

Richmond Industrial Hockey League Rules and Regulations

Amended November 14, 2017 – Changes indicated in red print



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1. PLAYER ELIGIBILITY:

- (a) Players must be 30 years of age or older on or before December 31st of the current playing season, expect as follows:
 - i. An underage player registered with the RIHL as of May 31st, 2015 will be allowed to continue to play.
 - ii. Special underage exemptions may be considered on an individual basis.
- (b) Teams will not be allowed to carry a player who:
 - i. In the last three (3) years, has played professional hockey, or has been carded with the C.H.A.
 - ii. In the last one (1) year, has played commercial hockey where the spectators have charged admission to watch the play, unless that player previously played in the R.I.H.L.
- (c) Any team playing ineligible players, including players not on their roster following the final deadline, will forfeit that game. If both teams play ineligible players, no points will be awarded.
- (d) The referee does not have the authority, except under order of the League President, to forfeit a game.
 - i. If a team protests to the officials, the officials must advise the other team of the complaint and (if it seems prudent) offer the option of voluntarily removing the player(s) from the game.
 - ii. Teams must play the game even under protest. Refusal to play will result in forfeit. Protest must be lodged with the League President to decide if the protest is valid and if any action should be taken.
- (e) To be eligible for the RIHL Top Goaltender Award, a goaltender must play a minimum of 45% of the regular season games (11 games in 25 game season).

2. ROSTERS:

- (a) Each team will be allowed a maximum of **35** players plus goalies on their roster.
- (b) Roster of up to **35** players plus goalies, complete with birth dates, to be submitted after the 5th league game for approval by Team Representatives.
 - i. Any new players appearing on the score sheet after a team's 5th game will automatically be added to their roster. Players may only be removed from the roster by notifying the League Statistician.
 - ii. The final roster deadline is January 31st or when a team has no less than 7 games remaining in the regular season. No new players may be added after that date.
- (c) All RIHL players must be registered and on the roster to play. Registration must include the player's name, address, phone number(s), date of birth, and email address (optional). Players not properly registered after the team's 5th league game of the season will not receive credit for the game(s) played while unregistered. New players after the 5th game will be allowed a 1 game grace period to get registered.
- (d) A new player to the RIHL will only be permitted to play a total of 3 games on 3 different RIHL teams before registering with one team.

3. FEES & FINES:

- (a) Each team will pay the approved per game cost to the League Treasurer. Cheques are to be made payable to Richmond Industrial Hockey League.
- (b) All teams must submit a \$500 deposit by August 1st to ensure their spot in the league.
- (c) League fees are due in two equal payments October 15th and November 30th. Failure to pay 50% of the league fees by October 30th will result in a \$50 per month fine thereafter. Failure to pay 100% of the league fees by December 31st will result in a \$100 per month fine thereafter. Any team not fully paid by January 31 may be subject to immediate suspension.
- (d) If a team is unable to provide enough players in order to play a legitimate* game (as determined by the League President), that team will forfeit the game and be fined \$200. That amount is payable to the winning team. (A performance bond will be established to ensure collection and payment of such fines)
 - i. NOTE: * The term "legitimate" is open to interpretation and subjective. In some cases a team may choose to dress ineligible players in order to play the game. While this will result in a forfeit, it may still be considered legitimate in that the game was able to be played. In such cases it is likely that a fine would not be imposed.

4. TIME & SCORE KEEPING:

- (a) All games shall consist of three (3), twenty (20) minute periods, with a brief intermission between periods. Teams will change ends at the intermission.
- (b) Managers and Coaches are responsible for having their teams ready to go on the ice fifteen (15) minutes prior to start of game. There will be a five (5) minute warm up, prior to the start of the game.
- (c) A RIHL score sheet must be supplied by the home team to be filled out by each team and presented to the scorekeeper prior to commencement of the game. Or, arrangements can be made with the scorekeeper to fill out scoresheet. (Note: While the process of having the scorekeeper fill out the sheet may be acceptable, teams must assume responsibility for an errors made by the scorekeeper)
- (d) Regular season games will be played at straight time, except for the last one (1) minute (first & second period) and the last three (3) minutes (third period), which will be played at stop time. During straight time play, the clock will continue to run during stoppage in play. Each team will be allowed a 30 second Time-Out during each game. In the event that a game is foreseen to run late, past our allotted time slot, the third period will be shortened, but the last three (3) minutes will still be played stop time.
- (e) Scoring of goals: Relay information to nearest official, as to who scored and who assisted. Maximum 2 assist(s) will be credited per goal.
- (f) In the event of a forfeiture, all players on the current roster of the team awarded the win will be credited with 1 game played. In the event that both teams forfeit, no points or games played will be awarded.

