

***Welcome to the Orlando Ball Hockey League***



*This season continues new and exciting changes and we thank you all for your participation. Orlando Ball Hockey League is dedicated to the players and teams. Have a safe and enjoyable season!*

### **MISSION OF THE LEAGUE:**

Orlando Ball Hockey League is a registered 501c (3) non-profit organization dedicated to the growth and governance of the sport of street/ball/dek hockey in Orlando Florida.

#### Orlando Ball Hockey League Board:

Derek Miller – Commissioner – djmiller83@hotmail.com

VP of League Operations: Andrew “Drew” Ziermann

A) VP Assistant – Jared Buttle

Facilities Chairman: Ryan Jankowski

Rules and Competition Committee: John “Toasy” Tossado / Mitch D’Angelillo

### **LEAGUE ROLES AND LEADERSHIP**

- 1) **Referees** are responsible for:
  - A) Refereeing games in a fair, objective and honest manner in accordance with the OBHL Rules and Regulations.
  - B) Maintaining order during league games between teams.
  - C) Being punctual, professional, and courteous at all times to other league members, players, and spectators to promote the general health and well-being of the league.
- 2) **Captains** are responsible for:
  - A) They are in charge of their respective teams who play in the league.
  - B) All conduct and internal discipline for their team.
  - C) Maintaining and promoting an attitude of competitive, clean and fair play in all league games.
  - D) Appointing an assistant captain for their team when the captain is not present.
  - E) Ensuring their team is prepared for games, that the team is punctual, the team is aware of the rules, and that the team is committed to following the rules and regulations during league play.
  - F) Checking in team to Time Keeper and keeping roster updates with league personal.
  - G) Collection of all funds and player waiver form for their team.
- 3) **Players** are responsible for:
  - A) Following captain’s decision.
  - B) Reading and playing by the league rules.
  - C) Maintaining and promoting an attitude of competitive, clean and fair play in all league games.
  - D) Paying dues on time to Treasurer by third week of the season.
  - E) Making sure appropriate forms are filled out before starting season.
- 4) **Time Keepers** are responsible for:
  - A) Operations of the scoreboard during all league games and assisting with and working with referees to resolve any questions or discrepancies.
  - B) Responsible for keeping track of all stats during game play.

### **OBHL LEAGUE**

- 1) All games are to be played at the rink located in Greenwood Lakes Park in Lake Mary, FL.
- 2) League is divided up into two leagues, **A** and **B**. It is the responsibility of the League Executives to assess players to see which league they will play for.

- 3) Schedule for Games:
  - A) A League plays on Sunday at 9am and 10am (Spring and Fall Seasons).
  - B) B League plays on Wednesday at 7pm, 8pm and 9pm (Spring and Fall Seasons).
  - C) Summer League plays Wednesday at 8pm and 9pm (Summer Season Only).
- 4) Team standings and individual statistics will be updated and posted weekly on OBHL Website. Statistics will be recorded and maintained by League Personal.
- 5) The statistics are recorded by player's number; therefore, it is the responsibility of the Team Captain to keep your League Personal informed of any possible changes.

### **GAME FORMAT/STANDINGS**

- 1) The season shall consist of 8-10 games with playoffs.
- 2) Game Duration for games are two (3) periods of fifteen (15) minutes running time. Stop time shall be used when:
  - A) A penalty has been assessed.
  - B) The last two (2) minutes of the 3<sup>rd</sup> period when a team trails by less than 2 goals.
- 3) Each team shall have a single ninety (90) second timeout to use per game.
- 4) The team with the most goals at the end of the game shall be declared the winner and receive two points in the standings.
- 5) Teams losing in overtime or a shootout shall be credited for an overtime loss (OTL) and receive one point in the standings.
- 6) Teams losing in regulation shall receive no points.

