



## JUNIOR B RULES SUPPLEMENT 2018 - 2019 SEASON

### INTRODUCTION

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The Pacific Junior Hockey League (PJHL), Vancouver Island Junior Hockey League (VIJHL), and the Kootenay International Junior Hockey League (KIJHL) are members of BC Hockey and therefore abide by the playing rules set out by Hockey Canada.

The purpose of this document is to set out rule supplements (over and above Hockey Canada playing rules) that have been agreed to by the PJHL, VIJHL, KIJHL, and BC Hockey.

### SECTION 1 – PLAYERS DRESSED

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1.1 A minimum of 14 players including Goalkeeper must be dressed for all games

### SECTION 2 – WARM UP, ANTHEM AND PERIOD BREAKS

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2.1 There shall be a 15 minute pre-game warm up.

2.2 The maximum period break shall be 25 minutes. A minor penalty (2 minutes) will be assessed for delay of game should a team violate this maximum period break.

2.3 Any player that is not off the ice at the end of the warm-up will result in the team being assessed a two (2) minute minor penalty. (One Penalty if this involves multiple players)  
Exception: Designated player(s) assigned to gather pucks after the warm-up

2.4 A minor penalty will be assessed for deliberately shooting the puck at an opponent or crossing over the red line during warm up. A report shall be provided to the League President.

2.5 All players and coaches must stand still to the completion of the National Anthem. The League Discipline Committee shall have the discretion to investigate reports of teams and/or players who are showing disrespect of the Anthem. A two (2) minute penalty shall be given to a team for disrespect of the anthem.

### SECTION 3 – JERSEY TIE DOWN

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3.1 There shall be a two (2) minute minor penalty assessed to any player not wearing a jersey tie down who is involved in a fight and his jersey comes up to the height of the shoulder blades or is able to remove his arm from the jersey.



## SECTION 4 – PUCK OUT OF PLAY

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4.1 When any player (excluding the goaltender), with both skates inside his defending zone shoots or bats the puck (with stick, hand or skate) DIRECTLY (not-deflected) outside the playing surface, except where there is no glass, the resulting face off shall ensue without the offending team being able to make a line change or player substitution.

When the puck is shot directly into the players' bench, this rule shall not apply. However, should the puck be shot from the defending zone over the glass behind the players' bench, no line change or substitution shall be permitted. This rule shall also include situations where the puck is considered to be shot outside the playing surface from the defending zone and striking any overhead obstructions above the regular playing area such as; scoreboard, rafters, banners or roof etc.

The Goaltender shall still be penalized with a minor penalty for delay of game as per Hockey Canada Rule 10.11 d) for shooting the puck out of the playing surface. Further, should a player delay the game deliberately by shooting, batting or throwing the puck out of playing surface, they shall be assessed a minor penalty under Hockey Canada Rule 10.11 b).

## SECTION 5 – FACE OFFS AND PLAYER SUBSTITUTION

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5.1 Face-off following a penalty will automatically go to the defensive zone of penalized team

5.2 There are four (4) exceptions to the face off occurring in the defending zone following a penalty.

5.2.1 If the non-penalized team ices the puck prior to the stoppage of play for the penalty the ensuing face-off shall take place at the nearest neutral zone face-off location outside the defending zone of the team icing the puck.

5.2.2 If the penalty is assessed on a stoppage of play for the scoring of a goal, the ensuing face-off shall take place at center ice.

5.2.3 If the penalty is assessed after the conclusion of a period the ensuing face-off will take place at center ice to start the next period.

5.2.4 As per rule 10.2 (j) regarding gatherings: "When one or both defensemen, point players or any player coming from the players' or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle being the limit) when a gathering is taking place following a stoppage of play, the ensuing face-off shall take place at the nearest face-off spot in the neutral zone, near the blue line of the defending team."

5.3 A team that ices the puck will not be permitted to make a player substitution prior to ensuing face-off. Should the stoppage of play following the icing infraction coincide with a time-out, or should the offending team elect to utilize their team time-out at this stoppage of play, they are still not permitted to make any player substitutions. However, a team shall be permitted to make a player



substitution to replace a goaltender who has been substituted for an extra attacker, to replace an injured player or when a penalty has been assessed which effects the on-ice strength of either team. The determination of the players on the ice will be made when the puck leaves the offending players stick.

## SECTION 6 COOLING OFF PERIOD

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6.1 The Referee in charge of any game may call two (2) minute “cooling off” period at any time during game. He may call more than one such period during a game. Each Member Club participating in a game shall have the right to call one (1) 30 second time out during a game.

## SECTION 7 – HEAD CONTACT

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7.1 Illegal Act: If a player is fouled or hit illegally, for which a penalty is being assessed, and as a result of the illegal hit the player hits his head on the glass, ice or the boards in a manner that results in a head injury, this shall be construed as a Head Contact and a major and game misconduct or match penalty shall be assessed.

- Major Penalty – minimum two (2) game suspension.
- Match Penalty – minimum three (3) game suspension.

7.2 Direct Blow to the Head: If a player intentionally raises his stick, hands, forearm or elbow to hit an opponent in the head area, or deliberately drives his stick, forearm, elbow or gloved hand into the player’s head in any manner, it shall be called a Head Contact and shall receive a minor and 10 minute misconduct, or a major and game misconduct, or match penalty. See after 8.4 for suspensions.

