worn by the goaltender must be constructed solely for the purpose of protection of the head or body, and must not include any garment or contrivance which would give the goaltender undue assistance in keeping goal. Abdominal aprons extending down the thighs on the outside of the pants are prohibited.

Note 1: Protective padding attached to the back of, or forming part of the goaltender's blocker glove shall not exceed 20.3 cm (8 in.) in width nor 40.6 cm (16 in.) in length. Any measurement exceeding 20.3 cm (8 in.) measured anywhere across the full length of the wrist area, or more than 40.6 cm (16 in.) anywhere on the length constitutes an illegal blocker glove.

Note 2: The base of the goaltender's catching glove shall be restricted to a maximum of 22.9 cm (9 in.) in width, which is to include any attachments added to that glove. The length of the catching glove is restricted to a maximum of 40.6 cm (16 in.) Any measurement exceeding 22.9 cm (9 in.) measured anywhere across the full length of the wrist area, or more than 40.6 cm (16 in.) anywhere on the length constitutes an illegal glove. The maximum circumference of the legal goaltenders catching glove cannot exceed 122 cm (48 in.) (see Appendix "B" for diagram). The lacing or webbing or other material joining the thumb and index finger of a goaltender's glove, or any cage, pocket or pouch created by this material, must not exceed the minimum amount of material necessary to fill the gap between the thumb and the index finger when they are fully extended and spread. Any other pocket, pouch or contrivance added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.

Note 3: The binding and/or stitching at the edges of both goaltender's gloves shall not be included in the measurement of either the length or width.

Note 4: When a request for a measurement of a goaltender's glove has been made the team shall state the glove that is to be measured and whether it is to be the length or width of the glove.

(b) Goaltender's pads, shall not exceed 35.5 cm (14 in.) in width as measured on the goaltender and shall not be altered in any way.

Rule 23. Goaltender's Equipment

Note 1: Ball foil (a plastic piece attached to the bottom of goaltender's pads designed to stop the ball) is considered to be illegal equipment.

Note 2: Rules 23(a) and (b).

For the purposes of these rules, sliders attached to goaltender pads are permitted for use if they meet the following guidelines:

1. Sliders must be permanently attached to the goaltender's pads in such a way that they cannot be easily removed and pose no risk of coming off during play. Strap on products are not permitted.
2. Sliders must be made of solid plastic or other similar material and must not contain any balls, bearings or beads. Rollerfly is not permitted.
3. If the sliders are attached using screws or bolts, the heads of the screws or bolts must be counter sunk so as to be below the plastic portion of the slider. If the screws or bolts become loosened, and extend above the top of the plastic, the sliders are no longer permitted.
4. Sliders must have rounded or beveled edges. Sliders with sharp or pointed corners are not permitted.
5. Sliders which are broken or in a state of disrepair are not permitted. Referees can refuse to let a goaltender play with any equipment deemed to be dangerous under Rule 25.
6. Sliders are considered to be part of the pad when measuring the width and as such must not make the pad wider than 35.5 centimeters (14 inches) as per Rule 23(b).

(c) A Minor penalty shall be assessed a goaltender guilty of using or wearing illegal equipment.

(d) A goaltender shall remove their face protector for purpose of identification, if so asked by the Referee. A goaltender who refuses this request shall be assessed a Gross Misconduct penalty.

Rule 24. Protective Equipment

(a) All protective equipment except gloves, shin pads, head gear, or goaltenders' leg pads, must be worn entirely under the uniform. Leather elbow patches on the outside of the sweater and palm less

Rule 24. Protective Equipment

gloves are prohibited. After one warning by the Referee, a Minor penalty for Illegal Equipment shall be imposed on the offending player for any subsequent violation of this rule.

Note 1: If short sleeve sweaters are worn, then elbow pads are prohibited.

Note 2: It is mandatory for all minor ball hockey players to wear protective shin pads.

(b) While on the floor, including pre-game warmups, all players, including goaltenders, shall wear a CSA approved hockey helmet, to which a CSA approved facial protector must be securely attached and not altered in any way. Any alteration to a CSA approved helmet or facial protector automatically destroys the certification. Facial protection is recommended in men's and women's ball hockey and mandatory (full face mask) in minors. The chin straps of the helmet shall be securely fastened under the chin. The straps of the facial protector, when designed to allow such straps, shall also be securely fastened to the hockey helmet. For violations during pre-game warmups, the Referee shall report the infraction on the official game report to the President. It is mandatory that players purchasing new facial protectors follow these guidelines:

Note 1: Players shall remove their helmet during the playing of the national anthem(s).

Note 2: The wearing of a CSA approved facial protector or visor for all players in all divisions is recommended. In all divisions of Minor Ball Hockey a full facial protector is compulsory.

Note 3: Goaltenders in all divisions of hockey shall be required to wear a CSA approved hockey helmet to which a CSA approved facial protector has been securely attached and not altered in any way. Please note that some models of goaltender masks and most cages do not have a CSA sticker on the outside, in particular Eddy Mask and Itech, although they have been certified for hockey use. These pieces are clearly marked with model numbers. If there is any doubt, the player should be instructed to acquire and maintain documentation from the CSA or manufacturer which lists the model(s) as certified. In the interim, the referee may conduct a simple test to determine its safety. If the blade of a legal hockey stick cannot penetrate the cage, in particular the eye-holes, to a depth that

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would cause injury, then the cage is considered safe enough for use in a ball hockey game. Facemasks that are clearly in disrepair (signs of disrepair include bent bars, missing straps) due to damage or long-term wear should be prohibited at the referee's discretion.

Note 4: All players while on the players' and/or penalty bench must wear their approved helmet and facial protector securely attached. Any goaltender on the bench, as a minimum, is required to properly wear the same protective head equipment as the players (Adults optional). For a violation of this section of the rule, a warning shall be issued to the team. The second and subsequent violations by the same team will result in a Minor penalty being assessed against the offending team.

Note 5: All helmets will be considered legal for ball hockey use under the following guidelines:

Any ice hockey helmet that was originally CSA approved at its time of purchase that has not been physically altered with paint, or protruding clips, or in any other way that is deemed dangerous to the player wearing the helmet or any other player. Helmets that are clearly in disrepair (signs of disrepair include missing interior foam, cracks in the helmet, missing straps, straps that have been replaced with tape or laces) due to damage or long-term wear, should be prohibited at the referee's discretion. Application of stickers or removal of earguards will not render a helmet unusable for CBHA play.

(c) Should the helmet of a player come off while play is in progress, such player shall replace the helmet (properly fastened) or shall proceed to the players' bench for a substitution. If such a player participates in the play in any manner without their helmet, the play must be stopped immediately and the player assessed a Minor penalty. The penalty shall be assessed for participating in the play without the proper protective equipment and recorded on the Official Game Report as "ineligible player". When a goaltender loses their helmet and/or facial protector, play shall be stopped immediately. Any such deliberate action by the goaltender shall result in a Minor penalty for "Delay of Game". If this deliberate (by a player or goaltender) occurs when an opponent is on a breakaway in the

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neutral or attacking zone or occurs during the last two minutes of regular playing time, or any time in overtime, a Penalty Shot shall be awarded to the non-offending team. If a player deliberately removes their helmet to fight or to challenge an opponent to fight, they will be assessed a Gross Misconduct penalty.

(d) Where a player wears a helmet and/or facial protector in an offset position during play, the team of the offending player shall receive one warning. Any subsequent infractions by the same team will result in a Misconduct penalty assessed to that player.

(e) If the Referee's attention is drawn to the possibility that a facial protector or helmet may not be certified (CSA approved), or if the Referee observes that a facial protector or helmet may not be certified, and should that piece of equipment in effect turn out not to be certified, the Referee shall assess a Minor penalty and at the same time order that illegal piece of equipment removed from the game.

Note 1: The Referee is empowered to make the call without their attention being drawn by an opposing player or team official, through the captain.

Note 2: The Referees' Case Book contains detailed procedures to follow in the case of a player having to serve a penalty for a non-certified helmet or facial protector.

Note 3: Procedures for dealing with players who do not have CSA approved helmets or visors.

- i) Identify the piece of equipment that is illegal (not CSA approved).
- ii) Both officials shall approach the player (in an area that is in clear view of team officials) to inform the player the specific piece of equipment does not conform to CSA standards. They are not allowed to participate in the game with illegal equipment.
- iii) If a helmet, facial protector or visor is not CSA approved, the player is not allowed to remain on the players' bench until they receive proper equipment. Also, they are not allowed to swap helmets with other players while play is in progress or during stoppages of play.

Rule 24. Protective Equipment

(f) For divisions where facial protectors and visors are optional, the Canadian Ball Hockey Association strongly recommends the use of internal mouth guards.

(g) The wearing of gloves is mandatory. Wearing ice hockey gloves is recommended.

Note 1: The Referees shall determine the legality of any equipment. Referees are required to err on the side of safety and when there is a doubt about the legality of a piece of equipment, referees should require the player to find alternate equipment. The referee's decision shall be final for the purposes of the game in question, but further clarification may be sought from the responsible referee in chief after the conclusion of the game.

Note 2: Where the referee notices more than one player with illegal gloves on the floor at the same stoppage of play, the referee shall point out all offending players at the same time. This mass warning shall constitute the warning. Only once play resumes shall a subsequent infraction result in the assessment of a minor penalty. Where players from both teams are wearing illegal gloves, the referee shall warn both players and teams at the same stoppage of play. Referees are encouraged to give the warnings under this section prior to the start of the game if players are wearing illegal gloves in the pre-game warmup.

Note 3: The use of palm-less gloves is not permitted. Gloves may have worn palms from normal wear, provided fingers are not exposed. Finger portions may be repaired with tape to cover any exposure on the underside.

Note 4: Gloves may not be altered in any way to leave the wrists exposed. Gloves that are equipped with laces or other forms of enclosure to provide coverage of the wrists **MUST** have the laces present and fastened securely to provide protection to the wrists. Absolutely no modifications to a glove will be deemed permissible.

CLARIFICATIONS

1. If a player undoes their chin strap in order to incite or challenge an opponent, that player shall be assessed a Misconduct under Rule 47(e).

Rule 24. Protective Equipment

2. If a player undoes their own chin strap for any reason including the intention to challenge or incite an opponent to fight, that player shall be assessed a Gross Misconduct. No Misconduct would be necessary in this case.

3. If neither player removes the helmet or undoes the chin strap prior to the fight, but the helmets come off during the fight, one of three situations is possible:

- a) If the Referee determines that the helmet(s) came off incidentally during the fight, no penalties under Rule 24(c) need to be assessed.
- b) If the Referee determines that a player deliberately pulled their opponent's helmet off during the fight, the Referee shall assess a Gross Misconduct Penalty.
- c) If a player grabs the opponent's helmet or facial protector and uses this to gain an advantage or to inflict punishment or injury, the Referee shall assess a Match Penalty under Rule 49(d).

4. If players undo each other's chin straps and/or remove each other's helmets prior to the start of the fight in an effort to circumvent this rule, the Referee shall assess both players Gross Misconduct penalties, plus any other penalties that they incur, under Rule 33(b) for making a "travesty of the game".

Rule 25. Dangerous Equipment

(a) The use of pads, protectors or sticks likely to cause injury to a player are prohibited.

(b) No player is permitted to wear a sweater or pants modified or altered to gain an advantage or compromise safety.

(c) All elbow pads which do not have a soft protective covering of sponge, rubber or a similar material at least 1.27 cm (1/2 in.) thick shall be considered dangerous equipment.

(d) The use of supplemental oxygen is prohibited.

Rule 25. Dangerous Equipment

(e) For a violation of this rule a warning shall be issued to the team. Any subsequent violations to any player on the same team shall result in a Minor penalty to the offending player.

Note: The Referee has the authority to prohibit a player from participating in the game while using or wearing any equipment that they considers dangerous to a player or game official.

Rule 26. Ball

The ball shall be made of plastic or other approved material. It shall be 7.62 cm (3 in.) in diameter and weigh not less than 156 g (5 1/2 ounces) and not more than 170 g (6 ounces) and shall be orange in colour. For all games played under the jurisdiction of the Canadian Ball Hockey Association, it is recommended the official Canadian Ball Hockey Association ball be used. Some leagues may use a lighter ball for the U8 and U10 levels of play where it shall be 7.62 cm (3 in.) in diameter and may weigh not less than 113.4 g (4 ounces) and be clearly identified.

SECTION FOUR - PENALTIES

Rule 27. Penalties

(a) Penalties shall be in actual playing time, and are divided into the following classes:

1. 2 & 4 Minute Minor Penalties
2. Bench Minor Penalties
3. Major Penalties
4. Misconduct Penalties
5. Game Ejection
6. Game Misconduct Penalties
7. Gross Misconduct Penalties
8. Match Penalties
9. Penalty Shot

(b) Any player or team official may be assessed penalties at any time before, during, or after a game, when an offense is committed on the floor or off the floor before entering the dressing rooms. Any altercations occurring off the floor must be reported to the President on the official game report by the referee. A player who is assessed any penalty in the pre-game warm-up shall automatically have their name placed on the Official Game Report and be counted as one of the eligible players, as per Rule 16 (a) and (b) - Players in Uniform.

Note 1: The maximum of 5 players per team being assessed Game Misconducts (as per Rule 70 (c) Note 1- Leaving the Players' or Penalty Bench) also applies to the pre-game warm-up.

Note 2: Any unnecessary contact between opposing players after the whistle shall result in penalties being assessed as prescribed by the rules.

(c) Where the rules state that the Manager or Coach shall designate a player to serve a penalty and the Manager or Coach refuses to name a player, the Referee shall name any player of the offending team to serve the penalty.

(d) Where penalties are assessed to players of both teams at the same time, the penalized players of the Visiting Team shall take their position in the penalty bench first, in the place designated for the visiting players. Where there is no special designation, they must take a position on the bench furthest from the gate.

Rule 27. Penalties

(e) Any player, including the goaltender, shall be ejected from the game if they receive 3 penalties of any kind in the game (Rule 32 - Game Ejection). The offending team shall be required to place a substitute player on the penalty bench to serve any time penalty. The substitute player will be permitted to return to the playing surface after the penalty time has elapsed.

Note: For the purposes of this rule, a 4-minute minor for Butt-Ending, Spearing, High Sticking, Cross-Checking, Slashing, Head-Butting and Head Contact will only count as one (1) penalty towards the 3-Penalty rule.

Rule 28. 2- & 4-Minute Minor Penalties

(a) For a Minor penalty, any player, except a goaltender, shall be ruled off the floor for two minutes of actual playing time, during which time no substitutes shall be permitted.

(b) If, while a team is short-handed because of one or more Minor or Bench Minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate.

Note: Coincidental Minor penalties to both teams do not cause either team to be short-handed. When a goal is scored on a Penalty Shot against a team that is short-handed by reason of a Minor or Bench Minor penalty, no player of the short-handed team shall return to the floor with the scoring of the goal.

(c) When a player is assessed both a Minor and Major penalty at the same time, the Major penalty shall be served first. The same principle will apply when a player is assessed both a Minor and Match penalty at the same time. The five-minute time penalty which accompanies the Match penalty is to be served first. See Rule 38 (e).