### **PLAYOFFS/CHAMPIONSHIP GAME**

- 1) All games will be played at same location, time, and duration as regular season.
- 2) Playoffs are a single elimination game except for the Championship game.
- 3) Championship game is best two out of three games series.
- 4) A League - four Team Playoffs:
  - A) Playoffs Week 1:
    - 1<sup>st</sup> place in regular season, will play 4<sup>th</sup> place team in regular season (Playoff Game 1).
    - 2<sup>th</sup> place in regular season, will play 3<sup>rd</sup> place team in regular season (Playoff Game 2).
  - B) Championship Game:
    - a. Winner of Playoff Game 1 will play winner of Playoff Game 2 for a best of three series.
- 5) B League - Six Team Playoffs:
  - C) Playoffs Week 1:
    - 1<sup>st</sup> and 2<sup>nd</sup> place in regular season will have a bye
    - 3<sup>rd</sup> place in regular season, will play 6<sup>th</sup> place team in regular season (Playoff Game 1).
    - 4<sup>th</sup> place in regular season, will play 5<sup>th</sup> place team in regular season (Playoff Game 2).
  - D) Playoffs Week 2:
    - Winner of Playoff Game 2 will play 1<sup>st</sup> place in regular season (Playoff Game 3).
    - Winner of Playoff Game 1 will play 2<sup>nd</sup> place in regular season (Playoff Game 4).
  - E) Championship Game:
    - a. Winner of Playoff Game 3 will play winner of Playoff Game 4 for a best of three series.

## **PLAYOFF/CHAMPIONSHIP GAME OVERTIME**

### **Playoff Games:**

- Teams play one (1) five (5) minute, sudden death to determine the winner of the game. If there is no winner after the overtime period, then a shoot-out will decide the winner (see Shoot Out). Higher seed team has first choice when to shoot in shoot out.
- Each team will have 5 runners and a goalkeeper.

### **Championship Games:**

- Teams play fifteen (15) minute, sudden death to determine the winner of the game. If there is no winner after the overtime period, then another period will repeat until a goal is scored and a winner is declared.
- Each team will have 5 runners and a goalkeeper.

## **SHOOTOUT RULES**

- 1) Teams choose three (3) players for the shootout. Each player is entitled to one (1) breakaway opportunity.
- 2) The team that has the most goals after the 3 selected shooters wins the game. If there is a tie in goals once again, the shootout rounds will continue with one shooter per team until the tie is broken.
- 3) Players may not shoot a second time until all players have participated.
- 4) In the event one team has fewer players, then the team with the greater number of players may select any shooter once the team with the fewer players has all participated.
- 5) Once shoot begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper. A runner may NOT stand in as a goalie in a shootout.

## **PLAYOFF QUALIFYING TIE-BREAKER ORDER**

- 1) In the event that two (2) teams are tied in points upon closure of the regular season the following format will be applied to determine qualifying and seeding for the playoffs:
  - A) Personal record between the teams.
  - B) Total wins.
  - C) Team with higher plus (+) rating.
  - D) Team with fewest combined team penalty minutes.

## **OBHL LEAGUE RULES/PROCEDURES TEAMS AND EQUIPMENT**

### **ROSTERS**

- 1) A team may have maximum of eighteen (18) signed players.
- 2) Roster must be sent to the Commissioner for approval before season starts. Once approved the roster will be recorded on OBHL website.

- 3) The roster on the official game sheet will be downloaded from OBHL website and will be the official roster used by the Timekeeper.

### **PLAYOFF QUALIFICATION**

- 1) A player must participate in four (4) regular season games in order to qualify for playoff participation and league dues must be paid (by week 3).
- 2) It is very important that the team representatives check all game sheets immediately after game play to make sure that there is a match between your records and the leagues. If there is an error (i.e. player participated and wasn't checked off on the game sheet) and it is not reported to the league office within 24 hours then the error proceeds unchanged.
- 3) The League Executive will monitor player participation. A player may still be able to qualify see 'Special Roster Regulations'.

### **SPECIAL ROSTER REGULATIONS**

A player must participate in a minimum number of games as published by the league (see Playoff Qualification) to participate in the playoffs. In the event a player has not met these minimum requirements, he may still be eligible if one of the below exceptions apply:

- Player was sick or injured and could not participate (medical documentation required).
- Player was working or living abroad or outside a reasonable local jurisdiction thus preventing him from participating. Supporting documentation or proof of habitation may be required.
- Betterment of the league - A player with mass appeal/influence is interested in playing that will promote the betterment of our league and sport as a whole.

The above exceptions are deemed acceptable reasons for not meeting the general rule and will be allowed to participate in the playoff session. The spirit of this rule and these exceptions, is to ensure players who were otherwise well enough and capable enough to participate and yet chose not to partake are disqualified from play.

**Player fees** – in the event a player has defaulted on paying owed fees to team, the player will be deemed ineligible from participating in the OBHL until the matter is resolved to the satisfaction of the team.

