

E.I.H.L.

OFFICIAL RULES AND REGULATIONS

STANDARDS AND VALUES OF THE EIHL

This is a completely fun league that is being run by all of us in order to give all of us a place to play ball hockey. We are not in the NHL nor are we being paid to play in this league. We are all friends and are mutually coming out here to have a good time and play some good old fashioned "street hockey". This league is a collective league that is run by all participants. We all are responsible for the fun and safety of our league.

SPORTSMANSHIP . Captains and Players shall play with honour and humility.

FAIRNESS . EIHL promotes honesty and fair play, not cheating.

OPPORTUNITY . All players who show up should be given playing time.

IMPROVEMENT . The EIHL/EIHLPA will continuously improve rules, game play and the league.

VOLUNTEERISM . Players show an active spirit to help the league, and show non-cheapness.

FRIENDSHIP . Players should remember that they are playing with friends, not enemies.

EXCELLENCE . EIHL promotes the highest level of play possible and to celebrate achievement.

LEAGUE ADMINISTRATION (section 1)

1. SEASON LENGTH -

- The season length will be decided before the start of the season. In the past there have been 6, 7, 8, 9, 10 and 12 game schedules. Depending on the number of teams and time frame a suitable schedule will be chosen.
- The EIHL finals will be a best 2 out of 3 game contest, the rest of the playoff schedule would be determined prior to the season starting.
- Season length can be changed depending on unforeseen circumstances. EIHL Management will determine the schedule and assigning teams to conferences. Schedule will be decided before the season.

2. STATISTICS -

- The league will take stats for goals, assists, penalty minutes, save percentage, wins, shots, goals against average and team standings. There will be one assist awarded per goal.
- Winning team receives 2 points, if game goes to overtime the losing team gets one point and the winner receives 2 points.

3. ADVANTAGE -

- In the playoffs the higher seeded team gets to choose what side they will start the game on. In the regular season if there is a dispute as to what side the teams will start on then the referee will conduct a coin toss.(see section 2.15)

4. TIE BREAKING - STANDINGS - The following is how ties are broken in the EIHL:

- a) Season Series
- b) Goal Differential - Season Overall
- c) Goal Differential - in Season Series
- d) Most Wins
- e) Team that forfeited the least amount of games
- f) If all else fails a 5 on 5 Shootout.

5. FINANCIAL RULES -

A) Fee - A nominal fee will be collected prior to the start of the season in order to improve the game and purchase equipment. Any player who wishes to play must meet the financial obligations of that season before playing a game. The entry fee will be determined by the EIHL every season and players are expected to pay this before they play. (The amount of money charged per season is subject to change, this would be announced on the message board) Players who have not paid previous season's entry fee or outstanding fines will not be allowed to play. Financial penalties etc will be decided by EIHL management. As this is a completely non-profit league all money collected is used for the betterment of the league. Purchases of trophies, equipment, supplies and merchandise will be made from the collective pool.

Outstanding Fees (as of August 2011)

Ramu - \$20 fine
Param - \$20 fine

B) Fines and Multiplier -

- Automatic suspensions and fines are set as per the rules below
- For repeat offenders, i.e. if you receive a fine once you receive the stated amount, if it is your second fine within the last 3 seasons it will be multiplied by two. If it is your third fine in the last 3 season it will be multiplied by 3.
- 1st Offence in the last three seasons = stated amount
- 2nd Office in the last three seasons = X 2 stated amount
- 3rd Offence in the last three seasons = X 3 times stated amount

6. CAPTAINS - shall be determined prior to start of the season and they will uphold and follow these rules and principals. They must also ensure all players pay their fees, wear the team colours and make sure that they have brought their fair share of the equipment to the game. They are expected to lead by example and behaviour that is detrimental to the league or questions the integrity of the league will result in removal from captain duties. They are also responsible for Section 1.20 Suspension. Captains must ensure they are able to contact all their players, please obtain email and phone numbers from all players. (In case cancellations need to be communicated)

7. ALL-STAR GAME - The all-star game format is informal. Designated captains will choose rosters, and the Captains will be chosen by EIHL management. All-Star games will be decided prior to the season beginning. The league can choose from various formats such as (i.e. world vs. county court, conference vs. conference, seniors (over 25) vs. juniors (under 25) etc.). All

Star games will only take place if there is interest and time, they are not mandatory.

