

PREMIER BALL HOCKEY LEAGUE RULEBOOK

TO BE USED IN CONJUNCTION WITH THE CBHA RULEBOOK

Please note that these rules are to be interpreted in conjunction with the CBHA Rulebook. The rules below apply to anyone in or out of uniform whether a runner, goalie, or bench staff.

1.0 Player Eligibility:

When a player is late for a game because of unforeseen circumstances he will be permitted to participate provided:

1. Player has reported to a game official (for the purpose of adding their name to the game sheet).
2. Player is dressed on their team's bench prior to the beginning of the second period.

Any player or team staff that fails to be registered with the league (on our stats website) prior to taking part in a game will be subject to the following: First game no fine for the team but player will be suspended for 1 game. 2nd game that this occurs in, player(s) will be suspended for 1 game and the team will be fined \$100. 3rd game that this occurs, player(s) will be suspended 1 game and team will be fined \$200. 4th game that this occurs, player(s) will be suspended for 1 game and team will default the game (including \$250 fine). Player or team staff will also not be eligible to further participate until registered.

2.0 Uniforms:

1. Pants/shorts: "A" & "B" divisions must have matching pants or shorts (same base colour); "C" and "D" division pants or shorts are not required to match. Pants must be all long or all short for all divisions including "C" and "D" divisions. Players will not be permitted to play unless this rule is adhered to. Clarification: Goalie bottoms do not have to match.
2. Pants/shorts specifics: For "A" and "B" division specifically but applicable to all teams that wear shorts, matching socks are not required.
3. Jerseys: All jerseys must be long sleeved. All jerseys must have completely visible 8"- 12" numbers permanently attached to the back (tape is not permitted). Jerseys may be numbered "00" to "99". All divisions must have matching jerseys. If jersey requirements are not met, then the player is not permitted to play.
4. Jersey specifics: Logos, advertising or name bars and number sizing on sleeves may vary from jersey to jersey. Jerseys may or may not have numbers on the sleeves – this may vary from jersey to jersey. Striping thickness may vary from jersey to jersey as well colour and existence of any striping may also vary. A team can play with two different sets of jerseys if the second set is a plain jersey of the same colour as the original set with striping. For instance, you cannot show up with both a Canucks white jersey and a Flames white jersey as it would be two different jerseys. A team could use a Canuck white jersey with a completely plain white jersey in the same game. This also applies to goalies: Goalies may wear a jersey of the same base colour as his team without logos and striping – jersey must have a number (tape is not permitted).
5. Colour conflict games: In accordance with the BCBHA rule, the **visiting** team must change uniforms. The only exception to this would be if the home team showed up with the visiting team's declared colour (and this was not the home team's declared colour).
6. A player may not wear another player's jersey during the same game (example: player 1 gets injured during the first period and then another player arrives after the injury has taken place or was already playing using another jersey and decides that he should use the injured player's jersey for whatever reason – this is not permitted. The only exception to this is in the case of a goaltender – where such a case would be permitted.

3.0 Equipment:

1. CSA approved helmets and goalie masks will be required. Moulded goalie masks must have a back plate. **“Cats-eye” masks are permitted providing they are CSA approved. Goalies must carry proper documentation as proof in the case an official asks for proof. If no proof is provided and there is doubt, 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 eyeholes, to a depth that would cause injury, then the cage is considered safe enough for ball hockey game use.**
2. Helmets must be worn during warm-up – non-compliance will void insurance. One warning then a 2-minute delay of game penalty shall be applied to the offending team.
3. The CBHA is recommending the use of ice hockey gloves. Gloves that are deemed “SAFE” by the official by providing adequate protection for the sport of ball hockey may be worn. If gloves are in disrepair or a level of doubt arises when inspecting the gloves, the player shall retire from the floor and find proper/suitable gloves before returning to play.
4. Protective equipment – SHIN PADS. The CBHA no longer requires shin pads to be covered. It is the referee’s discretion to remove shin pads that are deemed dangerous.
5. The official ball of the Canadian Ball Hockey Association, and BC Ball Hockey Association is the Knapper #K231 Pro Fluid Orange Ball.
6. Teams are reminded that they are responsible for bringing two towels to their bench. One to clean up water spills and one to clean up blood spills. If a game official requests a towel from the team and one is not provided, said team will lose a time out privilege. Arena administrators have also reminded us that each team is responsible for supplying their own first aid kits and ice in the case of any injuries.

