



Rules and Regulations – 2013 Summer Edition

The basic rules adopted by the **Montreal Ball Hockey League** are those of Hockey Canada. The rules specified in this document contain exemptions and clarifications that pertain specifically to the **MBHL**.

Terminology used in this document:

Leagues	refers to all individual leagues A - X
League Organizers	refers to the MBHL Executives
League Managers	refers to the Managers of each League
League Officials	refers to League Organizers, Managers, Referees, & Timekeepers
Season	refers to a league's entire regular annual game schedule, prior to playoffs
New Player	refers to a player playing his first game for a team in the current season
Active Players	refers to players who have played at least 1 shift in the current game

The Rules and Regulations have been classified into 5 categories:

Logistics. General Rules. Penalties. Suspensions. Communication.

Logistics

1. TEAM SCORESHEET AND ATTENDANCE

Before each game, each team has a responsibility to provide the Timekeeper with their team's game roster (either by providing a completed copy of the *Team Scoresheet* or by completing the timekeeper's roster checklist). It is the captain's responsibility to ensure that each player is correctly marked on the *Game Scoresheet*. Any player not marked will not be credited with a game played. Players in attendance who are on the bench, but not actually playing, can be placed on the *Game Scoresheet* and receive credit for a game played (see Rule #7). Players serving a suspension by attending should be included on the *Game Scoresheet* in order to receive credit for the game as proof of attendance (see Rule #24 for more information). Players not in attendance cannot be marked on the *Game Scoresheet*.

In the event that a player is requested to provide ID by the league manager, or timekeeper, he must produce ID **immediately** before he is allowed to start or continue the game.

2. \$30 RULE

On the night of each game, each team has a responsibility to provide the Timekeeper with \$30 cash BEFORE the start of their game. Teams unable to produce the \$30 will automatically default the game and lose an additional 1 point in the standings. See Rule #3 for stats for defaulted games. (Teams are still required to pay the missing \$30 from the defaulted game before/at their next game.)

3. GAME TIME

The 1-hour game is broken down as follows:

- Warm-up: 3 minutes
- 1st Period*: 25 minutes (*the last 30 seconds are *stopped time*)
- Intermission: 1 minute
- 2nd Period*: 25 minutes (*the last 2 minutes are *stopped time* if the goal differential is **2 or less** in Standard Arenas or **3 or less** in Le Rinque)

- ❖ Due to time constraints, time cannot be stopped. Exceptions may be permitted in extreme cases (judged by League Officials).
- ❖ Teams are permitted **one** 30-second time out **per game** that can be used at any time.
- ❖ League Officials reserve the right to call any game if they feel that the game is getting out of control (this may be enforced in extreme cases as judged by League Officials).

4. DEFAULTS

In order for a team to play, it must consist of **a minimum of 5 players (or 4 players in the 4 on 4 league) and a goalie** (see equipment, Rule #4). *In the X-league, a team can only have a maximum of 4 male players (including the goaltender) on at all times.* The clock starts immediately 3 minutes past the game's scheduled start time. A **minor** penalty will be assessed to any team that is not prepared to begin. A **goal** will be given to the opposing team 5 minutes later if the team is still unable to start. After another 5 minutes, a **second goal** is awarded. At 18 minutes past the game's scheduled start time, the team officially defaults.

Example:

- 7:00: warm-up
- 7:03: minor penalty if / when game starts
- 7:08: 1-0 opposition
- 7:13: 2-0 opposition
- 7:18: 3-0, official default

Note: The league strongly condemns defaults. Any team that does not make a concerted effort to field a valid team for their game (entire duration), the offending team will a) automatically lose the actual game and b) **will be responsible for bring \$60 to their next game to cover the costs of both team for the defaulted game (the non-offending team will not be charged \$30 for the defaulted game), in addition to the \$30 for the current game.**

If 48 hours notice for cancellation is not given, in addition to the above, the offending team will also have one point deducted in the standings.

Default score and statistics: For games that are played then later deemed to be invalid due to an illegal player or a team unwilling to finish the game, all the offending team's goals are removed. The non-offending team retains their goals and statistics. The minimum winning score is 3-0 with team goals added if necessary to make up the difference. In the event no game is actually played, then the score is simply 3-0 with 3 team goals awarded. In both scenarios, *games played* are awarded to players in attendance who require it for *playoff eligibility* (see Rule #7) and no goaltender statistics are recorded.

5. EQUIPMENT

Goaltenders are required to wear full equipment (pads, helmet, and gloves). Players are not required to wear any equipment, but we recommend the following: helmet and/or goggles, mouth guard, jock, shin guards, kneepads, gloves. If elbow pads are worn, they must be worn underneath the jersey.

