

NCC-SSC FRIDAY KNIGHTS HOCKEY LEAGUE

2011-12 SEASON rev.0

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.
 - Teams must field a minimum of one goalie * and 5 players **from their own team** at the beginning of each game, otherwise the game will be forfeited by a score of 1-0 and 2 points will be awarded to the opposing team.
 - * Teams may request that a goalie from another NCC-SSC hockey team play for them if their assigned goalie is absent.
 - *This is a recreational league with varied levels of skill - Conduct yourselves accordingly!*
- ** Ruling on suspensions will be determined by League President in consultation with Team Captains and referee following a review of incident(s).

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

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 SSC. In all cases, refunds will be subject to a \$50.00 administration fee.

GAMES

- Games will consist of two 22 minute periods
- Line and/or player changes must be executed quickly. Penalties will be assigned for deliberate delay of game.
- There will be no red line (two-line passes are allowed)

SPARES

- Players not registered in the league cannot play as spares.
- Teams can recruit spares among NCC-SSC league players in order to have up to a total of **10** skaters for each 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 2 strongest players available cannot be on the same team.

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 are required.
- Trades will be negotiated by the League President and Team Captains to ensure parity in the league.

NCC-SSC FRIDAY KNIGHTS HOCKEY LEAGUE

2010-11 SEASON rev.0

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 final game.
- 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 will be awarded two (2) points. A tie will mean that both teams is awarded one (1) point.
- The winner 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, the winner will be determined by the net goal differential.
- If teams are still tied, a shoot out will determine the winner.
- The winners of each semi final series will meet in the championship final while the losers of each semi final series will meet in the consolation final.
- In the event of a tie at the end of the final game, a shoot out will determine the winner.

- Each team must field a minimum of one goalie plus 5 players for the semi final series and final game 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.
- Penalties will be as per regular season rules
- 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.
- Shootout 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 must shoot once before any player can shoot again.

PLAYOFF GAME FORMAT

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

Final game (May 4th) will consist of three (3) 20-minute periods. Last three (3) minutes will be stop time.