4.0 5-Minute Major Penalties:

Any 5-minute major penalty is an ejection from the game – this includes goaltenders.

5.0 Defining Rules:

Handling the ball: Defining the defending zone to be within your own blue line.

Glove hand passes are permitted only within the defending zone. Face off to take place at the point that the glove hand pass was initiated except if the pass takes place in the offensive zone, and then the face off would take place in the neutral zone.

Goal Crease Rule: Attacking players are not permitted to stand within the goaltender crease. Adequate warning should be provided. If a player does not heed the warning, play shall be stopped and the ensuing face off shall be taken to the nearest face off dot in the neutral zone and the line not be set.

The CBHA has eliminated the High Sticking the Ball Rule. No penalty for high sticking the ball. In the event of a stick making contact with the ball above the normal height of the player, a delayed high sticking call shall be enforced. When the offending team gains possession of the ball, play shall be stopped. The ensuing face off shall take place in the offending team’s defending zone. The offending team is not permitted a line change.

The CBHA has adopted Hockey Canada's rule for "Slew footing" under the tripping rule.

A four-minute minor or a match penalty at the discretion of the referee based on the degree of violence of impact with the floor, shall be assessed to any player who slew foots an opponent. An automatic match penalty shall be assessed to any player who injures an opponent with a slew foot. Slew footing occurs when a player uses a leg or foot to knock or kick an opponent's feet from under them or pushes another player's upper body backward with an arm or elbow and at the same time with a forward motion of his leg, knocks or kicks that player's feet from under him.

Face off locations:

In accordance with Hockey Canada, face off locations following the assessment of a penalty, the referee shall take the ensuing face off into the penalized team's defending zone. This is subject to the following limited exceptions: 1) When a penalty is assessed after a goal, the face off will take place at center ice. 2) When a penalty is assessed at the end (or before the start) of a period, the face off will take place at center ice. 3) When a gathering is taking place following a stoppage of play leading to a penalty and one or both defensemen, point players or any player coming from the player's or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle 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. 4) When the non-offending team clears the ball and icing is called, the ensuing face off will take place at one of the face off spots outside the zone of the team that iced the ball. 5) Note: When a time differential occurs because of multiple penalties, the ensuing face off will take 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.

6.0 General:

1. Three penalties of any kind – ejection from the game (includes the goalie).
2. Delayed offside rules in effect. All players must come out over the blue line before any player may enter the zone again. A shot on net is not an automatic whistle.
3. Automatic flooring.
4. Scheduled game time commencement: Games shall commence at the prescribed time whenever possible. A 5-minute warm-up shall take place prior to start time (when possible). If a team is unable to start a game (due to shortage of players) then the following shall take place: (Assuming an 8:00 PM game time) 5-minute grace period until 8:05 PM without penalty; an additional 5-minute period until 8:10 PM with a delay of game penalty. If at 8:10 PM sharp a team is not ready to commence play the game will be considered forfeited. The remainder of the game floor time will be given to the opposition for a practice. The team causing the forfeited game must vacate the floor unless invited to remain by the opposition. Note: Please vacate the floor 5 minutes prior to next game start time. The official time is to be set by the referees.
5. 3 - 12 minute stop time periods will be played with a 2 minute break between periods.
6. Any player on the floor can call a timeout after normal stoppage of play. Teams are permitted one-30 second timeout per period.
7. Visiting team to supply the game sheet. Game sheet must be fully filled out and given to the home team 10 minutes prior to game time. If a problem exists, please put the exchange time on the back (back of gold copy) and sign it. If the game is delayed due to an unfinished game sheet, then this will assist the referees in determining which team delayed the game.
8. If a goalie is ejected, the team **may** be given 5 minutes (time permitting) to dress another goalie. If the next goalie is not ready, then the team that lost their goalie may start with an extra runner on the floor (in place of a goalie).
9. Straps must be used on helmets (not tape only).