## SECTION 8 – DANGEROUS HITS, CLIPPING, KNEEING AND GOALTENDER INTERFERENCE

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Should a player deliver a hit to the head area of an opponent who is in a vulnerable position, he shall be assessed a minor and 10 minute misconduct, a major and game misconduct or match penalty for Head Contact. A player is considered to be vulnerable under the following circumstances:

8.1 Blind Side Hit - If he is hit in the head with a blind-side check from the side. A body check from the front is not considered to be a blind-side check, even if the player has his head down.

8.2 Late Hit – If he does not have control of the puck, or has passed the puck or lost control of the puck for a sufficient amount of time that the opponent could play the puck or follow the movement of the puck as opposed to hitting the unsuspecting player in the head area.

8.3 Cheap Hit – If he is defenseless while down on the ice and the opponent deliberately makes



contact in any manner with his head area.

8.4 Leaving the Feet - Should both of a player's feet have clearly left the ice prior to him making a shoulder check and the opponent's head is contacted then a minor and misconduct or at the discretion of the Referee a major and game misconduct or match penalty shall be assessed for Head Contact.

Suspension guidelines for 7.2 and 8.1 to 8.4 are as follows:

- Minor Penalties – A player shall receive a two (2) game suspension upon receiving his third minor penalty for a Head Contact in the same season. An additional two (2) game suspension shall result for each subsequent minor in the same season.
- Major Penalty – automatic minimum two (2) game suspension.
- Match Penalty – automatic minimum three (3) game suspension

8.5 Clipping and Kneeing– Clipping shall be penalized under the following definition: Clipping is the act of throwing the body, from any direction, across or below the knees of an opponent. A player or goaltender may not deliver a check in a “clipping” manner, nor lower his own body position to deliver a check on or below an opponent's knees.

Any player guilty of clipping shall be assessed a penalty based on the following implementation “A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who clips an opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.”

Note: The signal for clipping is a reverse tripping motion.

Kneeing shall be penalized as per Hockey Canada Rule 6.6.

Suspension guidelines for 8.5 are as follows: Minor Penalties (Clipping) – A player shall receive a two (2) game suspension upon receiving his third minor penalty for clipping in the same season. An additional two (2) game suspension shall result for each subsequent minor in the same season.

- Minor Penalties (Kneeing) – A player shall receive a two (2) game suspension upon receiving his third minor penalty for kneeling in the same season. An additional two (2) game suspension shall result for each subsequent minor in the same season.
- Major Penalty – automatic minimum two (2) game suspension.

8.6 Goaltender Interference – Two (2) or more goaltender interference penalties by the same team in the same game shall be subject to disciplinary action as follows:

- Minor Penalties – should a team be charged with a second goaltender interference penalty to their team in the same game, the player committing the second infraction shall receive a game misconduct and a one (1) game suspension.
  - Any subsequent goaltender interference penalties by the same team in the same game shall result in a game misconduct, a two (2) game suspension to the player and a one (1) game suspension to the coach.
- Major Penalty – automatic minimum two (2) game suspension
- Match Penalty – automatic minimum three (3) game suspension

8.7 Checking From Behind - the suspension guidelines are as follows:

- Minor Penalties
  - Automatic minimum two (2) game suspension to any player receiving a third minor penalty for checking from behind in the same season.



- An additional two (2) game suspension shall result for each subsequent minor for checking from behind in the same season.
- Major Penalty
  - Automatic minimum two (2) game suspension when a major penalty for checking from behind.
- Match Penalty
  - Automatic minimum three (3) game suspension when a match penalty for checking from behind.

## SECTION 9 – INSTIGATING AND FIGHTING

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9.1 Accumulated Instigator Penalties - A player accumulating two or more instigator penalties in the same season shall be subject to the following suspensions:

- Upon receipt of 2<sup>nd</sup> instigator penalty – One (1) game suspension
- Upon receipt of 3<sup>rd</sup> instigator penalty – Two (2) game suspension
- Upon receipt of 4<sup>th</sup> instigator penalty – Three (3) game suspension
- Upon receipt of 5<sup>th</sup> instigator penalty – Four (4) game suspension
- Any additional instigator penalties shall result in an indefinite suspension and full review by the league of the player and the team to determine an appropriate suspension.

9.2 Two (2) Fights on the Same Stoppage - When two (2) fights occur during the same stoppage of play, it will be deemed to be a multiple fight situation and the players involved in the second fight shall be subjected to an automatic suspension.

- If there is no instigator in the second fight – each player is suspended one (1) game.
- If there is an instigator in the second fight – the instigating player is suspended a minimum of two (2) games and the non-instigating player will not be suspended.

9.3 Three (3) or More Fights On the Same Stoppage – When three (3) or more fights occur during the same stoppage of play, players involved in the second fight and all subsequent fights shall be subjected to an automatic suspension.

- If a team is identified as the instigator of the multiple fight situation, the following minimum penalties shall be applied:
  - Instigating player(s) - Five (5) game suspension.
  - All players from instigating team who participated in multiple fight situation – Two (2) game suspension.
  - Coach of instigating team – One (1) game suspension.
- If an instigator is not identified, the following minimum penalties shall be applied:
  - All participating players – Two (2) game suspension.
  - Coaches – One (1) game suspension
  - Players involved in the initial fight shall not be subject to the multiple fight penalties and suspensions.



