

RCHL 2017 AMENDED/NEW RULES- (SPRING/SUMMER)

Amended/New Rules- August 31st, 2016

- Hockey jerseys must cover all elbow pads and shoulder pads.
- All players and goalies must wear hockey socks/cooper-all pants or long underwear to cover all skin on the legs.
- Anyone on the bench must be registered (coaches included).
- If you are suspended you CAN'T be on the player bench.
- If you aren't playing for whatever reason you are still accountable when you are talking to referees/convenor/timekeeper/RCHL management and suspensions can still be handed out.
- All players must use the door when leaving the penalty box or another 2 min 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 ice.
- If a goaltender shoots the puck over the glass without any deflection (not into the player bench) this is a 2 min delay of game penalty.
- When players are ejected from both teams, a player from one team will stay in the penalty box till the next whistle.
- 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 if screwed on with 2 screws on each side of the helmet to ensure the 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. If your team is caught a second time your team will incur a 2 min minor penalty for improper equipment.
- Before every game all referees will introduce themselves to both teams (or a player from each team) with first name and a handshake for both teams (done quickly).

- 4 referee system for playoff semi-final and championship playoff games.
- 5.13 & 5.2- Spearing & Butt ending- 4 minute penalties (only count as 1 penalty in a game)
- 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 Harassment- 1st Offence: Gross Misconduct= 3 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- 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- abolished. Three (3) penalty rule still in effect. Only timed penalties count towards the three penalty rule. (Not 10 Minute Misconducts and coincidental count as one penalty)
- 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 or B" Division 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.
- Multiple Team Players- if playing for teams that are within one (1) division of each other they are eligible for play-offs for both teams.
- Game Forfeits Regular Season- team fine of \$150.00. 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)
- Game Forfeits in Play-Offs will result in forfeit team automatically eliminated from play-offs. (Management has final decision).
- A 2 minute minor for "Delay of Game" will be assessed when teams step on the ice or throw a puck on the ice prior to the "large Zamboni door being closed completely.

Amended/New Rules- April 28th, 2016

RULE 10.5 (A) ICING THE PUCK

Icing the puck is completed the instant the puck crosses the goal line, and the referee or linesman shall immediately blow their whistle, stopping the play. If the puck shall have entered the goal, the icing shall not be called and a goal shall be allowed.

RULE 5.25(A) HIGHSTICKING THE PUCK - ASHN RULE BOOK

In the event a player makes contact above the height of the crossbar, 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 the 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.

5.25(B) HIGH-STICK GOALIE PROCEDURES

Notwithstanding Rule 5.25(A), 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 8.3 (B) HIGH STICKING (PENALTIES) – HOCKEY CANADA RULE BOOK

A player who contacts an opponent above the normal height of his shoulders with a high stick shall be assessed a Minor penalty or, at the discretion of the referee, a Major penalty and a Game Misconduct penalty. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed. **In junior and senior hockey, at the discretion of a Referee, should the injury be caused by an accidental high stick, a double Minor penalty may be assessed.**

Note: This is the 1 exception to the crossbar being the high sticking standard.

Rule 4.13 GOALTENDER SAFETY

In the event the goaltender is struck in the mask or helmet with a shot, the referee shall stop play. The resulting face-off shall take place at the nearest end-zone face-off spot to where the shot was taken.

Note: If a shot hits the goaltender mask/helmet and deflects into the goal (directly or otherwise) prior to the official stopping the play, the goal shall count.

AMMENDMENT IS NOW AS FOLLOWS.....

Is now changed to the Hockey Canada standard that the play will continue unless the referee deems that there is a safety issue for the goalie.

IE- the goalie mask comes off, strap undone or the goalie is injured.

Rule 5.23A-Individual Players PIM's INITIATIVE

AMMENDED AS PER ASHN RULEBOOK based on game/PIM % (includes multi-team players)

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.

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 to rule 4.8(C)). (NHL Format).