### **PLAYERS IN UNIFORM**

A team must have five (5) players in uniform by scheduled game time and a maximum of fifteen (15). If at the scheduled game time, a team does not have five (5) players in uniform then the team loses by default. It is the discretion of the official to grant a five (5) minute grace period before calling a game default. A defaulted game results in a 1 – 0 loss. If there are 5 players in uniform and no goalie dressed then no player may assume the privileges of a goaltender. Teams are allowed to borrow a goaltender provided the borrowed goaltender is signed in the OBHL.

## **GOALTENDERS IN UNIFORM**

It is essential for the quality and integrity of the league that teams have a goaltender dressed for each game. A back-up goaltender dressed and ready for play is allowed and encouraged. If a team decides to 'pull' their goaltender for reasons other than injury, and does not have a back-up goaltender ready regular line change rules apply and no time will be allotted to ready an alternate goaltender. In this instance a team may field 6 players and no goaltender but no player may assume the privileges of a goaltender. If a goaltender is injured and has to be replaced, then a team is allowed fifteen (15) minutes before the game commences.

## **BACK-UP GOALTENDERS**

- 1) If teams do not have a back-up goalkeeper, the team may use any goalie registered to OBHL for regular season games.
- 2) For Playoffs/Championship game, only players on the team can be used as a goalie.

## **TEAM UNIFORMS AND EQUIPMENT**

All players participating on a team must wear exactly the same colored jersey. All team jerseys must be numbered from 0 – 99. Two (2) players may not wear the same number. Fraction additions or subtractions are not permitted. Numbers MUST be legible, no tape or other forms of temporary numbers are permitted.

## **EQUIPMENT**

- 1) Team colored jerseys are set before the season starts. Contact Commissioner if team wishes to changes color.
- 2) Each team will be required to have like-colored jerseys or shirts with numbers located on the back of each.
- 3) The following equipment is MANDATORY in order to participate in game play:
  - A) Runners
    - Shin guards
    - Gloves of any kind
    - Hockey Stick
    - Running Shoes
    - Matching Jerseys
  - B) Goalie
    - Goalie Mask
    - Full legal goaltender equipment
    - Chest Protector
    - Thigh Pads
    - Goalie Leg Pads
    - Glove or Trapper

- Blocker
  - Stick
  - Running Shoes
  - Matching Jerseys
- 4) Optional Equipment which is highly recommended by league but not required:
- Mouth Guard
  - Helmet
    - This is only **Required for players under 18 of age.**
  - Protective Eyewear
  - Athletic Protector (aka “cup” or “jock”)

### **TEAM CAPTAINS AND ALTERNATES**

Each team is allowed to have one (1) Captain (does not have to be the Team Representative) and up to three (3) Alternate Captains. It is not mandatory for a team to have a Captain but they cannot exceed three Alternate Captains. Captains and Alternates must be clearly identified on the team’s roster and noted on the Official Game Report and communicated to the timekeeper. Only a team captain or assistant on the playing surface may enquire about rules being called in their team’s game with the officials. If a player other than the teams’ captain or assistant questions an official they may be assessed a penalty.

### **DEFAULTED GAMES**

If a team fails to show up for their game, the game is recorded as a 1-0 loss in favor of the opposing team.

### **ACCUMULATIVE PENALTIES**

Per Game:

- A player will be ejected from a game if they receive 3 minor penalties or more during the course of the game.

Game Ejection:

- A player can be given a ‘Game Ejection’ in lieu of a misconduct penalty.
- Two (2) minutes will be recorded against the player given a ‘game ejection’.
- The spirit of this rule is to promote player safety.
- The rule applies to any player who has not accumulated three (3) penalties but is behaving in a derogatory and undisciplined manner and is potentially becoming a danger to himself and to other players at the official’s discretion.
- If a player is ejected from a game they must leave the premise to prevent any future issues.
- Failure to comply with this rule results in an additional game suspension and possible default for their respective team.

### **Fighting, Misconduct and Match Penalties**

## **DISORDERLY CONDUCT**

- 1) If a team is ordered to leave the bench by a league official, they must do so immediately or a team fine of fifty (\$50) will be assessed.
- 2) Any team involved in questionable conduct on arena property (including parking lot and social media) will be suspended from further league play for the balance of the season.

## **FINES**

It is the responsibility of the Team Representative to check the game sheet after each game to monitor fines and suspensions that may be applicable. (A final ruling on major incidents under review by the OBHL Executive must be acknowledged and appropriate remedies taken before said player or team may compete in next scheduled game.) In most cases, all applicable fines and or suspensions will be marked on the game sheet, however it is still the responsibility of the Team Representative to know the OBHL Rules and to adhere to its' fines and suspensions in the event it is not marked down on the game sheet correctly.