#### 9.4 Staged Fights -

Players shall receive a Game Misconduct when they participate in a staged fight in addition to any other penalty or penalties they may incur on the play.

A verbal warning shall be delivered by the Referee to the Head Coach of any team whose player is penalized with a Game Misconduct for participating in a staged fight, that any subsequent staged fight(s) occurring in the same game shall result in a Game Misconduct to the Head Coach.

Each player receiving a Game Misconduct for participating in a staged fight shall be suspended three (3) games.

Definition - A staged fight shall be defined as follows:

- A fight that occurs prior to the drop of a puck
- A fight that occurs immediately following the drop of the puck or commencement of play

9.5 Leaving the Bench - Any player that leaves the bench, bench area, dressing room, or penalty box to become engaged in a fight or become a third-man in a fight shall result in the following minimum penalties:

- Six (6) game suspension.

9.6 Fights in the Last 10 Minutes of a Game - During the last 10 minutes of a game, any fight shall result in the following:

- Players shall receive the corresponding game misconduct and a one (1) game suspension as set out in Hockey Canada Rules.

9.7 Goaltender Fighting – Fighting by Goaltenders shall result in the following suspensions:

- Any fights between goaltenders is a minimum three game suspension
- Should the goaltenders of the two clubs meet between the blue lines and fight, the goaltenders shall each be issued a game misconduct and be suspended for three games.
- Should one goaltender go inside the other club's blue line to fight with the other goaltender, he shall be issued a game misconduct and suspended for five games.
- Should a goaltender be involved in fighting with an opposing goaltender a second time in the season, a six game suspension shall be issued.
- Should a goaltender leave the crease to engage in a fight with any player other than a goaltender, he shall be suspended a minimum of two games.
- Should a goaltender get involved in a multiple fight situation in his end of the arena, but not fight the other goaltender, it shall be classified as a multiple fight situation and be subject to a two game suspension and as well as any other penalties or suspensions that may apply.
- Any extraordinary circumstances surrounding a goaltender's actions shall be reviewed by the league and disciplined accordingly.

9.8 Removing Equipment to Fight - Any player who purposely removes playing equipment prior to or in preparation for a fight shall be subject to a suspension as follows:



#### Removing the Helmet

If a player deliberately removes his helmet to fight or challenge an opponent to fight, or deliberately removes the helmet of his opponent, he shall be assessed a gross misconduct penalty and a minimum three (3) game suspension.

#### Removing other Equipment

If any player removes any equipment prior to a fight while on or off the ice he shall be issued a game misconduct in addition to any other penalties that may apply and suspended for a minimum of one (1) game. The Head Coach of the team shall be issued a game misconduct and suspended for one game. Should a second situation occur with the same player and team within the same season, the suspension shall be two games to the player and the Head Coach in addition to a full review.

#### 9.9 Accumulated Fighting Majors

Above and beyond the preceding fighting regulations, all fighting majors shall be tracked and accumulated and shall result in the following suspensions based on accumulated totals:

- Upon receipt of 5<sup>th</sup> fighting major – 1 game suspension
- Upon receipt of 6<sup>th</sup> fighting major – 3 game suspension
- Upon receipt of 7<sup>th</sup> fighting major – 4 game suspension
- Upon receipt of 8<sup>th</sup> fighting major – 8 game suspension
- Any subsequent fighting major shall result in a complete review by the league to determine an appropriate suspension.

Note: The accumulations and consequences are in force for the entire regular season and playoffs. While players participating in the Cyclone Taylor Cup start with a fresh slate with respect to accumulations of offenses during the regular season and playoffs, any suspensions that have not been served will be served before participation in the Cyclone Taylor Cup.

## SECTION 10 – ACCUMULATED MAJOR PENALTIES – NON-FIGHTING

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10.1 Major Penalties – All leagues have seen consistent decreases in the number of major penalties. The objective is to further strengthen the deterrent by targeting those players that who may be habitual in their actions. A player accumulating three (3) or more major penalties shall be subject to the following suspensions:

- Upon receipt of a 3<sup>rd</sup> non-fighting major penalty – Three (3) game suspension
- Each major penalty thereafter shall result in a three (3) game suspension

## SECTION 11 – ACCUMULATED NON-FIGHTING GAME MISCONDUCTS

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11.1 Non-Fighting Game Misconducts - A player accumulating six (6) or more non-fighting game misconduct penalties shall be subject to the following suspensions:

- Upon receipt of 6<sup>th</sup> Non-Fighting Game Misconduct Penalty – One (1) Game Suspension



- Upon receipt of 7<sup>th</sup> Non-Fighting Game Misconduct Penalty – Two (2) Game Suspension
- Upon receipt of 8<sup>th</sup> Non-Fighting Game Misconduct Penalty – Three (3) Game Suspension
- Upon receipt of 9<sup>th</sup> Non-Fighting Game Misconduct Penalty – Four (4) Game Suspension
- Any additional Non-Fighting Game Misconduct Penalties shall result in an indefinite suspension and full review by the league of the player and the team to determine an appropriate suspension.

