

MALTON MAVERICKS GYM LEAGUE



Rules and Regulations

MALTON MAVERICKS BALL HOCKEY

- All players must sign the Waiver form prior to playing.
- All players must wear helmets and gloves.
- Two 20 min periods, run time
- Last minute of the game will be stop time if the lead is 3 goals or less. (Regular Season)
- Each team will consist of 9 players (including goalie).
- A goal can only be assisted by 1 player.
- One time out per half (30 seconds). Faceoff will be in the middle.
- Teams switch sides at half.
- Shin pads are recommended.
- Goalies must wear full equipment.
- A maximum of five players are allowed on the floor from each team at a time. One must be dressed as a goalie. A minimum of three to begin a game.
- Balls can be played off the wall to oneself or another player
- If the goalie has clear possession of the ball the play is blown dead. The goalie must release the ball behind his own net for one of his players. The player has 5 seconds to play the ball. Player needs to make a pass before he can run or shoot the ball. **(Pass can be made in any direction, as long as the ball passes the line)**
- Any balls carried, shot or deflected out of bounds will be awarded possession to the opposing team. The team has 5 seconds to play the ball. If not played within five seconds the ball will again be awarded to the other team and will start behind their net.
- If there is a tie there is no OT; just a shootout (3 shooters). Shootout winner gets 2 points, shootout loser gets 1 point. This is only during the Regular season. Playoffs there will be an extra OT period and then a shootout.

- Players that do not wear league jerseys will not be allowed to play. **NEW!**
Goalies and replacement players will not be penalized.
- Players that come in after the first half (buzzer) will not be allowed to play in the second half. **NEW!**
- **TIE BREAK PROCEDURE:** 1) Head-to-head (if 2 teams tied), 2) Wins, 3) Goal Percentage = $GF / (GF + GA)$

Suspensions **NEW!**

- A player can receive minimum up to **4 games of suspension** for fighting, retaliating, leaving the bench, and dropping gloves. (Disciplinary actions will vary based on the situation.) **NEW!**
- Repeat offenders may face **removal** from the league. **NEW!**

PENALTY ADMINISTRATION

- All minor penalties are 3 minutes run time. Any Player receiving 3 penalties in a game will be ejected from the remainder of the game. Another player must serve the third penalty.
- If two players on the same team are assessed with penalties, the opposing team will have a 2-man advantage (4 on 2).
- BENCH CLEARING: Player(s) leaving the bench during any conflict will be given a minor bench penalty. **NEW!**
- Penalty starts when the ball is dropped by the officials. Players that receive penalties will go where time keeper is.
- Hitting from behind will be a 5-minute Major penalty. Player will be ejected from the remainder of the game (**Referees discretion**).
- **Major Penalties:** If a player receives a 5-minute major penalty, the player is ejected from the game and must leave the gym. A player on the floor at the time of the infraction must serve the entire 5-minute penalty, regardless of the amount of goals scored against during the penalty. Once the 5-minute major penalty has expired, the player serving the penalty may go directly into the game. Players serving penalties that are coincidental must return to play or to their bench at the first available stoppage of play once the penalty has expired.
- **First-Half:** If a Game Misconduct is issued in the first half of a game, the offending player will be unable to play the remainder of the game.

- **Second-Half:** If a Game Misconduct is issued in the second half of a game, the offending player will be unable to play the remainder of the game. The Organizing Committee may issue a suspension at their discretion
- All Officials decisions are final. Any verbal or physical abuse will result in an automatic 3 games suspension
- Good sportsmanship must be followed. Players showing poor sportsmanship may be asked to leave the gym.

HIGH STICKING:

- High sticking will be called if ball is touch with stick above the shoulders (minor penalty).
- If there is contact with another player. (Double minor penalty will be issued).
- If the high stick draws blood, there will be a 5-minute major penalty assessed + game misconduct or a 5-minute misconduct (**Referees discretion**).

PENALTY SHOTS

- **Defenseman:** If the defensive player covers the ball in the goaltender's crease with their glove.
- **Throwing the Stick:** If a defensive player or goalie throws their stick or other articles of Equipment in an attempt to prevent an opponents' scoring opportunity.
- **Throwing Objects:** If objects are thrown from a bench in an attempt to interfere or prevent an opponents' scoring opportunity.
- **Breakaway Tripping:** If a defensive player trips or holds an opponent with their stick or hand that is on a breakaway and does not score a goal. There must be no other defenders between the offensive player and the goalie and the offensive player must be making an attempt toward the net.
- **Knocking the Net Off:** If a defensive player deliberately knocks the goal off the goal line in Order to prevent a scoring opportunity

Gym League Principles and Expectations

- **Volunteers:** Volunteers have no such powers, so do not direct your concerns towards them. The only discretion they have is to bring any disputes to the attention of the organizers.

- **Disputes:** All disputes or confusions, including disputed referee calls and disciplinary action, are ONLY to be rectified by the organizers.
- **Organizing Committee:** If there is a strong disagreement with referees, the captain needs to talk to the Organizers, not to the referee. If you disagree with the officials at your game, please control your emotions and speak with Organizers at a timeout, half-time, or end of the game.

Replacement/Borrowing Players

- If the team does not have a minimum of 3 players to start the game, league will wait 5 minutes until they force a forfeit. **NEW!**
- If you are missing your goalie for the night, then you must let the league know ahead of time to arrange for a backup. The league will arrange a backup or borrow a goalie from another team.
- Committee has to approve replacement goalie.
- If your goalie is injured during the game, the team can ask for replacement, the borrowing team **will not** be penalized.

Trade Rules

- Trades must involve equal numbers of players going to each team (e.g. "2-for-2" trades are permitted but "2-for-1" trades are prohibited).
- Teams can make trades before the season starts.
- **Trading Limit:** Teams may not trade more than a total of **SIX** players off their roster over the season. This is to ensure that teams are not undergoing rapid upheaval which can upset the balance of each team.
- All trades will be pending MMGL Committee approval. **NEW!**
- Trading of Draft Picks: Trades for draft picks occurring during or before the Draft may only happen as equal numbers of draft picks being exchanged.
- A player cannot be traded back to his former teams. **NEW!**
- Replacement Players can be traded. **NEW!**

- Players cannot be replaced after the trade deadline. (Goalies are an exception).

***Committee may allow replacements in emergency situations depending on the situation for both playoffs and regular season! ***

Additional Rules

- Last minute of the game will be stop time if the lead is 3 goals or less. (Regular Season)
- Players that do not wear league jerseys will not be allowed to play. Goalies and replacement players will not be penalized.
- Players need 4 games to qualify for Playoffs. (Does not apply to goalies) **NEW!**
- Maximum of 6 players can be traded throughout the season. (Once the draft is complete)
- Players that come in after the first half (buzzer) will not be allowed to play in the second half. (before the first buzzer)
- All trades will be pending MMGL Committee approval.
- Players cannot be traded back to their former teams.
- Replacement players can be traded.

*****Committee may allow replacements in emergency situations depending on the situation for both playoffs and regular season! *****

- If a team is missing a goalie for the night, MMGL will reach out to league replacement goalies FIRST before reaching out to other teams. The team will start with a 3-minute minor penalty.

*****Exceptions can be made by the MMGL Committee for all the above rules. *****

*****COMMISSIONERS CAN OVERRULE THE MMGL COMMITTEE AT ANY POINT OF THE SEASON & PLAYOFFS*****