## **ASSIGNMENTS**

There will be and least one (1) but preferably two (2) referees and a Timekeeper assigned to each game. In most cases a board member will be present. The League Executive may be approached by a Team Representative regarding most league related issues, however if the issue relates to a judgement made by a game referee then those issues should be discussed only with the League Executives.

## **NO ALCOHOL POLICY**

ALCOHOL IS NOT PERMITTED. PLAYERS MUST BE AWARE THAT WE PARTICIPATE ON CITY OWNED PROPERTY AND THIS POLICY IS IN FULL EFFECT. PLEASE NOTE: THERE WILL BE NO WARNINGS. IF A PLAYER IS CAUGHT DRINKING ON CITY PROPERTY THEY WILL BE IMMEDIATELY REMOVED FROM FURTHER PARTICIPATION WITHIN THE ORLANDO BALL HOCKEY LEAGUE AND POSSIBLY FINED BY THE CITY.

## **HOME/VISITORS BENCHES**

Teams are to start the game on the respective benches indicated on the season schedule. (If not marked on the season schedule clearly then the team listed on the left side of the opponent's team on the schedule is considered the visiting team). The goaltender will switch ends at the end of the period. It is recommended that runners start on the opposite end of the playing surface from their benches to make it easier to 'pull' the goaltender if needed during the final period.

## **GAME START TIMES**



The warm up clock shall indicate three (3) minutes. At approximately one (1) minute the Referee will blow their whistle to warn teams to get ready. The game will commence with fifteen (15) minutes set on the game clock.

### **SHAKING HANDS**

Although not enforced, in an act of sportsmanship teams are encouraged to shake hands with their opponents at game's end.

### **INSURANCE**

The league will maintain insurance.

### **TIMEOUTS**

Each team is allowed one (1) timeout per game. There are no timeouts allowed in regular season overtime play. Timeouts are ninety (90) seconds in duration.

### **UNIQUE SITUATION**

In the event that a unique situation arises and it is not covered in the OBHL bylaws, the League Executive or possibly the League Board will make the best decision as they see fit. Commissioner has the right to act in best interest of league with all decisions.

### **TEAM/PLAYER FEES**

Teams have a choice between Team or Player fees.

Team fees:

- Team fees are \$750 a season.
- Team fees are due as published by the League before the first game.

Player fees

- Player fees are \$65 per league a season or \$110 both leagues per season.
- If a player cannot pay the full amount, the player will be put on a payment plan.
- It is the captain and player's responsibility to check with league treasurer to see if any player has any outstanding dues.
- A player must be paid in full in order to participate in playoffs. If player does not pay in full, he will not be eligible for playoffs or season after until payment has been reached.

League Executives are able to work with player in this area with a plan with the team captain.

### **APPEALS**

All decisions regarding an appeal must be ratified before a player/team can compete in their next scheduled game. A mid-season Team Representative meeting will be scheduled if time permits. All

team payments must be paid in full by the final meeting scheduled. It is up to the League Executive to inform Team Representatives when the final meeting will take place. Teams that are not fully paid on that final meeting date may be subject to expulsion from the league or fined fifty (\$50) dollars per week up to the start of the first regular season game. If in the opinion of the League Executive, a player or team acts beyond the appropriate conduct necessary to the OBHL rules and regulations, the player or team will be released from participating in the OBHL and may only return subject to review. If an appeal is to be made, (1) league must receive written appeal within 48 hours of incident or after Official's published incident report (2) it must be accompanied by a payment of fifty (\$50) dollars. The appeal fee (\$50) may not be placed towards the fine in question. \$25 is refundable if the team appeal is successful. There are no appeals permitted for fighting majors.

### **SPECIAL ROSTER REGULATIONS**

A player must participate in a minimum number of games as published by the league (see Playoff Qualification) to participate in the playoffs. In the event a player has not met these minimum requirements, he may still be eligible if one of the below exceptions apply:

- Player was sick or injured and could not participate (medical documentation required)
- Player was working or living abroad or outside a reasonable local jurisdiction thus preventing him from participating. Supporting documentation or proof of habitation may be required.
- Betterment of the league - A player with mass appeal/influence is interested in playing that will promote the betterment of our league and sport as a whole.

The above exceptions are deemed acceptable reasons for not meeting the general rule and will be allowed to participate in the playoff session. The spirit of this rule and these exceptions, is to ensure players who were otherwise well enough and capable enough to participate and yet chose not to partake are disqualified from play.