10. Small goalie crease will be used when available.
11. Any player or team official incurring a match penalty shall not be permitted to take part in any further games until his suspension has been dealt with by the league executive- this includes any appeal process.
12. All players must have their own uniform including spare goalie.
13. Scorekeeper no-show procedure: Home team to provide scorekeeper – home team will be reimbursed at the next league meeting (current rate is \$26/game).
14. Substitute goalies, while on the bench, need not wear a goalie mask.
15. If a 7-goal differential is reached during the **second period**, the clock shall become running time. If the difference becomes only 6-goals again, the game shall revert to stop time.
16. All suspensions are subject to review by the PBHL, which may deem it necessary to add further disciplinary action depending on the gravity of the offense. Any actions by players, coaches, team affiliates or followers that are detrimental to the sport will not be tolerated. Individuals found responsible will be dealt with severely by the PBHL through suspension.
17. Team Reps are responsible at the end of each game to pick up their copy of the game sheet from the timekeepers bench. If there are any mistakes noted this is the time to bring it up with the referees. It will be the referee's discretion to make any changes.
18. If a game official ends a game prior to the final buzzer, the following protocols will outline how the game is accounted for in the league scoring:
 - A) If during the first period, the game will be a zero-zero tie.
 - B) If after the first period buzzer, the score will stand from the time that the game is stopped.
19. Dressing Room Protocol: The standard maximum amount of time that you should be in your dressing rooms after games is 30 minutes. If your game goes into overtime or shootout, this will likely cut into that dressing room time (especially if your game is the final game scheduled that night at the arena). In this scenario, your team will need to exit the arena dressing room 1 hour and 45 minutes after the start time of your game. If a rink attendant from any of our arenas comes to your dressing room and asks your team to leave by a certain time or immediately, please do so without hesitation or any negative replies to the rink attendant.

7.0 Fees and Fines

1. Teams must pay any and all fines prior to their next game. Fine payments must be made via E-Transfer to mike.premierballhockey@gmail.com. Failure to pay for your fines prior to your next game will incur an additional \$50 fine but your team will be permitted to play the game (exceptions to this: 1) if this next game may be potentially a team's final game or 2) if your team incurs more than \$200 in fines owed – thereby all monies must be paid in full prior to game commencement). If you have decided to accept the \$50 non-payment fine and not pay the fines, then if by the following game fines are not paid in full, your game will not be permitted to go ahead (and will incur a forfeiture).
2. Individual player fine collections:
 - A) If a players fine is not collected from a team. Example of team folds, then said player is not eligible to participate for a new team until the players fine is paid in full to the league.
 - B) Any teams who have had a suspended player who did not pay them for a fine in which their team paid to the league may make a request to the league in writing to collect the fine on their behalf. Players must not have participated in any games for this team following their suspension and non-payment of fine to said team.

Teams may only make this request going back a maximum of one year. The league may or may not accept this request keeping in mind that the league may only be able to do so if said player returns to play in the league. To be able to enforce this debt collection, a list of players that owe money to either their team or the league shall be made available to all teams. Any teams permitting a player from this list will be deemed to have accepted the responsibility for paying this fine prior to their next game

3. Any team that forfeits a game for any reason is automatically fined \$250.00. The Opposing team wins 1-0. Any team that is forfeiting a game and gives the league 48 hours notice or more prior to scheduled game time, shall have their fine reduced to \$125.00.
4. Any team who fails to show up at a game without proper jerseys will automatically be deemed to have forfeited that game. League does have a loaner set that is available free of charge if they are returned the same night after they are used. Please make arrangements at least 48 hours in advance.
5. Any team who does not have a representative at an attendance required league meeting will be fined \$50.00. The league only hosts one meeting per year and attendance is mandatory. This fine will become due and payable prior to your team's season start.
6. The **visiting team** is responsible for providing a game sheet. If one is not supplied and the home team cannot supply one, the visiting team will be fined \$50.00.
7. All players on your team's roster are eligible for play-off participation, regardless of how many games they have played.
8. A high-sticking major is an automatic game misconduct and game ejection along with a \$35.00 fine.
9. A game misconduct is a \$35.00 fine. If the game misconduct occurs at any time during a game or at the end of the game, said player will receive a one game suspension. Any player who receives more than one "Game Misconduct," in a single game will be suspended for additional games.
10. A gross misconduct is a \$75.00 fine and a minimum two game suspension.
11. Fighting is a \$100.00 fine and a minimum three game suspension. A second fight in the same season and a player shall receive a five-game suspension along with a \$125.00 fine. A third fight in the same season and said player shall receive a season suspension (if less than 5 games remain, this suspension will carry over into next season) along with a \$150.00 fine. An aggressor or instigator of any fight shall receive an additional two game suspension and an additional \$50.00 fine. If a team brawl breaks out (multiple simultaneous fights), that team shall receive an additional fine of \$100.00. Fighting off the floor will incur an added fighting penalty along with an additional \$100 fine.
12. A match penalty is a \$125.00 fine and a minimum five game suspension. Double match penalty is a minimum of 8 games and a \$150.00 fine.
13. All appeals are \$150.00 and must be submitted in writing within 48 hours of the game in which the player was penalized, or from the time the team was notified of the suspension. Acceptance of the appeal will be up to the league executives. Loss of appeal = loss of \$150.00. **There will be no appeal of suspensions two games or less.**
14. Teams will be fined for the following accumulative penalties during the season: Four fights - \$100.00; Three Match Penalties - \$100.00; 3 Gross Misconducts - \$100.00.
15. Protesting a game: If your team wishes to protest a game you must – 1) notify the referee prior to the game end (final buzzer is the end of the game) and have him record your protest on the game sheet.
2) You have 24 hours to state your reason for the protest in writing with \$100.00. Loss of protest = loss of money.
16. A player or coach who is suspended may not under any circumstances be present on or near his team's player bench during a game. Failure to comply will result in further suspension and a \$50.00 fine.
17. Coaches, Managers or players will not be allowed to enter the scorekeeper's bench area before or after the game. If you do so, you will receive a one game suspension. There will be no exception and no appeal.
18. A player who joins another team while he is suspended may not play until he has served his suspension in full (with his previous team). Penalty - \$50.00 fine and a three-game suspension in addition to remaining games of the original suspension.
19. Suspended players' names (along with games served of total suspension) are to be listed on your team's game sheet [example – John Smith (1 of 3)].
20. Any player(s) found damaging the arena will be suspended for a minimum of 10 games. The player(s) will also pay the cost of repairing the damage as well as a \$200.00 fine which must be paid before the team's next game. If any arenas are damaged without finding the individual(s) responsible, all teams that played there when it occurred will share equally in the cost of the repairs.

