



RULES & REGULATIONS

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TABLE OF CONTENTS

SECTION 1 – LEAGUE ADMINISTRATION

- 1.1 MANAGEMENT RIGHTS
- 1.2 TEAM REGISTRATION
- 1.3 HOCKEY CLUBS
- 1.4 FEES AND PAYMENTS
- 1.5 PLAYER REGISTRATION
- 1.6 ROSTERS
- 1.7 TEAM OFFICIALS

SECTION 2 – SEASON/GAME FORMAT

- 2.1 NUMBER OF GAMES
- 2.2 DIVISIONS
- 2.3 SCHEDULE
- 2.4 TIME OF MATCH
- 2.5 TIE GAME (REGULAR SEASON)
- 2.6 FORFEITS

SECTION 3 – PLAYOFFS

- 3.1 PLAYOFF SEEDING
- 3.2 PLAYOFF ELIGIBILITY
- 3.3 GAME ROSTER
- 3.4 PLAYER IDENTIFICATION
- 3.5 END OF GAME PROCEDURE
- 3.6 SHOOTOUT
- 3.7 TIE GAME

SECTION 4 – LEAGUE SPECIFIC RULES

EQUIPMENT

- 4.1 JERSEYS
- 4.2 FACIAL PROTECTION
- 4.3 THROAT PROTECTION

PLAYING RULES

- 4.4 PLAYERS IN UNIFORM
- 4.5 STARTING LINEUP
- 4.6 INJURIES
- 4.7 PUCK STRIKING GOALTENDER MASK
- 4.8 ICING
- 4.9 NET DISLODGING
- 4.10 FAIR PLAY RULES

PENALTIES & DISCIPLINARY ACTION

- 4.11 OFFICIALS
- 4.12 ABUSE OF OFFICIALS
- 4.13 MISCONDUCTS
- 4.14 GAME EJECTION
- 4.15 DISCRIMINATION
- 4.16 BODYCHECKING
- 4.17 PENALTIES TO GOALTENDERS
- 4.18 MAINTAINING BENCHES
- 4.19 CROSSING CENTER LINE
- 4.20 SUSPENSIONS
- 4.21 APPEALS
- 4.22 TEAM PENALTY MINUTE MAX
- 4.23 PLAYER PENALTY MINUTE MAX

The titles of play governing competition, tournament, regular league and playoff games, under the jurisdiction of the SHHL CALGARY 2017 INC shall be the current posted publication of the CCSL Rules and Regulations. The CCSL is governed by the rules and regulations that are outlined in the current publication of the Hockey Canada Playing Rules unless otherwise noted. The CCSL reserves the right to change any rule as deemed fit to protect the players, officials, or their product. Notice will be posted on the official website and communicated to all teams until the rule change is amended in this rulebook.

SECTION 1 – LEAGUE ADMINISTRATION

1.1 MANAGEMENT RIGHTS

The CCSL (operating under SHHL Calgary 2017 Inc) reserves the right to refuse any team/player registration, or to suspend or remove a player/team when it is in the best interest of the league.

The CCSL also reserves the right to re-align teams in any division, at any time, based on game performance and/or assessment of individual or group skill level.

The CCSL reserves the right to modify any rule as deemed fit to protect the players, officials and the overall interest of the league. The CCSL reserves the right to review any on-ice activity and issue additional disciplinary action if warranted.

Teams are expected to respect the facilities used and adhere to facility rules. Locker rooms should be left in tidy condition after teams depart. It is the responsibility of the team to ensure they do not lose or damage any property belonging to the facility. Players are not to step onto the ice until zamboni doors are closed. Alcohol is strictly prohibited on arena property. The league reserves the right to discipline or forward any fines to teams that are in breach of the above.

1.2 TEAM REGISTRATION

new Team registration for upcoming seasons will be on a **limited** basis. Returning teams will be given first opportunity to register ahead of new teams until a specified date. After this date, public registration will be opened to new teams should there be remaining capacity in the league. Any teams not registered by the public registration deadline or should the league reach capacity (whichever comes first) will be at risk of losing their place in the league.

In order to facilitate procuring the best possible ice times, teams will not be permitted to register after these milestones. The team's non-refundable deposit reserves the team's position in the league, pending full payment.

