

Chittle Sports Academy - Ball Hockey League Rules

1. Players

1. Players (or Parent(s)/Guardian of players that are younger than 18 years old) must be registered and sign the disclaimer/waiver prior to participating.
2. Players are required to read and adhere to the league rules.
3. Players are required to wear proper equipment at all times.

2. Equipment

1. All players must wear a CSA approved hockey helmet with the chinstrap fastened.
2. Hockey, lacrosse or ball hockey gloves must be worn.
3. Referees may ask players with damaged sticks (cracked, splintered, etc.) to replace their stick at their discretion.
4. Goalies must wear full equipment including face masks (baseball gloves and street hockey equipment are acceptable).

3. Game Play

1. Teams will receive a 3 minute warm up starting on the hour.
2. Games will last 18 minutes with a 1 minute break between games (subject to change based on number of teams per division).
3. All games are run-time. (playoffs may change)
4. There will be no two-line pass rule.
5. There will be no offside or icing rules. (for Half/Cross Ice Games)
6. Team must have 4 players to start a game otherwise a 1-0 forfeit is awarded. (no player points will be given)
7. Once the ball has proceeded across the offensive blue-line, the offensive zone will extend to the center ice line. (for Full Ice Games)
8. Players must play 50% of the regular season games to qualify for playoffs.
9. One 30 second timeout per team per game. (Playoffs Only)
10. Tie Games (Regular Season) - Will remain a tie resulting in 1 point for each team.
11. Tie Games (Playoffs) - Will proceed to a 3 player sudden victory shootout, followed by a 1 player sudden victory shootout. (Players cannot shoot a second time until all players have had a shot, then any order/repetition can take place.

4. Penalties

1. Minor penalties will result in an immediate penalty shot.
2. Any infraction (called or not called) may be reviewed by the league at any time in which penalties, suspensions, or disciplinary actions may or may not be changed or reviewed.
3. This is a NON-CONTACT league, intentional contact or checking will result in a minor penalty, major penalty and/or suspension at the referee(s) and or leagues discretion.
4. Gloving the ball (palm clenched) and immediately placing it down without advancing the play is permitted. Any unreasonable (at the referees discretion) play/player advancement will result in an immediate dead ball. The not infracting team will be given the ball and play will resume when indicated by the referee, (NO penalty issued), the infracting team will give 1-2 sticks length of room to the opposition until play is resumed.

5. A minor penalty will be issued if a player participates in the play without his helmet or one or more shoes.
6. A minor penalty and or major penalty will be issued for any player who throws a stick or any other equipment.
7. A minor penalty will be issued for any intentional delay of game actions. Referee(s) are advised to issue a verbal warning but are not required to.
8. High-sticking the ball or careless use of a players stick (at the referees discretion)will result in an immediate dead ball. The not infracting team will be given the ball and play will resume when indicated by the referee, (NO penalty issued), the infracting team will give 1-2 sticks length of room to the opposition until play is resumed.. Referee(s) are advised to issue a verbal warning but are not required to (stick height not to exceed the crossbar). Continued high-sticking of the ball or careless use of a players stick (at the referees discretion) will result in a minor or major penalty.
9. A minor or major penalty will be issued for verbal or physical abuse to anyone. Referee(s) are advised to issue a verbal warning but are not required to.
10. A minor and/or major penalty will be assessed for golf swings with a hockey stick; however the referee may issue a verbal warning prior to issuing a penalty.
11. A minor penalty will be issued if a player is standing on the ball causing a delay of game.
12. Trash talking, excessive showboating, threatening, or discrimination towards anyone may result in a minor and/or major penalty at the referee's discretion. The convenor can notify the referee of an incident in this regard. In that situation the referee can assess a penalty.
13. Major penalties will result in immediate game ejection.
14. Major penalties and Suspensions will be reviewed by the league.
15. Major penalties may result in suspensions.
16. The referee at their discretion may terminate a game at any time.
17. Fighting will result in immediate suspension.
18. Refunds for player or team registration fees will NOT be issued for suspensions.
19. All suspensions carry into the playoffs and following season(s).
20. Suspended players are not allowed to be present during the suspension period.
21. Additional player(s) added to the roster must be registered and have league approval prior to participation.
22. Use of illegal players may result in team forfeit and/or suspensions.
23. Any protest must be made, typewritten, within forty-eight hours after completion of the game. The protest must be accompanied by \$25.00 (refunded if won).

5. General

1. Rules are subject to be reviewed and changed.
2. All Content Copyright Chittle Sports Academy 2013.