BALMY BEACH CLUB MEN'S HOCKEY

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# League Rules 202*4*-202*5*

**Note: All discipline related rules are listed on the CARHA/BBC Mens Hockey Sanction Chart.**

1. Each team must carry a minimum of **15** players and **1** goalie. All players must be full athletic members in good standing of the Balmy Beach Club. A team may carry more than the minimum number of players at its discretion.
2. Drunkenness or altercations of any kind in Ted Reeve Arena, or on arena property, will not be tolerated, and will result in disciplinary action by the Executive.
3. Ted Reeve Arena cannot be responsible for any articles stolen or left on arena property.
4. Regular season and Playoff standing ties are decided first by most wins overall, then record head-to-head, then fewest goals against.
5. Teams Captains and/or designates are the only authorized players to discuss/forward concerns to the League Executive.
6. Alcoholic beverages are not permitted in dressing rooms or any other area of the arena and parking area.
7. The League follows CARHA rules exclusively (unless otherwise stated in this document, and/or the Sanction Chart).
8. Only C.A.H.A. + C.S.A. approved hockey equipment, visors, face shields and helmets are permitted. All players must have a minimum of half visor to play in the league, with a full cage strongly recommended.
9. Teams are encouraged to have a Captain and (2) assistant captains. These are the only players allowed to discuss problems with the referees in games and on the ice.
10. No players are permitted to enter the referee room at Ted Reeve. The only exception would be both opposing Captains entering together to jointly discuss an issue post-game.
11. All games are 3 periods of stop time action. The first period is 12 minutes in length. The second and third are 10 minutes. The game clock will start when the referees take the ice, with 15 minutes posted. The Referees will whistle at the 13-minute mark. The clock will not stop until the first whistle of the game.
12. Teams must start the game with a minimum of 6 players in total. A team can start without a goaltender, but he must join the team before start of second period. If a goaltender is still not available by the start of the second period, that team will default the game.
13. A team that does not have 5 players (not including the goaltender) at game time will automatically default on the game.
14. Icing will be called using the center red line, however 2-line passes are permissible.
15. During a fight or altercation, the Referee may instruct the timekeeper to run the clock.
16. Slap shots are not permitted and will draw a minor penalty. A slap shot is deemed to be a shot with the stick rising above the knee.
17. Fake slap shots will cause an immediate whistle, with face-off in the offending zone.
18. Playing the puck with a high stick above the shoulder will result in a minor penalty.
19. Playing the puck with a high stick above the waist will result in a whistle, with a face-off in the offending zone.
20. Suspensions are issued by the Executive, using game sheet notes provided by the referees. Suspension decisions will be provided to the Team Captain and are eligible for a review by all Team Captains upon request by the suspended player’s Captain within 72 hours of the suspension.
21. Players deemed to be under the influence of alcohol or drugs will be immediately ejected from the game. Team Captains are responsible for ensuring players under the influence of alcohol or drugs do not participate in the game. Offending players will be subject to further suspension by the Executive.
22. If there is a goal differential of more than 5 goals with 5 minutes left in the third period, the game will revert to running time.