21. **Updated May 15, 2025** - No drinking alcohol or using drugs in dressing rooms, parking lots or on property at any arenas. If any complaints are lodged against any team(s) regarding this matter, the team will be suspended 1 regular season game and 1 playoff game for the 1st offense plus a \$500.00 team fine. If a second violation takes place in the same season, the team will be facing a \$500.00 team fine and a season ending suspension with no refund.
22. Team reps will be required to complete an alcohol & drug policy form as a registration prerequisite requirement.
23. Players/team reps/coaches/managers/anyone affiliated with a team is not to query a referee as to whether a player is suspended or not. The league will be in touch with the team rep if a suspension is levied. Failure to comply with this will at the discretion of the league be levied a fine of \$50.
24. If any teams fold, drop out or fail to pay fines (i.e., last game played prior to season end), then any monies owed must be paid by the players prior to playing for another team.
25. Only team reps to contact the league - if a player that is not the team rep contacts the league, then the team will be fined \$50. The only exception is if the league initiates contact with an individual player or if an individual player requires assistance during the registration process. League administrators have limited available time during the ball hockey season. This rule will help to eliminate repeat discussions. Usage of video for suspensions to be reviewed postgame by an executive: Undeniable and complete video evidence would need to be submitted to the league by the complainant team rep. Like the protest rule, All video submissions are \$100.00 and must be submitted in writing within 48 hours of the game start time. Acceptance of the video evidence will be up to the league executives. Loss of appeal for suspension = loss of \$100.00. **There will be no submissions accepted for one game suspensions.**

8.0 Rosters:

1. Each team is permitted a maximum of 30 players on their roster and a maximum of 25 players on their roster at the roster deadline.
2. All BC Ball Hockey rosters will be closed for on-line registration on **May 24th**. Players that are not registered will not be able to participate for the remainder of the season. Not handing in your roster by the deadline will mean a \$50 fine to your team. Your team will not be eligible to play games until your roster is completed.
3. A player is only eligible to play on one team (regardless of division).
4. If a player is on your team's roster on May 25th, he is not eligible to play for any other team.
5. Prior to the roster form deadline, a player must wait 7 days prior to playing for a new team.
6. The President reserves the right to refuse any team(s) entry into the league or to suspend any team(s)/player(s) from the league for violation of league rules. No refunds will be given in either case.
7. If a team is caught using an illegal player, said team will be fined \$300.00. Upon a second violation of this offense by a team in the same season, said team shall be fined \$300.00 and deemed ineligible for the current year provincials. The player will also be suspended for a minimum of 5 games. It should be noted that team management is responsible for ensuring that the players are aware of the rules regarding eligibility. The league may opt to reduce this fine to \$100 if the following three criteria are met: The outcome of the game does not have to change to a 1-0 win for the opposing team (ie. the team in violation lost the game); It is believed that this infraction was not done intentionally but rather that it was a purely administrative error on the part of the team reps; and it is the first time that this offense has been committed by the team and/or team reps involved.