(d) If a goal is scored against a team that is short-handed because of one or more Minor penalties, the player serving the Minor penalty with the least amount of time shall return to the floor.

e) When a coincidental Minor or coincidental Minors of equal duration are imposed against players on each team during the same stoppage of play, immediate substitutions shall be made for those penalties, and such penalties shall not be taken into account for the

Rule 28. 2- & 4-Minute Minor Penalties

purpose of the delayed penalty. Any differences in time or total penalty time shall be served by one or more players on the floor at the time of the infraction. Unless they have been ejected from the game, such penalized players shall take their place on the penalty bench and remain there until the first stoppage of play following the expiry of their respective penalties. Where at least one Major and/or Match penalty is assessed to each team during the same stoppage of play, the coincidental Major/Match penalty rule shall take precedent over the coincidental Minor penalty rule.

(f) A four minute minor penalty will be assessed to any player who commits any of the following infractions: Butt- Ending (Rule 49, f), Cross-Checking (Rule 54), Head- Butting (Rule 49, b), Head Contact (Rule 86, b), High Sticking (Rule 62), Slashing (Rule 79), Slew Footing (Rule 85) and Spearing in a poking or jabbing motion (Rule 49, g). When such a penalty is assessed, the penalized player will be required to serve the full 4 minutes of penalty time before returning to the playing surface. Should the opposing team score a power play goal as a result of the 4-minute minor penalty, the penalty will be over but the player will serve the remaining time like a Misconduct Penalty and returning to the playing surface at the first stoppage of play once the time has expired.

Rule 29. Bench Minor Penalties

(a) A Bench Minor penalty requires the team against which the penalty is assessed, to play a player short for a period of two minutes of actual playing time.

(b) Whenever a Bench Minor penalty is to be assessed according to the rules, if the player guilty of the actual infraction is identified by the Referee, that player shall serve the penalty except when such identified player is already on the penalty bench serving a penalty. However, if the player is not identified, then the Manager or Coach of the penalized team, through the playing Captain, shall designate any player of their team on the floor at the time of the infraction to serve the penalty.

Rule 30. Major Penalties

(a) Any player, goaltender or Team Official incurring a Major penalty and a Game Misconduct penalty, shall be ordered to the dressing room for the remainder of the game, and shall be reported to the

Rule 30. Major Penalties

President for further action. The Manager or Coach of the penalized team, through the playing Captain, shall designate any player of their team on the floor at the time of the infraction, to serve the penalty.

(b) When coincidental Major and/or Match penalties or coincidental penalties of equal duration, including a Major or a Match, are imposed against players on each team during the same stoppage of play, immediate substitutions shall be made for those penalties, and such penalties shall not be taken into account for the purpose of the delayed penalty. In the case where the penalized players remain in the game, they shall take their place on the penalty bench and shall not leave until the first stoppage of play following the expiry of their respective penalties. When the coincidental Major/Match penalty rule is applied, and there is a differential in the total time penalties, those penalties causing the differential shall be served first in the normal manner and shall be taken into account for the purpose of applying Rule 28 (b) - Minor penalties and Rule 38 - Delayed penalties. Any time difference or differential in the total time penalties must be served by a player (or players) on the floor at the time of the infraction.

(c) The Referee in charge shall report to the President any player who incurs a second Major penalty within ten minutes of the game's conclusion.

Rule 31. Misconduct Penalties

(a) A player, except a goaltender, incurring a Misconduct penalty, shall be ruled off the floor for a period of ten minutes actual playing time. A substitute for the penalized player shall be permitted immediately. A player serving a Misconduct penalty shall remain on the penalty bench until the first stoppage of play following the expiry of their penalty. When a player is assessed a Minor and a Misconduct penalty or a Major and a Misconduct penalty at the same time, the penalized team shall immediately place a substitute player on the bench to serve the Minor or Major penalty. The Misconduct penalty will commence on the termination of the Minor or Major penalty.

(b) The Referee in charge shall report to the President any player who is assessed a game Misconduct penalty within ten minutes of the conclusion of the game.

Rule 31. Misconduct Penalties

(c) Any player who is assessed a second Misconduct penalty in the same game shall automatically be assessed a Game Misconduct penalty.

Rule 32. Game Ejection/Game Misconduct Penalties

(a) A player incurring a Game Ejection penalty in accordance with Rule 27(e) - Penalties, shall be ordered to the dressing room for the remainder of the game.

(b) A player or team official incurring a Game Misconduct penalty shall be ordered to the dressing room for the remainder of the game and shall be reported to the President for further action. A substitute for the penalized player shall be permitted immediately.

(c) Any player or team official who is assessed a Game Misconduct penalty in regular time, or any time in overtime, or at the conclusion of the game and prior to the player or team official entering their dressing room, shall automatically be suspended for a minimum of the next regular league/play-off game. A total of ten minutes shall be charged in the records against the penalized player for a Game Misconduct.

Rule 33. Gross Misconduct Penalties

(a) Any player or team official incurring a Gross Misconduct penalty shall be ordered to the dressing room for the remainder of the game and shall be reported to the President for further action. A substitute for the penalized player shall be permitted immediately.

(b) Gross Misconduct penalties shall be assessed where a person conducts themselves in such a manner as to make a travesty of the game.

(c) Any player or team official who is assessed a Gross Misconduct penalty in regular time, or any time in overtime, or at the conclusion of the game and prior to the player or team official entering their dressing room, shall automatically be suspended for a minimum of the next two regular league/play-off games. A total of ten minutes shall be charged in the records against the penalized player for a Gross Misconduct.

Rule 34. Match Penalties

(a) Any player or team official incurring a Match penalty shall be ordered to the dressing room immediately, for the balance of the game, and will not be permitted to take part in any further games until their case has been dealt with by the President.

(b) In every instance where a Match penalty has been assessed, the offending player's team shall be required to send a player to the penalty box for five minutes. The player who serves the five minutes must have been on the floor at the time of the infraction. Where an offending player has been assessed penalties in addition to the Match penalty, those penalties will be served by the same player who serves the five-minute penalty. This section would not apply in the case of the coincidental Major or Match penalty rule.

Note: Referees are required to report all Match penalties and the surrounding circumstances to the President immediately following the game involved. **THIS IS IMPORTANT.**

(c) Any player or team official who is assessed a Match penalty in regular time, or any time in overtime, or at the conclusion of the game and prior to the player or team official entering their dressing room, shall automatically be suspended for a minimum of the next five regular league/play-off games

Rule 35. Penalty Shot

(a) Any infraction of the rules which calls for a Penalty Shot shall result in the following: The Referee shall have the designated player's name or the player selected by the team entitled to take the shot (as appropriate), announced over the public address system, and shall then place the ball on the centre face-off spot and the player taking the shot will, on instruction of the Referee, play the ball from there and shall attempt to score on the goaltender. The ball must be kept in motion towards the opponent's goal line and once it is shot, the play is to be considered complete. No goal can be scored on a rebound of any kind and any time the ball crosses the goal line, the shot shall be considered complete.

The "Spinerama" move is acceptable on a Penalty Shot as long as the ball is kept in continuous motion.

(b) The goaltender must remain in their goal crease until the designated player touches the ball at centre floor, and in the event of a

Rule 35. Penalty Shot

violation of this rule, the player designated or selected to take the shot shall be entitled to take the shot over again. The goaltender may attempt to stop the shot in any manner except by throwing her stick or any other object, or deliberately dislodging the goal, in which case a Goal shall be awarded.

Note: No player other than the goaltender is permitted to tend goal during a Penalty Shot.

(c) In cases where a Penalty Shot has been awarded under Rule 24 (c) - Protective Equipment (deliberate removal of helmet or facial protector during a breakaway), Rule 55 (d) - for Delay of Game (Goaltender deliberately dislodging the goal during a breakaway), Rule 82 (a) - Throwing Stick (at ball or ball carrier), Rule 85 (d) - Tripping (fouling from behind), and Rule 70 (e) - Leaving the Players or Penalty Bench (ineligible player), the Referee 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 Referee 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 of the non-offending team and their selection reported to the Referee.

In cases where a Penalty Shot has been awarded under Rule 55 (e) - Delay of Game, Rule 58 (c) - Falling on the Ball (in the goal crease) and Rule 61 (c) - Handling the Ball (in the goal crease), the Penalty Shot may be taken by a player selected by the Captain of the non-offending team and her selection reported to the Referee. This player must be on the floor at the time of the infraction.

(d) Should the player in respect to whom a Penalty Shot has been awarded, themselves commit a foul in connection with the same play or circumstances after the Penalty Shot has been awarded, they shall first be permitted to take the Shot before being sent to the penalty bench to serve the penalty, provided the penalty assessed was not a Game Ejection, Game Misconduct, Gross Misconduct or Match penalty. If at the time a Penalty Shot is awarded, the goaltender of the penalized team has been removed from the floor to substitute another player, the goaltender shall be allowed to return to the floor before the Penalty Shot is taken.

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(e) While the Penalty Shot is being taken, players of both sides shall withdraw to the sides of the floor 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 player taking the Penalty Shot, and because of such action the shot should have failed, a second attempt shall be permitted, and the Referee 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 the centre face-off spot 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. If the offense for which the Penalty Shot was awarded was such as would normally incur a Minor penalty, then regardless of whether the Penalty Shot results in a goal or not, no further Minor penalty shall be served.

(i) A measurement of the stick of the player designated to take the Penalty Shot may be requested before the shot is taken, as if it were a normal play. Should the stick prove illegal, the offending team shall be denied the Penalty Shot and no further penalty shall be imposed. Should the measurement prove the stick to be legal, the Penalty Shot shall be taken in the normal manner and the penalty for an "unsustained request for a measurement" shall be assessed whether the Penalty Shot is successful or not.

(j) If the foul upon which the Penalty Shot is based on occurs during actual playing time, the Penalty Shot shall be awarded and taken immediately in the usual manner notwithstanding any delay occasioned by a delayed whistle by the Referee 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 over-time.

Rule 35. Penalty Shot

(k) In all instances where a penalty shot has been awarded it must be recorded on the game sheet. The player's number committing the foul will be recorded under the penalty section of the offending team. Penalty shot fouls will count towards the 3-penalty game ejection rule.

(l) Note: Also refer to:

Rule 24 (c)	Rule 58 (c)	Rule 82 (a)
Rule 55 (d)	Rule 61 (c)	Rule 85 (d)
Rule 55 (e)	Rule 70 (e)	

Rule 36. Awarded Goals

(a) A "Goal" will be awarded to the attacking team when the opposing team has taken their goaltender off the floor and an attacking player has possession and control of the ball on a breakaway in the neutral or attacking zone without a defending player between themselves and the opposing goal and:

- (1) They are interfered with by an opposing player who has illegally entered the game or,
- (2) a stick or any other object is thrown by a player on the defending team or,
- (3) the ball carrier is fouled from behind and prevented from having a clear shot on the open goal or,
- (4) any member of the defending team including the team officials, whether on the players' bench or penalty bench, interferes by means of their body, stick or any other object with the ball or the ball carrier.

(b) A Goal will be awarded to the attacking team when the opposing team has taken their goaltender off the floor and when a shot has been taken (control no longer applies) and a defending player picks up the ball with their hand from the goal crease or intentionally falls on or covers the ball in the crease with their hand, thereby preventing an obvious and imminent goal.

(c) A Goal will be awarded when the goaltender is removed from the floor and they, or any teammate, have deliberately placed an obstacle at or near his net, or has deliberately dislodged the net from its moorings, when any such action has prevented a goal from being scored.

Rule 37. Goaltender Penalties

(a) No goaltender shall be sent to the penalty bench for an infraction which incurs a Minor, Major or Misconduct penalty. Instead, such a penalty shall be served by any player of their team who was on the floor at the time of the infraction. Such player shall be designated by the Manager or Coach of the penalized team through the Captain. Unless the penalty being served is a time penalty, any player serving a penalty on behalf of a goaltender shall leave the penalty box if the offending goaltender is subsequently ejected from the game.

(b) An alternate goaltender may replace a regular goaltender who has been ejected from the game or has been assessed a Game Misconduct, Gross Misconduct or a Match penalty. In the event there is no alternate

(c) goaltender recorded on the playing line-up, the regular goaltender's place may be taken by any player on the Game Report designated by the Manager or Coach of the penalized team through the Captain. Such substitute will be allowed fifteen minutes to put on the full goaltender's equipment.

(d) When a goaltender leaves their goal crease during a fight, they shall be assessed a Minor penalty, plus any other penalties they incur.

(e) When a goaltender leaves their goal crease to join in a fight, act as a peacemaker, or take part in another fight, during the same stoppage of play, they shall receive a Game Misconduct penalty, plus any other penalties they incur.

(f) If a goaltender intentionally participates in the play in any manner when they are beyond the centre red line, they shall be assessed a Minor penalty.

(g) A Minor penalty shall be assessed a goaltender who, after catching the ball, drop kicks the ball. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.

Rule 38. Delayed Penalties

(a) If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one the third

Rule 38. Delayed Penalties

player shall not commence until the penalty time of one of the two penalized players has elapsed. Nevertheless, the third penalized player must at once proceed to the penalty bench, but shall be replaced on the floor by a substitute until such time as the penalty time of the penalized player shall commence.

(b) When a team has three players serving penalties at the same time and while due to the delayed penalty rule a substitute for the third player is on the floor, none of the three penalized players on the penalty bench may return to the floor until play has been stopped. When the play has been stopped, the player whose full penalty has expired may return to the play.

(c) When the penalties to the player or players have expired, and the penalized team is entitled to more than four players on the floor, the Penalty Timekeeper shall permit the penalized players to return to the floor in the order of the expiry of their penalties. When the penalties of two players from the same team expire at the same time and the team is entitled to only one additional player on the surface, the players shall return to the surface in the order in which their penalties were reported.

(d) In cases where Minor penalties are assessed at the same time to more than one player from the same team, those penalties shall be served in order of occurrence. Rule 38 (d) does not apply when the coincidental Minor penalty rule is applied.

(e) When a Major penalty and a Minor penalty are assessed at the same time against two different players of the same team, the Penalty Timekeeper shall record the Minor as being the first penalty assessed. (See Rule 28 (c)).

(f) All penalties shall be reported on the Official Game Report including any delayed penalties that may be in effect when the opposing team scores a goal. This is for the purpose of the 3-Penalty rule. The individual who committed the foul will have the offence noted on the Official Game Report with no time being served. If the foul committed by the offending player was their third penalty of the game, they shall be ejected from the game.

Rule 39. Calling of Penalties

(a) If a player on the team in possession of the ball commits an infraction of the rules which would call for a Match, Major, Misconduct, Bench Minor or Minor penalty, the Referee shall blow their whistle immediately and give the penalty(ies) to the deserving player(s). When this situation leads to a time penalty or multiple time penalties being placed on the clock to (1) team, making the team shorthanded, the ensuing face-off shall be conducted at one of the end zone face-off locations in the offending team's defending zone. There are four (4) exceptions:

(1) When a penalty is assessed after a goal, the face-off will take place at centre floor

(2) When a penalty is assessed at the end (or before the start) of a period, the face-off will take place at centre floor,

(3) When a gathering is taking place following a stoppage of play leading to a penalty or penalties against the defending team and one (1) or both point-players or any player coming from the players' or penalty bench of the attacking team, enters deeply into the attacking zone (the top of the circles being the limit) the ensuing face-off will take place in the neutral zone at one of the face-off spots outside the offending team's defending zone (see rule 57 (j)).

