

NCC-SSC FRIDAY KNIGHTS HOCKEY LEAGUE 2017-18 SEASON

RULES AND SUSPENSIONS

- No slap shots above knee
 - No body checking
 - Helmet mandatory
 - Upon being assessed a 3rd minor penalty in a game
 - Major penalty
 - Misconduct in last 10 minutes or Game Misconduct in second period
 - Match Penalty (intent to injure)
 - Gross Misconduct and/or fighting
 - Any player receiving a 3rd suspension during the season
 - Games will be refereed in accordance with CHA rulebook.
 - Referees will be instructed to take NO verbal abuse
 - Minor penalties will be 3 minutes
 - Major penalties will be 5 minutes
 - Misconducts will be 10 minutes
 - **Referee's decision will be final**
 - Only team captains can approach the referee.
- This is a recreational league with varied levels of skill - Conduct yourselves accordingly!

ejection for remainder of game
ejection for remainder of game
1 game suspension
permanent ejection from the league *
3 game suspension *
permanent ejection from the league
with no refund *

DISCIPLINARY COMMITTEE

- * Ruling on suspensions will be determined by the league's disciplinary committee comprised of team captains and, where required, an additional representative from each team following review of the referee report of the incident(s) and in accordance with league rules and objectives.

ASSISTANT TEAM CAPTAINS

Each team captain will identify an assistant team captain who will replace the team captain when absent.

REFUNDS

- Refunds for players who must leave the league prior to the end of the season due to injury or relocation will be considered by the NCC Sports and Social Club (SSC) if the league finds a replacement player. The amount of refund will be determined by the NCC-SSC. In all cases, refunds will be subject to a \$50.00 administration fee.

GAMES FORMAT

- Games will consist of two 22 minute periods.
- Line and/or player changes must be executed quickly at all times. Delay of game penalties will be assessed to players who deliberately delay the game as a result of a slow line or player change.
- There will be no red line (two-line passes are allowed)
- Icing will be called when the puck is iced over three lines (three line icing rule).

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SPARES

Players must advise their team captain at least 24 hours before any game if they are unable to play.

- Players not registered in the league cannot play as spares unless they are NCC employees and/or identified on the spare list.
- A spare list will be created, where possible, giving preference to NCC employees. Spares from the spare list will be charged \$15.00 per game.
- Players registered as full time players in the league will not be charged to spare for another team requiring a player.
- Team captains will recruit spares to replace absent players from the spare list established by the league to round out their roster to a maximum of 10 skaters.
- If no players identified on the spare list are able to play, team captains may then call on registered full time league players to spare.
- Team captains will be required to seek spares which are of a similar caliber to the player which is being replaced. The objective is to ensure parity in every game.
- If both teams need players both teams have a right to recruit spare players.
- If team X needs 2 players and team Y needs two players and only 2 spares are available to play, each team will be entitled to one spare regardless of which team requested first.
- If 4 spares are available under the same scenario, the players should be assigned to teams in such a way to ensure parity in the game.

TRADES

- The league will strive to ensure that teams are balanced and no team is either too strong or too weak for the league.
- The League President, in consultation with Team Captains, will determine whether trades or realignments are necessary at various points in the season.
- Team Captains will negotiate and determine trades and/or realignments when required too ensure parity in the league.

STANDINGS

- Regular season standings will be determined by the following criteria in this order;
 1. Total points
 2. Wins
 3. Net goal differential

PLAYOFFS

- The playoff structure consists of a two game semi-final series followed by a two-game final series.
- At the completion of the regular season, teams will be sorted 1st through 4th according to the criteria defined in "standings".
- The 1st place team will play the 4th place team / the 2nd place team will play the 3rd place team in the two game semi-final series.
- The winner of each game in the semi-final series will be awarded two (2) points. A tie will mean that both teams are awarded one (1) point.
- The winner of each semi-final series will be determined by the most points accumulated in the two game semi-final series.
- In the event of a tie at the conclusion of the two game semi-final series - a shoot-out will determine the winner.

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- The winners of each semi-final series will meet in the championship final series while the losers of each semi-final series will meet in the consolation final series.
- The winner of each game in the final series will be awarded two (2) points. A tie will mean that both teams are awarded one (1) point.
- The winners of each final series will be determined by the most points accumulated in the two game semi-final series.
- In the event of a tie at the conclusion of the two game final series – a shoot-out will determine the winner.
- Each team must field a minimum of one goalie plus 5 players, from their own team, for the semi-final series and final series to avoid forfeiting the game. A team who forfeits a game during the playoffs will be deemed to have lost the game by a score of 1-0.
- Teams cannot recruit spares during the playoff games. Teams may recruit a goalie from the league to replace their own goalie if unable to play a playoff game.
- Penalties will be as per regular season rules with the exception of minor penalties assessed during the last 3 minutes of each game (during the stop time) which shall be two minutes.
- Misconduct in last 10 minutes or Game Misconduct in second period = ejection from remainder of game plus next game.
- Last 3 minutes of each game will be stop time.
- Other rules apply as per regular season regulations.
- Shoot-out rules: Each team will initially assign 3 shooters. Most goals scored in the 3 player shoot-out will determine the winner. If still tied, each team will assign 1 new shooter to take part in a sudden death shoot-out. Additional sudden death shootouts with new shooters will take place until a winner is determined. Each player from each team must shoot once before any player can shoot again.

PLAYOFF GAME FORMAT

Semi-final series (April 13th and 20th) will consist of two (2) 20-minute periods. Last three (3) minutes will be stop time.

The final series (April 27th and May 4th) will also consist of two (2) 20-minute periods. Last three (3) minutes will be stop time.