Player fees – in the event a player has defaulted on paying owed fees to team, the player will be deemed ineligible from participating in the OBHL until the matter is resolved to the satisfaction of the team.

### **SUSPENSION SCHEDULE**

- **Game ejection (in lieu of misconduct)** - 2 minute minor - no suspension
- **Misconduct** - 10 minutes
- **Two majors in one game** - additional 1 game suspension
- **Two misconducts in one game** - 1 game suspension
- **Game misconduct** - 10 minutes - 1 game suspension
- **Gross misconduct** - 10 minutes - 2 game suspension
- **Fighting major** - 5 minutes - 3 game suspension
- **Fighting instigator or aggressor** - 5 + 2 minutes - 2 game suspension
- **Self-defense fighting when aggressor assessed** - 5 minutes Game ejection- No suspension

- **Third-Man-In** - 10 + 2 minutes - 1 game suspension
- **1st player off the bench- Game misconduct** - 10 minutes - 1 game suspension - 20 minutes record
- **1st player off opposing bench - Game misconduct** - 10 minutes - 1 game suspension - 15 minutes record
- **Fighting off the playing surface** - 10 minutes - 3 game suspension
- **Verbal abuse of official**- 2 min for 1<sup>st</sup> offense and 2<sup>nd</sup> offense - 5 minute - 1 game suspension
- **Striking/attempt to strike official** - 5 minutes - season suspension

## PENALTIES

All standard hockey penalties will be enforced. Note: this list is not all inclusive. The official NHL rule book shall be considered the final authority on whether or not a penalty shall be assessed.

### Minor Penalty = 2 minutes

- **Abuse officials** - Arguing with, insulting, using obscene gestures or language directed at or in reference to, or deliberately making violent contact with any on or off floor official. Players who continue to abuse officials after the call has been made will be given a 10 minute game misconduct, ejection, and a 1 week suspension which shall be served the immediate week after. If the offense takes place during the playoffs, the player must serve their suspension during the next season's first week.

**NOTE:** Players are advised to not argue any calls with referees. This includes both non-penalty and penalty calls. Players should discuss with their team captains any calls they believe are incorrect.

**Only team captains are allowed to discuss calls with referees.**

- **Butt-ending** – Jabbing at an opponent with the end of the shaft of the stick.
- **Closed hand** – A player closes their hand around the ball while in the offensive zone or while in the defensive zone and makes any motion other than to place the ball directly in front of them.
- **Delay of game** - Stalling the game. For example, shooting the ball out of play, holding the ball in the hand, refusing to send players out for a faceoff, repeated deliberate offsides, interfering with rink equipment to force a stoppage of play, a goaltender covering the ball past the defensive zone face-off marker. Other items not listed may be called at the referee's discretion.
- **Double hit** – Hitting the ball two or more consecutive times with any part of your body other than your legs, torso, and head.
- **Elbowing** - Hitting an opponent with the elbow accidentally. Intentional elbows may be escalated to more severe penalties at the referee's discretion.
- **Goaltender Interference** - Physically impeding or checking the goalie. Standing in front of an opposing goalie and "engaging in actions such as waving ones arms or stick in front of the goaltender's face for the purpose of improperly interfering with and/or distracting the goaltender" will draw a minor unsportsmanlike conduct penalty. Visually impeding the goalie's view of the play with your body, called "screening", is legal.