(4) When the non-offending team clears the ball and flooring/icing is called, the ensuing face-off will take place at one of the face-off spots in the neutral zone outside of the defending zone of the team that floored/iced the ball.

Note 1: When a time differential occurs because of multiple penalties, the ensuing face-off will take place in the shorthanded team's defending zone. In the case of multiple penalties when no time differential occurs, the ensuing face-off will take place at the face-off spot nearest to where the stoppage of play occurred, unless otherwise stated in the rules.

Note 2: Where this rule refers to a team being shorthanded, that refers to the outcome of the penalties assessed on the particular stoppage of play.

Rule 39. Calling of Penalties

Note 2: Where this rule refers to a team being shorthanded, that refers to the outcome of the penalties assessed on the particular stoppage of play.

For example, if the home team is serving a time penalty and a time penalty is assessed to the visiting team on a subsequent stoppage, the visiting team is considered to be “shorthanded” as a result of the penalties assessed on that particular play even though the teams will play 4 on 4 when play resumes. In this situation, the face-off would occur in the visiting team’s defending zone.

(b) If a player on the team not in possession of the ball commits an infraction of a rule which would call for a Match, Major, Misconduct, Bench Minor or Minor penalty, the Referee shall signal the penalty by extending their arm straight up. The Referee shall blow their whistle and stop play immediately when the offending team gains possession and control of the ball.

Note 1: The play is not considered completed until the offending team gains possession and control of the ball. The resulting face-off shall be where the play was stopped, unless during the period of the delayed penalty call against the side not in possession, the side in possession floors the ball, shoots the ball from its own zone so that it goes out of bounds or is unplayable then the face-off following the stoppage of play shall take place at the face-off spot in the neutral zone nearest the defending blue line of the team shooting the ball. If the penalty to be assessed is a Minor penalty and a goal is scored on the play by the non-offending side, the Minor penalty shall not be assessed, but OTHER Minor, Bench Minor, Major, Match and Misconduct penalties shall be assessed in the normal manner, regardless of a goal being scored.

Note 2: If after the Referee has signaled a penalty, but before the whistle has been blown, a member of the non-offending team shall put the ball in their own net in any manner through no contact by the offending team, the goal shall be allowed and the penalty signaled shall be assessed in the normal manner. If the Referee signals a Minor or Bench Minor penalty(ies) against a team that is shorthanded by reason of one or more Minor or Bench Minor penalties, and a goal is scored by the non-offending side before the whistle is blown, the goal shall be allowed and the player who is serving the first Minor or Bench Minor penalty will return to the

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floor, while the signaled penalty(ies) shall be assessed and served in the normal manner.

(c) If further infractions are committed by the same offending player, either before or after the Referee blows their whistle, that player shall serve the penalties consecutively.

(d) The Referee has the right to stop play immediately in the case of a Match penalty. The resulting face-off will be where the play was stopped, unless the stoppage occurred in the offending player's attacking zone, in which case the face-off is brought out to the neutral zone.

SECTION FIVE - OFFICIALS

Rule 40. Appointment of Officials

(a) For inter-member play-off games, the President of the Canadian Ball Hockey Association or their duly appointed representative, shall appoint two Referees. They shall also appoint a Game Timekeeper, a Penalty Timekeeper, an Official Scorer and two Goal Judges.

(b) Referees and Off-floor Officials shall be treated with courtesy at all times by players and team officials. Any infraction of this rule will be reported to the President, who may assess such penalties as the infraction warrants.

(c) Members must use two Referees for games within their own organizations.

(d) A Referee shall have full authority and the final decision in all matters under dispute. Their decision shall be final on all questions of judgement and not subject to appeal.

(e) A Referee shall not be used in any Canadian Ball Hockey Association play-offs unless recommended in writing by their organization through their President, to the Canadian Ball Hockey Association's Officer in charge.

(f) All Referees operating within the jurisdiction of the Canadian Ball Hockey Association shall be affiliated and under the control of the organization in which they are officiating.

Rule 41. Referees

(a) The Referees are the official representatives of the Canadian Ball Hockey Association or member of the Canadian Ball Hockey Association in which the game is being played. They shall be in full control of the players on and off the floor. Off-floor Officials and the Officials connected with the competing clubs and the Referee will be backed to the limit in all legitimate circumstances.

(b) The Referee shall see that the teams are called to the floor at the appointed time for the commencement of each game, and at the start of each regulation and over-time period. The Referee shall remain on the floor at the conclusion of each period, and any overtime, until the players have proceeded to their dressing rooms.

Rule 41. Referees

(c) The Referee shall check the equipment worn by any player when requested to do so by the Manager or Coach of either team through the Captain on the floor.

(d) The Referee shall assess all penalties as prescribed by the rules for infractions thereof. The Referee shall stop the play for any infraction within their jurisdiction.

(e) The Referee shall give the final decision in the matter of disputed goals, after having consulted with their partner and the Goal Judge involved.

(f) Before starting the game, the Referee shall see that the appointed Game Timekeeper, Penalty Timekeeper, Official Scorer and Goal Judges are in their respective positions.

(g) The Referee shall announce to the Official Scorer, the duration of the penalties and the rule infractions involved, and to whom the goals and assists are credited.

(h) The Referee shall, when possible, see that players of the opposing teams are separated on the penalty bench to prevent feuding.

(i) After each game, the Referee shall check and sign the Official Game Report and return it to the Official Scorer.

(j) Should an official accidentally leave the floor or receive an injury which would affect their duties while play is in progress, the play shall be stopped.

(k) If for whatever reason, the Referees appointed are prevented from appearing, the Managers or Coaches of the two competing clubs shall agree on Referees. If they are unable to agree, they shall appoint a player from each team who shall act as officials.

(l) If the regularly appointed officials appear during the progress of the game, they shall replace the temporary officials immediately.

m) If a Referee appointed is unable to act at the last minute, or if through sickness or accident, they are unable to finish the game, the Referee in charge shall have the power to appoint another in their place, if they feels it is necessary.

Rule 41. Referees

(n) The Referees in charge shall be thoroughly impartial parties.

(o) While on the floor, all Referees shall be garbed in black trousers or shorts, a sweater with a member or league crest. During all inter-member play-off games and international competition, Referees shall be garbed in black trousers or black shorts, a black and white striped sweater with either the member or the Canadian Ball Hockey Association crest.

(p) Referees are required to report on the Official Game Report or separate Penalty Report Form, all Match, Gross Misconduct and Game Misconduct penalties, immediately following the game, giving full details to the President. During inter-member competition, the Referee is required to contact the Canadian Ball Hockey Association's Officer in charge of discipline, immediately following the game.

(q) Referees shall check the goal and nets before the start of the game and at the end of each period. The Referee shall check the goal lights, timing device, and floor markings. If the floor markings are not in accordance with the Canadian Ball Hockey Association Rules, it must be reported to the President. The official method of refereeing in all Canadian Ball Hockey Association sanctioned games is with two Referees.

Rule 42. Referee

(a) The approved method of officiating all CBHA games is the two-person system. The Referees shall have the authority to stop play when:

- (1) off-side violations occur at the blue line or when floor ing violations occur.
- (2) the ball goes outside the playing surface or when it is interfered with by an ineligible person.
- (3) more than the correct number of players are on the floor and the team committing the infraction has possession of the ball.
- (4) the ball has been illegally batted with the hand from one player to a teammate.
- (5) a player strikes the ball with a high stick.
- (6) the goal net has been displaced from its normal position.

Rule 42. Referee

(7) it appears that a player has sustained a serious injury.

(8) A penalty is to be assessed and the offending team gains possession and control of the ball.

(b) Where an official is unexpectedly late or is injured during the first game of a day's schedule, the game may be permitted to start and/or conclude with one official.

(1) Where an official remains unexpectedly absent or injured for the balance of the day's schedule, the league may continue its day's games using a 3-person system with the Referee present being assisted by two volunteers who will act as linesmen for the purposes of off-sides and flooring (icing) only. The Referee will be the only official eligible to assess penalties. The volunteers will be appointed by a league representative or by the Referee on the floor must be a member of the CBHA (the volunteer must be a registered: player, coach, team staff member or league staff member).

(2) Youth Divisions of play under the age of 13 may be permitted to use only one Referee for house league play.

Rule 43. Goal Judges

(a) There shall be one Goal Judge behind each goal. The Goal Judges shall not be members of either competing team, nor shall they be replaced during the progress of the game, unless it becomes apparent that either Goal Judge, on account of partisanship or any other cause, is guilty of giving unjust decisions. In such cases, the Referees in charge may appoint another Goal Judge to act in their place.

(b) Each Goal Judge shall be stationed in the designated area behind each goal for the duration of the game, and they shall not change ends at any time after the game begins. Their jurisdiction is limited to that game only.

(c) In the event of a goal being claimed, the Goal Judge shall decide whether or not the ball has passed between the goal posts and entirely over the goal line. Their decision will simply be "goal" or "no goal".

Rule 44. Penalty Timekeeper

(a) The Penalty Timekeeper shall keep the time served by each penalized player during the game and, upon request, inform the penalized player as to the unfinished time of his penalty.

(b) If a player leaves the penalty bench before their time has expired, the Penalty Timekeeper shall note the time and signal that to the Referee, who will stop the play as soon as possible.

(c) Where public address systems are used, the Penalty Timekeeper shall announce or have announced the name of each penalized player, the nature of the offence and the time the penalty was assessed.

Rule 45. Official Scorer

(a) The Official Scorer shall enter on the "Official Game Report" a correct record of the goals scored, by whom they were scored and to whom assists, if any, are to be credited. They shall also keep a correct record of all penalties assessed, stating the names and numbers of the penalized players, the duration of the penalty, the infraction, and the time when the penalties were assessed.

(b) The Official Scorer shall request that all affiliated players dressed for the game, be designated on the Official Game Report by the use of the symbols "AP" after their name (in a similar manner to that used to designate the Captain and Alternate Captains). They shall be players not signed to a regular card of the club with which they are playing.

(c) At the completion of each game, the Official Scorer shall sign the Official Game Report themselves, and then have the Referees sign it. They shall then forward the Game Report to the Secretary of the member or league involved.

(d) Prior to the start of the game, the Official Scorer shall obtain from the Manager or Coach of each team their complete lineups, verified and signed by the TEAM OFFICIAL IN CHARGE. The Captain and Alternate Captains of each team shall be noted on the Official Game Report.

(e) The Official Scorer shall submit the complete line-up of the competing teams to the Referee, in their dressing room prior to the

Rule 45. Official Scorer

start of the game and shall draw to their attention any case which they feel does not comply to the rules.

(f) The Official Scorer shall advise the Referee when the same player has received their second Misconduct penalty, or their third penalty of any kind (as per Rule 28 (f)) during the same game.

(g) Where a public address system is in use, the Official Scorer shall announce, or have announced, immediately following the scoring of each goal, the name of the player who scored the goal and the name of each player who received an assist.

Rule 46. Game Timekeeper

(a) The Game Timekeeper shall record the start and finish time of each game and all actual playing time during the game.

(b) The Game Timekeeper shall signal the Referee for the commencement of the game, the start of the second and for each overtime period. If the rink is not equipped with an automatic sound device, or if this equipment should fail to operate, the Game Timekeeper shall, by means of a siren or whistle, signal the end of each period, each overtime period and the end of the game.

(c) The Game Timekeeper shall announce or have announced when ONE MINUTE of actual playing time remains in each regulation or overtime period.

(d) In the event of any dispute regarding time, the matter shall be referred to the Referee in charge and their decision shall be final.

SECTION SIX - PLAYING RULES

Rule 47. Harassment of Officials, Unsportsmanlike Conduct/Misconduct

Team officials shall be responsible for their conduct and that of their players at all times. They must endeavor to prevent disorderly conduct before, during or after the game, on or off the floor and any place in the rink. The Referee may assess penalties to any of the above team officials for failure to do so and shall report full details of the incident to the President.

(a) A Minor penalty shall be assessed to any player or team official who challenges or disputes the rulings of any official during the game or who displays unsportsmanlike conduct. If a player or goaltender persists, they shall be assessed a Misconduct penalty and any further disputes will result in a Game Misconduct penalty being assessed to the offending player or goaltender. If a team official persists, they shall immediately be assessed a Game Misconduct penalty. A Referee is not required to assess a Minor penalty under this rule before assessing the Misconduct or Game Misconduct but may assess either of these penalties initially.

(b) A Misconduct penalty shall be assessed on any player who:

- (1) uses obscene, profane or abusive language or gestures to any person.
- (2) persists in disputing or shows disrespect for the ruling of any official.
- (3) intentionally knocks or shoots the ball out of reach of an official who is retrieving it.

A player who, after receiving a Misconduct penalty, persists in any of the actions of (b) above, shall be assessed a Game Misconduct penalty.

Note: In the case of a team official, a Bench Minor penalty shall be assessed instead of a Misconduct penalty. A team official after receiving a Bench Minor penalty would receive a Game Misconduct penalty if the actions continue. A Referee is not required to assess a Bench Minor penalty under this rule before assessing a Game Misconduct penalty.

Rule 47. Harassment of Officials, Unsportsmanlike Conduct/Misconduct

(c) If the Referee is unable to identify the person responsible for the use of obscene, profane or abusive language, a Bench Minor penalty shall be assessed the offending team.

(d) A Misconduct penalty shall be assessed any player who does not proceed immediately and directly to the penalty bench when they have penalized. Where the penalized player causes any delay by returning for their equipment (gloves, sticks, etc...), the Misconduct penalty shall apply. The equipment shall be delivered to them on the penalty bench by a player of their team on the floor at the time of the infraction.

Note: It shall be necessary to place a substitute on the penalty bench. Such substitute may return to the floor as soon as the Misconduct penalty to the offending player commences.

(e) A Misconduct penalty shall be assessed to any player who shows any course of conduct (including threatening and abusive language or gestures or similar actions) designed to incite an opponent into incurring a penalty. Any player who removes their helmet to incite an opponent would also receive a Misconduct under this rule.

(f) Any player or team official who engages in verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation, language) shall be assessed a Game Misconduct penalty. Notwithstanding the above, at the discretion of the Referee, a Gross Misconduct penalty may be assessed for any infraction to any player or team official.

Note: Officials must complete a game report and report to the President any penalty incurred under Rule 47 (f).

(g) A Misconduct penalty shall be assessed any player or players who, except for taking their position on the penalty bench, enters or remains in the Referee's crease while the Referee is reporting to or consulting with any game official,, Timekeeper, Penalty Timekeeper, Official Scorer or Announcer.

(h) Where a team official has been assessed a Game Misconduct penalty under this rule, the Referee shall report the individual in full details to the President, who may assess further penalties.

Rule 47. Harassment of Officials, Unsportsmanlike Conduct/Misconduct

(i) A Bench Minor penalty shall be assessed a team where any player or team official on the bench protests an official's ruling through verbal or physical gestures that may be considered disrespectful in any way, or who bangs the boards or playing surface with a stick or any other object in protest of the ruling.

Note: When the penalty is assessed against a player on the penalty bench, another player from the floor must serve the Bench Minor penalty.

(j) When the player on the floor commits the infraction described in (i), the Unsportsmanlike Conduct penalty shall be assessed.

Rule 48. Adjustment of Equipment

(a) A Minor penalty shall be assessed any player who delays the game for adjustment of any equipment.