1.3 HOCKEY CLUBS

revised Teams will be considered part of a "hockey club" when more than one team are registered under the same general manager. Each club team will be invoiced separately and responsible for their own fees.

1.4 FEES AND PAYMENTS

Teams will be provided a clear payment schedule upon registration. Teams are expected to adhere to the payment schedule outlined in their invoice. Should a team miss the payment date, a friendly reminder will be sent within 24 hours. Should no payment be received within 72 hours, an overdue notice will be sent and the team representative will be contacted directly via email.

Should the fees remain unpaid after one week or there be no alternate arrangements made with the league, the fee will be considered delinquent. Delinquent fees may result in removal of games from the team's schedule, the team being expelled from the league, and/or being refused registration in the future. The league will not pro-rate fees to adjust for any games lost due to delinquency.

Individual Invoicing:

Teams may opt for individual invoicing and have the league invoice and collect payments directly from rostered players. Teams choosing this option must provide a clear plan for the team fee to be collected in full.

Teams remain responsible for the total team fee. Players will be charged a convenience fee for individual invoicing. Players must adhere to the payment schedule outlined in their invoice. Should the player miss the payment date, a friendly reminder will be sent within 24 hours. Should no payment be received within 72 hours, an overdue notice will be sent. The team representative and player will be contacted directly via email.

Should the fees remain unpaid after one week or there be no alternate arrangements made with the league, the fee will be considered delinquent. Players who are in delinquency will be suspended from league activity until their fees are paid. The league will not pro-rate fees to adjust for any games lost due to delinquency.

Any outstanding fees remaining after the final payment date will be invoiced to the team. The team will be responsible to ensure the balance of these fees is paid in full.

1.5 PLAYER REGISTRATION

Only players registered with the CCSL may participate in play. All players participating in the league must be at minimum 18 years of age. Exceptions to this rule may be considered on an individual basis by written request to the league. Any player under the age of 18 must have an under-age waiver completed by their legal guardian.

All players participating in the CCSL are required to register online at www.ccslcalgary.ca and complete their registration by signing the attached online waiver before participating in any on ice activities.

1.6 ROSTERS

new Each team, including teams in a hockey club, will be permitted to register a maximum of 26 players (including goaltenders) on their roster. Teams will be allowed to register and roster players until January 31st. Players who have completed the online registration will be automatically added to the team roster. The online roster will also list the team manager, captain and any alternate captains.

revised Teams may remove, *until the roster lock date*, up to five skaters with less than 5 games played as well as any goaltenders or players who have not participated in any games.

Should teams who have reached their roster maximum or passed the date lock require spare players (due to a significant shortage of skaters – generally less than 10), the team representative may request permission to use spare players. These players will be immediately removed from the active roster following game stat entry and will not be able to count these games towards playoff eligibility.

1.7 TEAM OFFICIALS

Team officials will include (in order of hierarchy) the general manager, on-ice captain or alternate captains.

General Manager:

The general manager shall be the primary source of contact with the league. The general manager will ensure that all players are updated on any pertinent information provided by the league. The general manager will be responsible to communicate and enforce all disciplinary actions communicated by the league.

CCSL RULES AND REGULATIONS

Team Captains:

Each team may appoint a captain and not more than three alternate captains. These individuals will be listed on the team roster. Only a captain or alternate captain who is on the ice shall have the privilege of asking the referees for an explanation of any rule during the progress of the game. If the captain or alternate captain is not designated, their privileges will be not be permitted. 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. Players failing to do so will be assessed a misconduct penalty.

SECTION 2 – SEASON/GAME FORMAT

2.1 NUMBER OF GAMES

In the winter season, there will be 30 regular season games. The season will typically begin the first Tuesday after Labor Day (September). In the summer season, there will be 15 regular season games. The season will typically begin in early May.

revised The playoff format for the winter season will be single elimination with a best of three final. The summer season will be single elimination with a single final.

2.2 DIVISIONS

The CCSL will attempt to place teams where they are best suited and therefore division sizes may vary. The CCSL reserves the right to re-align teams at any point in the season based on team or individual skill levels.

