

Kingston Area Secondary Schools Athletics Association

BOYS' ICE HOCKEY PLAYING REGULATIONS

1. Eligibility

To represent a school in KASSAA Boys' Hockey, a student must be eligible according to the current year's OFSAA Boys' Hockey playing regulations.

2. Rules and Officials

Canadian Amateur Hockey Association (C.A.H.A.) Rules will govern, with the following exceptions:

- a) All games, including the playoff games, shall consist of one (1) twelve minute period, followed by two (2) fifteen-minute, stop-time periods.
 - i) The Convenor should arrange a minimum of one (1) hour, thirty (30) minutes of ice time for each game, to accommodate the game time.
- b) The maximum number of players permitted to dress for a game is twenty (20), eighteen (18) plus two (2) goalies.
- c) If a player receives a major penalty, his team will play shorthanded for five (5) minutes and that player is ineligible to play in the remainder of that game and in his team's next game. (See exception in (e) major for fighting).
- d) If a player receives a match penalty or a gross misconduct, his team will play shorthanded for five minutes and that player is ineligible to play for the remainder of that game and either three or more additional games (OHF Suspension List). The disciplinary review committee would review the offense and may assign a further suspension.
- e) If a player receives a game misconduct penalty, that player is ineligible to play in the remainder of that game and his team's next game.
- f) If a player receives a gross misconduct penalty, that player is ineligible to play in the remainder of that game and his team's next game. The disciplinary review committee will review the offense and may assign a further suspension.
- g) If a player is assessed a two minute checking from behind penalty with a game misconduct, that player is ineligible to play in the remainder of that game. A player who is assessed a five minute "checking from behind" will be ejected for the remainder of that game and his team's next game.
- h) In the event of a tie game at the end regulation time in the **regular season**, the following penalty shot system will be used
 - i) 3 player pool from each team - total goals from three players will determine winner
 - ii) If still tied, the remaining players will take alternating shots until a winner is determined.

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- i) A second ten (10) minute misconduct in the same game will remove that player from that game. Failure to do so will result in the forfeiture of that game.
- j) When a game is defaulted, after the start of the season, the players of the team that did not suspension totals. The defaulting team's players DO NOT receive credit towards the game played or game suspension totals. The score for a defaulted game is 1-0.
- k) The home team will wear white unless previously arranged.
- l) A game curfew shall be in effect when there is 5 minutes remaining in rented ice. The timekeeper will adjust the clock to 2 minutes during the next stoppage of play and inform the referees.
- m) Each team is allowed one (1) thirty (30) second time out per game. If a game enters a curfew time period, no time outs will be permitted.

3. Playoffs

- a) Top eight (8) teams in KASSAA standings will compete in the playoffs. Final league standings will be determined as per the KASSAA constitution.
- b) All playoff series are single elimination matches in quarter-final, semi-final and championship matches.
- c) For all playoff games, the athletic coordinator shall arrange a minimum of two hours of ice time to accommodate the games.
- d) For all playoff games, one (1) referee and two (2) lines-person crew will be used for all games.
- e) In the event of a tie game at the end regulation time in all playoff games, the following format will be used
 - (a) Overtime period is stop time
 - (b) Overtime is sudden victory except in a first phase of shootout
 - (c) One ten (10) minute overtime - (5 on 5)
 - (d) If still tied, a penalty shot system will be used
 - (e) 5 player pool from each team - total goals from five players will determine winner
 - (f) If still tied, the remaining players will take alternating shots until a winner is determined.
 - (g) Every player on the bench must be used before a player gets a second opportunity to shoot
 - (h) The home team will have the choice to shoot first or second in the shootout.

Exception:

A player who has been assessed any penalty and has not fully served the penalty prior to the shootout is ineligible for the shootout process.

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4. Coaches Duties

- a) Suspensions and ejections are to be reported to the athletic coordinator by email before noon of the following day.
- b) It is the coaches' responsibility to supervise any player ejected from a game.
- c) Any coach wishing to reschedule a game must contact the athletic coordinator and opposing coach to arrange a suitable date and time. If none is agreed upon, then the game is to be played as originally scheduled.