(b) The onus of maintaining equipment in proper condition shall be upon the player. If adjustments are required, the player must leave the floor and play shall continue uninterrupted, using a substitute.

(c) A goaltender may not delay the game unnecessarily to adjust their equipment, during a stoppage of play, unless they have received permission from the Referee and remains in the goal area. If a goaltender goes to the players' bench to adjust any equipment they shall retire from the floor and their place shall be taken by the alternate goaltender and no warm-up will be permitted. However, this would only apply where an alternate goaltender is dressed. The alternate goaltender must remain in the game until play resumes. For a violation of this rule, a Minor penalty for Delay of Game shall be assessed.

Note: A goaltender may not go to the player's bench at any time during a stoppage of play unless they are being replaced by a substitute.

Rule 49. Attempt to Injure or Deliberate Injury

(a) A Match penalty shall be assessed any player or team official who deliberately attempts to or deliberately injures an opponent, official, team official or spectator in any manner.

Rule 49. Attempt to Injure or Deliberate Injury

(b) A Match penalty shall be assessed any player or team official who head-butts or attempts to head-butt an opponent with force or who injures an opponent with this action. A 4-minute minor penalty shall be assessed any player who head-butts or attempts to head-butt an opponent but no injury results. A 4-minute minor penalty and a Gross Misconduct shall be assessed any team official who head-butts or attempts to head-butt an opponent but no injury results.

(c) A Match penalty shall be assessed any player or team official that attempts to kick or deliberately kicks an opponent.

(d) A player who pulls an opponent's hair or who grabs the facial protector, helmet, or chin strap of an opponent and uses this to gain an advantage or to inflict punishment or injury, shall be assessed a Match penalty. A player who grabs an opponent's hair, facial protector, helmet or chin strap, but does not use it to gain an advantage or to inflict punishment or injury shall be assessed a 4-minute minor penalty or at the discretion of the referee a Major and a Game Misconduct penalty.

(e) A Match penalty shall be assessed any player who uses their facial protector as a weapon.

(f) A Match penalty shall be assessed any player or team official who deliberately butt-ends or deliberately attempts to butt-end an opponent by jabbing them forcefully with the butt-end of the stick, or who injures an opponent by any butt-ending action. At the discretion of the Referee, a 4-minute minor penalty shall be assessed to any player who attempts to butt-end an opponent with the butt-end of their stick. A 4-minute minor penalty and a Gross Misconduct shall be assessed to any team official who attempts to butt-end an opponent with the butt-end of their stick.

(g) A Match penalty shall be assessed any player or team official who deliberately spears or deliberately attempts to spear an opponent by jabbing them forcefully with the toe of the blade of the stick, or who injures an opponent by any spearing action. A 4-minute minor penalty shall be assessed any player who pokes or jabs or attempts to jab an opposing player with the toe of the blade of the stick. A 4-minute minor penalty and a Gross Misconduct shall be assessed any team official who pokes or jabs or attempts to jab an opposing player with the toe of the blade of the stick.

Rule 49. Attempt to Injure or Deliberate Injury

(h) A Match penalty shall be assessed any player who deliberately attempts to or deliberately injures an opponent with a slash, high stick or cross-check.

Rule 50. Boarding and Body Checking

(a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty, based upon the degree of violence of the impact with the boards, shall be assessed any player who body checks, cross-checks, elbows, charges or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards. If a player is injured a Major penalty and a Game Misconduct penalty must be assessed.

(b) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who, in the opinion of the Referee, intentionally body checks, bumps, shoves or pushes any opposing player. If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed. When the offensive player is running towards the defensive player, the defending player may not hit the offensive player by going in the opposite direction to that player. The body contact must be as a result of the movement of the offensive player. There must be no action where the offensive player is pushed, checked or shoved into the boards. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.

Rule 51. Broken Sticks

(a) A player or goaltender without a stick may participate in the game. A player or goaltender whose stick has been broken must drop the broken portions to the floor immediately. A Minor penalty shall be assessed for an infraction of this rule.

Note: When a player discards the broken portions of a stick by tossing them to the side of the rink (not over the boards) in such a way that they do not interfere with play or opposing players, no penalty shall be assessed.

(b) A player who has lost or broken their stick may only receive another stick at their own players' bench or be handed one from a teammate on the floor, and may not receive a stick thrown on the floor from any part of the rink.

Rule 51. Broken Sticks

A Minor penalty shall be assessed for an infraction of this rule.

Note: When a player discards the broken portions of a stick by tossing them to the side of the rink (not over the boards) in such a way that they do not interfere with play or opposing players, no penalty shall be assessed.

(b) A player who has lost or broken their stick may only receive another stick at their own players' bench or be handed one from a teammate on the floor, and may not receive a stick thrown on the floor from any part of the rink. A Minor penalty shall be assessed for an infraction of this rule.

Note: A player tendered a stick from the bench (players' or penalty) thrown on the floor, who does not pick up the stick, will not receive a penalty. The person responsible for throwing the stick will receive a penalty, as covered in Rule 66 (d) - Interference.

(c) A goaltender who breaks or loses their stick may use a stick of a player handed to them by a player until the next stoppage of play. In this case the players' stick will not be considered an illegal stick. A goaltender may not continue to play with a broken stick of any kind.

(d) A goaltender may receive a stick from a teammate without proceeding to their player's bench providing the stick is handed to them. A goaltender receiving a stick illegally shall be assessed a Minor penalty.

(e) A goaltender may not go to the players' bench during a stoppage of play for a replacement of their stick but must receive their stick from a teammate. For a violation of this section, a Minor penalty for Delay of Game shall be assessed the goaltender.

Rule 52. Charging

(a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who runs or jumps into or charges an opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.

Rule 52. Charging

Note: If more than two steps or strides are taken, it shall be considered a charge.

(b) A Major penalty and a Game Misconduct penalty shall be assessed any player who charges a goaltender while the goaltender is within their crease or who injures an opponent as a result of a charge.

Note: A goaltender is not “fair game” just because they are outside the goal crease area. 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 a goaltender. Likewise, Referees should be alert to penalize goaltenders for tripping, slashing, or spearing in the vicinity of the goal.

Rule 53. Checking From Behind

(a) A Minor penalty and a Game Misconduct penalty or a Major penalty and a Game Misconduct at the discretion of the Referee, based on the degree of violence of the impact; shall be assessed any player who intentionally pushes, body checks, or hits an opposing player from behind, anywhere on the floor. If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed. A Match penalty could also be assessed under this rule.

(b) Where a player is high sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend themselves, a Match penalty shall be assessed.

Note: Referees are instructed not to substitute other penalties when a player is checked from behind in any manner. This rule must be strictly enforced.

Rule 53. Checking From Behind

CLARIFICATIONS

1. Checking From Behind entails that contact with the player being checked takes place in the back part of the body.

Rule 53. Checking From Behind

2. Where a player about to be checked turns and, as a result, creates contact with the back, a penalty shall be assessed to the player delivering the check for Checking From Behind.
3. The intent of this interpretation is not to penalize a player who comes up behind an opponent and in the process of playing the ball, makes unintentional contact with the back part of the body of the player being checked.
4. Riding off, pinching or rubbing a player shall be permitted as long as no intentional contact occurs to the back of that player, except as provided under Rule 50 (b) - Boarding and Body Checking, in all minor divisions.
5. The determining factor for Checking From Behind versus Cross-Checking is whether or not the player applying the check is in motion. If the player is stationary and cross-checks an opponent from behind, then a penalty for Cross-Checking should be assessed. If the player is in motion and cross-checks an opponent from behind, then a penalty for Checking From Behind shall be called. Notwithstanding the aforementioned, if a player is cross-checked from behind into the boards or the goal net, the Checking From Behind shall be called.

ADDITIONAL GUIDELINES TO ALL OFFICIALS

There are sufficient rules in the Canadian Ball Hockey Association Rule Book to cover most situations that may lead to spinal injuries. Referees should be aware of the tragic consequences of such injuries and strictly enforce the rules in situations such as the following:

1. Where a player along the boards, with their head down looking for the ball or "digging the ball out", is hit from behind and driven head first into the boards with the head and neck in a flexed position.
2. Where a player in the process of checking an opponent swings the elbow and forearm out with the intent of throwing the opponent into the boards.
3. Where a player "kicks" or "pulls" an opponent's feet out from behind and then pushes the player into the boards.

Calling the penalty after the injury has occurred may be too late for that injured player. Only through Referees being consistent in

Rule 53. Checking From Behind

calling this type of infraction with strict enforcement, will players and team officials realize the danger factor in committing such types of fouls. Everyone connected with the game is aware of the tragedy of a spinal injury with resulting paralysis. It is the responsibility of players, team officials and Referees to make every attempt possible to reduce the incident of this frightful injury. Team officials can teach players legitimate methods of checking an opponent, while players can be educated to the dangers of checking an opponent illegally. The Referee has the responsibility to penalize players who illegally check an opponent. If the Referees are consistent and strict in calling infractions that may lead to spinal injuries, then hopefully, along with the cooperation of players and team officials, the chances of a player suffering such injuries can be significantly reduced.

Rule 54. Cross-Checking

(a) A 4-minute minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who cross-checks an opponent.

(b) Any player who strikes an opponent above the normal height of his shoulders with a cross-check shall incur a Major penalty and a Game Misconduct penalty, whether or not injury results.

(c) A Major penalty and a Game Misconduct penalty shall be assessed any player who cross-checks a goaltender while they are in their crease.

(d) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent as a result of a cross-check.

(e) A Match penalty shall be assessed any player who deliberately injures an opponent with a cross-check.

Rule 55. Delay of Game

(a) A Bench Minor penalty shall be assessed a team which, in the opinion of the Referee, is deliberately delaying the game in any manner. A Minor penalty shall be assessed to any goaltender who shoots or bats the ball out of the playing surface with their stick.

Rule 55. Delay of Game

Note 1: When the goaltender shoots the ball directly out of the playing surface where there is no glass, such as at the players' bench or penalty bench, or if the ball touches the glass or deflects off a player or official, no penalty shall be assessed.

Note 2: This penalty will also be assessed to any player or goaltender who shoots the ball out of the playing surface with their stick during a stoppage of play.

Note 3: Referees must be strict in enforcing the rules where a team is deliberately stalling, freezing the ball, shooting the ball out of the playing surface, the goaltender holding the ball or throwing it out of the playing surface, or the team committing a "SERIES of FLOORING", thereby forcing a face-off.

(b) Any player who leaves their players' bench to deliver instructions to their teammates and does not remain on the floor as a substitute, will be assessed a Minor penalty.

(c) Any deliberate action by a defending player, including the goaltender, in their defending zone which results in the goal net being knocked from its position, shall constitute an act of deliberate delay of game. If this action occurs in the last two minutes of regular playing time, or any time in overtime, a Penalty Shot shall be awarded against the offending team, and the Minor penalty shall not be served.

(d) A Penalty Shot shall be awarded should the goaltender, by deliberate action, dislodge the goal net from its position when a player is on a breakaway in the neutral zone or attacking zone.

(e) If in the last two minutes of regular playing time, or any time in overtime, a team is penalized for any of the following infractions, a Penalty Shot shall be awarded against the offending team: Deliberate Illegal Substitution - Rule 19 (f), Protective Equipment - Rule 24 (c), Deliberately Knocking the Goal Net from its Position - Rule 55 (c), Refusing to Start Play - Rule 78 (e).

Note: In overtime, a Penalty Shot shall be assessed under this rule, except in the case of Rule 78 (a) - Refusing to Start Play, in which case a Penalty Shot, and a Major Penalty shall be assessed.

Rule 55. Delay of Game

(f) A Bench Minor penalty shall be imposed upon any team which, after a warning by the Referee, fails to place the correct number of players on the floor and commence play.

Rule 56. Elbowing and Kneeing

(a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who fouls an opponent in any manner with their elbow or knee.

(b) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by elbowing or kneeling.

Rule 57. Face-offs

(a) A face-off shall take place when the Referees drop the ball on the floor between the sticks of the players facing off. The players taking the face-off shall stand squarely facing their opponents' end of the rink, approximately one stick length apart with the full blade of the sticks flat on the floor. All other players on both teams must be at least 4.57m (15 ft.) from the players taking the face-off and they must be on-side. When the face-off takes place at any of the face-off spots in the end zones, the players taking part in the face-off shall take their positions so that they will stand squarely facing their opponents' end of the rink, and clear of the face-off restraining lines.

The sticks of both players facing off shall have the toe of the blade touching within the designated white area and the player of the Visiting Team shall place their stick within the designated white area first. All other players on the floor must position themselves and their sticks on side. If a player, other than the player taking the face-off, moves off-side, makes physical contact with an opponent or encroaches on the face-off circle prior to the dropping of the ball, then the offending team's player taking the face-off shall be ejected from the face-off.

CLARIFICATION

On all face-offs, the ball must first hit the floor before the players can make a play on the ball. Once the ball has hit the floor, the player must first play the ball with their stick without contacting their

Rule 57. Face-offs

opponent. Failure to execute a face-off in this manner will result in encroachment being called against the offending player and the face-off will be repeated.

(b) All face-offs will be conducted at one of the nine face-off spots located on the playing surface (The rationale behind this rule is to allow proper face-offs on the designated face-off spots on the floor). No player facing-off shall make any physical contact with their opponent's body by means of their own body or by their stick, except in the course of playing the ball, after the face-off has been completed. For a violation of this rule, the Referee shall assess a Minor penalty or penalties on the player(s) whose action(s) caused the physical contact.

Note: "Conduct of a face-off" commences when the Referee designates the face-off spot on one of the nine dots on the playing surface and takes their position to drop the ball.

(c) When a team commits a face-off infraction (late arrival, not immediately taking a proper position, early movement), the Referee shall require, where possible for this face-off, the replacement for the player ejected from the face-off shall be any other player on the floor that has not committed a face-off infraction during the same stoppage of play.

(d) A team committing a second violation of any of the provisions of Section (a) during the same face-off will be assessed a 2-minute minor penalty for "face-off violation" by the Referee.

(e) When an infringement of a rule has been committed or a stoppage of play has been caused by an attacking player in their attacking zone, the ensuing face-off shall be in the neutral zone at the nearest face-off spot.

Note 1: This includes a stoppage of play caused by a player of the attacking side shooting the ball on the back of the defending team's net without any intervening action by the defending team.

Note 2: Face-offs following the assessment of a penalty are to be conducted in accordance with Rule 39(a)

Rule 57. Face-offs

(f) When an infringement of any rule has been committed by players of both teams, the ensuing face-off shall be at the nearest end zone face-off spot based on the cause of the stoppage of play and not related to the location of the ball when play was stopped.

Note: Face-offs following the assessment of a penalty are to be conducted in accordance with Rule 39(a)

(g) All face-offs in the neutral zone shall be conducted at the designated face-off spots as dictated by reason for the stoppage of play. The face-off location to be used will be one of the two face-off spots near the offending team's blue line in the neutral zone, thus causing a loss of territorial advantage to the offending team. When players of both teams cause the stoppage of play the face-off will take place at nearest neutral zone face-off spot to where the stoppage occurred and not related to the location of the ball when play was stopped.

(h) When any stoppage of play in the end zone is caused by a defending player or the goaltender the ensuing face-off shall take place the nearest end zone face-off spot based on the cause of the stoppage of play and not related to the location of the ball when play was stopped.