## SECTION 12 – ACCUMULATIONS IN MULTIPLE CATEGORIES

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12.1 Accumulated Infractions – For all the categories listed below players who are on the accumulated suspension border in more than one category may be reviewed.

### **MATCH PENALTIES WILL BE ADDED TO ALL CATEGORIES LISTED BELOW:**

- Checking from Behind (Minor, Major)
- Blows to the Head (Minor, Major)
- Non-Fighting Majors
- Instigators
- Kneeing or Clipping (Minor, Major)

Upon receipt of sixth infraction from any of the above categories (and any subsequent infraction thereafter) a player will receive an automatic one (1) game suspension, which suspension is in addition to any suspension that may apply under the specific regulation relating to such category. Such player will also be required to participate in a hearing among the player, his coach and a league official to discuss, among other things, the objectives of the Junior B Supplement, specific regulations contained in the Junior B Supplement, the player's impugned behaviour, the responsibility of the player to adjust his behaviour and actions and the consequences if such player fails to correct his behaviour and actions. Should a second hearing be required, the player will receive a minimum one (1) game suspension plus additional discretionary discipline based on the nature of the subsequent infraction.

12.2 Delayed Penalties - Under normal circumstances when a goal is scored during a delayed penalty situation the minor penalty is washed out and the offending team does not play shorthanded [Rule 4.13 (b)]. This will still be the case but there are clarifications to the handling of this rule in regards to delayed minor penalties for; **Stick Infractions, Head Contact, Clipping and Checking from Behind:**

#### **Stick Infractions (Game Ejection)**

If a penalty is on delay for a third stick infraction but a goal is scored prior to play being stopped, the minor penalty will be washed out as per rule 4.13 (b). However, the penalty **WILL** be recorded on the game sheet. The 'start' and 'end' time will be recorded as the time on the clock at that stoppage of play. The game ejection **WILL** also be assessed for a third stick infraction, contrary to Rule 4.2 (e) Situation 21, Example C.

NOTE: The two (2) minute 'stick infraction' minor penalty will **NOT** be served due to the





scoring of the goal but the game ejection will be enforced.

### **Dangerous Hits (Head Contact, Clipping and Checking from behind)**

In situations where a delayed minor penalty has been washed out due to the scoring of a goal but is still subject to accumulation discipline, carries a misconduct or game misconduct the following will apply:

The minor penalty **WILL** be recorded on the game sheet. The 'start' and 'end' time will be recorded as the time on the clock at that stoppage of play. The two (2) minute penalty will **NOT** be served but be recorded on the game sheet for tracking purposes. Any applicable misconduct or game misconduct will still be served as per rule 6.4 (a) Situation 1 & rule 6.5

## **SECTION 13 – OVERTIME**

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13.1 Overtime shall be played as follows:

1. Following the conclusion of a regular season game there will be a one (1) minute rest period to allow each team to collect at their bench and determine a starting line-up. This will occur prior to each overtime period. Teams will NOT change ends in overtime during regular season play.
2. The format will be sudden victory, where teams play five (5) minutes of four skaters aside [4 on 4]. Should a winner not be determined at that time then an additional period of five (5) minutes will be played of three (3) skaters aside [3 on 3].
3. Penalties During or Prior to the First Overtime:
  - If a team is penalized during the first overtime period [4 on 4], teams will commence play at 4 on 3. If both teams are penalized with coincidental minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 4 on 4.
  - If a team is penalized in the first overtime, such that a two (2) player advantage is required, then the offending team will commence play with three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after the two (2) man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3 as appropriate.
  - If upon the conclusion of regulation time, the teams are playing at 5 on 4, the first overtime period shall commence at 4 on 3.
  - If upon the conclusion of regulation time, the teams are playing 4 on 4, the first overtime period shall commence at 3 on 3.
  - If upon the conclusion of regulation time, the teams are playing 4 on 3, the first overtime period shall commence at 4 on 3. Once player strength returns to 5 on 4 or 5 on 5, at the next stoppage, player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.



- At no time will a team have less than three (3) players on the ice.
4. Penalties Prior to or During the Second Overtime:
- If a team is penalized in the second overtime [3 on 3], teams will commence play 4 on 3. If both teams are penalized with coincidental minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3 on 3.
  - If a team is penalized in the second overtime, such that a two (2) player advantage is required, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after the two (2) man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3 as appropriate.
  - If upon the conclusion of the first overtime period, the teams are playing 5 on 3, the second overtime period shall commence at 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 3 on 3 as appropriate.
  - If upon the conclusion of the first overtime period, teams are playing 4 on 3, teams will start the second overtime 4 on 3. Once player strength reaches 4 on 4, at the next stoppage of play, players strength is adjusted to 3 on 3.
  - At no time will a team have less than three (3) players on the ice.
5. Penalties carried over from regulation time or the first overtime will be applied as follows:
- When a team is playing one (1) player short and that penalty is carried over from the previous period it will result in the teams playing 4 on 3. Upon the first stoppage following the expiration of the penalty teams will return to the appropriate on-ice man power, for that specific overtime period.
  - When two (2) penalties carry over from the previous period, or another penalty is assessed prior to the completion of the carried over penalty this will result in the teams playing 5 on 3 – then 5 on 4 until the first stoppage after the conclusion of one (1) minor penalty.
6. Should a team at any time during overtime play pull their goaltender for an extra attacker and the opposing team scores, the single point normally awarded for a Regular Game Tie will be forfeited.
7. Overtime during exhibition games is left to the discretion of each league.