2.3 SCHEDULE

All scheduled games will take place at the time and location stated on the official league schedule. For the purpose of this statement, the schedule posted online at www.ccslcalgary.ca will be considered the official league schedule. The league will attempt to accommodate, to the best of their ability, any arena preferences, blackout periods or conflicts when making the schedule. These requests must be made at the time of registration. Once a schedule is published, changes will no longer be accommodated.

Should a game not proceed due to lack of officials, arena problems, or any other issue resulting from actions of the league, the game will be cancelled and rescheduled at the next available date.

2.4 TIME OF MATCH

All CCSL games will adhere to the following, with the exception of games where there is no timekeeper available:

- I. Warmup – 3 Minutes
- II. 1st Period – 15 Minutes (stop time)
- III. 2nd Period – 15 Minutes (stop time)
- IV. 3rd Period – 15 Minutes (stop time)

In circumstances where there is no timekeeper available, the game format will be adjusted to 20 minutes (run time) for all three periods. Penalties will be 3 minutes length. The home team will be responsible for recording all game statistics and providing these to the referee.

The maximum allowable permit time (time booked at the arena) is 75 minutes, including warm-up. As the league does not have management control over arenas and arenas may have bookings or other commitments following our ice times, no game will exceed the permit time.

If undue delays occur for any reason and the game cannot be completed within the permit time, the timekeepers are instructed to drop the game clock to 2 minutes (stop time) when there is 5 minutes left in the permit time. Timeouts are not permitted after the clock has been dropped. In the event of any dispute regarding game time, the matter shall be addressed by the referee(s) and their decision shall be final.

2.5 TIE GAME (REGULAR SEASON)

revised If at the end of three periods the score remains tied and there is at least 3 minutes permit time remaining, the game will go to a three player shootout. The home team will decide if they want to shoot first or second. Should the score remain tied after the first three shooters have gone, if time permits, the shootout will continue in sudden death format. During the regular season, additional players (not the same three) will take their turns. No player serving a penalty at the end of regulation time may participate in the shootout.

2.6 FORFEITS

new Should a team forfeit a scheduled regular season game, their opponent will be allowed to utilize the open ice time at their leisure. Referees and timekeepers will not be required to stay. The forfeiting team will be required to give up a future game to the non-offending team. This game will be determined by the league.

In the case of a forfeit, the score will be recorded as a 1-0 loss against the forfeiting team. No players on the forfeiting team will be credited for attendance while all rostered players on the non-offending team will be given credit for a game played.

Forfeits in the playoffs will result in immediate elimination from the playoffs.

SECTION 3 – PLAYOFFS

3.1 PLAYOFF SEEDING

new Teams will be seeded for playoffs based on the official standings at www.ccslcalgary.ca which places teams firstly by divisional win percentage, followed by points, goal differential and head to head games.

3.2 PLAYOFF ELIGIBILITY

For a player to be eligible for playoffs, they must have played a minimum of 10 regular season games for that team during the winter season, and 5 regular season games in the summer season. Should a season be shortened for any reason, the requirement will remain 1/3 of scheduled regular season games. Players who have become eligible for playoffs will have a checkmark noted beside their name on the roster from the time they become eligible.

clarified This rule applies to both skaters and goaltenders. Players who play both as a skater and goaltender may only play the position in which they have obtained their minimum game requirement for eligibility.

clarified Teams may use a backup goaltender for a playoff game if their regular goaltender is unavailable however must obtain approval from the league prior to the game. The backup goaltender should be of equal or lower skill to the overall division

revised Hockey clubs may “bring up” a maximum of 2 skaters to a higher division team from a lower division team for playoffs, even if those players have not played the minimum games required with the higher division team. These skaters must be playoff eligible with the lower division team. The team must identify these two players and they will not be interchangeable with other players once assigned. Players on a higher division team wishing to “go down” in the playoffs to a lower division team will be subject to regular eligibility requirements with the lower division team.

new Players may request a **medical exception** to the eligibility requirements should they have suffered an injury or illness that has caused the player to miss more than 3 consecutive games (in the winter season). Players will be required to notify the league of the basic reason for their absence, as well as the time missed. The league will subtract the games affected from their total game count, and the player will be required to have played 1/3 of the remaining games. The league reserves the right to request a medical note attesting to the illness or injury. *All requests for medical exception must be made before the conclusion of the regular season. Requests made after this time will not be considered for review.*

Example: Player A misses 9 games due to a fractured ankle. The player was thus able to participate in 21 games total. Their playoff eligibility will be modified to 1/3 this amount, 7 games.