(i) When a goal is illegally scored as a result of the ball being deflected off the Referee DIRECTLY into the net, the face-off shall take place at the nearest end-zone face-off spot.

(j) When one or both point players, or any player coming from the players' or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle being the limit) when a gathering is taking place following a stoppage of play, the ensuing face-off shall take place at the nearest face-off spot in the neutral zone, near the blue line of the defending team.

(k) Face-offs at the Centre face-off spot will only be conducted: at the start of each period, following the scoring of a goal, an error on flooring, or premature substitution of the goaltender in accordance with Rule 19 (f) Note 3.

Rule 58. Falling on the Ball

a) A Minor penalty shall be assessed any player except a goaltender, who deliberately falls on or gathers the ball into their body by any means, while standing or lying on the floor.

b) A Minor penalty shall be assessed any goaltender who, while outside their crease, deliberately falls on or gathers the ball into their body, or holds or places the ball against any part of the goal, thus delaying the game unnecessarily.

c) A Penalty Shot shall be awarded against the offending team when a defending player (except the goaltender) deliberately falls on the ball, holds or gathers the ball into their body in any manner, or picks up the ball with their hand, while the ball is within their goal crease. No other penalty shall be assessed.

Note 1: If the goaltender has been removed from the floor, then a goal is awarded. See Rule 36 (b) Awarded Goals.

Note 2: This rule shall be interpreted so that a Penalty Shot will be awarded only when the ball is in the crease at the instant the offense occurs. However, in cases where the ball is outside the crease, Rule 58 (a) may still apply and a Minor penalty may be imposed, even though no Penalty Shot is awarded.

Rule 59. Fighting and Roughing

a) A Major penalty and a Game Misconduct penalty shall be assessed any player who fights with an opposing player.

(1) A player who is identified by the Referee as being the instigator, or the aggressor in a fight, shall be assessed a Minor penalty, in addition to any other penalties they may incur.

(2) A Minor penalty shall be assessed any player who, having been struck, shall retaliate with a blow or attempted blow. Should such a player continue to retaliate, they shall be assessed a Major penalty and a Game Misconduct penalty.

(3) Any player who does not retaliate after being struck will not be assessed a penalty under this section, but may be assessed a penalty for a violation of other rules.

Rule 59. Fighting and Roughing

(4) Any player wearing a ring or rings, tape or any other material on their hands, who becomes involved in a fight and who uses such to gain an advantage or to inflict punishment and/or injury, shall be assessed a Match penalty in addition to any other penalties she may incur.

Note: The foregoing sections shall also apply to goaltenders.

(5) When a fight occurs, all other players except the goaltender shall immediately retire to the front of their respective benches or to a neutral zone (should the fight occur in front of a players' bench) designated by the Referee and remain there until the Referee calls them back to resume play. The goaltenders must stay in their goal creases or proceed to a neutral zone designated by the Referee. Any player(s) refusing to do so after being instructed by the Referee shall be assessed a Misconduct penalty, plus any other penalty they may incur.

b) A Major penalty and a Game Misconduct penalty shall be assessed any player who is involved in fighting with another player off the playing surface.

c) Any player joining in a fight, acting as a peacemaker or taking part in another fight during the same stoppage of play, will be assessed a Game Misconduct penalty plus any other penalty the offender incurs under the rules.

d) Any player or team official who becomes involved in a fight with a team official shall be assessed a Gross Misconduct penalty. This does not eliminate the possibility of further penalties being assessed for such an infraction.

e) Organizations are authorized, at the discretion of their members, to assess further penalties in the case of Rule 59 (a), for all players in all divisions of ball hockey.

f) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who is guilty of unnecessary rough play.

Rule 59. Fighting and Roughing

Note 1: If the penalty assessed is for an infraction after the whistle, "Roughing after the Whistle" shall be record-ed.

Note 2: The Major penalty for roughing is not to be confused with and utilized in lieu of the Major Penalty and a Game Misconduct Penalty for fighting.

g) A Minor penalty or, at the discretion of the Referee, a Major and a Game Misconduct penalty shall be assessed any player who, in the Referee's judgment, makes deliberate physical contact with an opponent after the whistle.

h) Any player who is assessed a major penalty and game misconduct for fighting in regular time, or any time in overtime, or at the conclusion of the game and prior to the player entering their dressing room, shall automatically be suspended for a minimum of the next three regular league/play-off games.

i) Any player or team official who is assessed a Gross misconduct for fighting in regular time, or any time in overtime, or any time in overtime, or at the conclusion of the game and prior to the player or team official entering their dressing room, shall automatically be suspended for a minimum of the next three regular league/play- off games

Rule 60. Goals and Assists

(a) A goal shall be scored when the entire ball has legally passed between the goal posts, below the cross bar and completely across the goal line. Following any goal, the Referee will resume play by conducting a face-off at the centre floor spot.

(b) A goal shall be scored if the ball is put into the goal in any manner by a player of the defending team. The player of the attacking team who last played the ball shall be credited with the goal, but no assist shall be given.

(c) A goal shall NOT be allowed if the ball has been directed into the net as a result of a distinct kicking motion by an attacking player, or after being kicked, the ball deflects off any player or stick into the net.

Rule 60. Goals and Assists

(d) If the shot of an attacking player has been deflected into the goal by striking the stick, feet or any part of the body of an attacking player, the goal shall be allowed and the player off whom the ball deflected shall be credited with the goal and the player making the shot shall be credited with the assist. The goal shall not be allowed if the ball is deliberately directed into the net by any part of the body of an attacking player including their feet.

(e) If a goal is scored as the result of a ball deflecting directly into the goal off the person or feet of an official, the goal shall not be allowed.

(f) Should a player propel the ball into the goal crease of the opposing team and the ball becomes loose and available to an attacking player, the ball shall be considered in the crease legally and any goal scored on this play shall be a legal goal.

(g) Each goal and assist shall count one point in the scoring records. Not more than two assists shall be credited on any one goal.

(h) Any goal scored, other than as covered by the Official Rules, shall not be allowed. The resulting face-off shall be determined as per Rule 57 (e), (f) & (i).

Rule 61. Handling the Ball

(a) If any player closes their hand on the ball and gains an advantage, play shall immediately be stopped. When a player simply closes their hand on the ball and immediately drops it to the floor, without gaining or attempting to gain an advantage by this action, play shall be allowed to continue.

(b) A Minor penalty shall be assessed a goaltender who deliberately holds the ball and in the opinion of the Referee, is causing an unnecessary stoppage in play.

Note: Where the ball is thrown towards an opponent's goal by the goaltender and it is received by an opponent, the Referee shall allow play to continue. However, if a teammate receives the ball, play shall be stopped.

(c) A Minor penalty shall be assessed any player (except the goaltender) who, while play is in progress, picks up the ball with their

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hand. If a player of the defending team (except the goaltender) picks up the ball from the floor while it is in their team's goal crease, the play shall be stopped and a Penalty Shot shall be awarded to the non-offending team.

(d) A player shall be permitted to stop or "bat" a ball in the air with their open hand, or to push it along the floor with their hand and play shall not be stopped, unless the player has directed the ball to a teammate in the neutral or attacking zone. When this occurs, play shall be stopped and the ball faced-off at the face-off spot that penalizes the offending team more nearest to the location that the hand pass occurred in accordance to Rule 57. Where an attacking player in the attacking zone makes a hand pass and the defending team refrains from playing the ball, stop play and conduct the face-off at the nearest face-off spot.

(e) A goal shall not be allowed if the ball has been batted with the hand or any part of the body by the attacking player into the net or, after being batted, the ball deflects off any player or stick into the net.

GENERAL GUIDELINES FOR CLOSING YOUR HAND ON THE BALL.

1. A player closes their hand on the ball and then throws the ball - Stop play immediately. A Minor penalty for Handling the Ball must be assessed.
2. When a player closes their hand on the ball, then tries to maneuver around another player while holding the ball or where a player is prevented from playing the ball by the player changing the general location of the ball while holding it - A Minor penalty for Handling the Ball must be assessed.
3. If a player takes a stride while holding the ball in their hand - Face-off.

Rule 62. High Sticks

(a) The carrying of sticks above the normal height of the shoulder of the opponent is prohibited. A 4-minute minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who checks or intimidates an opponent while carrying their stick above the shoulder of their

Rule 62. High Sticks

opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.

(b) A player who contacts an opponent above the normal height of their shoulders with a high stick shall be assessed a 4-minute minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed. If a player injures an opponent with an accidental high stick due to the actions of a player on the opposing team the player would receive a 4-minute minor penalty in place of the Major penalty and the Game Misconduct. Any player who strikes an opponent on the follow-through of a shot (including a golf shot) shall be assessed a 4-minute minor penalty or a Major Penalty and a Game Misconduct at the discretion of the Referee.

RATIONALE: Although the offending player must be in control of their stick at all times, the injury occurred due to the action of the opposition and was not intentional in any way.

(c) A Match penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent with a high stick.

(d) Contacting the ball above the normal height of the shoulders with the stick is prohibited and when it occurs, play shall be stopped, and the ensuing face-off shall be in the offending team's defending zone unless:

- (1) a player of the non-offending team gains possession and control of the ball, in which case play shall be** - allowed to continue, or
- (2) A player of the offending team high sticks the ball into their own goal, in which case the goal shall be allowed.

Note: Where play is stopped for a high sticking the ball infraction, the offending team will not be permitted to change players until play resumes - See rule 19(g).

Rule 62. High Sticks

(e) A goal scored from a high stick shall not be allowed except when such a goal is scored by a player of the defending team into their own goal.

Rule 63. Holding

(a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who holds an opponent with their hands, stick or in any other manner. If the penalty assessed is for holding the stick, a Minor penalty for "Holding the Stick" shall be recorded and announced.

(b) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by "Holding".

Rule 64. Hooking

(a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who impedes or seeks to impede the progress of an opponent by "Hooking" or "Butt-End Hooking" with their stick.

(b) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by "Hooking" or "Butt-End Hooking".

Rule 65. Flooring the Ball

(a) Flooring the ball is automatically completed the instant the ball crosses the goal line, and the Referee shall immediately blow their whistle, stopping play. If the ball shall have entered the goal, the flooring shall not be called and a goal shall be allowed. For the purpose of this rule, the centre red line will divide the floor into halves. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, "bat" or deflect the ball from their own half of the floor, beyond the goal line of the opposing team, play shall be stopped and the ball faced-off at the end zone face-off spot of the offending team.

If during the play, the ball shall have entered the net of the opposing team, the goal shall be allowed, except if the ball has been batted with the hand into the opposing net. Any contact with the ball

Rule 65. Flooring the Ball

over the centre red line, with the ball continuing down over the goal line, nullifies “flooring” the ball.

Note 1: If during the period of a delayed whistle due to a foul by a player of the side NOT in possession of the ball, the side in possession “floors” the ball, the face-off following the stoppage of play shall take place in the neutral zone near the defending team blue line of the team “flooring” the ball.

Note 2: A team shall not be considered below the numerical strength of its opponent by reason of a penalized player remaining in the penalty box after their penalty has expired.

Note 3: When the ball is shot and rebounds from the body or stick of an opponent in their own half of the floor and crosses the goal line of the player shooting, it shall NOT be considered as “flooring”.

(b) “Flooring the Ball” shall not be called if a team is below the numerical strength of the opposing team at the instant the ball is shot.

(c) Play shall continue and the “Flooring the Ball” infraction shall not be called if it is caused directly from either player taking the face-off.

(d) If, in the opinion of the Referee, a player of the opposing team, except the goaltender, is able to play the ball before it crosses the goal line, but has not done so, the play shall continue, and the “Flooring the Ball” rule shall not apply.

(e) The “Flooring the Ball” infraction shall not be called and play shall continue when:

- (1) the ball has touched any part of an opposing player, their stick, or feet, or
- (2) the ball has touched the goaltender, their feet, or stick at any time before crossing the goal line.
- (3) the goaltender leaves their crease in an attempt to play the ball that may impede players or create an unsafe environment. If the goaltender takes 2 steps out of their crease, immediately recognizes that “Flooring the Ball” is in progress and returns to their crease, the “Flooring the Ball” situation will remain in effect.

Rule 65. Flooring the Ball

(f) If the Referee has erred in calling a "Flooring the Ball" infraction under any conditions, the face-off shall take place at the centre floor face-off spot.

Rule 66. Interference/Protection of the Goaltender

(a) 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 an opponent who is not in possession of the ball, or
- (2) deliberately knocks a stick out of an opponent's hand, or
- (3) prevents an opponent who has lost or dropped their stick from regaining possession of it.

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

Note 2: Often the action and movement of the attacking player causes the interference, since the defending players are entitled to "stand their ground" or "shadow" the attacking players. Players of the side in possession of the ball shall not be allowed to "run" deliberate interference for the ball carrier.

Note 3: Forcefully knocking the stick out of an opponent's hand with the stick should be assessed as slashing rather than interference.

(b) A Minor penalty for Interference with the goaltender shall be imposed on a player who, by means of their stick or their body, interferes with or impedes the movements of the goaltender by actual physical contact. The penalty should be announced as "Interference with the Goaltender".

Note: A goaltender is not "fair game" just because they are 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.

Rule 66. Interference/Protection of the Goaltender

Likewise, Referees should be alert to penalize goaltenders for Tripping, Slashing, or Spearing in the vicinity of the goal.

Unless the ball is in the goal crease area, a player of the attacking side may not stand in the goal crease. If an attacking player deliberately stands in the goal crease, without interfering with the goaltender, the Referees shall stop the play and the ensuing face-off shall take place at the nearest face-off spot in the neutral zone. If the ball 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. The ensuing face-off shall be taken in the neutral zone, at the face-off spot nearest the attacking zone of the offending team.

If a player of the attacking team has been physically interfered with by the actions of any defending player so as to cause them 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 their team has possession of the ball, 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 they are in or out of their 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.

At the discretion of the Referee a Major penalty and a Game Misconduct penalty may be imposed under Rule 52 (b) - Charging or Rule 54 (c) - Cross-Checking. In the event that a goaltender has been pushed into the net together with the ball after making a stop, the goal will be disallowed. If applicable, the appropriate penalties will be assessed.

Rule 66. Interference/Protection of the Goaltender

(c) Where a stick or any object is thrown on the floor from the players' or penalty bench or where a player on the floor is interfered with by an opposing player or team official on the players' or penalty bench, (whether or not play is in progress), a Bench Minor penalty shall be assessed to that team if the Referee is unable to identify the person responsible, except as covered in Rule 36 (a) (4) - Awarded Goals and Rule 85 (d) - Tripping. If a goal is scored, no Bench Minor penalty would be assessed.

(d) Where a stick or any object is thrown on the floor from the players' or penalty bench or where a player on the floor is interfered with by an opposing player or team official on the players' or penalty bench (whether or not play is in progress) and the Referee is able to identify the person responsible; that person shall be assessed a Bench Minor penalty and a Game Misconduct penalty. When Rule 36 (a)(4) - Awarded Goals or Rule 85 (d) - Tripping are applied, the Bench Minor penalty would not apply but the Game Misconduct penalty would.

(e) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by "interference".