Note that all players are required to wear a CHA approved helmet with fastened chin strap when playing at Le Ringue arena.

Every player must have a proper team jersey matching the style and color of the rest of the team (same primary color - ex. teal is not green, no tank tops or pinnies) with a unique number imprinted on the back (no taped numbers). Players can have the same style jersey, same color, but one of them has a stripe or logo for example. Any player without a team jersey conforming to the above requirements will not be allowed to play and changing jerseys during a game is not permitted. Being on the rink during a game without a legal jersey shall result in a two-minute minor penalty. **The League Manager or Timekeeper has final say on what is a legal shirt.**

Note that the MBHL does not provide jerseys for individual players on demand. We strongly recommend that each team captain bring a few extra jerseys each game in case their players are missing a jersey.

Sticks: Plastic add-on blades are **prohibited**. One-piece Mylec graphite sticks are permitted.

6. *CONTRACTS AND ROSTER*

Every player must complete the *Player Contract Agreement* and submit it to the league. **League Officials reserve the right to default any team who uses a player that has not submitted his contract.** In addition to these contracts, each team must submit the completed *Waiver Form*. Every team must have 1 captain (cannot be Goaltenders) and 2 assistants designated (marked on their shirts and on the roster form). Roster limits for teams stand at a max of 25 players (forward/defense) and 7 goalies. **Note that team rosters are subject to league approval throughout the MBHL Season.**

7. *LEAGUE CAPS AND PLAYER RANKINGS*

The MBHL's top players have been ranked as A+, A, B+, B, or C players, with each letter corresponding to a certain amount of points. Before each season, every league will be assigned a cap number, which is the maximum allowable number of points a team can have on a given game's roster. Any player seeking a game credit will count towards the cap even if that player does not play. Teams found to break the cap rule will default the game (see Rule #4).

8. *PLAYOFF ELIGIBILITY*

In order to be eligible to play in the playoffs, team members must play the minimum number of games as defined in the *League and Playoff Format* document. Note that the numbers are low, but **strictly** enforced.

In order to receive credit for a game played, a player must be present on the bench, on the rink, or in the rink where his team's game is being played for a significant portion of the game (as judged by the League Manager). **This applies whether the player is injured, suspended, working, out of town, playing another game, or for any other reason.**

A player will not receive credit for games played by providing medical proof of any kind (including hospital stay, etc). **Captains are given a tentative playoff schedule at the beginning of the season and should be aware of the dates. Make sure that your players are available the entire night for those dates which will include some off-nights.**

It is the captain's responsibility to ensure that the scoresheet reflects which players attended the game.

9. *PLAYER REQUIREMENTS*

The following conditions must apply to a player before he is eligible to play a game in the MBHL:

1. He is not banned from the MBHL or is not currently under suspension in this league.
2. The player is one of the 25 players listed on the team's roster.
3. He has completed and signed a *Player Contract Agreement* and given it to the League Manager or Timekeeper.
4. He must be able to present picture ID to the league manager upon request
5. He is wearing a legal "MBHL" jersey (See Rule #4).
6. He is not in violation of the new players rule (See Rule #6)
7. He has not played for another team in the same league.
8. The player must not be deemed incapable (inebriated, bleeding, etc.) to play in the game (League Manager's judgment).
9. Any player on the team's roster may participate at any point during the game; they are no longer required to have played a shift in the 1st half in order to be eligible to play in the 2nd half. In a player's first game, however, they must play a shift before the end of the 1st half in order to be eligible to play in the 2nd half.
10. He is wearing a helmet (See Rule #5 – applies only for games at Le Rinque).

Note: A League Official can prevent a player from playing, default a team, or eject a player from the game if he violates any of these conditions.

10. CO-ED UNIQUE RULES

i) SLAP SHOT RULE

Men are not permitted to take slap shots. A slap shot is defined as a shot whereby in the wind up the stick rises above the player's hip. Any infraction in the offensive zone will result in a faceoff outside the blue line, otherwise the faceoff will be taken at the nearest faceoff dot.

ii) # OF MALE PLAYERS

A team can only have a maximum of 4 male players on the surface at all times, including the goaltender and any players serving a penalty. The latter does not apply if the penalty is a coincidental minor, under which play remains 5-on-5.

General Rules

11. FACE-OFFS

When play is stopped due to a penalty call (resulting in an advantage for one team), the ensuing face-off takes place in the offending team's zone.