8. REFEREES -

- There shall be at least one referee appointed to each game, there may be (if possible) two referees appointed to a game.
- Referees can situate themselves anywhere on the playing surface, their call will be considered indisputable.
- A referee's call is final. They may consult with the other referee, captains and particular players if they wish. Only captains should approach referees. Referees may use all sources in order to make the right call including speaking to spectators, assistants, captains, teams, players etc.
- Referee abuse will not be tolerated and a referee may issue penalties after one warning. Referees should step away from the crowd and remain separated from them. They should be easily recognized and teams will be advised as to who the official referees are.
- There will be a Statistics Keeper for every game. Goal judges will be appointed; they will be required to sit at each end of the playing surface in the team benches.
- A referee schedule will be posted prior to the season starting; each team will be responsible on a rotating basis to take care of all administrative issues regarding a game including refereeing, goal judges and time keepers and stats keeping. Team points will be deducted if Teams do not provide referees upon EIHL Management's request. It is the team captain's responsibility to provide the referee or otherwise face losing a point in the standings. Each team will need to provide at a minimum 3 people to conduct duties for their scheduled game 1 Referee and 2 Goal Judges. The goal judges will be responsible for stats, time keeping and goal judging.

9. EIHL MANAGEMENT - Will be used to help shape the EIHL rules and procedures. This committee will be used for the following things: suspensions, free agency, player issues, major rule changes, all-star game selections, award nominees, league policy other things as required. Basically any final decisions will be made by EIHL Management. EIHL Management is also responsible for Section 1.20 Suspensions. We will try to consult but there is no requirement. *Remember this is the dictatorship of the proletariat in action; democracy is a myth and highly over-rated.*

EIHL Suspension Committee - For Season 41 - Curly, Dippy, Amar, Matt Hall and Gogs will form the EIHL Suspension Committee. They will help decide on discipline matters only. They will be more involved where there may be a conflict of interest etc.

10. EIHLPA - One player per team may be selected by EIHL management at the start of the season and announced on the message board. Their main responsibility will be to uphold section 1.20 Suspensions. Or the EIHL will appoint random players to make up this committee. The EIHLPA may consist of different players for different matters. EIHL Management will ensure that this EIHPA is reflective of all teams.

11. FREE AGENTS -

- Teams can use free agents at their will, (i.e. they can play them without signing them if they need players) However, free agents must be on the roster to play in the playoffs. (except for EIHL goalies - see below)

- Free Agents will not be required to pay any fee so long as they are not signed. So for example if a team needs a couple of guys today they can call anyone on the list to play, no questions asked.
- Free agents must be on the list to be used. They do not belong to any team unless they are signed via the waiver draft (below) or thereafter (the team releases a player and signs them).
- Free Agents cannot play more than 1 game per day (this does not apply to EIHL Goalies) and teams cannot use the same free agent more than 3 times per season, after 3 free agent games the player must be signed by the team or not be used. Players must be officially signed before the trade deadline / roster freeze to be added to the roster. Free Agents on the list can be used by any of the teams in the league (including outside teams). The EIHL can decide to make an executive decision when free agents, players etc are available to help out struggling franchises. This will be the exception, however the possibility exists.
- WAIVER DRAFT - Free agents must be added prior to the waiver draft. The waiver draft will be held at the end of week three (or other week depending on schedule length). Teams will pick in order of the standings (i.e. last place team gets first choice etc.) Each team will cycle through the waiver draft until all teams pass. Once completed the remaining free agency list is open for the remainder of the season. Please note that NO players can be added to the list after the waiver draft. (EIHL and emergency goalies are an exception) Players added to the waiver draft must play in a game for the team that nominates them as an unsigned free agent. They do not have to play in a game if they are known to more than 2 captains. Also, the waiver draft applies only to the drafted teams, once drafted teams are done, then non-drafted teams can access the free agent pool.
- All goalies on the free agent list may be considered EIHL Goalies. Meaning they can be used by EIHL teams when their regular goalie is not available. This will ensure a higher level of play and equal footing. Teams may use EIHL goalies up to four times during the regular season. Teams may use EIHL Goalies during the playoffs for 3 games. These EIHL goalies are not required to pay a fee. The goalie must be on the free agent list in order to be used. If there is a dispute as to whom will use a goalie in a particular game then the team lower in the standings will get first choice.

12. PLAYING TIME COMPLAINTS - Players who are not being given time to play, can ask to be released. Captains will be held accountable for not giving enough playing time. For a player to be granted his release they will need to bring it up to the EIHL Management or EIHL Executive and will need majority approval from these bodies for their release. This will only be used for genuine playing time complaints not personality issues. Roster size and the draft list has been predetermined to contain players that want to play, therefore all players drafted should get to play. **At the discretion of EIHL Management, fines and or suspensions can be given to the captain of a team that does not adequately utilize his bench. This would be to the sole discretion of EIHL Management. The minimum suspension would be for 1 game for a first time offender.**

13. PLAYER PROTECTION -

- The team that wins the championship has the option to protect a player from the previous season. Players protected cannot be drafted in the first 6 rounds and must be on their roster.
- If a player is drafted in the first 6 rounds he CANNOT be protected by ANY team, regardless of how they acquired him.
- Players signed as free agents CANNOT be protected.