Should the league have reason to believe that a player/GM have been deceitful (example – player is noted to be actively participating in another league/sport during this time) in their request for a medical exception, they may be subject to further disciplinary action.

3.3 GAME ROSTER

clarified A team official must complete the game roster during warmup without delay. They must ensure the roster is accurate and all player numbers are updated. Timekeepers and referees are strictly advised that any players not marked as eligible to play will not be allowed to participate in the game. The officials do not have the authority to override this. Should there be a disagreement about playoff eligibility at game time, the player must sit in the penalty box until league administration can resolve the issue. **The league is not required to allow any player to participate in the game purely because the player has shown up to the game. It is the responsibility of the team official to review their playoff roster before the game and resolve any discrepancies with the league before game day.**

Any players arriving late to a playoff game must be clearly identified to the timekeeper when completing the roster. The player must arrive in full uniform ready to play by the start of the 2nd period or they will not be allowed to join in the game.

3.4 PLAYER IDENTIFICATION

to review All players will be required to show photo identification to league officials prior to the start of a playoff game. Any player who is not eligible to play (does not meet minimum game requirements, name on roster does not match name on identification, suspended, etc) will not be allowed to participate in the game.

If the league elects to bypass this procedure, teams will be notified by email in advance of the playoffs commencing. If this procedure is bypassed, the following procedure will be followed:

All players will be expected to have photo identification with them at the arena and ready to produce without delay if requested. Any league official may request identification at any time. Should the opposing team believe a player is ineligible, they may request the player produce identification. This must be done during the 1st or 2nd intermissions only in order to reduce disruption to the flow of the game. If the player is found to be eligible, the requesting team will serve a minor penalty for delay of game. If the player is ineligible, the offending team will forfeit the game. Should more than one player's identification be requested and found to be eligible, a delay of game penalty will be assessed for every player found to be eligible.

3.5 END OF GAME PROCEDURE

In an effort to ensure that all games have an outcome at the end of the allotted permit time (75 minutes), the following procedure will be followed:

- I. Should a game be **tied** when there is **7 minutes** of permit time remaining, the timekeeper will drop the clock to 2 minutes (run time) starting at the next faceoff. Line changes will only be permitted "on the fly". Any players assessed a penalty must immediately proceed to the penalty box without delay. Time will not be wasted putting the penalty on the clock and the player will remain in the penalty box until their opponent scores or time expires. Timeouts are not permitted after the clock has dropped.
- II. Should the game **remain tied** with **3 minutes** of permit time remaining, the game will stop at the first whistle and a shootout will immediately follow.
- III. Should the game **become tied** with **5 minutes** of permit time remaining, the game immediately go to shootout following the tying goal.
- IV. Any game that is not tied will follow regular season procedure – clock dropped to 2 minutes (stop time) when there is 5 minutes of permit time remaining.

3.6 SHOOTOUT

Each team will designate three shooters for the shootout. The home team will decide if they want to shoot first or second. Should the game not be resolved after these three have shot, the same three will continue shooting in a sudden death format if permit time allows for this. No player serving a penalty at the end of regulation may participate in the shootout.

3.7 TIE GAME

revised If a winner cannot be decided at the end of the allotted permit time, the team with the highest divisional win percentage, followed by head to head record will be declared the winner.

SECTION 4 – LEAGUE SPECIFIC PLAYING RULES

The following sections will follow the guidelines in the Hockey Canada Playing Rules 2022-24 with special attention to the following rules which may be added or modified for application in the CCSL.

SECTION A – EQUIPMENT

4.1 JERSEYS

revised The home team will be expected to wear dark colored jerseys (these do not have to be the same color, but should be of colors similar enough to not cause confusion on the ice) and away team will be expected to wear light colored/white jerseys.