## APPENDIX A DISCIPLINE REGULATIONS - JUNIOR B PROCEDURES

- These Regulations will be administered by the League Discipline Committee of the appropriate Junior B League.
- The League Discipline Committee will complete a full investigation prior to delivering a suspension or fine.
- Game Video will be a source of information in all investigations if available.
- Where game video is unavailable, the other investigative options will be used which may include:
  - Interviews of the Referee and or Linesmen and obtaining written reports
  - Interviews of both Coaches
  - Interviews of players
  - Obtaining written statements
  - Other sources of video if applicable
  - Interviews of the Supervisor of Officials
- The League Discipline Committee will issue a written notice to affected teams, with a copy to the appropriate Governor, of all non-automatic suspensions and fines by email. In the case of automatic suspensions, the League Discipline Committee will provide email notification of such to the team affected and the opposing team which the team is next scheduled to play.

### **Note that Referees are required to:**

- All incidents requiring reports shall be submitted via the online incident report form by 8:00am (PST) of the morning following the game
  - Gross Misconducts
  - Match Penalties
  - All incidents of "Abuse of Official"
  - Game Misconducts (excluding fighting except in the cases below)
    - When instigator is assessed
    - When and aggressor is assessed
    - When a One-man fight occurs
    - Multiple fight situation
    - When a staged fight occurs
  - Bench Minor penalty to coach



## **100 RULINGS OF THE LEAGUE DISCIPLINE COMMITTEE**

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100.1 Any decision of the League Discipline Committee, that is not an automatic suspension or fine as laid out in these regulations, may be subject to appeal. This shall include unsuccessful Supplemental Discipline Requests.

100.2 Once the League Discipline Committee has concluded an investigation and has rendered a decision, there shall be no further attempt by team management, officials, or players to contact the League Discipline Committee regarding the same investigation or ruling. A team wishing to appeal the decision will follow the appeal process as set out in BC Hockey Bylaws.

## **101 DISCRETION OF THE LEAGUE DISCIPLINE COMMITTEE**

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101.1 In administering this document, the League Discipline Committee may at his discretion:

- Request input from the League Commissioner and League Officials
- Make recommendations to the Discipline Committee for review
- Request special meetings of the Discipline Committee

101.2 To maintain positive communications with Coaches and Team Officials the League Discipline Committee may at his discretion:

- Send periodic notices to teams or individuals
- Request special meetings with Coaches and Team Officials

101.3 Should situations arise whereby the execution of these regulations is deemed inappropriate by the League Discipline Committee, they have the discretion to address the situation in a fair and equitable manner with the input and assistance of the Junior B Director.

## **102 THROWING DANGEROUS ITEMS INTO THE CROWD**

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102.1 Any player or Team Official purposely throwing items or shooting pucks intentionally into the crowd, that may potentially injury anyone, shall be fully investigated by the League Discipline Committee.

## **103 EJECTED PLAYERS AND COACHES RESPONSIBILITIES**

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103.1 Any player ejected from a game shall go directly to the team's dressing room then shower and dress in proper attire. He can only leave the room if under direct supervision. Coaches ejected must remain in the dressing room.

103.2 Any player or players not dressed for the game who become involved with fans, Team Officials, Officials or other players, shall be subject to suspensions at the discretion League Discipline Committee.



## **104 GROSS AND MATCH PENALTIES**

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104.1 Gross and Match Penalties will follow the minimum suspension guidelines as set out by BC Hockey.

## **105 ABUSE OF OFFICIALS**

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105.1 Any player or Team Official who receives a Game Misconduct under Rule 9.2 for Harassment of Officials will receive an automatic two (2) game suspension.

105.2 Any player or Team Official receiving a Gross Misconduct penalty for abuse of an Official shall be issued a minimum three (3) game suspension.

105.3 A second abuse of official's Gross Misconduct shall result in a full review by the Junior B Coordinator.

105.4 Any player or Team Official who receives a Match Penalty for abuse or harassment of an Official shall receive game suspensions as mandated by BC Hockey. (It is felt some discretion by the Junior Coordinator is necessary)

## **106 TEAM OFFICIALS CONDUCT**

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106.1 Any Coach or Team Official who enters a Referee's dressing room before, during or after a game shall be reported to the Junior Coordinator and dealt with by BC Hockey.

106.2 Any Coach or Team Official who throws sticks, kicks garbage cans or otherwise displays poor conduct while in the dressing room hallway or other public area shall be given a gross misconduct and a minimum three (3) game suspension.

## **107 TEAM MANAGEMENT LEAGUE SUSPENSIONS**

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107.1 Any Coach or Team Official suspended for any reason (other than for a Gross or Match Penalty) will be allowed to be in the arena, however, they are prohibited from having any contact with the players bench, dressing-room, Coaching staff, on or off-ice officials, supervisors or to be in the Office from one hour before the game to one hour after the games conclusion. Any reports of un-professional conduct will result in further suspensions and/or fines at the discretion of the League Discipline Committee.