- If the championship team chooses to protect a player they will lose a 7th round pick (if they do not have a 7th round pick then they lose their next pick).
- Captains cannot protect the same player for more than 1 season in a row.

14. TO QUALIFY FOR PLAYOFFS / INJURY RESERVE / INTERNATIONAL EXEMPTION -

- The number of required games played depends on the number of games in the season. See section 22 for complete details.
- Players must also be part of the active roster (i.e. be signed). The only exception would be for EIHL Goalies (see section 11 - Free Agents) and goalies added due to an injury.
- In games where the other team does not show up and results in a forfeit. The players on the winning team that are there physically may have that game count as a game played if the player chooses.
- A player must play the entire game (i.e. take a regular shift) in order for the game to qualify as a game played.
- If a player is seriously injured and proof is provided then they may be placed on injury reserve and the games on injury reserve will count as played.
- A player can only earn up to 3 games in a season on injury reserve.
- Players on international travel status (schooling or work abroad) can earn 2 games played in a season.

15. DRAFTING GOALIES -

- This rule applies to players who have designated themselves as "PURE" goalies. Teams cannot draft more than one "PURE" goalie in the first 6 rounds.
- If "PURE" goalies are still available after the 6th round then teams can freely take them. This rule is set in place to prevent teams from gaining a monopoly on the goaltenders while still forcing teams to take a goalie with their first 6 picks.
- Pure goalies should self identify themselves as a goalie prior to the draft. Those players that do not self-identify and are drafted in the first 6 rounds cannot play more than 2 games in net.
- EIHL Management may make an exception if the main goalie that is drafted has been injured and is prevented from playing. Goalies may be added after the waiver draft in order to accommodate a team without a "PURE" goalie due to injury. Please see section 11 - Free Agent - regarding the use of unsigned EIHL goalies for games.

16. FRANCHISE RULE - Franchises must be inherited from the previous captain. Meaning the actions of the previous captain (and possibly team name etc.) goes along with the franchise, a new captain may ask for a name change but it must be approved by the EIHL. The player protection stipulations and rules follow the franchise. So do draft picks that were traded or received by the previous captain.

17. TRADES -

- Teams can trade players and draft picks until the trading deadline and roster freeze. After this date a team's roster is frozen and no changes can be made to the official roster.
- Future Draft picks can be traded, please note if you are the captain who trades their future draft picks you should be captain the following season, if not the person acquiring your franchise should be made aware of the trades. A captain (previous or new) who does not want to accept the trades the next season and wants to start fresh will be suspended indefinitely.

- TRADES must balance out; since teams have set rosters you must get a draft pick and player back in return. (I.e. TEAM ABC trades JOHN and 7th round pick to TEAM XYZ for JANE and 3rd round pick) Basically the roster for this season and next must balance out.
- Also the trading deadline shall be no later than 60% of the season See section 22 for complete details.
- Trades must be announced to EIHL Management (you must either text, call or email eihlnews@yahoo.ca by the stated deadline. First, Second and Third round picks are prohibited from being traded by one team to another, unless it involves switching order within a round. When trading players to other teams. The receiving team must receive a player that was picked within 3 rounds of the player being traded in order for the trade to be approved. (e.g. if a player is picked in the 2nd round and is being traded, the player that goes back must have been picked in the 2nd, 3rd, 4th or 5th round). This will ensure that the team selling its players gets something substantial back. Players cannot be traded back to their original team. Players that a team receives in a trade cannot be traded again for at least 6 days.

18. GAMES - NO player can play for two different teams in the same day. For example if a player is traded between games he cannot suit up for his new team. (EIHL Goalies are exempt)

19. DRAFT ORDER -

- The order of the ENTRY draft shall be determined by EIHL Management prior to the draft. The mechanism used can change but the following has been used. Captains shall draw for the first 3 rounds. The order that was picked by the captains will be reversed for the following 3 rounds and vice versa (i.e. teams draw for first 9 picks, that order is reversed for the next 9 picks). Captains draw the first round and that order is reversed for the 3rd round, they then draw for the 2nd and that order is reversed for round 4.
- If a team draws number 1 in rounds 1 and 2, they must switch their round 2 pick with the team that draws second in round 2. Also, if a team draws last pick in both round 1 and round 2, then they must switch their last pick with the team that draws second last in round 2. This rule is in place to ensure that one team is not highly advantaged or disadvantaged

20. SUSPENSIONS -

- When suspension issues arise, they will be discussed by EIHL Management. EIHL Management may contact the captains, assistants, player representatives and referees. EIHL Management will consider opinions from a variety of sources and makes the FINAL decision. EIHL Management will make the final call when it comes to suspensions, fines etc. There is NO appeal process.
- There are set standards, repeat offenders, probation, the severity and precedence that will be taken into account.
- EIHL Management will maintain a “probationary list” of players on the current season’s statistics page; these players will receive special consideration when suspensions are handed out. EIHL Management will determine who is on this list, this list may also indicate why they are on the list. EIHL suspensions will be awarded as per the rule book, no exceptions.
- Automatic suspensions are listed in the rule book beside the various offences, these will be granted automatically. Please note that fines and multipliers for fines are also in this rule book, depending on the offence.

