

417 MIDGET JUVENILE HOCKEY LEAGUE HOCKEY PLAYING RULES

1. **INTENTIONAL BODY CHECKING:** A Minor (2 min) or Major (5 min) penalty, based upon the degree of violence of the impact determined in the sole discretion of the referee, shall be assessed any player who intentionally body checks an opponent. **NOTE:** *This Rule is NOT intended to prevent body contact where the player with forward motion, while going to the puck, bumps an opposing player. In the Referee's sole determination, if a player intentionally 'plays the man' to impede that player's opportunity to get to the puck, then a penalty is warranted. Intentional contact away from the play shall be called.*
2. **STICK INFRACTION PENALTIES:** CHA Rule 28(f) regarding game ejection for high sticking, cross-checking, slashing, spearing and butt-ending is to be strictly enforced. The League shall review stick infractions for each Team, and Players may be suspended for excessive stickwork.
3. **FIGHTING AND ROUGHING:** For purposes of CHA Rule 59, a Referee shall consider whether the altercation was likely to cause physical harm and if the gloves were removed from the hands of a player in determining whether to give a minor for Roughing and a minor for Roughing After the Whistle, or a Major with Game Misconduct for Fighting, and these facts shall be stated on the Incident Report. **NOTE:** *The Fighting penalty is intended to be restricted to incidents where the Referee is satisfied that there is the intention to cause real physical harm.*
4. **RULE 47 - MISCONDUCTS:** The Referee may assess a Misconduct under CHA Rule 47 and direct the player to the penalty box for 10 minutes, or the Referee may remove the player from the ice for the remainder of the game.
5. **TIMING OF GAMES:**
 - (i) **15-15-15, MAXIMUM 25:** The game shall be composed of 3-15 min stop-time periods to a maximum of 25 min running time per period, whichever occurs first. A shorter game may be played on consent of both teams.
 - ii) **VISITOR'S REPRESENTATIVE:** Visiting teams may place a representative in the timekeeper's box during any game to monitor timing of games and the recording of the gamesheet. No timing appeals shall be permitted.
6. **DELAYED GAMES:** A 5-min delay will be allowed; thereafter League Bylaw s.10 applies. Officials shall not leave until the earlier of the signing of the default game sheet by the team not in default, and thirty minutes from the scheduled game time.
7. **TIME-OUTS:** In the third period, each team shall be allowed a 30-sec. time-out. **NOTE:** *Referees are encouraged to allow extra time before faceoffs during the game when the game is becoming overly aggressive. No appeals shall be permitted should the Referee refuse to allow a time-out.*
8. **OFFICIALS:**
 - i) **THREE-MAN SYSTEM:** A three-man referee system shall be used in all games. The referee shall be a current NRCP Level 3 or better and one of the two linesmen shall be a current NRCP Level 2 or better.
 - ii) **CONSENT TO TWO-MAN SYSTEM:** If the game officials do not appear for a regularly scheduled game, the game must be rescheduled at the expense of the Home Team unless both teams consent.
 - iii) **INCIDENT REPORTS AND GAME SHEETS:** Incident Reports and Game Sheets are to be sent by email or fax to the League within 48 hours. Referees are encouraged to communicate with the League about the conduct of games and incidents during or after any game. Control in this recreational hockey League is best achieved by good communication among referees, coaches and the League, and feedback to the League is strongly encouraged.
 - iv) **OFFICIAL CONTACT INFORMATION:** The Game Referee him- or herself shall submit all Incident Reports as required by this Rule and the ODMHA. Any Incident Report that is not submitted within the time allowed or that does not include a contact email and a telephone number for the Game Referee and, where the infraction was reported by a Linesman, for that Linesman, the penalty and any suspension or other discipline may be negated in the sole discretion of the League.
10. **SUSPENSION RECORD:** The League shall maintain a record of the suspensions and other discipline incurred by players and team officials in the League, and the Referees who called the penalties that resulted in those suspensions and disciplinary measures. After giving an opportunity to discuss the matter, the League may remove from further involvement in the League any player, team official or game official who does not comply with the League Rules, By-law or the intent of the league as reflected in these Rules and the League By-law.
11. **TEAM COLORS:** The Home team shall wear light-colored sweaters. If the Visiting Team does not have dark sweaters and has not made arrangements in advance, the home team shall change their sweaters if their dark sweaters are available before the game is scheduled to start, or the Visiting Team defaults.
12. **GOALKEEPERS:** If a goalkeeper is absent, or is injured and cannot continue, the referee shall allow up to 5-min for the team to replace the injured goalkeeper with any other eligible player on their team or with any eligible goalkeeper who is registered and insured by the ODMHA. A backup goalkeeper for the opposing team may be used on consent of the opposing coach, or any goalie registered in the ODMHA who is not registered on a "competitive" team listed in By-law 4.3.
13. **GAME SHEETS AND GAME DATA:** The Home Team shall fax the game sheet to the League, and shall submit by email the Game Data Sheet, immediately after the game or the game may be defaulted by the Home Team.

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