12. OFFSIDES

Standard Arenas:

Floating Blue Line Rule - Once the attacking team has legally crossed the offensive blue line, they are onside. They are not offside until the ball crosses back over the center red line. Therefore, the offensive zone is comprised of the center red line to the backboards.

Le Rinqe:

There are no offsides.

13. USE OF HANDS

- **Stoppage of play:** occurs in two situations:
 - (1) When any player passes the ball (in any manner) using his hands, to a teammate who is outside of their defensive zone.
 - (2) When any player closes their hand on the ball without intent (as judged by the referee) to delay the game or intentionally force a stoppage of play.
- **Minor penalty:** assessed to any player that closes his hand on the ball with intent (as judged by the referee) to delay the game or intentionally force a stoppage of play.
- **Penalty shot:** assessed to the other team if a player closes his hand on the ball in his goalie's crease.

14. BODY CONTACT

Direct or intentional body contact is forbidden. Incidental contact is permitted (subject to the Referee's judgment).

15. SLIDING

When a player intentionally slides and in doing so causes an opponent to fall, the player who slid receives a two-minute minor penalty for contact, even if the sliding player touches the ball during the slide. Note that goaltenders are exempt from this rule when playing the ball.

16. ICING

No-touch icing. [International & Olympic style]

Standard Arenas

If a player shoots the ball down the rink before crossing the center red line, the play results in icing if the ball crosses the opposing red goal line before being touched by another player. A referee may waive off the icing if he feels that a defending player has a chance to play the ball before it crosses the line.

Le Ringue

If a player shoots the ball down the rink before crossing his own goal line, the play results in icing.

17. HIGH STICKING

- **Minor penalty:** (no player contact) **automatically** assessed to any player that raises his stick above the normal height of the shoulders in the vicinity of an opponent or the ball. This penalty is a delayed penalty unless contact is made with the ball in which case play is immediately whistled down and the penalty assessed.
- **Double minor:** (player contact-accidental) assessed to any player that **accidentally** (Referee's judgment) contacts an opponent above the shoulders with a high stick.
- **Major penalty:** (player contact-intentional) assessed to any player that **intentionally** (Referee's judgment) contacts an opponent above the shoulders with a high stick. The penalized player shall receive a **5-Minute Major and a Game Misconduct**.

Note: The drawing of blood as a result of a high stick is **not** a factor in deciding between a double minor and a major penalty.

18. MERCY RULE

If the score differential is 9 or greater, the game will be called and the current score will stand as final. This rule only takes effect after the first period.

19. SPECIAL RULES FOR GOALTENDERS

1. Teams cannot pull their goaltender until the last minute of the 1st period with the exception of delayed penalties.
2. Clearing the ball directly out of play without touching the boards first or the glass will automatically result in a minor penalty. *Note that this rule does not apply in the Le Ringue unless the referee rules this act was done intentionally.*
3. They cannot be captains. They may be assistant captains.
4. Once a goalie has removed his equipment, he may play as a regular player in the same game.
5. A goaltender can wear any color hockey jersey that covers his entire upper body equipment, and a number is not required.
6. Goaltenders that leave their crease to join an altercation shall receive a **minor** penalty.
7. Goaltenders who receive a **Game Misconduct, Match** or **Gross Misconduct** will be ejected from the game and must be replaced.

20. SPECIAL RULES FOR GAMES PLAYED AT Le Ringue

1. The ball remains in play as long as it does not exit the rink or gets caught in the mesh.
2. Referees assign which team gets possession of the ball after a stoppage in play. The team which plays the ball has 5 seconds to do so and should be allotted 3 feet by the defending team before it pursues the player. A player may score from a direct shot.

3. There is no face-off when a goalie freezes the ball. The defensive team is required to play the ball behind their goal line and follows the 5-second process stated in #2.
4. Two-man advantage when playing 4 on 4:

If a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) players while the non-offending team will be permitted a fifth player. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4 on 4 or a 4 on 3 situation, as appropriate.

Penalties

21. COINCIDENTALS

Coincidental Minor or Major Penalties shall result in neither team being shorthanded (**5 on 5, or 4 on 4 at Le Rinque**). These penalties will not be shown on the clock, but will be **3 minutes running time** (calculated by the timekeeper, applies to Minor Penalties only). The player may leave the penalty box at the first stoppage of play after the 3 minutes (as directed by timekeeper).