## **108 INAPPROPRIATE CONDUCT**

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108.1 Any Coach or Team Official who, at the sole discretion of the League Discipline Committee,



acts in a highly abusive or inappropriate manner toward an On-ice Official, League Official, Supervisor, staff member or member of another club, the individual shall be subject to three (3) game suspension at the discretion of the League Discipline Committee.

108.2 Should the same individual repeat this particular offence in the same season, including playoffs, the League Discipline Committee shall deal with the situation at its discretion. Reports of Inappropriate Conduct shall only be investigated when provided by an on-ice official, supervisor of officials, or League Official. Reports by fans, off-ice officials, security personnel, or officials of member clubs, will not be investigated.

108.3 Incidents of Players or Team Officials going into the stands will be investigated by the League Discipline Committee and suspensions at its discretion.

108.4 Post-game chants and songs must be behind the closed doors of the dressing room and any violations will be reported to the League Discipline Committee for review with suspensions at his discretion.

## **109 OFFICIATING COMPLAINTS**

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109.1 If any Coach or Team Official has a complaint about Officiating of a game the concerns shall be in writing and emailed to the appropriate BC Hockey Above Minor Delivery Group member. It shall be at the sole discretion of the Head of Officials to determine whether or not an appropriate response is required.

109.2 No team Coach or Team Official shall phone a League Executive (including the BC Hockey RIC) to complain about Officiating within twenty-four (24) hours of the completion of the game.

## **110 CEREMONIAL FACE-OFFS**

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110.1 Any player taking part in a ceremonial face-off shall treat the matter with the proper respect and ensure the home team player picks up the puck and presents it to the honoured person who initiated the ceremonial face-off.

110.2 If any player shows disrespect for the event, he shall be issued a game misconduct and suspended a minimum of one (1) game.

## **111 EXHIBITION GAMES**

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111.1 For insurance purposes, all players must wear protective equipment as was required by the last team which he was registered with in the previous season. (including face shield, neck guard and mouth guard if applicable) Players registered in minor hockey at the end of the previous season, shall be identified on all exhibition game sheets by a "MH" marked beside his name. Any Minor Hockey registered players not wearing the proper protective equipment will be issued a minor penalty and Game Misconduct.



## 112 INSURANCE COVERAGE – USA PLAYERS

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112.1 USA Born Players coming to Junior B hockey in BC are required to have adequate accident and sickness insurance with the proviso that the insurance includes coverage for participation in organized sports. With this in mind the following added procedure will be followed for players requiring USA/Hockey Canada transfer.

112.2 A copy of the accident and sickness insurance policy will be sent electronically to the League Registrar and to the BC Hockey Registrar before the transfer is approved.

## 113 VIDEO REVIEW AND SUPPLEMENTAL DISCIPLINE

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113.1 Clubs may request a review by the League for the following:

1. To review situations which have led to line brawls or bench-clearing incidents to determine instigators and participating players.
2. To review incidents which have led to serious injuries of players where the injuries have been medically documented.
3. To review situations where errors in application (not in judgment) by Game Officials have been allegedly made.

113.2 Supplemental Discipline Reviews Process

1. The request must be made in writing to the League Discipline Committee by 10:00am the following day. The League may request from the requesting team supporting documents such as Medical/Dental Reports if appropriate. Identifiable video must be provided by the filing team by the 10:00 am deadline which will consist of at least 1 of the following:
  - a. A clip of the incident of sufficient length to see prior and after the incident.
  - b. The counter time of the incident on the League Video hosted by the Streaming Provider of record – not the time of the game or of the DVD.
2. It shall be at the sole discretion of the League to determine what suspension, if any, shall be issued.
3. The League will review, at its discretion, any incident whereby a major penalty has been issued.
4. Any decision resulting from a Supplemental Discipline Request may be appealed under BC Hockey Bylaws.