21. PLAYERS ON PROBATION -

Extra suspensions are to be given to players already on probation. If a player on probation receives:

- 3 penalties in one game
- a major penalty (5 minutes or even a double minor)
- or a 5 minute or greater misconduct penalty in a game
- Delay of Game Penalties do not count with respect to this rule.

They will receive an **automatic 1 game suspension + \$10 fine (+ multiplier)** the following game.

This will be in addition to any suspension that would be warranted by the infraction itself (i.e. if it was a body check etc.) If they are involved in any altercation (fight or attempted fight) they will be suspended for the remainder of the season.

If they are involved in any other serious infraction that warrants a longer suspension they will be given the maximum. Any attempts to complain, criticize or negatively comment on the verdict will result in the FULL suspension being handed out.

Also see the "Multiplier Rule" above (5.b) for increased fines for repeat offenders.

Probation List (as of September 2012) - Name (effective until)
Sunny G (end of season 42)

22. PLAYERS (other issues) - EIHL players must clearly state to captains before the draft as to his intentions and availability. Players who indicate that they will be limited in playing time and will only play a certain amount of games will be limited to those games + one game. So if player X says he will only play half the games in that season and the season is 8 games long he will only be allowed to play in 5 games. They will be allowed to play in the playoffs if they play enough to qualify. Being suspended does not count as a game played. See above for injury reserve and what playing a game means.

23. IMPORTANT DATES AS PER SCHEUDLE:

Season Length Games	Waiver Draft Week #	Trade Deadline Week #	Roster Freeze Week #	Minimum Games to Qualify for Playoffs
6	2	3	3	3
7	3	3	4	3
8	3	4	5	4
9	3	4	5	4
10	3	5	6	4
11	4	6	7	5
12	4	6	7	5

24. DRAFT LIST: If you are on the draft list and fail to show up for the season you will be removed. If you would like to be added to the list again, you will need to commit to a minimum number of games and/or be subject to a fine.

25. CLEAN UP DAYS (EARTH DAY) - Earth Day or Clean-up days will be scheduled at least 3 times per season - 2 times during the regular season and 1 time during the playoffs. All teams are required to participate or face forfeiture of the game they are scheduled to play. Captains are to ensure that all players are involved. We must ensure that our playing area is kept clean and that we do our part to clean any mess that we may cause during hockey activities.

26. GAME MANIPULATION - Players and Captains who purposely forfeit a game or throw a game to manipulate standings will **automatically be suspended for 2 games and fined \$20**; further action may be taken if the person is a repeat offender or the situation is serious. This penalty / suspension / fine would be in addition to the penalties given forfeiting a game under rule 2.3 (Game Start Time).

GAME ADMINISTRATION (section 2)

1. CALLING OFF GAMES - Games will not normally be called off due to minor weather issues. Extreme snowfall, lightning and extreme cold are considered serious and could result in cancellation, as could a major incident. For all cancellations please visit the message board and website for up-to date information. If you don't hear anything from your captain or the website that means that games are scheduled to continue.

2. RESCHEDULING - Any game rescheduling will be done by EIHL Management. Captains have no authority to reschedule games or change game times.

3. GAME START TIME -

Games times will be posted on the schedule, teams should be ready to go at the start time indicated.

- If teams are not ready the referee and/or EIHL Management has an obligation to wait for 10 minutes (as per the start time on the website) before starting the clock. Once the clock is started the referee must then call a 2 minute delay of game penalty and inform the "late" team to get their team ready.
- If the team is not ready to start within 10 minutes after the penalty has been given, then the penalty becomes a 5 minute major to be served by one player only. If after another 5 minutes the "late" team is not ready then it is considered to be a forfeit.

Step 1 - 10 minutes after the scheduled start time on the website

Step 2 - Referee or EIHL Management starts the clock, Referee gives late team 2 minute penalty for delay of game

Step 3 - 10 more minutes have elapsed, the referee now makes the penalty a 5 minute major. One person must serve the penalty.

Step 4 - 5 more minutes have elapsed, the Referee must call the forfeit.