5. Supervision of Teams/Individuals

- a) All teams, or individuals, must have on site supervision by a member of the teaching staff or retired teacher from the school that they represent.
- b) This teacher shall be responsible to the KASSAA for the conduct of his/her team and shall be the only person involved in all exchanges with officials, opposing teacher/coaches and members of school staffs.
- c) A non-teacher (community volunteer, parent, etc.) is permitted to assist in the coaching of an individual or team provided that a teacher is present and responsible.
- d) The teacher must be present on the bench for team sports or in the immediate vicinity for all other sports.
- e) Unless the staff member (as defined in Section 1 a) – above) of the competing school is present, the opposing teacher/coach and/or athletic coordinator shall not allow the game to begin or an individual to compete and the competition shall be forfeited.
- f) No teacher/coach shall officiate a game involving his/her team.
- g) It is the teacher/coaches' duty to ensure the accuracy of the information provided on the game sheets.

6. Inclement Weather

- a) Inclement weather on game days will be handled according to KASSAA policy.

7. The KASSAA will:

- a) keep a record of cancelled games in order to ensure that they are rescheduled
- b) notify the referee assignor that the games are cancelled and will be rescheduled so that unnecessary travel by officials can be avoided.

8. Qualifying to EOSSAA

- a) All teams will have the opportunity to qualify for EOSSAA championships as per the KASSAA constitution.

9. Costs

- a) The financial cost of the operation of the playoffs plus the assignor(s) fee(s) shall be shared equally by all schools participating in the league, regardless of classification (A, AA, AAA, and AAAA) on a per team basis.

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10. Reporting Scores

- a) For league games coaches are to report scores through the KASSAA website.

11. Awards

- a) Individual medallions will be presented to the first and second place teams. A league trophy will be presented to the championship team.

2014-2015 OHF Minimum Suspension List – Minor Hockey

The following are minimum suspensions that shall be imposed for infractions, which occur in all OHF exhibition, league, and play-off games, during the current playing season for Minor Hockey. Note that these suspensions are over and above any imposed by Hockey Canada rules.

Notice re: Clarifications

These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstance warrant.

It is the responsibility of each team manager and / or coach to ensure their players sit out their appropriate suspensions. When in doubt as to the relevant suspension, contact the association office. If unable to contact the league office, sit player(s) in question out until clarification can be obtained. These suspensions are in addition to game incurred.

Match Penalty reports will be forwarded to the appropriate Member Partner for further review.