9.0 Additional Notes:

Player injury claims: When a player becomes injured during a game or while practicing, part or all of his medical costs are covered by an insurance policy through the Canadian Ball Hockey Association. A dental policy is also included in our insurance policy. After the player seeks medical attention, he should have his team rep contact the league president in order to obtain a claim form. If your injury requires an extended period of treatment or therapy, please make sure you file your claim immediately. Please note that incomplete forms will be returned, and incorrectly completed forms may result in a void claim. If you are

not sure how to complete a particular part of the form, have your team rep contact the league president. Post-game game sheet allocation: Home teams to receive the yellow copy (unless the ref requires a copy – in such a case he would keep the yellow copy while giving the home team the gold/fourth copy – the pink copy is always given to the visiting team). You are required to maintain a copy of that game sheet for two weeks in event of loss of the original copy (or if unreadable). In either of these cases, you would then be required to email your copy in.

Team reps may send written submissions to the league via email to mike.premierballhockey@gmail.com in order to lobby against a suspension or for a suspension (in the form of a victim impact statement). We will no longer be accepting any verbal submissions or discussion in relation to suspensions – this must be done in writing. Please note that once a decision has been made by the suspension coordinator, it will be final, and any written submissions must be made prior to this decision and in a timely manner. There are no guarantees that these submissions will impact the final decision but at the very least, your opinions will be heard in this formalized setting. Only one of your two team reps may make these written submissions and no individual player submissions will be accepted.

For players to be picked up for the provincials, all fines associated with both the team picking up and the team from which a player or players is coming from must be completed paid in full. All teams attending provincials must also have their fines paid in full prior to attending provincials.

10.0 Tie Breaking Procedures:

Breaking ties in regular season games:

If a tie is the case at the end of regulation time, a 3 minute 4 on 4 sudden death overtime period **without time-outs and no break between periods**, and if still tied, followed by a shoot-out to decide the outcome – 5 shooters/team. If a tie remains, then one shooter per team shall be selected until the tie is broken. Shooter may not be re-used until one of the two teams has exhausted their entire game sheet roster (excluding goalies).

Breaking ties in playoff games:

Play-off games ties will be broken via 5 on 5 sudden death 10-minute overtime periods without time-outs and no break between periods (no shoot-out). During play-off overtime games, the teams will not change ends from period to period.

Breaking ties in regular season standings:

If two (2) or more teams are tied within a group or division, then the tie is broken in the following order:

1. Most Wins
2. Head to Head
3. +/- on Head to Head
4. Overall +/-
5. Least Penalty Minutes

Note: In the case of more than two tied teams the “Head to Head” would refer to all the games involving only the tied teams. Tie Breakers will always continue to work down the numbered list and never revert back to the top for any reason. In the case of more than two tied teams where teams do not play each other an equal amount of times, Head to Head and +/- on Head to Head will not be used and Overall +/- will be the next tie breaker used.

11.0 Provincial Qualification:

For all divisions, provincial team qualification is done in the following manner:

Play-off champion is seed #1 and Play-off runner up is seed #2. All other seeds come directly from regular season standings.

This format is followed due to the fluctuating number of teams that qualify for the provincials from division to division and year to year.

12.0 Players and Teams Division Allocation:

Team's will be placed in a division that they will be deemed to be competitive in. Teams are required to submit a preliminary roster form to assist the league with division placement. If a player is on two preliminary team rosters, then the team that he plays for first invalidates all other team preliminary roster submissions.

Players on teams that are required to move up a division may change teams, but their new team must be in a division that is the same or higher than their team is allocated to. Provincial "A" division finalist players cannot play in a lower division the following year (subject to age and injury exceptions outlined below).

Exceptions to above: Players that did not play a single game for their registered team last year are not subject to above. Players that were born in **1986** or earlier are not subject to the above. If a player suffers an ACL sprain/tear (knee), or any other type of severe injury and/or has gone through surgery to repair, he must contact the league in writing to mike.premierballhockey@gmail.com in order to be considered as an exception to the regulation related to assigned level of play. Medical reports will be requested to verify severe injuries.

The league may also waive this rule (except in the case of provincially forced division allocations) in order to fill out the "new players team" if the team is short of a full roster once the league has commenced play.