22. PENALTIES

The times of various penalties and their results are indicated below:

<u>Penalty</u>	<u>Time served</u>	<u>Team</u>
Minor	2 minutes stopped time	short-handed
Double minor (2 minors)	4 minutes stopped time	short-handed
Coincidental minors	3 minutes running time	full strength (after first stoppage in play)
Major	5 minutes stopped time	short-handed + ejected from game
Misconduct	10 minutes running time	full strength
Game misconduct	ejected from game	full strength
Gross misconduct	ejected + suspended	full strength
Match	ejected + suspended	full strength

- Players serving penalties **must step onto the rink** before going to the bench for a change when their penalty expires.
- Any of the following combinations will result in the player receiving a **Game Misconduct** (and therefore being ejected from the game):

3 Minors **or** 1 Major **or** 1 Misconduct + 2 Minors

The following minor penalties are exceptions: delay of game, bench minor, playing with a broken stick, and wearing an illegal jersey.

- A player who has received 3 Minors in a game will have an 10min in penalties added to his running total for the season.
- Only *Active Players* are eligible to serve a bench or goaltender penalty.
- In the case of a major penalty (when the offender has been ejected) only, the offending team is allowed to rotate the player serving the penalty in the penalty box.
- Any player ejected from the game must return to his dressing room. They are not permitted to remain behind the bench or in the stands unless granted permission to do so from a League Official. Any player refusing to cooperate with this rule may be subject to further suspension.

23. PENALTY MINUTE ACCUMULATION LIMIT

Any player reaching an accumulated total of **35 minutes** during a regular season game will receive an automatic 1-game suspension to be served the following game. Any player continuing on to then reach an accumulated total of **70 minutes** will then receive an automatic 2-game suspension to be served the following games.

Notes:

- All penalties count towards the penalty-minute total.
- This rule is not in effect during the playoffs, but any suspensions incurred as a result of this rule during the season do carry into the playoffs if the suspension's duration exceeds the remaining games in the regular season.

24. FIGHTING

1. Fighting shall **automatically** result in a **Match** penalty followed by a 3 game suspension.
2. The *Instigator* of a fight shall receive an additional minor penalty (& 1 extra game suspension).
3. The *3rd Man In* shall receive a **Game Misconduct** (If this player gets involved in the fight, then he also falls under Rule #22-1).
4. Any player not cooperating with League Officials during an altercation may receive additional penalties/suspensions.
 - During a fight, teams must remain at their bench, goalies must stay in their crease, and players on the rink must back off and obey the instructions of all League Officials.

25. LEAVING THE BENCH

Leaving the bench during an altercation is one of the most serious offenses in hockey and will be suspended severely. It is each player's responsibility to ensure they do not jump onto the rink once an altercation occurs. Any player identified as being the first player from both teams to leave his bench can be suspended as follows:

Action after leaving the bench during an altercation	Possible Suspension
Remaining near his team's bench	up to 3 games
Proceeding towards the altercation and returning	up to 4 games
Proceeding towards and reaching the altercation	up to 5 games

In all cases, additional suspensions are cumulative (i.e. a player running into the altercation and fighting receives 5 games for leaving the bench + match for fighting = 8 games total)

In terms of penalties, the offending player receives a 4 minute minor and a game misconduct. Any player passing behind the timekeeper's box and approaching the opposing team bench or penalty box in an unsportsmanlike manner will result in an automatic suspension.

Suspensions

26. SUSPENSIONS

<u>Penalty Assessed</u>	<u>Suspension</u>
Abusive Language (see Rule #29)	1 game +
Racial Slurs	2 game +
Instigating Minor	1 game
Attempt to Injure	1 game +
Gross Misconduct	1 game +
Exceeding PMA Limit (see Rule #22)	1 or 2 games
Punching	3 games+
Fighting	3 games +
Leaving the bench during altercation	Up to 5 games+

- **All suspensions are cumulative.**
- Players receiving multiple suspensions may receive additional games.
- Any player who receives a suspension due to their actions during the team handshake at the end of the game may receive additional games.
- Severe incidents reported to the league by League Officials may warrant additional suspensions.
- The league reserves the right to suspend or ban any player, without monetary compensation, under any circumstances as it sees fit.
- League Managers have the right to suspend any player for serious actions they may see pertaining to their league.
- Suspensions longer than 1 game may be appealed to the League Organizers. Provide a detail account of your version of the incident to your League Manager. The League Organizers will review the case and your League Manager will inform you of the decision. Note that the suspension could increase, decrease or stay the same.

27. DRINKING AT ARENAS

CWI:

- No beer can be brought inside or consumed outside Le Club West-Island unless purchased from the bar. Any players caught bringing/drinking their own beer at the facility (including the parking lot) will be suspended immediately for 1 game. Teams caught drinking will lose one point in the standings. Repeat offenders may receive longer suspensions or risk getting banned from the league.