All players, are required to have a clearly visible number on the back of their jersey. No players on the same team will be permitted to play wearing the same number. Referees may make an exception and allow one player on a team to be without a number, which will be recorded on the game sheet as 0. Numbers may not be taped onto jerseys as this may pose a safety hazard should the tape fall to the ice.

Only the captain letters worn by players wearing the team's primary jersey will be considered official captain's letters. Goaltenders will be exempt from all jersey rules.

4.2 FACIAL PROTECTION

In reference to Hockey Canada rule 3.6 (b), while all players participating in the CCSL are required to wear a CSA approved helmet that is properly fastened, the CCSL does not make facial protection mandatory for skaters participating in the league. The CCSL however strongly recommends that all players wear full CSA approved facial protection in order to protect themselves against serious injury. Any player choosing not to wear a CSA face protector is doing so at their own risk and the CCSL assumes no responsibility for injuries resulting from their choice not to wear a facial protector. Goaltenders are required to wear a CSA approved facial protector.

Any player who has only the sight of one eye must wear a CSA approved facial protector if they choose to play in the league. The player and their team must be aware that the CCSL assumes no liability for any further eye injuries.

4.3 THROAT PROTECTION

In reference to Hockey Canada rule 3.6 (c), players are not required to wear a throat/neck protector while participating in the CCSL. Goaltenders are strongly encouraged to wear to throat protector.

SECTION B – PLAYING RULES

4.4 PLAYERS IN UNIFORM

In reference to Hockey Canada rule 2.2 (a), teams will have no roster maximum with respect to number of players dressed for a game.

In reference to Hockey Canada rule 2.2 (b), before the start of each game, a team official for each team must review the team roster, update player numbers, and cross off any players not in attendance for that game. Team officials must sign the game sheet and include their jersey number. This must be done during warmup without delay. Teams that do not complete their roster may be assessed a minor penalty for delay of game at the discretion of the referee. Any team official who provides a false record on the game sheet may be subject to further discipline by the league.

revised Any player who is not listed on the printed game sheet roster will be assumed by the timekeeper to have not completed their registration and waiver. It is the responsibility of the player or team official to provide proof of registration to the timekeeper (email confirmation or show player now actively on roster). The player is not to participate in play until they have provided this information to the officials. Upon game stat entry the next day, should the scorekeepers discover that a player has participated without a completed registration and waiver, the GM will be notified by email and the player will be expected to complete their registration by the end of that day. Should their registration not be completed, they will lose their attendance and stat records for that game. If they play again while not registered, the team official risks suspension.

All players are required to bring photo identification to every game and must be able to produce same if requested by a league official. Any player found to be playing in a regular season game who is not eligible to play will be removed from the game and any goals scored by this player removed from the game sheet. The player and team official may be subject to further disciplinary action.

4.5 STARTING LINEUP

Teams must have a minimum roster of 6 skaters and 1 goaltender (or 7 skaters) to start a game. If at the beginning of the game the goaltender is late, the game will start at the scheduled time and the team will be allowed to play with 6 skaters on the ice until the goaltender arrives. They may use their timeout at the beginning of the game if they wish. The goaltender will not be given time to warmup if they arrive after the game has begun.

4.6 INJURIES

In addition to guidelines outlined in Hockey Canada rule 2.4, any player who suffers 3 separate injuries in the course of a game will be instructed to leave the game.

4.7 PUCK STRIKING GOALTENDER'S MASK

If a goaltender is struck in the mask or facial area by the puck, play will continue however may be blown down at referee discretion.

4.8 ICING

In reference to Hockey Canada rule 6.7, for the purposes of icing, the CCSL will use the blue line as the icing reference point.

4.9 NET DISLODGING

Should the net become dislodged prior to the puck crossing the goal line, so long as the dislodging of the net would not alter the outcome, the goal will be allowed.

4.10 FAIR PLAY RULES

revised To protect the integrity of the league and foster an environment welcoming of players of various skill levels, at the start of every season and with the input of team officials, the CCSL will implement fair play rules to targeted divisions. Divisions subject to fair play rules will be listed on the website after this has been determined and may vary from season to season. The league reserves the right to apply these rules to any division at any time in the season to protect the integrity of the product.

