**Governing Play**

All CHA rules are in effect unless otherwise stated.

The Management Committee has final authority concerning all rules and regulations including, but not limited to, suspensions, expulsions and general discretion of conduct.

All players are required to wear neck guards and mouth-guards

Coaches must ensure there are least two adults in the dressing at any time players are present. If not, the Coach or parents should not enter the room. This is mandatory

**Replacements & Reserves**

Notification must be given to the Convenor. Failure to give proper notification may result in possible suspension

Teams must use other registered players from existing teams or AP list (if available) from your division or lower. **A team may borrow from their opponent if required to meet the** **minimum number of players**. However, the victory will be awarded to the team-sharing players, as their opponent did not meet the minimum required players.

Teams can use up to as many players as needed to bring their roster to the minimum players.

Unregistered players may NOT be used for any reason. Players interested in being on our AP list must register as an AP and are restricted to play three (3) games during the season. An AP will pay $20.00 per game.

Registration is required due to insurance liability; any unregistered player will not be covered by insurance.

The Convenor will inform the league that an AP has been used in a game so they are covered by insurance.

Rules of Play

All games will be NON-BODY CHECKING, All games will be 2 - twenty-three (23 minute) running time periods

All divisions will be playing with a ONE MINUTE BUZZER SYSTEM

All penalties will be given at the time of an infraction. The clock will stop. The player that was a recipient of the penalty will take a penalty shot from the Red line at the centre of the ice. (If this player is injured he may select another player to take his shot) The balance of the players will line up on the blue line and chase down the shooter. After the shot has been taken the time clock will resume play. Let’s make this a quick transition and not slow the game down.

When play is stopped due to the goalie controlling the puck or a goal was scored, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty for the offending team

There is no centre-ice (red) line, and therefore no icing calls.

No one player may score more than three (3) goals per period and a total of six (6) goals per game. If a player scores more than three (3) goals in a period or a total of six (6) goals, the goal does not count and the goal is award to the other team. (3) Goals per period or six (6) total in a game. Coaches and Conveners please ensure timekeepers are keeping accurate records and inform the referees and coaches about players that have scored too many goals. Exceptions: A player may score as many goals as they can as long as their team is losing or tied. Once their team takes the lead they play under the three (3) and six (6) goal restriction.

When offside’s are called in 3 on 3 hockey or 4 on 4, Players must retreat back into the neutral zone before they can attack again........no face offs, just a whistle.

**Teams**

Only registered players on team rosters or waiting list may play.

A full team shall be composed of (6) to twelve (12) skaters and one (1) goalie; If Teams are using an AP(s) player that (those) player(s) can only be used to bring the team up to 9 skaters and a Goalie. AP players must be of equal quality as missing player whenever possible.

Teams must start the game with a minimum six (6) players i.e. 6 skaters and a goalie or the Convenor will look to provide players from the other team or another team in that division.

**SHOT HITTING GOALIE MASK**If a shot hits a Goalie in the mask the play will be immediately blown down and the play will be dead. .

In the case of a shortened bench due to any reason at the sound of the buzzer all players must contact the boards in front of the team bench, this contact must be made with their glove, not their stick...the double-shifted player(s) may then rejoin the action after having touched the bench boards

Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game

Players ejected with five (5) minutes left to play in the game shall be assessed a further (1) game suspension

If a player is ejected during a second game under rule three (3) that player will be served a further one (1) game suspension

A third ejection will result in a disciplinary hearing with the Convenor for further suspension or possible expulsion from the league.

Body checking penalties will be deemed as two (2) offences on the score sheet only. Two (2) body checking penalties in the same game will result in the immediate ejection from that game plus a further (1) game suspension.

Any player having been assessed two (2) unsportsmanlike conduct penalties in the same game shall be assessed a minimum one (1) game suspension pending further review by the Convenor.

**Uncompetitive games/Fair play to all**

If a team is winning by 4 goals the losing team can add an extra player on the ice and play 4 on 3(3 on 3) or 5 on 4(4 on 4), if the coach chooses to implement the rule. The extra player must leave the ice once there is a 2 goal difference. Depending how competitive the games are we might also add player movement rule before each game. Where a teams may swap a line and play against each other.

**Coaches**

Up to (3) three coaches, assistants or trainers may be on the benches. All bench personnel must be a minimum 21 years of age and registered with the league

Coaches are required to make every effort to ensure EQUAL ICE TIME. There is to be no shortening of the bench. Use of players should be in a rotation basis nothing to do with skill set.

Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for a minimum 1 game and subject to further review for possible expulsion from the league. INAPPROPRIATE BEHAVIOUR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!

In the absence of a goaltender and where a team is using a fourth skater as a replacement, any player taking a slap shot towards the goal shall be assessed an "unsportsmanlike conduct" penalty

Coaches we encourage you to meet before the game and set up a line matching strategy so good players play with good and weaker with weaker if possible.