M = Misconduct

GM = Game Misconduct

MP = Match Penalty

GRM = Gross Misconduct

Misconducts & Game Misconducts

	H.C. Rule	Suspension
M10 Throwing Stick Over Boards	9.8 (d)	0 Games
M11 Refusing to Surrender Stick for Measurement	3.3 (f)	0 Games
M12 Player Interference/Distraction During Penalty Shot	4.9 (f)	0 Games
M13 Goalkeeper Violation/Infraction During Penalty Shot	4.9 (f)	0 Games
M14 Equipment/Facemask Worn Incorrectly	3.6 (d, f)	0 Games
M20 Disputing Call of Official	9.2 (a)	0 Games
M21 Harassment of Official/Unsportsmanlike Conduct	9.2 (b)	0 Games
M22 Inciting	9.2 (e)	0 Games
M23 Entering Referee's Crease	9.2 (g)	0 Games
M34 Failure to go to the Player's Bench or Neutral Area	6.7 (g)	0 Games
M35 Failure to go directly to Penalty Bench	9.2 (d)	0 Games
GM20 Disputing Call of Official	9.2 (a)	1 Game
GM21 Disputing Call with Official: Verbal Abuse of a Game Official	9.2 (b)	3 Games
GM26 Second Misconduct – Same Game	4.5 (c)	1 Game
GM28 Interference from the Bench	7.3 (c, d)	2 Games
GM30 Fighting		
1 st Offense	6.7	2 Games
2 nd Offense	6.7	4 Games
3 rd Offense	6.7	Indefinite
GM31 2 nd Fight, Same stoppage of play (3 rd , 4 th , etc...)	6.7 (h)	3 Games
GM32 Player(s) 3 rd , 4 th , 5 th Player into Fight	6.7 (h)	3 Games
GM33* Leaving the Players bench or Penalty Box	9.5 (a, b, c)	3 Games
GM33* Coach identified as having the 1 st Player leave the players bench or penalty bench and GM34	9.5 (a, b, c)	3 Games
GM34 Leaving the Penalty Box to start a fight	9.5 (a)	4 Games
GM36 Instigator (minor + Game Misconduct)	6.7 (b)	3 Games
GM37 Aggressor (minor + Game Misconduct)	6.7 (b)	3 Games
GM39 Hairpulling, Grab Face Mask/Helmet/Chin Strap (Major + Game Misconduct)	6.1 (d)	2 Games
GM50 Checking from Behind (Minor + Game Misconduct)	6.4 (a)	1 Game
GM51 Checking from Behind (Major + Game Misconduct)	6.4 (a)	3 Games
GM53 High Sticking (Major + Game Misconduct)	8.3 (a, b)	2 Games
GM54 Cross Checking (Major + Game Misconduct)	8.2 (a, b, c, d)	2 Games
GM55 Slashing (Major + Game Misconduct)	8.4 (a, b)	2 Games
GE56 Game Ejections	4.6	0 Games
GM57 Boarding/Body Checking (Major + Game Misconduct)	6.2	2 Games
GM58 Elbowing/Kneeing (Major + Game Misconduct)	6.6	2 Games
GM59 Charging (Major + Game Misconduct)	6.3	2 Games
GM64 Verbal Abuse/Gestures/Taunting of or by any Team Official or Player	9.2(a, b)	2 Games
GM68 Kick Shot (with injury Major + Game Misconduct)	9.4	2 Games
GM71 Head Contact (Major + Game Misconduct)		
1 st Offence	6.5 (b, d)	3 Games
2 nd Offence	6.5 (b, d)	4 Games
3 rd Offence	6.5 (b, d)	Indefinite
GM73 Tripping (Major + Game Misconduct)	7.4 (a, b)	2 Games
GM74 Interference (Major + Game Misconduct)	7.3 (a, b, e)	2 Games
GM75 Holding (Major + Game Misconduct)	7.1 (a, b)	2 Games
GM76 Hooking (Major + Game Misconduct)	7.2 (a, b)	2 Games
GM77 Roughing (Major + Game Misconduct)	6.7 (k, i)	2 Games
GM78 Goaltender Drop Kick Puck (with injury – Major + Game Misconduct)	4.11 (f)	2 Games
GM79 Refusing to Start Play (Coach – Major + Game Misconduct)	10.14 (a)	Indefinite
GM80 Team Official Interference/Distraction during Penalty Shot	4.9 (f)	1 Game
GM81 Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)	2 Games

Gross Misconducts

GRM60	Travesty of the Game	4.7	3 Games
GRM61	Obscene Gesture	4.7	3 Games
GRM62	Removing Helmet and/or chinstrap	3.6 (c)	3 Games
GRM63	Discriminatory Slur	9.2 (f)	Indefinite
GRM66	Head Butt – Team Official (Double Minor + Gross Misconduct)	6.1 (b)	3 Games
GRM67	Butt End – Team Official (Double Minor + Gross Misconduct)	8.1	3 Games
GRM68	Spearing – Team Official (Double Minor + Gross Misconduct)	8.5	3 Games
GRM69	Goaltender Refusing to remove mask for Identification	3.5 (d)	3 Games

Match Penalties

MP24	Threatening an Official	9.6 (a)	6 Games
MP25	Physical Abuse of an Official	9.6 (b, c)	7 Games
MP29	Spitting	9.7	4 Games
MP38	Fighting – Ring or Tape on Hand(s)	6.7 (e)	3 Games
MP40	Attempt to Injure	6.1	4 Games
MP41	Deliberate Injury	6.1	4 Games
MP42	Butt Ending	8.1	4 Games
MP43	Grabbing Face Mask / Helmet / Chin Strap	6.1 (d)	4 Games
MP44	Hair Pulling	6.1 (d)	4 Games
MP45	Kicking	6.1 (c)	4 Games
MP46	Spearing	8.5	4 Games
MP47	Head Butting	6.1 (b)	4 Games
MP52	Checking from Behind	6.4	4 Games
MP71	Head Contact		
	1 st Offence	6.5 (d, e)	4 Games
	2 nd Offence	6.5 (d, e)	Indefinite

* GM33 – Coaches' penalty will be noted on the front and back of the game sheet of the Officials' copy only. Penalty to coach is automatic as a result of player receiving GM33, coach not to be ejected as a result of this penalty being assessed.

APPROVED BY THE OHF BOARD OF DIRECTORS