DDO:

- Only cans are allowed at DDO and players are **only allowed to drink in the room**. Any players caught drinking in other areas of the arena, or bringing beer bottles, will be suspended immediately for 1 game. Teams caught drinking will lose one point in the standings. Repeat offenders may receive longer suspensions or risk getting banned from the league.

OTHER ARENAS:

You are welcomed to bring canned beer to our other arenas. Please ensure that your players do not drink in the stands, hallways or other areas inside the arenas. Clean up your beer cans when done. Any players caught drinking in other areas of the arena, or bringing beer bottles, will be suspended immediately for 1 game. Teams caught drinking will lose one point in the standings. Repeat offenders may receive longer suspensions or risk getting banned from the league.

28. SERVING OF SUSPENSIONS

A suspended player does **NOT** have to present himself to the timekeeper for each game he is suspended and sign in order to serve their suspension. Note that Rule #7 still applies for playoff eligibility.

29. BANNED PLAYERS

The following players are **banned** from playing in any of the MBHL's leagues:

Ryan **Alcade**, Cary **Aldous**, Ferdinando Marc **Antonio**, Antonio **Antonucci**, Dan **Becky**, Renato **Boriero**, John **Brault**, Dan **Bursi**, Steve **Carle**, Joe **Capotosto**, Jason **Chartrand**, Jimmy **Chiropoulos**, Sylvain **Cyr**, Sylvain **Deseve**, Jesse **DiOrio**, Kay **Ducharme**, Louis-Phillipe **Durocher**, Jason **Faranacci**, Domingo **Fernandes**, Steve **Fernandes**, Claudio **Fillipone**, Joe **Follano**, Matthew **Foti**, Stefan **Gauthier**, Rahul **Gautama**, Derek **Hayward-Barakett**, Bob **Jacobs**, Spiro **Korakianitis**, Mike **Lafleur**, Kevin **Lamarre**, Chris **Laverdiere**, David **Lento**, Vince **Marra**, Pierre **Marvotangos**, Neil **McGelligot**, Luciano **Parillo**, Mario **Parillo**, Sean **O'Neil**, Keith **Orsini**, Johnny **Parisi**, Patrick **Payette**, Sandy **Pellegrino**, Pat **Petraccione**, John **Piunno**, Domenic **Ranaldi**, Rino **Ricci**, Pierre **Ricard**, Mike **Richards**, Andrew **Rousan**, Theo **Saitanis**, Raphael **Seleya**, Matt **Sheppard**, Stelio **Skuloudakis**, Ray **Sorano**, Tom **Starnino**, Tony **Stasi**, Sylvain **St-Pierre**, Tyson **Taylor**, Frank **Tenneriello**, Tony **Tuccica**, Jimmy **Vamvakoulis**, Brian **Westlake**, Fabio **Zaccardo**.

Any teams using these players will be defaulted instantly. **Any player may be banned immediately if the league feels his actions warrant it.**

30. EXPULSION

The league reserves the right to expel any team at any point during the season. This rule will be enforced on extreme cases. The team will then be banned from the MBHL.

Communication

MBHL

31. ABUSE OF LEAGUE OFFICIALS

- Only captains and assistant captains have the **privilege** of asking the referee for his **interpretation** of a rule applied during the game.
- A referee should not be questioned concerning a **judgment** call.
- Abuse of League Officials (verbal or physical) will **not be tolerated** and will be severely dealt with.
- Any player that physically abuses a referee will be immediately ejected and **banned** from the league. Do not place yourself in a situation where your actions might be considered **abusive** towards a League Official, as the consequences will be severe.
- League Managers do not referee the game. The referees do.
- An **Abusive Language Penalty** will result in a **Game Misconduct plus a 1-game suspension**.

32. CAPTAIN'S RESPONSIBILITY

The captain is responsible for the actions of any of his team members. Any damage to league or arena property (stats boards, glass, etc.) caused by individuals must be paid for (price determined by the League Organizers) by the team before the next game or the team will be defaulted. The captain is also responsible for any default fines.

33. COMMUNICATION WITH LEAGUE OFFICIALS

Any (email, phone or in-person) questions, appeals, or disputes concerning an event in a game can be posed to the League Officials only if it satisfies the given conditions:

- It must be **24 hours after** the completion of the game in question
- The team captain makes the appeal.
- It is not during a game.
- It is not done in the Timekeeper's box.

34. LOOPHOLES IN THE RULES

The League Organizers hold absolute final say, without question or appeal, concerning an interpretation of any rule or situation.

35. COPYRIGHT

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