

The Pavilion Hockey League

Welcome to the Pavilion Hockey League.

The Pavilion Hockey League is dedicated first and foremost to the safety of its players. This means **strictly enforced non-contact hockey**. We provide a competitive league in a safe and friendly environment for people who have to go to work in the morning.

Please carefully read and familiarize yourself and your team with our rules.

General League Information

Dressing Rooms

Dressing rooms must be vacated within **30 minutes** of the end of your game to allow staff to clean up for the next team. Co-operation in this regard is important and is appreciated by fellow players. Using the "third period rule" is an effective way to manage this requirement (*i.e.* when the third period starts in the game after yours, you have overstayed your welcome). Please vacate and allow the other team to enter and dress for their game.

Ice Resurfacing

Teams must stay off the ice during flooding. Players are not to step on the ice until the Zamboni has left the ice and rink gates are closed. ***Violation of this safety rule will result in a bench minor at the start of the game.***

Payment Policy

Teams and Players must be paid in full by the 4th week of the season. Teams and players not paid in full by the 4th week of the season will not be allowed on the ice.

Head and Face Protection

CSA-approved helmets are mandatory. Visors/cages are not mandatory. However, since the League does not provide medical or dental insurance, **we strongly recommend all players to wear a proper visor/cage** for facial protection.

Jerseys

All Players must wear **matching jerseys, and be numbered differently**. In the event of a conflict of Team colours (the Visiting Team Representative and / or Referees will determine if there is a conflict), the VISITING TEAM will wear their alternate jerseys or pinnies provided by the league.

Stats, Schedules, and Standings

Team and individual stats will be posted on the www.thenewpavilion.ca/league website.

Abuse of Facilities

Players found to have abused any of the facilities (glass, boards, dressing rooms, washrooms, etc.) will be held personally and financially responsible for reimbursing the arena owner for all damages incurred. **Failure to reimburse the facility promptly will result in a team suspension until payment is made in full.**

Goalkeeper Substitutions

Replacement goalies are allowed at any time (even playoff games). If your goalie is unable to attend, the Team Captain should contact the League and they will assist you in obtaining a goaltender for your game. If you do not have a dressed goaltender by the start of the 2nd period of the game, that team will default the game to their opponents. The remainder of the hour can be taken up with shinny hockey by the two remaining teams. The refereeing staff is not obligated to stay on the ice.

Game Format

1. All games are **32 minutes stop-time** preceded by a **2-minute warm-up**. The periods will be STOP TIME - 12 minutes, 10 minutes and 10 minutes in duration.
2. All games start as per scheduled time whether or not your entire team is dressed. So, please be ready to play when scheduled.
3. Games will not be cancelled or rescheduled due to inclement weather, so plan to arrive early during winter months.
4. The clock will run for altercations, disputes, or arguments with officials about penalties or other game calls.
5. The clock will then be stopped at the discretion of the referees.
6. A team must have a minimum of **six (6) skaters and a goaltender** in order for the game to be **official**.

Running Time

The clock will continue to run in the 3rd period of a regular season game in the following scenarios:

3rd Period- Goal difference is 5 or more goals.

3rd Period less than 5 minutes remaining- Goal differential is 4 or more goals.

3rd Period less than 1 minute remaining- Goal differential is 3 or more goals.

The purpose of the keeping the clock running in these scenarios is to speed up game-times and ensure games start on time.

League Rules

League games will be officiated under the rules of the C.H.A. with the following amendments:

Offside

No centre red line offside.

Icing

No touch icing from **inside your own blue line**, not the red line.

Penalties

1. **Minor penalties** are 2 minutes.
2. **Double Minor Penalty** (two Minor Penalties) are assessed if the referee feels that an infraction deserves more than a Minor Penalty, but, is not deserving of a Major Penalty and a game misconduct
3. **Game Ejection** is assessed to a player at any time in a game for conduct which is deemed to be detrimental to the safety of the other players, or, conduct deemed to be a travesty of the game.
 - There do not have to be any other penalties assessed with a Game Ejection, but there usually are. A Game Ejection is called in order to remove a player from the game and prevent an individual from participating in a more serious or violent situation.
4. **Major Penalties** are **5 minutes**. Major Penalty is assessed according to the CHA Rule Book
The most common reasons for major penalties are the following:
 - deliberate high stick or cross check above the shoulders
 - slashing is at the discretion of the referee based on the degree of violence or impact
 - Checking from behind is at the discretion of the referee based on the degree of violence or impact. This penalty is more stringently called when the player is checked into the boards or net.

A major in the Final (3rd) period of a game will automatically result in expulsion for the balance of the game and a 1 game suspension.