**APPENDIX B**  
**Suspension Guidelines – Junior B**

**I. MAJOR AND GAME MISCONDUCT MINIMUM SUSPENSIONS**

<b>NON-FIGHTING MAJOR PENALTY AND GAME MISCONDUCT SITUATIONS</b>		
<b>RULE</b>	<b>PENALTY DESCRIPTION</b>	<b>MINIMUM SUSPENSION</b>
9.2	Harassment of Officials when a Game Misconduct is assessed.	2 Games
<b>NON-FIGHTING MAJOR PENALTIES</b>		<b>MINIMUM SUSPENSION</b>
	Head Contact	2 Games
	Dangerous Hits Goaltender Interference	2 Games
	Checking from Behind	2 Games
<b>ACCUMULATION SANCTIONS - NON-FIGHTING MAJOR PENALTIES</b>		<b>MINIMUM SUSPENSION</b>
	Receiving three (3) non-fighting Majors in the same season	3 Games
	Each additional major penalty thereafter in the same season	3 Games
<b>ACCUMULATION SANCTIONS – NON-FIGHTING GAME MISCONDUCTS</b>		<b>MINIMUM SUSPENSION</b>
	Receiving sixth Non-Fighting Game Misconducts in the same season	1 Game
	Receiving seventh Non-Fighting Game Misconducts in the same season	2 Games
	Receiving eighth Non-Fighting Game Misconducts in the same season	3 Games
	Receiving ninth Non-Fighting Game Misconducts in the same season	4 Games
	Each additional Non-Fighting Game Misconduct thereafter in the same season	Indefinite Suspension
<b>INSTIGATING AND FIGHTING SITUATIONS</b>		
<b>ACCUMULATED INSTIGATOR PENALTIES</b>		<b>MINIMUM SUSPENSION</b>
	Second Offence	1 Game
	Third Offence	2 Games
	Fourth Offence	3 Games
	Fifth Offence	4 Games
	Sixth Offence – or any additional offences	Indefinite Suspension
<b>FIGHT – LAST TEN (10) MINUTES OF A GAME</b>		<b>MINIMUM SUSPENSION</b>
	Player participating in a fight in the last ten (10) minutes of a game	1 Game
<b>GOALTENDER FIGHTS</b>		<b>MINIMUM SUSPENSION</b>
	Any fights between Goaltenders	3 Games
	Goaltender participates in a fight inside the other teams blue line	5 Games
	Second Offence of a Goaltender fighting another Goaltender in the same season	6 Games
	Should a Goaltender leave the crease to fight another player other than the Goaltender	2 Games
<b>TWO FIGHTS ON THE SAME STOPPAGE</b>		<b>MINIMUM SUSPENSION</b>
	Participating in a second fight on the same stoppage	1 Game

**MAJOR & GAME MISCONDUCTS**







Instigating a second fight on the same stoppage	2 Games
<b>THREE OR MORE FIGHTS ON THE SAME STOPPAGE (MULTIPLE FIGHT SITUATIONS)</b>	<b>MINIMUM SUSPENSION</b>
Participating in three (3) or more fights on the same stoppage (If no instigator is identified)	2 Games
Coach of team whose players participate in multiple fight situations (If no instigator is identified)	1 Game
Any players from instigating team who participated in multiple fight situation	2 Games
Instigating players in multiple fight situations	5 Games
Coach of instigating team	1 Game
<b>LEAVING THE BENCH</b>	<b>MINIMUM SUSPENSION</b>
Any player identified as the first to leave the players' or penalty bench during a fight.	6 games
<b>STAGED FIGHTS AND FIGHTING - PRE-GAME / POST-GAME</b>	<b>MINIMUM SUSPENSION</b>
Player participating in staged fight	3 Games
Instigating a staged fight	5 Games
Coach of team whose player instigates a staged fight	2 Games
Any player involved in a fight pre-game, prior to the start of a period, or the conclusion of a period	2 Games
If any instigator is identified in the above situation	5 Games
Coach of player identified as the instigator in the above situation	3 Games
<b>REMOVING EQUIPMENT TO FIGHT (EXCLUDING HELMET)</b>	<b>MINIMUM SUSPENSION</b>
Player who removes any equipment prior to a fight while on or off the ice (excluding helmet)	1 Game
Coach of player identified in the above situation	1 Game
<b>ACCUMULATION SANCTIONS - FIGHTING</b>	<b>MINIMUM SUSPENSION</b>
Upon receipt of fifth fighting major in the same season	1 Game
Upon receipt of sixth fighting major in the same season	3 Games
Upon receipt of seventh fighting major in the same season	4 Games
Upon receipt of eighth fighting major in the same season	8 Games
Any subsequent fighting majors in the same season	Indefinite Suspension

## II. REFUSING TO START PLAY

Team officials penalized under Hockey Canada Rule 10.14 (a, b & c), Refusing to Start Play, including withdrawing a team from play, shall be subject to an indefinite suspension pending an investigation.

## III. DRESSING ROOMS – Hockey Canada Rule 1.13 (c)

Team Officials penalized under Hockey Canada Rule 1.13 (c) shall be subject to indefinite suspension pending an investigation.



#### IV. MATCH PENALTY MINIMUM SUSPENSIONS

MATCH PENALTIES	RULE	PENALTY DESCRIPTION	MINIMUM SUSPENSION IF NO INJURY RESULTS	MINIMUM SUSPENSION IF INJURY RESULTS
	6.1 (a)	Attempt to Injure or Deliberate Injury (if not noted below)	Indefinite Suspension	Indefinite Suspension
	6.1 (b)	Head Butting	3 Games	6 Games
	6.1 (c)	Kicking	3 Games	6 Games
	6.1 (d)	Hair pulling or grabbing facial protector, helmet, chinstrap or throat protector of opponent	3 Games	6 Games
	6.1 (e)	Use of facial protector as a weapon	3 Games	6 Games
	6.1 (f) 8.1 8.5	High Stick, Slash, Cross Check, Butt-end or Spearing	3 Games	6 Games
	6.2	Boarding	3 Games	6 Games
	6.2	Body Checking	3 Games	6 Games
	6.3	Charging	3 Games	6 Games
	6.4	Checking from Behind	3 Games	6 Games
	6.5	Head Contact	3 Games	6 Games
	6.7 (e)	Wearing ring, tape or material on hands & using it to gain an advantage or inflict punishment	3 Games	6 Games
	7.3	Goaltender Interference	3 Games	6 Games
	9.6 (a)	Abuse of Official(s)	30 Days	30 Days
	9.6 (b)	Abuse of Official(s)	45 Days	45 Days
9.7	Spitting	Indefinite Suspension	Indefinite Suspension	

The above-noted suspension guidelines are **minimum guidelines** and accordingly may be subject to a lengthier suspension as it relates to the severity of the infraction. Any of the above noted penalties may be subject to Indefinite Suspension pending an investigation by the Divisional Director. There shall be no appeal of any suspension imposed that is an automatic minimum suspension indicated under the rules set forth in this section.