- A penalty and the forfeit clock will start if the other team is not ready to start the game. (I.e. not enough players present, goalie is not ready etc.) If the team has enough players present they must start or face the time penalties as indicated above. I.e. they want to wait awhile before more guys come, they can wait but they will be penalized. They must decide if they wish to start without their full team or to forfeit.

Basically, if the game has not started within 25 minutes of the scheduled time it will be ruled a forfeit.

- If both teams are not prepared to start in accordance of the above rules then it will be ruled a double forfeit. The same time lines as above will apply. However, the penalties will not be awarded as both teams are not ready. If a team can get ready within the prescribed start time then they would win.
- If both teams get ready then the game would go on. Penalties can apply if one team gets ready before the other. It would be the referee's decision. (Please note this rule will be revised accordingly by EIHL Management to ensure further compliance - considerations include team fines, suspensions and taking away points in the standings, this will be announced)
- Forfeit loss will be 8 to 0, no goals will be awarded to players however, goals for and against will count in the standings. If it is a double forfeit then both teams will be minus 8 goals (i.e. 8-0 loss). **Teams that forfeit a game without 2 days notice will be fined 20 dollars.** They will not be allowed to play their next game until the fine is paid.

4. PLAYERS NEEDED TO START - you must have at least 3 and a goalie to play. A goalie could be a player who stands in the net area. By the second half of play teams must have a dressed goalie in order to continue to play the game. Otherwise game is over. There will be a forfeit against the team without the goalie. (See rule 3 in this section) Stats accumulated during the game count.

5. GAME LENGTH - Games will be 50 minutes in length, two 25 minute periods. See below for time keeping rules and stoppage in time.

6. STOPPAGE IN PLAY AND TIME -

- EIHL games will be run-time; the last 10 minutes of the second half will be stop time.
- If at anytime the score difference is greater than five goals then it will be run time.
- The time shall stop when: the goalie smothers the ball (ball behind net), a goal is scored, the ball goes out of play, there is a dispute, there is a penalty, face-offs, the ball is lost etc. If there is a five goal lead (i.e. score is 8-3 etc.) then the clock will be run-time.
- The only time it stops during run-time is when the ball is lost, goes out very far, a major dispute, injury or a timeout.
- Players should frequently check the time on the referees watch, Referees should try to announce every so often, but players can also go and visually check out the watch.
- If players are purposely taking their time getting the ball referees can stop the clock, call a face-off or give a delay of game penalty.

7. THE MERCY RULE - When the difference in goals is 8 goals (i.e. 10-2, 8-0 etc) then the game will be called off and the score at time of mercy will stand. The game will also be

deemed over when one team scores 13 goals, this rule has been established to prevent running up the score. 13 goals are the most that can be scored by one team in a game, regardless of the difference.

8. TIME OUT - Teams are allowed two 1-minute timeouts per game. To call a time-out the ball must be clearly out of play, the goalie has possession or the play must be stopped (i.e. goal scored, out of play, penalty etc.). They can be used at any time during the game, i.e. there are no restrictions of using more than 1 per half. Only players on the floor playing and captains can call a timeout.

9. SUPPLYING NETS AND EQUIPMENT - Teams should be responsible to bring one net to the game; Time should be given to teams to get appropriate equipment. Teams should make it a habit to bring game balls to each game. Teams should try to help out whenever they can to bring equipment to games. Players should share that burden.

10. VENUES - IN ORDER OF PREFERENCE - The Tennis Courts, Courthouse parking lots, Legal Aid, Peel Buildings.

11. OVERTIME

(a) REGULAR SEASON OVERTIME - will be 3 on 3 for 5 minutes and if it is still tied then there will be a shoot-out. Teams must pick 3 shooters for the shoot-out. If it remains tied, teams must pick a new shooter until there is a winner. 1 point will be awarded to the losing team.

(b) PLAYOFF OVERTIME - if tied, the teams will play 30 minute sudden death overtime periods, until the game has a victor It will be 4 on 4 and teams will switch sides after the first overtime period.

(c) Points for overtime results (regular season) - OT/Regulation winner receives 2 points, OT loser receives 1 point.

12. MESSAGE BOARD COMMENTS - any inappropriate comments on the message board will result in suspension and/or banning. These comments will not be tolerated and there will be no warning given. Unnecessary complaining will not be tolerated. "Essay Like" complaints after a game regarding the refereeing will result in a 1 game suspension. Also, any comments about individuals, threats or in bad taste can result in a suspension as determined by EIHL Management.

13. TEAM UNIFORMS -

- Teams must have all players dressed in the team color or very similar color. Players not wearing the team colour will serve a 10 minute misconduct and the team will receive a 2 minute penalty if the player plays.
- This rule takes effect in week 2 of every season.
- Goalies do not have to follow the color rule.
- The aim of this rule is to build team identity and to easily identify players when playing.
- Team colours will be determined by EIHL Management prior to the season.