5. **A match penalty** is assessed for any infraction that is a deliberate attempt to injure. Any player assessed a match penalty will receive in a **minimum 5 game suspension and review**.
6. **A gross penalty** is assessed to any player who is deemed to have made a travesty of the game. (i.e. obscene gestures, racial slurs, etc) Any player assessed a gross will receive a **minimum 3 game suspension and review**.
7. A player will receive an automatic 5-minute Major and a Game misconduct for spearing or butt-ending. All players receiving this penalty are subject to suspension from the league.
8. **Punching to the Head:** A player punching another player to the head will be assessed a 5 minute Roughing Penalty and a Game misconduct. This play will result in an automatic **1 Game Suspension the following week:** This penalty is called when a player:

- The head is targeted
 - The punch is deliberate
 - There is enough force to move the players head.
9. If a single player reaches **20 minutes** in penalties during the summer regular season or **40 minutes** in penalties during the winter season, that player will be levied an automatic 1 game suspension (to be served the following game). If the player receives and **additional 10 minutes** worth of penalties they will be suspended for 2 games. If that same player reaches **60 minutes** in penalties they will receive a season expulsion from the league with **no refund**. **Please note:** a 10 minute misconduct counts as towards a players total penalty minutes.

Multiple Penalty Rule

- If a player receives **three penalties** in one game or 6 minutes in penalties, the player will be ejected for the remainder of that game (a double minor stick infraction plus a minor infraction is considered to be three penalties.) Please Note: 10-minute misconduct does not count towards the 6 minute rule.

Fighting

Fighting will not be tolerated. Once your gloves hit the ice, you are out for the balance of the game.

- If a player is deemed by the official to be the obvious aggressor or instigator in a fighting major, a season expulsion will be levied with **no refund**.
- If a player has no recourse during a fight, but to defend himself from the aggressor as an alternative to skating away, this will result in a **minimum 1 suspension**.
- If there is no obvious aggressor in a fight a **minimum 5 game suspension** will be levied to any players involved.
- Any player involved in a second fighting major will be suspended indefinitely from the league.
- If a *“bench clearing brawl”* occurs, the players or team leaving the bench will be suspended or given an expulsion from the league. **No refund will be given.**
- If there is aggressive behavior during the handshake or off the ice at the end of the game, player(s) involved will be suspended for the following game and reviewed.
- If the team continues to abuse the rules the Team Rep is subject to suspension even if he is not involved in an incident.
- **Fighting is considered a serious offence and any player’s receiving a season expulsion will not be given a refund.**

Checking From behind

Checking and/or crosschecking from behind will not be tolerated. Checking from behind will result in a major penalty and a game ejection. The League may also assess a suspension pending a review. The League views checking from behind as a cowardly, dangerous assault and will make every effort to rid the League of this practice including expelling repeat offenders from the League **without a refund**.

Stick Penalties

High-sticking, cross-checking and slashing will result in a double minor penalty, which will count as two (2) penalties toward the **Multiple-Penalty Rule**. However, a major penalty can be issued if the referee feels it is warranted.

Crease Rule and Goalie Mask Rule

To protect the goalie, players will be cautioned not to stand in, or skate through, the crease. Failure to obey a referee's warning will result in a face-off outside the blue line. If the player continues to obstruct the goaltender, he will be levied a minor penalty.

If a puck goes off of a Goalie mask it is the referee's discretion whether or not the play will be blown dead.

Leaving the Bench

If a player leaves the bench during an incident, the player receives an automatic game misconduct.

Abuse of Officials

Abuse of Officials will not be tolerated. Continuous abusive language directed at a referee, convenor, timekeeper, or any other league or facility official will result in a misconduct penalty and/or suspension.

Ejections

A Game Ejection can be assessed to a player any time in a game for conduct which is detrimental to the safety of the other players, or, for minor abuse of officials. There do not have to be any other penalties assessed. No time penalty to the team or suspension to the player goes along with a Game Ejection. When assessed, the player must leave the ice quietly. The Game Supervisor tracks the reason for the Game Ejection.

- If a player receives **3 minor penalties** (except for a ten-minute misconduct penalty), the player is ejected from the game.
- If a player drops their gloves and/or removes their helmet for any reason other than during a stop in play to adjust equipment, that player automatically receives a minimum of a Game Ejection.
- If a player is ejected from a game or receives a **Major Penalty** and an automatic **Game Misconduct**, the player must go directly to the dressing room:

Failure to comply with this rule results in further disciplinary action against the player, including possible expulsion from the league. **If a player receives 3 game ejections per team, per season, a minimum 1 game suspension will be given.**

Players Suspensions

1. Player Suspensions are the decision of League Director only. The League Director will notify the team rep of the suspension, it is the team reps responsibility to notify the player of the suspension.
2. Players serving Suspensions are not permitted to stand behind their team bench for the duration of the suspension.
3. If a suspended player is dressed and attempts to play illegally, the player will be giving a season expulsion and the Team Captain will also be penalized with a one game suspension.
4. All suspension will be doubled as incurred if a player incurred, at the discretion of the league directors. All repeat offenders are subject to removal from the league with **NO REFUND**.

Regular Season Eligibility & Substitutions

The team rep is responsible for submitting a team roster to the League Director prior to the beginning of the season. Once the team roster is submitted the players on the roster must have played a minimum of 6 games in the summer season, and a minimum of 11 games in the winter season to be eligible for the playoffs. **All players must sign in on the game sheet before entering the dressing room. If players on the team are not signing/ scanning in on the game sheet a 2 minute minor penalty will be assessed. The penalty will be served by the team rep.**

Substitute players must identify themselves prior to the start of the game, fill out a registration form and be approved by the convenor before the game starts. Players who do not comply will be asked to leave the ice.

**Remember, it's Just a Game, So Have Fun
and Best of Luck to Everyone!**