#### V. SERVING OF SUSPENSIONS

Any player who is suspended in Exhibition shall have his suspension carried over into the regular season, if need be. A player, whose suspension cannot be served at the conclusion of the regular season or during the Play offs, shall serve the remaining game(s) when he returns at the start of the next regular season. The player would be allowed to participate in Exhibition games, however, if he is involved in another major incident he shall be dealt with accordingly.





### **Players**

A Player receiving a suspension as a result of a Match, Gross Misconduct or any other penalty outlined in this bulletin shall be prohibited from playing in games as well as from acting as an Official or in any other official capacity with a Team, League or Association within BC Hockey.

Players who have a suspension that carries over past the final game of a season shall be eligible to participate in tryouts. Tryouts would include any BC Hockey High Performance camps during the summer. However, the suspended player will be prohibited from playing in regular season games until the suspension has been served in full. In Junior, exhibition games are considered components of the tryout process.

### **Team Officials**

A Team Official receiving a suspension as a result of a Match, Gross Misconduct or any other penalty outlined in this bulletin shall be prohibited from participating with the Team from one hour prior to any games until one hour after the conclusion of any games and from acting as an Official and in any other official capacity with a Team, League or Association within BC Hockey.

Team Officials who have a suspension that carries over past the final game of a season shall adhere to the same suspension stipulations that applied upon the conclusion of the previous season as noted above, with the suspension continuing with start of the next season.

### **Officials**

An Official receiving a suspension under any regulation or policy governing the officiating program shall be prohibited from officiating until the expiration of the suspension plus playing in any games and acting in any other official capacity with a Team, League or Association within BC Hockey.

An Official who has a suspension that carries over past the final game of a season shall be permitted to attend an HCOP clinic for certification purposes while under suspension but will be prohibited from upgrading to a higher level of certification while under suspension.



## APPENDIX C

### Hockey Canada Junior Hockey Rules and Reminders

#### Rule 2.2 Players in Uniform

- (a) Each team shall be entitled to a maximum of **20 players in uniform**, (which includes two goaltenders), for any game or pre-game warm-up, all of whom shall be duly registered in accordance with Hockey Canada Regulations.

#### Rule 6.5 Head Contact

- (b) In **Junior** a Minor and a Misconduct penalty, or a Major and a Game Misconduct penalty, at the discretion of the Referee based on the degree of violence of impact, shall be assessed to any player who checks an opponent in the head in any manner.

#### Clarifications On Head Contact For Junior Hockey ONLY

The Head Contact penalty is based on the “degree of violence of impact” and can be defined in three categories: minimal, moderate and severe. Minimal impact would be called under other appropriate rules. e.g. elbowing, highsticking, roughing, roughing after the whistle, etc. A glancing blow or minimal impact to the head where a penalty is warranted. Moderate impact would be a more significant degree of violence without injury that warrants a Minor and Misconduct penalty under the Head Contact rule (Head Contact). Severe impact would be a high degree of violence, with or without injury, that warrants a Major and Game Misconduct or a Match penalty, at the discretion of the Referee under the Head Contact rule.

#### Rule 6.7 Fighting and Roughing

- (b) A player who is identified by the Referee as being the instigator in a fight shall be assessed a Minor penalty.

[3] Officials are to assess the additional minor to an instigator in situations where only one player is assessed a Major and a Game Misconduct for Fighting.

When two (2) players are fully engaged in a fight or wrestling on the ice (each equally involved), the result will be that both players will be assessed a Major and a Game Misconduct for fighting and both are ejected from the game.

However, when one (1) player makes no attempt to retaliate other than to protect himself or does not engage in the fight then their opponent shall be assessed a Major and a Game Misconduct for fighting (one man fight). In this case, the player receiving the Major penalty for fighting would also receive an additional Minor penalty as instigator. The opposing player may be assessed a minor penalty for roughing or no penalty at all.

#### Rule 8.3 High Sticks

- (b) A player who contacts an opponent above the normal height of his shoulders with a high stick shall be assessed a Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed. **In Junior hockey, at the discretion of the Referee, should the injury be caused by an accidental high stick, a double Minor penalty may be assessed.**



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### **Rule 8.4 Slashing**

**In Junior Hockey** a Minor penalty for slashing will be imposed on a player who jabs the back of another players leg with the spear end of his blade, or who uses the spear end of his blade in any manner which in the Referee's opinion does not warrant a double Minor penalty or Match penalty for spearing.

### **Rule 10.5 Icing the Puck**

#### **(a) For JUNIOR SUPPLEMENT ONLY**

Should a goaltender leave his crease to potentially play the puck on an icing but intentionally does not play the puck, the ruling should be, "no icing". If a goaltender causes significant interference then a minor penalty would also be assessed. Current Rule 10.5 situation 17 states that icing is still called even if the goaltender moves but does not play the puck.