(f) A Minor penalty shall be assessed a goaltender who deliberately places obstacles at or near their net which, in the Referee's opinion, would tend to prevent a goal from being scored. A Penalty Shot shall be awarded to the non-offending team if, in the Referee's opinion, such object or obstacle actually prevents a goal while the offending team's goaltender is legally on the surface. If a Penalty Shot is awarded under this rule, the Minor Penalty shall not be assessed.

A goal shall be awarded if, in the opinion of the Referee, such object or obstacle actually prevents a goal after the offending goaltender has been legally substituted for by another player.

Rule 67. Interference by Spectators

(a) The Referee shall stop play if a player is being held or interfered with by a spectator, unless that player's team is in possession of the ball and in scoring position at the time. In this case, play shall be allowed to be completed before the stoppage. In any case, the face-off shall be where the stoppage took place, unless otherwise stated in the rules.

Rule 67. Interference by Spectators

(b) The Referee shall stop play if any objects are thrown on the playing surface which interfere with the progress of the play. When the play resumes, the face-off shall be where the stoppage took place, unless otherwise stated in the rules.

Rule 68. Kick Shot

A Minor Penalty shall be assessed to any player except the goal-keeper who uses a kick shot to propel the ball during the game. A Major Penalty and a Game Misconduct will be assessed to any player who injures an opponent with their stick as result of a Kick Shot.

Rule 69. Kicking the Ball

(a) Kicking the ball shall be permitted in all zones. This action cannot result in a goal being scored.

(b) No goal can be scored when an attacking player kicks another object which, in turn, propels the ball directly or indirectly into the goal

Rule 70. Leaving the Players' or Penalty Bench

(a) No player may leave the players' bench or penalty bench at any time during a fight on the floor, or for the purpose of starting a fight. Substitutions made prior to the fight shall be permitted, provided the players so substituting do not enter the fight.

(b) For a violation of Rule 70 (a), a double Minor penalty shall be imposed on the player of the team who was the first to leave the players' or penalty bench during a fight. If players of both teams leave their respective benches at the same time, the first identifiable player of each team to do so shall incur a double Minor penalty. A Game Misconduct penalty shall also be imposed on any player penalized under this section; plus any other penalties he may incur. Refer to Section (d).

(c) Any player (other than those dealt with under Section (b) who leaves their players' or penalty bench during a fight and is assessed a Minor, Major or Misconduct penalty for their actions, shall also incur an automatic Game Misconduct penalty, in addition to any other penalties they may incur. This includes a player leaving the

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penalty bench, for which they are to be assessed a Minor penalty in addition to the Game Misconduct penalty. Such player would not have to be the first player to leave a bench.

Note 1: A maximum of 5 players per team may be assessed Game Misconducts for violations of Sections (b) and (c) of this rule during a stoppage of play. The maximum of 5 players shall include any players penalized under Rule 59 - Fighting and Roughing.

Note 2: Where one team has been clearly identified as the first to leave the bench and the Referee has assessed the 5 player maximum Game Misconducts, then in this situation a sixth player on one team may be assessed a Game Misconduct penalty under this section. This sixth player must be the player who left the bench first.

Note 3: Referees must record in detail on the Official Game Report or separate Penalty Report Form, any bench clearing incidents.

(d) A penalized player may not leave the penalty bench (whether or not play is in progress), except at the end of the period or on the expiration of their penalty. A Minor Penalty shall be assessed any player that leaves the penalty bench or returns to the surface before the expiration of this penalty.

However, in the case of a player returning to the surface prematurely due to an error by the Penalty Timekeeper, no penalty shall be assessed. and the player must only serve the time remaining in their penalty at the moment they returned to the surface.

(e) When a player on a breakaway in the neutral or attacking zone is interfered with by a player of the opposing team who shall have illegally entered the game, or by a player or team official on the players' or penalty bench, the Referee shall award a Penalty Shot to the non-offending team.

(f) Any team official who goes on the floor after the start of the game, without the permission of the Referee, shall be assessed, at the discretion of the Referee, a Bench Minor or a Game Misconduct penalty. If a Game Misconduct penalty is assessed, the team official shall be ordered to the dressing room for the remainder of the game and the Referee shall submit a report in full detail to the

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President, who may assess further penalties.

(g) If a penalized player returns to the floor from the penalty bench before their penalty has expired, (either by their own error or the error of the Penalty Timekeeper), any goal scored by their own team while they are illegally on the floor shall not be allowed. All penalties assessed either team shall be served as regular penalties.

(h) If a player shall illegally enter the game from their own players' bench, any goal scored by their own team while they are illegally on the floor shall not be allowed. All penalties assessed either team shall be served as regular penalties.

Rule 71. Physical Harassment of Officials

(a) Any player or team official who intentionally touches, holds or pushes a Referee or Off-floor Official before, during or after a game shall be assessed a Match penalty and shall be reported to the President by the Referee.

(b) Any player or team official who deliberately strikes, trips or body checks a Referee or Off-floor Official before, during or after a game shall be assessed a Match penalty and shall be reported to the President by the Referee. Such player or team official may be suspended for one year or more.

(c) Any player or team official who threatens or attempts to strike a Referee or any Off-floor Official before, during or after a game shall be assessed a Match penalty and shall be reported to the President by the Referee.

Rule 72. Off-sides

(a) Players of the attacking team must not precede the ball into the attacking zone.

Note 1: A "Floating Blue Line" exists in ball hockey. Once the attacking team legally crosses the opponent's blue line with the ball, the blue line is eliminated, and the attacking zone is now the area from the centre red line in. The terminology used when a team has legally gained control of the attacking zone eliminating the blue line is "THE BLUE LINE IS SET".

Rule 72. Off-sides

Note 2: A player actually propelling the ball who shall cross the line ahead of the ball, shall not be considered off-side, providing they are actually in possession and control of the ball with one foot in the neutral zone before crossing the blue line.

(b) For violation of this rule, play shall be stopped, and the face-off shall be in the neutral zone at the face-off spot nearest the attacking zone of the offending team or at the origin of the attempted pass, as covered by the rules.

(c) The position of the player's feet, and not that of their stick, shall be the determining factor in all instances in deciding an "off-side". A player is off-side when both feet are completely over the inside edge of the determining blue line involved in the play.

Note 1: A player is on-side when either of their feet are in physical contact with, or on their own side of the line at the instant the ball completely crosses the outer edge of that line, regardless of the position of their stick.

Note 2: It should be noted that while the position of the player's feet is what determines whether a player is off-side, the question of an off-side never arises until the ball has completely crossed the line at which time the decision is to be made.

(d) If a player legally carries or passes the ball from the neutral zone back into their own defending zone while a player of the opposing team is in such defending zone, the off-side shall be ignored and play shall continue.

(e) If an attacking player(s) precedes the ball that is shot, passed or deflected into the attacking zone by a teammate, or deflected into the attacking zone by a defending player; but a defending player is able to play the ball, the Referee shall signal a delayed off-side. The Referee shall drop their arm to nullify the off-side violation and allow play to continue if:

- (1) the defending team passes or carries the ball into the neutral zone, or
- (2) all attacking players in the attacking zone (at the time the ball crosses the blue line) clear the attacking zone by making foot contact with the blue line.

Rule 72. Off-sides

If the ball is shot on goal, during a delayed off-side, the play shall be allowed to continue under the normal clearing the zone rules. Should the ball enter the net in this situation, either directly or off the goaltender, or a player or official on the floor, the goal shall not be allowed as the original shot was off-side. If any attacking player touches the ball or attempts to gain possession of a loose ball while the ball is still in the attacking zone, the Referee shall stop play.

Note: The attacking zone must be completely clear of attacking players before a delayed off-side can be nullified with the ball still in the attacking zone.

(f) If, in the opinion of the Referee, an intentional off-side play has been made, the ball shall be faced-off at the end zone face-off spot in the defending zone of the offending team.

Note: The Blue Line remains set until:

- i) An attacking player has propelled the ball out of bounds that results in the face-off occurring outside the blue line.
- ii) The ball is propelled across the centre red line. In all cases noted, the Blue Line has to be "RESET".

GUIDELINES FOR DELAYED OFF-SIDE SITUATIONS

1. The attacking zone must be completely clear of all players before the off-side is nullified.
2. An attacking player in the attacking zone cannot come out and make foot contact with the blue line and go back into that zone while a teammate is still there and the delayed off-side still in effect.
3. Attacking players who were not off-side when the delayed off-side went into effect, must wait until the delayed off-side is nullified before they can go into their attacking zone.
4. If the ball is shot from behind the center red line (a flooring situation) with attacking players in their attacking zone, and the ball is not able to be played by a defending player before it crosses the goal line, then the flooring call would be made in lieu of the off-side.

Rule 72. Off-sides

5. If the play is stopped because of the off-side, the ensuing face-off would go to the closet face-off spot in the neutral zone to where the shot originated in accordance with Rule 57 (g).

Rule 73. Passes

(a) The ball may be passed by any player to a player of the same team within any one of the three zones into which the floor is divided without incurring an off-side penalty.

(b) A pass shall be considered to have been completed if the ball so passed contacts any part of the stick, body or foot of a player on the same team.

(c) A player anywhere in their own half of the rink is eligible to receive a forward pass from a teammate, provided they are on-side and they may also play the ball passed into the attacking half of the floor, provided the ball precedes the player completing the pass over the blueline.

(d) If an attacking player passes the ball backwards towards their own goal from the attacking zone, an opponent may play the ball regardless of whether or not they (the opponent) was in the same zone at the time the ball was passed.

Note: The position of the ball, and not the position of the player's feet, is the determining factor in deciding from which zone the pass was made.

Rule 74. Ball Must Be Kept in Motion

A Minor penalty shall be assessed for Delay of Game, any player who deliberately holds the ball against the boards or any part of the goal in any manner, unless they are being checked by an opponent.

Note: Referees must determine the offending player and enforce these rules quickly.

Rule 75. Ball Out of Bounds or Unplayable

(a) When the ball goes outside the playing area or strikes obstacles above the playing surface, play shall be stopped. The resulting face-off shall be where the ball last touched a player, their feet or stick, or an official, except when otherwise stated in the rules.

(b) A Minor penalty shall be assessed any player who delays the game by deliberately shooting, batting or throwing the ball outside the playing surface of the rink. The resulting face-off shall be at the spot where the offense occurred, unless otherwise stated in the rules.

(c) If the ball is shot on the back of the net and comes off without any delay or, if a player or goaltender knocks the ball off the back of the goal netting without unnecessary delay, play shall continue. If the ball is frozen between opposing players or cannot be removed from the back of the net, the Referee shall stop play and the face-off shall take place at a location covered by the rules.

Note: Existing rules are adequate to deal with the situation regarding play in the attacking zone, but officials should be alerted to move the face-off into the neutral zone in every case where it is the action of the attacking players which has caused the stoppage, even though they may not be actually freezing the ball themselves.

(d) A Minor penalty shall be assessed a goaltender who deliberately drops or throws the ball on the goal netting to cause a stoppage of play.

Rule 76. Ball Out of Sight and Illegal Ball

(a) At any time where the Referee loses sight of the ball, play shall be stopped. The resulting face-off shall be at the point where play was stopped, unless otherwise stated in the rules.

(b) If while play is in progress, a ball other than the one legally in play appears, the play shall not be stopped but shall continue with the legal ball until the play then in progress is completed.

Rule 77. Ball Striking Official

Play shall not be stopped if the ball touches an official anywhere on the rink, except when the ball is deflected directly off an official into the goal or out of the playing area.

Rule 77. Ball Striking Official

(a) If a team is withdrawn from the floor and fails to return and start play, or if being on the floor, fails to start play within TWO MINUTES after being ordered to do so by the Referee, the game or series shall be suspended. The team officials and/or players of the team which are responsible for any of these actions may be suspended for one year or more from the date of the infraction. The Referee shall report full details of the incident to the President. If a team, after being ordered to return, does return to start play, then a Major penalty and a Game Misconduct shall be assessed to the Coach for Delay of Game. If this infraction occurs in the last two minutes of regular playing time, or anytime in overtime, a Penalty Shot (in addition to the Major penalty and a Game Misconduct) shall be awarded against the offending team's coach, as stated in Rule 55 (e) - Delay of Game.

Rule 78. Refusing to Start Play

(a) The commencement of the two-minute warning and the reason for such warning shall be announced over the public address system, on the instructions of the Referee.

(b) If a team is withdrawn from the floor or fails to go on the floor, or being on the floor, fails to start play a SECOND TIME within the same game after being ordered to do so by the Referee, the two-minute allowance shall not be granted, and the game will be officially suspended. The team officials and/or players of the team which are responsible for any of these actions may be suspended for one year or more from the date of the infraction. The Referee shall report full details of the incident to the President.

Note: Should the offending team be on the floor surface, the order shall be given in person by the Referee. If the offending team is not on the floor, the Timekeeper, on the instruction of the Referee, will convey the order to the offending team. The order may be given to any player or team official of the offending team.

(c) If a team fails to present itself at the time and place appointed to play any game, the game shall be awarded to the opposing team, unless such failure is caused by an unavoidable accident or unforeseen contingency. The team official and/or players responsible for any of these actions shall be reported to the President by the Referee, giving full details of the incident.

Rule 78. Refusing to Start Play

(d) A player or team official who refuses to leave the bench or playing area after they have been assessed a Game Misconduct penalty, Game Ejection, Gross Misconduct or Match penalty, TWO MINUTES AFTER BEING ORDERED TO DO SO BY THE REFEREE, the game or series shall be suspended. The team officials and/or players of the teams which are responsible for any of these actions may be suspended for one year or more from the date of the infraction. The referee shall report full details of the incident to the President.

IF THE PLAYER OR TEAM OFFICIAL AFTER BEING ORDERED TO LEAVE, DOES LEAVE THE BENCH OR THE FLOOR DURING THE ALLOTTED 2 MINUTES, then a Major penalty and a Game Misconduct shall be assessed to the Coach for Delay of Game. If this infraction occurs in the last two minutes of regular playing time, or anytime in overtime, a Penalty Shot (in addition to the Major Penalty and a Game Misconduct) shall be awarded against the offending team's, as stated in Rule 55 e - Delay of Game.

Rule 79. Slashing

(a) A 4-minute minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who impedes or seeks to impede the progress of an opponent by "slashing" with their stick.

(b) A Major penalty and a Game Misconduct penalty will be assessed to any player who injures an opponent with a "slash".

(c) A "slashing" penalty shall be assessed any player who swings their stick at an opponent (whether out of range or not) without actually striking them, or who, on the pretext of playing the ball, makes a wild swing at the ball with the objective of intimidating her opponent.

Note: Any player who takes a careless golf-like swing at the ball, whether the player makes contact with the ball or an opponent within a sticks length of the offending player, is to be penalized under this rule.

(d) A Match penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent with a slash.

Rule 80. Spitting

(a) A Match penalty shall be assessed any player or team official who deliberately spits on or at an opponent, official, team official or spectator. The Referee shall report full details of the incident to the President.

(b) A Minor penalty will be assessed to any player or team official who deliberately spits on the playing surface.

Rule 81. Start of Game and Periods

(a) The game shall commence at the time scheduled by a face-off in the centre of the rink. It shall be renewed promptly at the conclusion of each intermission in the same manner. No delay shall be permitted by reason of any ceremony, exhibition, demonstration or presentation, unless consented to reasonably in advance by the Visiting Team.

