

RCHL 2017-18 RULE AMENDMENTS

The following rules have been amended/added as per the ASHL rule book:

- Hockey jerseys must cover all elbow pads and shoulder pads at all times. 1st Offence= warning...2nd Offence= 2 minute minor for illegal equipment.
- Anyone on the player's bench must be registered (coaches included).
- If you are suspended you CANNOT be on the player bench at any time.
- Players not playing are still accountable when/if you are talking to ALL RCHL STAFF and discipline can still be handed out.
- All players during timed penalties must use the ice-door when leaving the penalty box or a 2 minute timed penalty will be assessed for an illegal substitution. You can't leave through the back of the penalty box and have a player jump on from the player's bench.
- If a goaltender shoots the puck over the glass without any deflection (not into the player bench) this is a 2 minute delay of game penalty.
- When players are ejected from both teams, a player from one team may stay in the penalty box till the next whistle. (Referee's discretion).
- If you are on the far bench and are ejected from the game for whatever reason you must leave from the ice. DO NOT walk behind the opposing team's bench when you are ejected from the game. If you want to or have to leave on your own accord that is ok just not when you're ejected by the referee.
- Visors must be securely fastened with the proper side clips or screwed on with two screws on each side of the helmet- visor can't be flipped up. If this happens you will be asked to leave and go fix the issue and your whole team will get a warning. Any time after that your team will incur a 2 minute minor penalty for improper equipment.
- **3.7 GOALTENDER EQUIPMENT**- goalies must wear socks, sweat-pants or long underwear to cover their bare skin on the backs of their legs. 1st Offence= 2 Minute Minor + go change...2nd Offence= 2 Minute Minor + Ejection...3rd Offence= Banishment. While changing play will continue as per normal with your team short-handed while player serves goaltender's penalty.
- **5.13 & 5.2- SPEARING & BUTT ENDING**- 4 minute penalties (only count as 1 penalty).

- **5.16(B)- FIGHTING OFF-ICE PENALTIES-** 1st Offence= Banishment from the RCHL (this includes anywhere in the River Cree Resort and Twin Rinks as well the parking lot).
- **5.16(C)- FIGHTING (Non-Instigator)-** 1st Offence= \$100.00 Fine...2nd Offence= Banishment from RCHL (current game ejections and suspensions will continue)
- **5.16(D)- FIGHTING BRAWL PENALTIES-** 1st Offence= First team to leave the bench= \$500.00 Fine...2nd Offence= Banishment from RCHL (current game ejections and suspensions will continue)
- **5.16(E) - FIGHTING (One-player fight) -** 1st Offence= \$600.00 Fine...2nd Offence: Banishment from RCHL (current game ejections and suspensions will continue).
- **5.19- GAME MISCONDUCT PENALTIES-** 1st Offence= \$25.00 Fine...2nd Offence= \$50.00 Fine...3rd Offence= Banishment from the RCHL (current game ejections and suspensions will continue)
- **5.20(A)- GROSS MISCONDUCT PENALTIES-** 1st Offence= \$75.00 Fine...2nd Offence= \$150.00 Fine...3rd Offence= Banishment from the RCHL (current game ejections and suspensions will continue)
- **5.20B- RACISM/HOMO-PHOBIC SLURS & SEXUAL HARRASSMENT-** 1st Offence: Gross Misconduct= 5 games + \$100.00 fine...2nd Offence= Banishment from RCHL
- **5.21(A)- MATCH PENALTIES ON A PLAYER-** 1st Offence= \$100.00 Fine...2nd Offence= \$200.00 Fine...3rd Offence= Banishment from the RCHL (current game ejections and suspensions will continue)
- **5.21(B)- MATCH PENALTIES ON AN OFFICIAL-** 1st Offence= \$200.00 Fine...2nd Offence= Banishment from the RCHL (current game ejections and suspensions will continue)
- **5.26- MAJOR PENALTIES-** 1st Offence= \$25.00 Fine...2nd Offence= \$50.00 Fine...3rd Offence= Banishment from the RCHL (current game ejections and suspensions will continue)
- **5.27- 10 MINUTE MISCONDUCT PENALTIES-** will not count against team's game total/accumulation but will continue to count against player's and team's season penalty total/accumulation.
- **5.28 FINE PAYMENTS-** All player fines must be paid in full before the next scheduled game of the team the player received the fine with or else the TEAM is suspended from league play until completed. Regardless if the player is part-time or no longer playing for the team after the infraction. This

applies to team fines as well. **The RCHL will look at each situation individually and have the right to not suspend the team pending circumstances.