14. TEAM BENCHES - Teams will be required to sit at the opposite ends of the playing surface. At half the teams are to switch sides. Players that are playing are not allowed in the middle area, only fans, referees and officials can sit there. Referees can call an un-sportsmanlike penalty or misconduct to those teams that do not follow this rule.

15. CHOOSING SIDES - If during the regular season there is any discrepancy or argument as to what side a team is to start on then the referee will call a coin toss, with the winning team choosing the side. If it is not raised before the game; then it is too bad so sad.

16. PENALTY BOX -

- Players that receive a penalty must serve the penalty in the penalty box, which would be the gate outside the tennis courts.
- If two players receive a penalty then one will serve beside the referee and the other outside the tennis courts. Players can only go on once they have been told to by the referee.

GAME PLAY (section 3)

All attempts will be made to call “delayed” penalties - e.g. to play the advantage. Referees are encouraged to take this approach and only stop the play once the offending team touches the ball. However, as sometimes play is stopped immediately - if the whistle blows, or the referee calls the play dead, then the play is dead.

1. HIGH STICKING - Is when a player touches the ball with their stick above their waist. It is also defined as when a player attempts to touch the ball with his stick above his waist. Improper use of the stick (i.e. slashing, wild follow thru etc.). Stick work will not be tolerated; there is a ZERO tolerance policy in place. HIGH STICKING = ABOVE THE WAIST.

** Please note this rule does not apply when a goalie is making a save.*

- Touching or attempt to touch the ball above the waist- 2 minute penalty
- Touching or attempt to touch the ball above the waist multiple infraction - 2 minute penalty
- Touching or attempt to the ball above the waist 3 times in one game - **game misconduct, 1 game automatic suspension + \$10 fine (+ multiplier)**
- Improper use of the stick by player/goalie - 2 minute penalty, same progression as above. Improper use refers to when a player swings wildly, slashing, aggressive follow thru and other similar incidents.
- High sticking contact with another player (accidental) with or without blood - 5 minute MAJOR penalty + game misconduct (for blood OR if it is their second infraction that game). Players who commit 2 such infractions a season will be **automatically suspended for the next game**, the suspension committee will review the play when it involves blood. Suspensions will be handed out if incident happens late in a game.
- High Sticking contact with another player (intent) with our without blood- 10 minute major penalty, game misconduct, and an **automatic six (6) game suspension. + \$50 fine (+ multiplier)** the incident will be reviewed by the captains who may decide to increase the suspension. Players who commit 2 such infractions in their career will be banned from the league. Please note this includes cross checking to the face.
- Suspensions can occur on any infraction depending on the severity and frequency. EIHL Suspension committee will finalize all suspensions.

2. ROUGHING - Rough play is a part of the game, but deliberate hits are not. The definition of a roughing penalty are holding, slashing, pushing, kneeling, head butting, extreme violence, slashing, running over players, kicking, etc.

- a) Roughing Penalty - 1st offence - 2 minute penalty
- b) Roughing Penalty - 2nd offence - 2 minute penalty
- c) Roughing Penalty - 3rd offence - 5 minute major penalty + game misconduct
- d) Roughing Penalty - can be moved up by the ladder of offences with a warning during the penalty call by the official to the captain and the player involved.
- e) Roughing Suspension - can be given at any time depending on frequency or severity. EIHL suspension committee can review the play.

3. BODY CHECKING -

a) Body Checking is not allowed period, anyone who throws a body check will receive a double roughing penalty (double minor - 2 X 2 minutes = 4 minutes) and a 10 minute misconduct (to be served after the penalty). A person who receives a second body check penalty in one game will receive a 5 minute major and game misconduct and an **automatic 1 game suspension + \$10 fine (+ multiplier)**.

b) Body checking from behind will result in a five minute penalty, an automatic game misconduct and an **automatic 2 game suspension + \$10 fine (+ multiplier)**.

c) Fence Checking - any body-checking, body contact or pushing near a fence or sides will be called checking immediately. Referees are to call an automatic 5 minute major penalty and 10 minute misconduct to those checking near the fences. Repeat offenders will be dealt with as above and any serious infractions will be dealt with via suspension. **Automatic 2 game suspension + \$10 fine (+ multiplier)**.

d) Attempts to layout major body checks will result in a 2 minute penalty and 5 minute misconduct, a second attempted body check will result in a 4 minute double minor and game misconduct.

e) Cross Checking a player from behind, i.e. using your stick and hitting a player from behind will be considered body checking and the player will receive the penalty as mentioned above in point a. An **automatic 1 game suspension + \$10 fine (+ multiplier)**.