5. PLAY-OFFS:

- (a) All teams make the playoffs.
- (b) The bottom 2 teams will play a 2 game best of 3 series with the 4th place team entering the series with 1 win.
 - i. If 4th place wins 1 game they advance
 - ii. 5th place team must win 2 games to advance
- (c) Semi-Finals
 - i. 10 minute OT and a shoot out will decide games
- (d) Deciding Final Games
 - i. Overtime limited only by available ice time, then shoot-out
- (e) Semi Finals - First place plays 4th place. Second place plays 3rd place.
- (f) Final - Winners of Semi-Final
- (g) Method of breaking tie at end of season:
 - i. FIRST - Most wins in the LEAGUE FINAL STANDING
 - ii. SECOND - Head to head wins
 - iii. THIRD - Head to head goals for

- (h) To be eligible for the play-off games, each player must have played a minimum of 30% of the regular season games by the end of the regular season.
- (i) If a game(s) cannot be decided with sudden death overtime, the following method of deciding a series will apply:
- i. 2 points will be awarded for a win in regulation time; 1 point for a tie; An addition 1 point for an overtime win. (Overtime win = 2 points for the winner, 1 point for the loser.)
 - ii. A best of three series will be won when a team wins two games or gains 4 points (2 pts for a win, 1 point for a tie).
 - iii. In the event a game cannot be decided with overtime, the game will end in a tie and each team is awarded 1 point.
 - iv. If the series is tied and cannot be decided after a third game, an additional game(s) will be scheduled.
 - v. Tie games will stand as a last resort, only when all means of overtime have been exhausted.
 - vi. There will be no shoot-outs.
- (j) Except in deciding games, overtime will be fixed at 10 minutes, after which there will be no shoot-out and a tie will stand. Should a 3rd game end in a tie with one team entering the game with a point lead (eg 1 win and 1 tie), then the series will be decided without overtime. (Team wins with 1 win and 2 ties)
- (k) The team finishing in 2nd place will play in the first play-off game against the 3rd place team.

6. PLAYING RULES:

- (a) C.H.A. (Hockey Canada) rules will apply to all the play, with the addition of the following:
- i. The puck must be played at all times - playing the man is prohibited;
 - ii. Board-checking and body checking of any kind will not be allowed;
 - iii. Slap shots will be allowed.
- (b) Managers - Coaches - Trainers shall be responsible for their conduct, and that of their players at all times, before, during and after the game.

7. PENALTIES:

- (a) A minor penalty shall be two (2) minutes stop time from resumption of play.
- (b) High sticking will carry an automatic double minor (4) minute penalty.
- (c) A major penalty shall be five (5) minutes stop time from resumption of play.
- (d) A misconduct penalty shall be ten (10) minutes elapsed time from resumption of play.
- (e) Teams will play at full strength, six (6) players, during coincident minor or major penalties with only offending players being penalized.
- (f) Only appointed, and properly identified, captain (C) or Assistant (A) may enter into any discussion with the league official.

8. EQUIPMENT:

- (a) The following equipment is mandatory for all players:
 - i. Hockey shin pads
 - ii. Elbow pads
 - iii. Hockey gloves
 - iv. Athletic support
 - v. Hockey pants and socks
 - vi. CSA approved hockey helmets
 - vii. Regular approved hockey skates

9. SUSPENSIONS:

- (a) A player who receives four (4) minor penalties in one (1) game will receive an automatic game suspension from the current game being played. (Double minors count as 2 penalties.)
- (b) All fighting, butt ending, spearing, cross checking majors, slashing majors and intentional high sticking are five (5) minute Major Penalties and will carry an automatic 1 game suspension.

NOTE: *In some cases discretionary major penalties may not warrant the automatic suspension incurred by a major penalty. In these cases, and only if both involved teams agree, the suspension can be waived by the president without hearing.*

- (c) All (5 minute) Major penalties involving secondary fights and/or third man in, started after play has been whistled to stop, will assess the player(s) a suspension which would include that game and the next three (3) games that the player are schedules to play in.
- (d) All match penalties (for intent to injure) will automatically suspend the player(s) from the next five (5) games that the player(s) are schedules to play in.
- (e) All (10 minute) misconduct penalties during the last 10 minutes of a game will automatically suspend the player(s) for the next game that the player(s) is (are) scheduled to play in.
- (f) Any player receiving a 10 minute misconduct will automatically receive an addition 1 game suspension for any subsequent misconduct in the same season.
- (g) Teams playing ineligible players or players not on the roster after the deadline will forfeit the game in which these players played.
- (h) Further suspensions, subject to Discipline Committees (one representative from each team) ruling may result from the following infractions:
 - i. Repeated penalties for fighting, unnecessary use of the stick.
 - ii. Intent to injure.
 - iii. Molesting, or any abuse to officials.
- (i) Any player accumulating excessive penalty minutes will result in the following:
 - i. Over thirty minutes in penalties automatically assesses a one (1) game suspension.
 - ii. Over forty (40) minutes of penalties automatically assesses a one (1) game suspension.
 - iii. Over fifty (50) minutes in penalties will automatically result in a one (1) game suspension, plus a hearing of the Discipline Committee to determine if additional suspension is necessary.
- (j) Any player may be dismissed from the league by a majority of five (5) out of 6 Team League, (four (4) for 5 Team League) team votes cast by team representatives, providing there is minimum of five (5) team votes cast. No team will have more than one (1) vote for each team present at the meeting.
- (k) A "Game Ejection" call to remove problem players from the game will be considered different than a "Game Misconduct" that carries a suspension. "Game Ejection" penalties carry no additional suspension beyond the game the penalty was issued.
- (l) The Discipline Committee is to have the final say in any matters of suspensions.
- (m) A Gross Misconduct will carry an automatic 1 game suspension and a disciplinary hearing.

10. RULE CHANGES:

- (a) Rule changes are only allowed once a year at the first meeting of the team representatives, except under extraordinary circumstances, whereas rule changes or amendments can only take place with 100% approval of all Team Representatives.