(b) To start the game, at the beginning of each period (including any overtime periods) and following the scoring of a goal, the Referee shall conduct a face-off at the centre floor spot.

(c) Home teams shall have the choice of goals to defend at the start of the game. See Rule 9 (e).

(d) At the beginning of each period, only the players taking part in the actual face-off shall be allowed on the floor. All other players not taking part in the face-off shall go directly to their benches. For an infraction of this rule, a Bench Minor penalty for delay of game shall be assessed the offending team.

(e) At the end of each period, all players must remain on their respective players' or penalty bench until directed off by the Referee. The Visiting team shall leave the floor first, unless otherwise directed by the Referee. Failure to comply shall result in a Bench Minor penalty. Any unusual circumstances shall be reported to the President. A Game Misconduct penalty shall be assessed to the coach of any team that fails to comply with this rule at the end of the game if an altercation that results in penalties of any kind is either in progress as the game ends, or begins after the game has ended.

Rule 82. Throwing Stick or Object

(a) Where any player of the defending team, including the goaltender, deliberately throws their stick or any part thereof, or any other object at the ball or ball carrier in the defending zone, the Referee shall allow the play to be completed and, if a goal is NOT scored, a Penalty Shot shall be awarded to the attacking team. If a goal is scored, the Penalty Shot shall not be awarded.

(b) A Minor penalty shall be assessed any player who deliberately throws their stick or any part thereof or any other object at the ball or ball carrier in any zone, except when such act has been penalized by the awarding of a Penalty Shot or a Goal.

(c) A Minor penalty for Throwing a Stick / Object (as applicable) shall be assessed any player who deliberately throws their stick or any part thereof, or any other object in any zone, but not at the ball or ball carrier.

(d) A Misconduct penalty shall be assessed any player who deliberately throws a stick or any part thereof or any object, outside the playing area.

Rule 83. Tied Game

(a) If at the end of regulation time, the score is tied and overtime is to be played, the following shall take place:

(1) The teams will not change ends.

(2) The ball shall be faced-off at centre floor and the play shall continue with a ten-minute sudden victory overtime period.

(3) If the score is still tied after the sudden victory ten-minute overtime period, the teams would take the normal between-period break and return to play ten minute sudden victory periods. The teams will now change ends.

(b) Any overtime period shall be considered part of the game, and all unexpired penalties shall remain in force.

(c) If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

Rule 83. Tied Game

Note 1: Members and leagues may make their own rules regarding overtime for games under their jurisdiction.

Note 2: Games may end in a tie, unless a winner must be determined, in which case overtime will be played.

Note 3: Where the organizers of a tournament or league decide to employ a shoot-out to break a tie at the end of regulation play or any overtime period, the following

- (1) Shoot-outs shall consist of a best of 5 formats with teams taking alternate shots
- (2) If still tied after 5 shooters from each team have shot, then teams shall alternate shots in a sudden victory format
- (3) The home team has the choice of shooting first or second in the shoot-out
- (4) Teams will defend the same nets as at the end of regulation or any played overtime
- (5) The procedure governing the taking of the shot shall be as set out in Rule 35 (penalty shots)
- (6) No player may shoot more than once until the entire game roster of his or her team (aside from goaltenders) has been exhausted
- (7) Players serving any type of penalty which has not expired at the conclusion of regulation time or overtime, shall not be eligible to participate in the shoot-out
- (8) Prior to taking a shot, players shall turn their back to the scorekeeper so their number may be properly recorded
- (9) Ineligible shooters:

(d) If the referee becomes aware before the shot has commenced that the player about to take the shot is ineligible to take the shot for any reason, the referee shall allow the coach to substitute another player;

(e) If the referee becomes aware after the shot has commenced or has been completed, that the player taking the shot was ineligible to take the shot for any reason then the result of the shot will be considered "no goal" and no substitute shooter will be permitted;

Rule 83. Tied Game

(f) For the purposes of this rule, the shot is deemed to commence when the referee blows their whistle to signal for the player to proceed with the shot.

Rule 84. Time of Game

(a) Three periods of actual playing time with a two-minute intermission between each period will be the time allowed for each game.

(b) The team scoring the greatest number of goals during the three periods shall be the winner and shall be credited with two points in the league standing.

(c) Teams shall change ends after the completion of each regulation period and each overtime period (except as stated in Rule 83 (a)(1).

(d) If any unusual delay occurs within five minutes before the end of the first or second period, the Referee may order the next regular intermission to be taken immediately. The balance of the period will be completed on the resumption of play with the teams defending the same goals, after which the teams will change ends and resume play of the ensuing period without delay.

(e) Each team shall be permitted to take one time-out of thirty seconds during the course of every period or over- time. This time-out must be taken during a normal stoppage of play. Any player designated by the Coach may indicate to the Referee that his team is exercising their option, and the Referee will report the time-out to the Game Timekeeper who shall be responsible for signaling the termination of the time-out.

Note 1: All players, including goaltenders, on the floor at the time of the time-out, will be allowed to go to their respective benches.

Note 2: Both teams may take their respective time-outs during the same stoppage of play. However, once a team has called their time-out, the second team must indicate their intentions to take a time-out during the same stop- page of play before the initial 30 seconds are over.

Note 3: Player requesting a time-out must be on the floor. The player's number must be recorded on the game sheet.

Rule 84. Time of Game

TIME-OUT GUIDELINES

1. Each team may have 2 thirty second time-outs per game - not the same period. This includes any overtime.
2. Both teams may take their time-out during the same stoppage of play.
3. All players including goaltenders may go to their respective benches during the time-out.
4. The Referee must advise the Timekeeper of the time-out and the Timekeeper will indicate when the time-out is over.
5. The Referee should allow the calling of a time-out at a stoppage of play, at any time up to the point where the referee blows the whistle during the line change procedure. Once the whistle is blown, the face-off must occur and the request for a time-out will not be granted.
6. Subsequent to the time-out, the line change procedure shall recommence.

Rule 85. Tripping

(a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who trips an opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.

Note: A penalty shall not be assessed if, in the Referee's opinion, a player is unquestionably hook-checking the ball and obtains possession of it, thereby tripping the ball carrier.

(b) A 4-minute minor penalty, or at the discretion of the Referee, a Match penalty based on the degree of violence of impact with the floor shall be assessed any player who uses their feet to knock an opponent's feet out from under them with a kicking or leg dragging motion from behind ("slew footing"). "A match penalty shall be assessed to any player who injures an opponent with a slew foot"

Note: If a player in the process of falling or sliding along the floor, hits or knocks the ball from their opponent's stick prior to making actual body contact, the tripping shall be called.

(c) Where a player uses their stick, knee, hand, foot, arm or elbow in any manner or falls or slides along the floor directly in the path of

Rule 85. Tripping

the ball, causing the ball carrier to trip and lose possession of the ball, a penalty shall be assessed.

Note: If a player in the process of falling or sliding along the floor, hits or knocks the ball from their opponent's stick prior to making actual body contact, the tripping action shall be called.

(d) When a player in control of the ball on a breakaway in the neutral or attacking zone, is tripped or otherwise fouled from behind and thus prevented from having a clear shot on goal, having no other opponent to pass other than the goaltender, a Penalty Shot shall be awarded to the non-offending team. Nevertheless, the Referee shall not stop play until the attacking team has lost control of the ball to the defending team.

Note: "Control of the ball" shall be defined as the act of propelling the ball with the stick, the foot(s) or the glove(s). If, while it is being propelled, the ball shall touch the person, stick or foot of another player or should hit the goal post or go free, the player shall be deemed no longer in control. The intention of this rule is to restore a good scoring opportunity which has been lost by reason of the foul, and therefore, where there is no reasonable scoring chance lost by reason of the foul, a Penalty Shot should not be awarded.

Rule 86. Head Contact

a) A 2-minute Minor Penalty shall be assessed to any player who accidentally contacts an opponent in the head, face or neck with any part of the player's body or equipment other than the stick.

b) A 4-minute minor penalty or a Major Penalty plus a Game Misconduct penalty at the discretion of the Referee and based on the degree of violence of impact, shall be assessed to any player who intentionally contacts an opponent in the head, face or neck with any part of the player's body or equipment other than the stick.

c) A Major Penalty plus a Game Misconduct penalty shall be assessed any player who injures an opponent under this Rule.

d) A Match Penalty shall be assessed to any player who deliberately attempts to injure or deliberately injures an opponent under this Rule.

Rule 86. Head Contact

Note: Contact to an opponent in the head, face or neck with a stick is to be penalized under the appropriate stick penalty.

CLARIFICATIONS ON HEAD CONTACT

Referees should be aware of the tragic consequences of head injuries and concussions and strictly enforce this rule. It is the responsibility of players, team officials and Referees to make every attempt possible to reduce the incident of this frightful injury. Team officials can teach players legitimate methods of checking an opponent, while players can be educated to the dangers of head contact. The Referee has the responsibility to penalize players who contact an opponent to the head. If the Referees are consistent and strict in calling infractions that may lead to concussions, then along with the cooperation of the players and team officials, these types of fouls and the chances of players suffering such injuries can be significantly reduced.

A fight is still to be called a fight, not Head Contact.

Referees are to strictly enforce penalties that call for infractions as a result of low hits.

Rule 87. Diving/Embellishment

A Minor penalty for Unsportsmanlike Conduct shall be imposed on a player who attempts to draw a penalty by their actions (diving). This penalty may be assessed with or without a foul to the opposing team at the discretion of the Referee.

RATIONALE: this rule has been called for a number of years under other sections of the rulebook, but this now allows it to be a specific rule.

Note: This rule covers two different types of actions, both of which are penalized with a minor penalty which is recorded as "Unsportsmanlike Conduct". "Diving" refers to the act of attempting to draw a penalty when no infraction has occurred. This will result in only a penalty for diving being assessed.

The second type of action is often referred to as "embellishment". This covers a situation where an infraction occurs but the player who is fouled attempts to make the infraction look worse than it

Rule 87. Diving/Embellishment

really is to “sell” the call or to get the referee to assess more than a minor penalty. In this circumstance, it is appropriate to assess a minor penalty for the initial infraction and a coincidental minor for unsportsmanlike conduct for the embellishment.

INSTRUCTION TO REFEREES ON REPORTS OFFICIALS' VERBAL AND WRITTEN REPORTS

Please note that all items of a disciplinary or security nature shall be fully reported to the Canadian Ball Hockey Association and/or provincial organization, for possible supplementary discipline. Items to be reported include:

- All Match penalties
- All Gross Misconduct penalties
- All Game Misconducts
- Any other incident or misconduct that may involve disciplinary action - including Rule 47
- Any incident or problem that may affect the proper playing of the game (e.g. crowd control)

The procedure to be followed by the Referee involves both a verbal and a written report. The reason why a verbal report is necessary is because a decision may sometimes have to be made in a short period of time, and the written report might not have reached us by then.

A. VERBAL REPORT

For all verbal reports, the Referee is required to get in touch with the Referee-in-Chief no later than the following day.

B. WRITTEN REPORT

Following the verbal report, the Referee shall also send a legible written report of the incident to the provincial Referee-in-Chief, or disciplinary chair.

INSTRUCTIONS TO REFEREE ON REPORTS

NOTE: Although a Canadian Ball Hockey Association representative will be assigned to all inter-member play-off series and even if that person may wish to handle the situation or themselves report the incident; the Referee is still required to verbally report to the Canadian Ball Hockey Association representative.

As the Referee, common courtesy dictates that you notify this representative that your instructions are also to notify the Canadian Ball Hockey Association Office.

GAME SHEETS

Local member Game Report forms will be used for inter-member play-off games. Upon completion of the game the Official Game Report should be faxed to the local Canadian Ball Hockey Association affiliate.

RULES

Only Canadian Ball Hockey Association rules and rule interpretations shall apply and be used in inter-member play-off games. It is most important that Referees do not apply local member rules or interpretations.

STAND-BY REFEREES

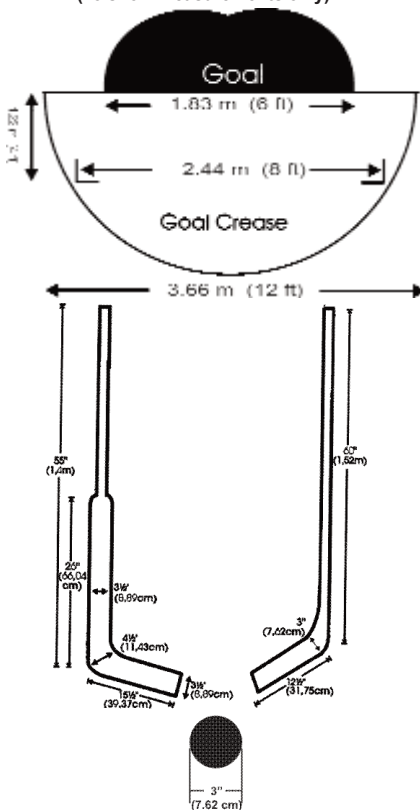
For all inter-member play-off games, an official shall be appointed, whose responsibilities include:

- a) Replace, in case of injury, the Referee.
- b) Supervise the pre-game warm-up and report to the Referee in charge of the game any incidents requiring the assessment of penalties. Only the Referee in charge of the game shall actually assess the penalties.
- c) Be at the arena half-hour before the game.
- d) Assist an Off-floor Official, if such assistance is requested by the Referee or Off-floor Official.
- e) Be aware of any incidents that may occur off the floor or following the completion of the game and report such incidents to the referees in charge of the game who may assess the appropriate penalties as required.

APPENDIX A

GOALTENDER'S STICK, PLAYER'S STICK AND BALL (Rule 21, 26)

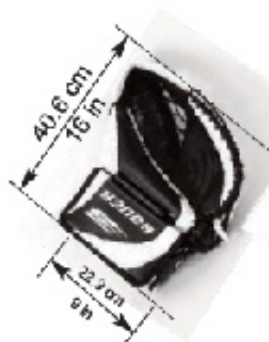
Goaltender's Stick,
Player's Stick and Ball
(To show measurements only)



Exception of Minors (age 10 years of age and younger) and below where it may weigh no less than 113.4 g (4 ounces) and must be clearly identified.