- **High-sticking** - Touching an opponent with the stick above shoulder level. A minor penalty is assessed to the player. If blood is drawn, a double-minor (4 minutes) may be assessed at the discretion of the referee. A double-minor when blood is not drawn may also be assessed at the discretion of the referee. Also, a goal that is scored by means of hitting the puck with a high stick will not be counted, except when the goaltender is credited with knocking the ball into his own goal.
- **Holding** - Grabbing an opponent's body, equipment or clothing with the hands or stick in an attempt to restrain the opposing player from moving.
- **Holding the stick** - Grabbing and holding an opponent's stick, also called when a player deliberately wrenches a stick from the hands of an opposing player or forces the opponent to drop it by any means that is not any other penalty such as Slashing.
- **Hooking** - Using a stick as a hook to slow an opponent or impeded their progress. Note that no contact is required. If stick to stick contact is made, no penalty shall be assessed.
- **Illegal Equipment** - Using equipment that does not meet standard hockey regulations or other commonly respected guidelines. Runners may not play with a goalie's stick except to deliver a goalie's stick back to the goalie in instances where the goalie lost control of their stick. A goalie may play with a regular player's stick.
- **Interference** - Impeding an opponent who does not have the puck, or impeding any player from the bench. Note that no contact is required.
- **Playing with Too Many Sticks** - When a player plays with more than one stick and attempts to make a play. For example, if a goalie were to lose his stick and a player from his team runs over to pick up the goalie stick and then, while running back to the goalie with both sticks, attempts to touch a live puck with either stick, that player will be called for Playing with Too Many Sticks.
- **Pushing** - Using your hands with sufficient force to knock an opposing player off balance or off of the ball or to generally interfere with a player's movement or position. Note that this is often a judgment call by the referee and should not be argued.
- **Roughing** - Pushing and shoving after the whistle has been blown or checking an opponent with the hands in his face. Also when an illegal body check is made. A Roughing penalty will also be assessed to any player that uses force which in the referee's opinion is unnecessary or dangerous to other players.
- **Slashing** - Swinging a stick at an opponent and making contact with any part of their body. Instances where one player prevents another player from gathering the ball by swiping their stick onto the other player's stick may incur a slashing penalty depending on the severity of the strike.
- **Tripping** - Tripping another player by any means, whether incidental or accidental, or causing another player to fall by any means. Note that no contact is required.
- **Too many men on the floor** - Having more than six players (including the goalie) on the floor involved in the play at any given time. "Involved in the play" is key; players that are entering the rink as substitutes for players coming off (line changing) may enter the rink once the player returning to the bench is less than five (5) feet from his team's bench. At that point the returning player is considered out of the play, even if the play passes in front of the bench, unless he actively makes a move for the puck. Players entering the rink are part of the play as soon as their feet touch the floor.
- **Unsportsmanlike conduct** - Arguing with a referee; using slurs against an opponent or teammate; playing with illegal equipment; making obscene gestures or abusing an official. Goaltender crosses the center rink line for any reason other than to leave the floor during a

delayed penalty. May also be called if a player drops gloves and stick in preparation for a fight, but the nonoffending player does not drop the corresponding equipment and has committed no action (verbal or physical harassment) to attempt to instigate a fight.

**NOTE:** Any player being assessed three (3) minor penalties in a given game will be ejected from that game. Another member of the player's team will be required to serve the 3rd minor penalty.

**Major Penalty = 5 minutes with unlimited goal scoring**

- **Boarding** – Inadvertently pushing an opponent into the boards while the player is facing the boards. If deliberate, penalty will be escalated to Attempt to Injure.
- **Intentional Checking** – Checking an opponent away from the play and in the opinion of the referee was in no way related to the flow the game or had any hockey value.
- **Checking from behind** - Hitting an opponent from behind with force anywhere on the floor. This penalty will often be assessed at the referee's discretion.
- **Instigator penalty** - Being the obvious instigator in a fight. Called in addition to the five minute major for fighting. Since fighting is an automatic ejection, another player from the team must serve this penalty.
- **Joining a fight** - Also called the "3rd man in" rule, the first person who was not part of a fight when it broke out but participates in said fight once it has started for any reason, even to pull the players apart.
- **Kicking** - Kicking an opponent without the intent to injure. If intent to injure is seen, the penalty shall be escalated to Attempt to injure.
- **Spearing** – Accidentally stabbing an opponent or thrusting at an opponent with the stick blade.

**NOTE:** Any player receiving 2 of these major penalties in one game will result in that player's ejection from the game. Another member of the player's team will be required to serve the 2nd major penalty.

**Major Penalty = 5 minutes + 10 minute game misconduct + ejection**

- **Attempt to injure** - Deliberately trying to harm an opponent, whether successful or not.
- **Fighting** - Engaging in a physical altercation with an opposing player, usually involving the throwing of punches. Minor altercations such as simple pushing and shoving, and punching with gloves still in place, shall be generally called as Roughing. This infraction carries an automatic 10 minute misconduct and game ejection.
- **Secondary altercation** - Issued when players engage in or attempt to engage in a fight after the original fight (between two separate players).

**NOTE:** Players may be subjected to further discipline at the sole discretion of the Commissioner for any of the 3 infractions listed here in Part iii.

Any player who receives a second penalty for

- **Attempt to Injure**
- **Fighting**
- **Secondary altercation**

at any point during the season will result in that player being ejected for the remainder of the season and playoffs. That player shall also receive **NO REFUND**.

FIGHTING WILL NOT BE TOLERATED!