4. HANDBALL - Will result in loss of possession, the other team plays it from the point of stick contact.

5. ROOM - When a player brings the ball out of play or is about to play a frozen ball then there must be at least 3 feet of room given by the opposing player. The referee may give a delay of game penalty if room is not given in decent time.

6. GOALIES AND FREEZING THE BALL -

- Goalies cannot freeze the play outside of his crease area. Crease area means having a body part inside the crease area. Goalies that freeze the ball without being in the crease will be penalized with a two-minute delay of game penalty.
- Once a goalie smothers/freezes the ball (i.e. has full control of the ball) the play is considered to be dead. The goalie then has the option of playing the ball forward OR behind the net. The opposing team must give ROOM (definition of room above 3.4).
- If the goalie plays the ball forward, it must be done underhand and cannot pass half and the ball is considered to be in play as soon as he releases the ball.
- IF the goalie plays the ball behind the net to his team-mate; the opposing team cannot go behind the net until a 3 - count occurs. The opposing team or the referee can initiate this 3 count. The play is also on when the player passes it forward (pass the goal line) or brings it past the goal line himself.
- This 3 count should be done out-loud. The referee can also call a face off or even award an unsportsmanlike penalty if there are difficulties.

7. FACE-OFFS - Are to be taken at the beginning of periods, after goals, after penalty calls, disputed goals, delay of game and major net dislodgment. ALL face-offs will be at centre.

8. BACK OF THE NET -When the ball is stuck on the back or on the top of the net then it is the goalies ball.

9. UN-SPORTSMANSHIP PENALTIES -

- Are called in situations where other penalties do not apply, such as referee abuse, delay of game, throwing equipment, picking up the cup before winning it, constant swearing, explicit threats, explicit swearing etc.
- These penalties will be 2 minutes in length and 2 minutes in length for multiple infractions. Multiple infractions can result in a game misconduct and/or suspension.
- The referee may call a five minute penalty and even add game misconducts to these penalties if they feel they are severe.
- Players arguing with each other that go beyond the realm of the game, making threats will receive a penalty and/or suspension/misconduct.

10. REFEREE ABUSE -

- A referee's call is final; he may ask for a captain's opinion or other spectators to make the right call.
- Players who go beyond the "regular" nature of clarifying a call will receive automatic 10 minute misconduct. This would include swearing at the referee. There will be ZERO tolerance to these types of actions. You swear at the referee you get a 10 minute misconduct, you swear again you're out of the game. No questions or clarification required. This rule is similar to other leagues.
- The second such offence in a game will result in a game misconduct.
- A player that receives 4 such penalties will receive an **automatic 2 game suspension + \$10 fine (+ multiplier)**.
- EIHL Management can review these penalties depending on severity.
- Any one physically harming a referee (i.e. fighting, pushing, throwing something at him) will receive an **automatic four (4) game suspension + \$25 fine (+ multiplier)**.

11. FIGHTING -

- Anyone who participates in a fight will result in an automatic game misconduct and 5 minute penalty.
- Fighting is subject to an **automatic four (4) game suspension + \$20 fine (+ multiplier)**.
- Multiple fighting infractions will result in league banning. Attempts to fight will also be penalized; referees can give game misconducts (3.14) based on roughing (s 3.2) and Unsportsmanlike Conduct (s. 3.8) for these types of infractions.
- Fighting is defined as the following: throwing a single punch, slapping and kicking. Therefore, anyone who even throws a single punch at another player will receive this penalty.
- This rule applies to spectators also. See SPECTATOR (3.16). Please note that this Fighting rule applies to "in-game" altercations, before games and after EIHL games, anything that happens after that (i.e. outside of the tennis courts and parking lot, on a different day) it is out of the realm of the EIHL.
- When someone clearly has instigated the fight they will receive at least **an additional 2-game suspension**, if you are defending yourself you will still receive the 4 game suspension. (It takes two to tango).
- When the incident involves wrestling to the ground and not punches are thrown, the EIHL may deem this to be a step below fighting - and an **automatic two games suspension + \$10 fine (+ multiplier)** will be handed out.

12. DISPUTED GOALS - goals that are uncertain can be disallowed, penalty shot awarded, counted etc. But it is up to the referee and goal judges to decide. When a goal is scored as a result of hitting a body part (i.e. foot, back etc.). It will be deemed a goal if the player does not direct it in. If the player is moving and directs the ball in with a body part the goal should be disallowed. If it hits a stationary player or there is no evidence of redirection then the goal should count.