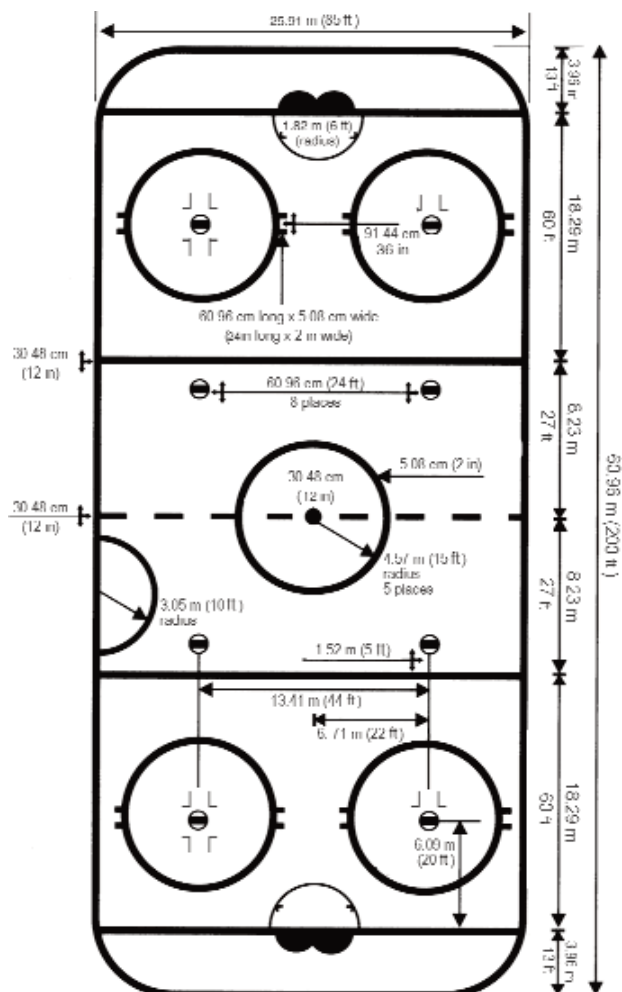
APPENDIX B

GOALTENDER'S GLOVES AND PADS (Rule 23)



APPENDIX C

ILLUSTRATIONS THE RINK AND FLOOR MARKINGS



APPENDIX D

INSTRUCTIONS TO OFF-FLOOR OFFICIALS

Off-floor Officials are to be treated with courtesy at all times by players and team officials.

Off-floor Officials are under the general supervision of the Referee for the playing of each game.

Off-floor Officials should follow the instructions as stated in the Canadian Ball Hockey Association Rule Book with reference to Timekeepers, Official Scorer and Goal Judges. They will save themselves from many unpleasant incidents if these instructions are followed.

Off-floor Officials shall refrain from criticizing the work of any other official at any time. The Penalty Timekeeper should keep the Penalty Bench free of spectators; should there be any trouble in this respect, report the matter to the Referee.

Off-floor Officials should be at their respective positions a few minutes prior to the start of the game and subsequent periods.

When the Official Scorer obtains the team line-ups, they shall obtain the name and number of the Captain and Alternate Captain(s) of each team. This information shall be given to the Referee prior to the start of each game. If the Official Scorer encounters any difficulty in obtaining the team line-ups, they shall report this to the Referee.

Following the completion of the game, the Official Scorer shall sign the Official Game Report and also see that it is signed by the Referee. The Report should then be sent to the appropriate member or league office.

APPENDIX E

DUTIES OF TEAMS OR RINK MANAGERS RELATING TO RINK CONDITIONS:

To provide well lighted and heated dressing rooms for the competing teams and Officials.

To provide sanitary toilet and shower in each dressing room.

To provide a suitable sound device for the use of the Game Timekeeper during the game.

To reserve a bench for each team and a bench for the penalized players, Timekeepers and Official Scorer.

To assist in having each game start on the advertised hour.

To see that unauthorized people are not allowed on the floor during the game.

To be responsible for the proper markings of the floor surface according to the Canadian Ball Hockey Association Rules.

To keep the goal nets and goal lights in good order.

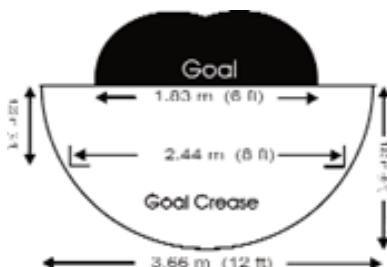
To check and maintain the timing device in good working order.

To, if possible, supply a doorman for the entrance to the Officials' dressing room.

To make certain that first-aid kits and stretchers are available.

APPENDIX F

GOAL CREASE (Rule 5)



A semi-circle six feet 1.83 m (6') in radius and two inches (5.08 cm) (2") in width shall be drawn using the centre of the goal line as the centre point. In addition an "L"-shaped marking of five inches (12.7 cm) (5") in length (both lines) at each front corner will be painted on the floor. The location of the "L"-shaped marking is measured by drawing an imaginary four foot (1.22 m) (4") line from the goal line to the edge of the semi-circle.

Goal Netting

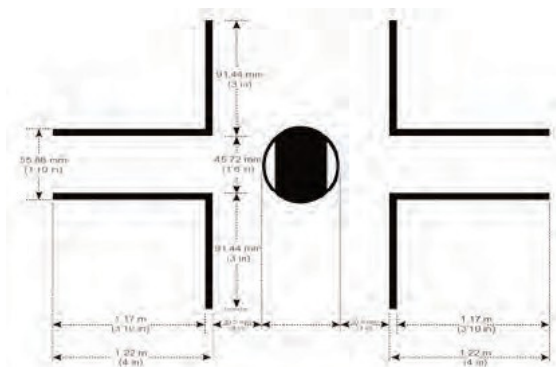
There shall be attached to each goal frame a net of approved design made of white nylon cord which shall be draped in such manner as to prevent the ball coming to rest on the outside of it, yet strung in a manner that will keep the ball in the net.

A skirt of heavy white nylon fabric or heavyweight white canvas shall be laced around the base plate of the goal frame in such a way as to protect the net from being cut or broken. This skirt shall not project more than 2.54 cm (one inch) above the base plate.

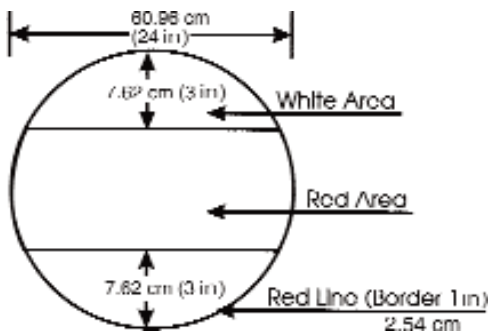
NOTE: The frame of the goal shall be draped with a nylon mesh net so as to completely enclose the back of the frame. The net shall be made of three-ply twisted twine (0.33 cm (0.130 inch) diameter) or equivalent braided twine of multi filament white nylon with an appropriate tensile strength of 318 kgs (700 pounds). The size of the mesh shall be 6.35 cm (2 1/2 inches) (inside measurement) from each knot to each diagonal knot when fully stretched. Knotting shall be made as to ensure no sliding of the twine. The net shall be laced to the frame with medium white nylon cord no smaller in size than No. 21.

APPENDIX G

FACE-OFF RESTRAINING LINES



NEUTRAL AND END ZONE



CROSS REFERENCE

This Cross Reference is designed to help you quickly locate various situations or specific rule applications. Consult rule for exact application.

A

Attacking player(s) entering & attacking zone on gatherings	57(j)
Attacking players causing & stoppage in attacking zone	75(c) Note
Awarded goal with goaltender on floor	35(b)

B

Bench Minor Penalties	
• Team officials/players on bench	9(d)
• Change of players	19(e)(g)
• Injured players	20(e)
• Unsustained measurement	Section Three
• Helmet on bench	24(b) (Note 4)
• Harassment by team official	47(b)
• Unidentified abuse	47(c)
• Banging stick	47(i)
• Delay of game	55(a)
• Failure to place correct number of players on floor	55(f)
• Objects thrown from bench	66(c)(d)
• Start of game and periods	81(d)
• End of periods	81(e)

C

Checking goal nets	41(r)
Choice of ends	9(e), 81(c)
Closing hand on the ball	61(a)
Colour conflict with sweaters	26 Note
Contact after the whistle	27(b) Note 2, 59(g)

D

Delay of Game	
• Captain or alternate leaving players' bench	18(f)
• Player changes	19(e)
• Injured goaltender	20(b)
• Injured player	20(g)
• Adjustment of equipment	48(c)

CROSS REFERENCE

D

Delay of Game	
• Goaltender going to players' bench	51 (e)
• Goaltender removing helmet	24(c)
• Start of game and periods	81(d)
Delay with less than 5 minutes in period	84(d)
Deliberate illegal substitution	19(f)
Deliberately freezing the ball	55(a) Note 3, 61(b), 74(b)
Deliberately shooting ball away from official	47(b)(3)
Deliberately shooting ball out of bounds	75(b)
Disallowed Goals	
• Batted ball	61(e)
• Deflected ball off Referee	57(i), 60(e)
• High Stick	62(e)
• Ineligible player	70(g)(h)
• Kicked ball (directly or off goaltender)	69
Dispute regarding time	46(d)
Disputed goals	41(e)
Double Minors	
• First to leave players'/penalty bench during fight	70(b)

E

End of Period Procedure	81(e)
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F

Face-off Locations	
• Delayed penalty - non-offending team causes stoppage	39(b)
• Premature substitution for goaltender	19(f)
• When play is stopped immediately when match penalty being assessed	39(d)
• Point players past top of circle	57(j)
• Disallowed Goals	60(h)
• Ball directed with glove	61 (d)(e)
• Contacting ball with high stick	62(d)
• Error on flooring call	65(f)
• Error on off-side pass call	73(e)
• Stoppage due to spectators	67(b)

Cross Reference

G

Game Ejection - 3 Penalty Rule	32(a)
Gathering	57(j)
Goaltender Situations	
• Charged in crease	52(b)
• Checked outside crease	52(b) Note, 66(b) Note
• Cross-checked in crease	54(c)
• Deliberately dislodging net	35(b), 36(c), 55(c)(d)
• Deliberately freezing the ball	61 (b)
• Drop kicking ball	37(f)
• Going to players' bench	48(c), 51(e)
• Interfered with or impeded	52(b), 66(b)
• Leaving crease during a fight	37(c)
• Leaving crease to freeze ball	58(b)
• Loss of helmet	24(c)
• Participating in play beyond centre red line	37(e)
• Penalties served by teammates	37(a)
• Premature substitution	19(f) Note 3
• Removal of facemask when requested by Referee	23(d)
• Shooting ball out of play	55(a)
• Throwing ball forward	61 (b) Note
• Throwing stick or object	35(b), 36(a)(2), 82
• Using a players' stick	51(c)
• Wearing helmet and facemask on players' bench	24(b) Note 4

H

Hand Pass - Batted Ball	61(d)
Helmet worn in offset position	24(d)

I

Flooring Procedures	65(a)
Illegal Equipment	23 (c), 24(e)(g)
Illegal Substitution	19(f)
Ineligible Player	16 (b) 2, 70 (g)(h)
Instigator or aggressor penalty	59(a)(1)

Cross Reference

N

Number of players required to start game	16(a)
	16 Situation 3

O

Overtime	83
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P

Penalized Player on Penalty Bench	
• Assessed a Bench Minor penalty	47(i) Note
• Causes interference	66(c)(d), 70(e)
• Injured	20(e)(f)
• Leaving penalty bench during a fight	70(b)(c)
• Leaving penalty bench prematurely	70(d)(g)
• Remaining in penalty bench	28(b) Note, 28(d)(e), 65(a) Note 2
• Wearing helmet and facemask	24(b) Note 4
Penalty Shot infractions	
• Calling for a Major or Match penalty	35(h)
• Dislodging net	55(d)
• Falling on, holding, gathering into body, or picking up ball while ball is in crease	58(c), 61(c)
• Interference by player or team official	70(e)
• Last two minutes of regular playing time	55(e)
1) Deliberate Illegal Substitution	19(f)
2) Deliberate knocking of net from its position	55(c)
3) Removal of Protective Equipment	24(c)
4) Refusing to start play	78(a)
• Throwing stick	82(a)
• Tripped or fouled from behind	85(d)
Physical abuse towards officials	71
Player losing helmet	24(c)
Player(s) leaving players' bench to discuss rules or deliver instructions	18(f), 55(b)
Players on floor to start periods	81(d)
Players remaining on benches at end of period	81(e)
Players retiring to their benches during a fight	59(a)(5)
Pre-game warm-up	16(g)(h)
Premature substitution	19(f) Note 3

Cross Reference

R

Refusing to designate a player to serve penalty	27(c)
Refusing to leave bench or playing area	78(e)

S

Slew Footing	85(b)
Stick Measurement	
• Before penalty shot	35(i)
Suspended Players	16(h)

T

Team Officials	9(c)
Throwing Stick or Object	
• From players/penalty bench	66(c) (d)
• On the floor	36(a)(2), 82(a)(b)
• Outside playing area	82(d)
Time-out Guidelines	84(f)
Two or more balls on floor	76(b)

U

Unidentified person committing an infraction	29(b), 47(c)
Unsportsmanlike conduct	47(a) (h)

V

Visiting Team	
• First to leave floor	81(e)
• First to place playing line-up on floor	19(d)(g)
• First to place stick down on face-offs	57(a)
• First to take position on penalty bench	27(d)

W

Wearing helmet and facemask on players' bench	24(b) Note 4
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EXAMPLES OF 4 MINUTE COINCIDENTAL PENALTIES

PLAYERS					REMARKS
EXAMPLES	W	X	Y	Z	
No. 1 Team A Team B	4	4			Immediate substitution for W and X
No. 2 Team A Team B	2	4	2		Immediate substitution for W, X and Y
No. 3 Team A Team B	4	2			Immediate substitution for X Team A will play short-handed for 2 min. with a player from the floor serving W's penalty W will serve the full 4 minutes (like a Misconduct)
No. 4 Team A Team B	4	2	2	4	Immediate substitution for W, X, Y and Z

EXAMPLES OF COINCIDENTAL PENALTIES

PLAYERS					REMARKS
EXAMPLES	W	X	Y	Z	
No. 1 Team A Team B	5+GM	5+GM			Immediate substitution for W and X
No. 2 Team A Team B	○ / 2 5+GM	5+GM			Players from floor serves Player W minor, Team A short for 2 minutes
No. 3 Team A Team B	5+GM	5+GM	5+GM	5+GM	Immediate substitution for W, X, Y and Z
No. 4 Team A Team B	/○ 5+GM 5+GM	5+GM			Team A plays short-handed for five minutes, immediate substitution for X
No. 5 Team A Team B	2 5+GM	5+GM	5+GM	5+GM	Team A plays short-handed for 2 minutes, immediate substitution for X, Y, and Z
No. 6 Team A Team B	2 5+GM	2 5+GM			Immediate substitution for W and X.
No. 7 Team A Team B	5+GM	5+GM		5+GM	Team B plays short-handed for five minutes. Immediate substitution for W and either X or Z (order of occurrence).

EXAMPLES OF COINCIDENTAL PENALTIES

PLAYERS					REMARKS
EXAMPLES	W	X	Y	Z	
No. 8 Team A Team B	2 5+GM	2 2 5+GM			Substitution for X after 2 min. Immediate substitution for W.
No. 9 Team A Team B	2	2 5 +GM	5+GM		Immediate substitution for W, X, and Y.
No. 10 Team A Team B	2 5+GM	2 5+GM	2 2 5+GM	5+GM 5+GM	Substitution for either X or Z after 5 min. (order of occurrence). Substitution for Y after 4 min. Immediate substitution for W and X or Z (order of occurrence).
No. 11 Team A Team B	2 5+GM	2 2 5 +GM	5+GM	5+GM 5+GM	Substitution for X after 7 min. Immediate substitution for W, Y and Z.
No. 12 Team A Team B	○ ₂	2	2 2	2	Substitution for W after 2 min. Immediate substitution for X, Y, and Z.

Criteria for using both coincidental minors and majors "MOTO"

- 1) M Cancel as Many penalties as possible.
- 2) O Cancel in a way to make them only One player short.
- 3) T Cancel in a way to avoid Taking an extra player off the floor.
- 4) O Cancel using the order of Occurrence, or the order that the penalties were reported by the Referee.

Note: Start by cancelling majors, then do minors.