- **FOUR (4) MINUTE PENALTIES**- No longer exist with the exception of butt ending, spearing and (high sticking Hockey Canada rule see rule 8.3)
- **THREE (3) PENALTY RULE IN EFFECT.** All timed penalties and coincidental penalties count towards the three (3) penalty rule. (Not 10 Minute Misconducts). Note: If a player is serving a penalty for throwing a puck on the ice that 1 specific penalty doesn't count towards the 3 penalty rule unless a referee can identify who threw the puck on the ice.
- **2.14- TIES IN STANDINGS**- standings will be determined in the regular season via winning % within the current division games only.
- **4.4 GAME FORFEITS**- Regular Season= will result in forfeit team losing 1-0 and Playoffs= will result in forfeit team losing 5-0. Also for regular season forfeits- a team fine of \$150.00 will be added. Any team that forfeits three (3) games in a regular season will have a review with the RCHL management and possible disbarment from the RCHL for the future may occur. If ample notice is given (minimum 10 days) to the RCHL and a game can be re-scheduled by the RCHL then no fine will be assessed. (No guarantees)
- **5.26 HIGH-STICK GOALIE PROCEDURES**- Not withstanding Rule 5.25, when a player contacts the puck above the height of the crossbar and the puck goes directly into the opposing team's goal before an opposing player can gain possession and control of the puck, the goal shall not count. In this case, the game officials are to conduct the face-off at the nearest face off spot in the neutral-neutral zone.
 - i. *Application - This rule was added to clarify the allowable stick height a player can make contact with a puck prior to a goal.*
- **Rule 4.8 (A) OVERTIME - REGULAR SEASON**- The format for OT will be a "One Player Sudden Victory Shoot-out". At the conclusion of regulation time, the goalies will stay in their nets and one player from each team will be ready and available to "shoot" for his team immediately. Players serving a MINOR PENALTY (from regulation) are eligible to shoot. Players cannot shoot again until all skaters on their team have gone through. Team with least amount of "shooters" will dictate when both teams re-start their shooters if applicable.

Change 4.8(C) sub para c) to: any player serving a minor penalty will be permitted to shoot.

- **4.8 (B) OVERTIME - PLAYOFFS-** The format for OT will be “3 on 3 Sudden Victory”, five (5) minute STOP TIME period. Player changes ARE permitted during play stoppages. Undecided games will continue with a “3 Player Sudden Victory Shootout” to determine a winner (refer- rule 4.8(C)). Change 4.8(C) sub para c) to: any player serving a minor penalty will be permitted to shoot.
- **2.13 (C) SKILL LEVELS (PLAYERS)-** Players with experience of “elite” levels of hockey (Jr A, Jr B, Major Jr, College, University, Senior, Professional) are not eligible to play in the “D2 or all of E” divisions. (Management can make exceptions pending circumstances).
- **Rule 4.9 RUN CLOCK-** Should add that at any point in time if the officials cannot regain immediate control of game/players the clock shall continue to run until control has been regained (fight/altercation type of situation).
- A 2 minute minor for “Delay of Game” will be assessed when teams step on the ice or places a puck on the ice prior to the “large Zamboni” door being closed completely.
- **GOAL DIFFERENTIAL RULE-** change to five (5) goals (at third period of a game score that has a goal differential of 5 or more the score clock runs straight time).
- **GOAL DIFFERENTIAL “Last Five Minutes” RULE-** in the last five minutes of a game when a goal differential is 3 or more then the score clock runs straight time.
- **MULTIPLE-TEAM PLAYERS-** players cannot play for “A, B or C” Divisions as well “E” Division teams (skill levels are too different). If players play on teams that are no more than one (1) division apart then they are eligible for play-offs for both teams. If players play on teams that are more than one (1) division apart then they are only eligible for the highest division team’s play-offs only.
- **FACE-OFFS-** Are as per hockey Canada rule 10.2 effective immediately.
- **THROWING/SPRAYING WATER BOTTLE-** Throwing a water bottle or spraying any liquid at an opposing player whether or not it hits the opposing player is a Gross Misconduct Penalty 5.20(A). 1st Offence= \$75.00 Fine...2nd Offence= \$150.00 Fine...3rd Offence= Banishment from the RCHL (current game ejections and suspensions will continue)
- **ICING THE PUCK-** Icing will be called as per hockey Canada- rule 10.5 (a)(b)(c)(d)(e)(f). (4.1 ASHN not used anymore.)

- **HIGH-STICKING-** We are now using the high sticks rule from Hockey Canada. Rule 8.3 High Sticks (a) (b) (c) (d) sub paragraphs 1,2,3, (e)- Note to Rule 8.3 (d) sub para 3 - For this specific rule please refer back to: ASHL Rule Book - RULE 5.25 FACE-OFF LOCATION - HIGH STICK which states. In the event that a player makes contact with the puck above the normal height of the shoulders, a player from the non-offending team must be the first to gain possession and control of the puck. In the event the puck is directed out of play or a player from the offending team is first to gain possession of the puck, the official shall signal the play dead and a face-off will be conducted at the nearest face-off dot in the offending team's zone. In the event no player from the non-offending team makes an attempt to play a puck that has been "high sticked" the official shall signal the play dead. A face-off will be conducted at the nearest location from where the high stick contact was made with the puck. (Rule 5.7 in ASHN not used anymore.)