13. GOALTENDER INTERFERENCE -

- Players cannot physically interfere with the goalie, this will result in a two-minute penalty. They may stand in near the crease area but cannot physically interfere with the goalie. At the request of goaltenders, the crease will be drawn in by the referee; the crease will come out 2 feet from the goal line and should not be longer than the length of the net (1/2 foot extension on each side).
- Defenders may try to push players out of the crease, but cannot use excessive force. (I.e. their stick, elbows etc.) Anyone interfering with the goalie, anyone who crashes the net without trying to avoid the goalie will be penalized, defenders who push offensive players into their own goalie will be penalized, and offensive players diving into goalies will be penalized.
- The referee may blow the whistle and call a face-off anytime he feels the goalies crease is being violated.

14. NET DISLODGE MENT PENALTIES -

- Players who purposely knock the net off will be given a 2-minute delay of game penalty. If the net is dislodged by the goalie a 2-minute delay of game penalty can be given if it was done on purpose.

- If this dislodgement happens during a goal, the referee may award the goal, give a penalty, award a penalty shot or call the goal off. They must use their judgment to determine if the net movement resulted in the goal being scored.

15. GAME MISCONDUCTS - COOLING OFF -

- Referees in addition to the above penalties can give players misconducts without penalizing the team. For example referees can give a player a 2, 4, 5 or 10 minute game misconduct where he is not allowed to play but the team is not short-handed. This could be used to diffuse a player's temper or give additional punishment to the above penalties. The suspension committee can review for suspension depending on severity.

16. OUT OF BOUNDS -

- (a) When the ball goes out of play (e.g. shot out, taken out, goes under the fence, or out of play towards the tennis net etc.) Then the ball possession will go to the opposing team.
- (b) If there is a dispute as to who shot it out or touched it last, it is solely up to the referee to either give possession to a particular team or call a face-off.
- (c) Players who take the ball out of play (towards the benches, spectators etc.) are NOT to be given room or time to bring it in. The opposing team is well within their rights to pursue the ball and continue playing.
- (d) For the definition of room please refer to Section 3.4 - ROOM.

17. SPECTATORS / PLAYER ALTERCATIONS -

- If a player gets into a "real" physical confrontation (i.e. fighting, stick swinging, etc.) Or extreme verbal shouting matches during the game. The referee has many options. He may give a misconduct penalty to the player, eject the spectator, eject the player, or both. All individuals (spectators and players etc.) involved in the altercation are subject to suspension as per the EIHL Executive.
- Please note that this applies to "in-game" altercations, before games and after EIHL games, anything that happens after that is out of the realm of the EIHL. Suspensions that would be awarded would be inline with suspensions given on situations in this rule book.
- See FIGHTING (3.10). EIHL players on the sidelines that make calls or interfere in the game will be suspended, penalized or fined upon review of the incident by EIHL management.

18. STICK THROWING - If a player intentionally throws a stick to interfere with a play, the referee can award a penalty shot.

19. BENCH CLEARING - two types

(a) Players that clear the bench to get involved in a skirmish (to either stop a fight or get involved) will receive **an automatic 1 game suspension**. Additional suspensions will apply if the players jumping in start fighting. Only OFFICIALS, NON-PLAYERS and CAPTAINS should jump in to stop fights/arguments.

(b) Teams/Players that jump off the bench to dispute calls can receive a 2 minute penalty and additional unsportsmanlike penalties. It will be up to the referee's discretion to increase

penalties. Referees can give the team a bench penalty (2 minutes) if captains cannot control their benches.

20. MULTIPLE PENALTIES -

- ALL Players that receive 3 penalties in one game will be given an automatic 5 minute game misconduct. This does not mean 6 minutes in penalties. They must receive 3 separate penalties (i.e. 1 roughing minor, 1 high sticking the ball and a holding minor will automatically result in a game misconduct).
- Multiple game misconducts will result in suspension as per EIHL Management.
- Delay of Game Penalties do not count with respect to this rule.

21. LATE GAME MISCONDUCTS -

- When a player receives a late game misconduct (last 10 minutes of the game) for any reason (i.e. body checking, high-sticking etc.) An **automatic half game suspension** will be handed out by EIHL Management.
- This will punish those who think that late game antics will go unpunished because there are only a few minutes left. (I.e. player X body checks someone with 1 minute left in the game, the EIHL may decide to suspend the offender for half a game or even one game)

22. DELAY OF GAME -

- When a play shoots the ball directly out of the tennis courts (over the fence) they will be given a 2 minute penalty.
- For this penalty to be called it would have to be in the defensive zone. Meaning that it must happen in the defensive half of the team shooting the ball.
- This will not be call if you shoot the ball while you are over the halfway point of the courts. This will not be called when the ball is deflected, hits a body part, hits the fence etc. It must be shot out directly by a player.

23. INTERFERENCE - Clutching, grabbing or impeding a player's progress is not permitted. This will result in a 2 minute minor penalty. Interference penalties can be called if the guilty player uses his stick, hand, arm or any other body part to cause interference. Also this sport is not basketball, and "picks" are considered interference.