Gretzky Rule:

- a) No player shall be allowed to score more than 3 goals in one game.
- b) Any further goals will be disallowed and the faceoff will take place at center ice.
- c) Any player maxed out on goals who continues to score goals shall be subject to a minor penalty for delay of game if, *in the opinion of the referees, they are causing undue delays in the progress of the game by intentionally ignoring this rule*. Should a delay of game penalty be issued, the ensuing faceoff will take place in the offending team's zone.
- d) Any player maxed out on goals who continues to score goals shall be subject to a gross misconduct if, *in the opinion of the referees, they are causing undue delays in the progress of the game by intentionally ignoring this rule* and have already received a delay of game penalty.
- e) Should a player who is maxed out on goals receive a penalty shot, an alternate shooter who was on the ice at the time of the infraction must be selected by the team to take the penalty shot.
- f) No player maxed out on goals will be permitted to participate in a shootout.

Fair Player Warning (FPW):

revised Any player deemed by the officials or the league to be playing outside of the skill level and spirit of the division may be subject to a FPW. The league recognizes that in every division, there are players who are more physically fit and considered to be "good" players for their overall skill group. This rule is not intended to penalize these players nor those simply playing well in a game, rather, it is intended to target players *displaying a level of experience or skill set that is clearly not shared in the division and allows for that player to potentially easily alter the outcome of a game*. These players are encouraged to take on a mentorship role and involve their teammates as much as possible in play.

A FPW does not exclude this player from being allowed to participate and score goals, however their play should be adjusted to include their teammates and *not singlehandedly create their own scoring opportunities with little to no resistance from the opposing team*.

CCSL RULES AND REGULATIONS

Any player issued two separate verbal warnings or one minor penalty for FPW will be flagged on the roster for future games. The CCSL reserves the right to immediately flag any player on a roster that they are reasonably opined to believe is a player with known capabilities above and beyond the skill of the division. Any player who has been issued a FPW flag on the roster will be notified via the team manager and will no longer receive verbal warnings prior to a minor penalty in games.

- a) The FPW system will escalate from warning to penalties.
- b) If a player is deemed by the referees to meet FPW criteria, the referees will inform both on ice captains of the warning and the player will be reminded to play within the spirit of the division.
- c) The referees will instruct the timekeeper to record this warning in the penalties section on the game sheet as a 0 minute "Fair Player Warning" infraction which will be logged in the penalties on the official game record online.
- d) If a warning has been issued to a player during the game and, in the opinion of the referees, they continue to play outside the spirit and skill of the division, a two minute minor penalty will be assessed.
- e) The referees will instruct the timekeeper to record this in the penalties section as a 2 minute "Fair Player Infraction" which will then be logged on the official game record online.
- f) At the discretion of the referees, if the player continues to play outside the spirit and skill of the division after receiving a minor penalty, the player may be subject to a gross misconduct and further disciplinary action.
- g) Any player who has received a FPW will not be permitted to participate in a shootout.

SECTION C – PENALTIES & DISCIPLINARY ACTION

4.11 OFFICIALS

revised The CCSL considers both off-ice and on-ice officials as part of the officiating team. While timekeepers cannot issue penalties, should they report concerning behavior (abuse of officials, discrimination, threats, etc) to the referee, the referee may issue penalties as deemed appropriate based on their account of events.

4.12 ABUSE OF OFFICIALS

There will be no tolerance for abuse of on-ice or off-ice officials. Any player who engages in abuse of officials (physical or verbal) shall be subject to a misconduct or match penalty at the discretion of the referees and will be subject to further discipline by the league.

4.13 MISCONDUCTS

Teams are reminded of rules 4.7 (b) and 4.7 (c) in the Hockey Canada Playing Rules. Specifically, any player who receives a 10 minute misconduct in addition to a minor penalty will serve the misconduct after the minor penalty expires (example: a player receives 2 minutes for unsportsmanlike and 10 minute misconduct – they will serve a total of 12 minutes). As well, any player receiving two 10 minute misconducts in one game will be issued a game misconduct in addition.

4.14 GAME EJECTION

In reference to Hockey Canada rule 4.8 (b), the CCSL will issue a game ejection to any player who receives three penalties in one game. Double minors will count as two penalties. Players receiving a major, match, game misconduct or gross misconduct will be automatically ejected from the game. The referee may also, at their discretion to manage unruly/disruptive behavior, eject any player from the game using the game ejection method. This will be recorded on the game sheet as a 0 minute game ejection and no further disciplinary action will result.

Bench minors or penalties taken by another player and served by the player in question will not be considered in the three penalty maximum.

4.15 DISCRIMINATION

Players are advised to read and understand Hockey Canada rule 11.4 regarding discriminatory behavior. Should the officials witness discriminatory behavior however be unable to identify the specific player involved, they may issue a gross misconduct to the highest ranking team official present at the game.

Any reported incidents that have not been directly witnessed by an official (on or off ice) will be managed via discussion with both captains regarding the behavior and reported to the league for further review.

4.16 BODY CHECKING

As this is a no contact league, Hockey Canada rule 7.3 will applied across all divisions.

4.17 PENALTIES TO GOALTENDERS

When a goaltender receives a minor penalty, a substitute player who was on the ice at the time of the infraction will serve the minor penalty in lieu of the goaltender. Should the goaltender receive a penalty that typically results in ejection from the game, at the discretion of the referees, the goaltender may be allowed to remain in the game and the penalty served by a player who was on the ice at the time of the incident.

4.18 MAINTAINING BENCHES DURING INCIDENTS

As described in Hockey Canada rule 10.4 (e), all players must remain on their respective benches any time there is an incident on the ice. This rule remains in effect if there is an incident at the end of a period or the game. Players must remain on their benches until the incident is resolved by the officials.

4.19 CROSSING CENTER LINE

new Any player who crosses the center line to the other team's half of the ice during warmup or intermission who instigates an incident may be assessed a game misconduct and is subject to further disciplinary action.

4.20 SUSPENSIONS

The following penalty types will typically result in suspension: game misconduct, gross misconduct, major penalty and match penalty. Suspension length will be determined by the league, posted on the official website, and communicated by email to the team manager. Should the team manager allow the player to participate before the suspension term ends, both the player and the team manager may be subject to further discipline.

Any player under suspension is restricted from participating in any CCSL game until the suspension term is served in its entirety based on the schedule of the team they obtained the suspension playing with. In other words, they may not play for any other team until their suspension ends. Any player under suspension will also be restricted from being on the bench during games until their suspension period ends.

Players who have been suspended will be placed on probation for the duration of the season. Any further disciplinary action could result in a lengthier suspension and if warranted, expulsion from the league.

Suspensions that occur at the end of the regular season will carry forward into the playoffs. Suspensions that are not served in their entirety before a team's season ends will carry forward into the next season that the team is registered to participate in. The CCSL will not provide any refund of fees for players who have been suspended.

4.21 APPEALS

revised Suspensions of 3 games or more may be appealed with written notice within 48 hours of receiving email notification of the suspension. Appeals will be reviewed by a disciplinary committee comprised of league admin, officials and players. All appeals will carry a \$50 appeal fee. Appeals may result in the suspension being reduced, kept the same, and sometimes lengthened.

4.22 TEAM PENALTY MAXIMUM

revised Teams will be subject to a maximum number of penalty minutes allowed for the season. For the winter season, teams will be allowed up to 300 penalty minutes, and 150 penalty minutes for the summer season. Should a team reach this limit, a review will be conducted by the disciplinary committee who will determine the appropriate course of action. The decision of the disciplinary committee will be final. Should any team be expelled from the league due to disciplinary concerns, no refund will be offered.

4.23 PLAYER PENALTY MAXIMUM

revised Players will be subject to a maximum number of penalty minutes allowed for the season. In the winter season, should a player receive 50 penalty minutes, they will automatically be suspended for 1 game. If the player receives an additional 20 penalty minutes, they will be suspended an additional 2 games. Should the player then receive an additional 10 penalty minutes, a review will be conducted by the disciplinary committee to determine the appropriate course of action. The decision of the disciplinary committee will be final. For the summer season, these numbers will be halved, however the suspension terms remain the same.