



S.V.H.L.

4 on 4 Playing Rules

A MESSAGE TO THE PLAYERS

Welcome to The Sports Village and The Sports Village Hockey League!

The Sports Village Hockey League 4 on 4, (S.V.H.L.) is a youth recreational hockey league. It has been designed to emphasize sportsmanship, mutual respect, fair play, fun and parity for all players. Every effort has been made to ensure that the S.V.H.L. 4 on 4 is fun. We want to provide clean competition in a competitive, yet recreational environment. We encourage Team Representatives to work with our staff to ensure these objectives are met. In this way, we can be responsive to the needs of all of the players in providing a satisfying recreational experience while improving the quality of play.

This pocket edition Rule Book is another step in meeting our objectives. Our Rules are the same as the Canadian Hockey Association, as endorsed by Hockey Canada. In a few instances, because of the nature of the 4 on 4 format, these rules have been modified to suit the needs of the S.V.H.L. and it is for this reason that we are publishing our Rules for all participants. At the end of the season, we evaluate our Rules, and your feedback is welcome. Any modifications to the Rules will be published in subsequent editions of this Rule Book.

Have a great season and thank you again for your participation in the Sports Village 4 on 4 Hockey League.

Yours sincerely,



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Section 1 - The Arena

1.1 Dressing Rooms

The staff and management of the S.V.H.L., or The Sports Village, will not be held responsible for any lost or stolen property. All teams are responsible for securing their dressing rooms. **DO NOT LEAVE YOUR DRESSING ROOM UNLOCKED.** Locks are available for purchase from Guest Services, or, you can provide your own. Teams will be responsible for any willful damage caused in the dressing rooms or any other part of the arena. All dressing rooms must be vacated 30 minutes following completion of game in order to allow proper cleaning time before the next user enters the room. Do not bring valuables into your dressing room!

1.2 Notice Boards

All players are encouraged to review the arena notice boards. Notice boards will post statistics and league information.

1.3 Ice Resurfacing

For the safety of all participants, teams must remain off the playing surface while the ice resurfer is resurfacing the ice and the doors are open. Failure to comply will result in a minor penalty to the offending team. Repeat incidents may result in suspensions to the team representative. After games teams must leave the ice area in a timely fashion so the ice resurfer can begin the maintenance of the ice and so as not to delay the program.

Section 2 – Teams

2.1 Game Sheets

Game sheets must be completed prior to the commencement of the game. All players participating must print and sign his / her name clearly on the official game report. A minor penalty may be assessed to those teams who have players participating who have not been signed to the official game sheet.

Teams that do not provide a signed game sheet to the timekeeper by the start of a game may be assessed a minor penalty and the clock will run until the game sheet is fully signed. Game Sheets must be signed so that the rosters are an accurate reflection of who is playing.

2.2 Rosters

2.2.1 Roster Sheets

A complete team roster (names printed and signed, full addresses, residence and business phone numbers & e-mail addresses) of parents or guardians must be supplied by the first game and all teams are required to register every player by signing the team roster. There will be absolutely no additions to any team rosters unless initiated and authorized by the league administration for extenuating circumstances. Teams must ensure that only registered players play in any game throughout the season; if a team disregards this rule by using an unregistered player, their game can be automatically defaulted and a possible five (5) game suspension can be levied to the team representative. Teams may vary in size; however all coaches are required to make every effort to ensure equal ice time for all

participants. Any substitute players must be cleared by the League to participate and be assigned to the team roster.

2.2.2. Teams With Less Than Six Players

The focus of 4 on 4 is skill development and fun. During the regular season should a team be short players and the opposite team have many; players should be assigned from the opposite to play for the short team to ensure maximum ice time for all participants

2.2.3. Coaches

Volunteer coaches are welcome in the SVHL 4 on4 league; but not more than three (3) are allowed on the player's bench during a game and all coaches must be signed on the game sheet.

2.2.4. Age of Roster

All players must compete in their assigned age groups.

- Tyke - 05/04
- Novice - 03/02
- Atom - 01/00
- Pee Wee - 99/98
- Bantam - 97/96
- Midget - 95/94/93

While players from younger age groups may participate in older groups, older players cannot compete in younger groups. If a team has a player that belongs in an older group on their team, then the entire team must participate in the older group. All player movements with respects to age groups must be approved by the League.

2.2.5. Playoff Eligibility

In order to be eligible for playoff participation, each player must have participated in a minimum of 50% of the regular

season and signed a minimum of 50% of the game sheets. Players must have played in one (1) game prior to the roster being frozen. Any team using an ineligible player during the playoff season may forfeit that game and could be disqualified from further playoff participation. Rosters will freeze at the half way point of the regular season.

2.2.6 Injured Players

All injuries must be reported to the league in writing by the team rep/coach and kept on file by the league in order for teams to get their players back in the line-up for the playoffs. Long term injuries may require the proper documentation from a physician. Without proper documentation the injured player will not be allowed to participate in the league. Players signing the game sheet warrant they are in good health and able to fully participate in their team's hockey game. Younger children can be signed in by their parent/guardian.

2.3 Coaches & Team Representatives

Each team shall appoint a team representative/coach for purposes of communication with league officials. All inquiries are to be reported through the team representative/coach. Team representatives/coaches are the only persons permitted to discuss issues with League staff following any league game.

2.4 Appeals

Some suspensions may be appealed. A formal written appeal must be received in writing within seven (7) days following a regular season game and within forty-eight (48) hours following a playoff game. Team representatives are

the only persons permitted to submit appeals on behalf of the team or any team member. Any other form of protest, such as a team using what is believed to be an illegal player, the team protesting must do so to the referee **prior to** the start of the 2nd period. An appeal committee will hear appeals on a monthly basis. NOTE: Match Penalties and Fighting infractions may not be subject for appeal. Appeal committee decisions are final.

2.5 Suspended Players

Any team dressing a player that they know to be suspended will forfeit the game in which he plays. The suspended player will continue to serve his original suspension and could be suspended for an additional five (5) games. The team rep of the suspended player may also be suspended for up to five (5) games for allowing the player in question to play.

2.5.1 Suspended Players on Multiple Teams

Any Player that is suspended from one team in the SVHL program is also suspended for any other SVHL program or team that he is registered for as well.

2.5.2 Suspended Players with Multiple Suspensions

Any Player that continues to get suspended throughout the season will incur suspensions that will extend exponentially. Habitual offenders – Players or Teams may be expelled from the program at the League's discretion.

2.6 Protest Rule

Illegal Player Regular Season – Since every team qualifies for post season play, the only players considered illegal are

players playing while under suspension and that situation is covered under rule #2.5.

Illegal Player Playoffs – To protest the use of an illegal player the protesting team must make the League aware of the situation before the end of the first period of play. The ‘League’ in this instance refers to any off-ice officials present for the game. During the time it takes to process this complaint the player in question will be allowed to participate in the game. If the player is found to be illegal, he will be ejected from the game and any goals scored during the time the player was in the line-up will be taken away.

To make an official protest after any game, it will cost the protesting team \$100.00 and must be filed with the league within seventy-two (72) hours of the incident. If the protest turns out to be valid, the team will be given its money back and the protest will stand. If the protest is found to be invalid the team will forfeit the money without right of appeal.

Only participants of the teams involved in a questionable game may initiate a protest. Outside parties have no standing and cannot initiate a protest.

2.7 Divisions

2.7.1. Divisional Re-alignment

Divisional realignment will take place at the end of the fifth (5) week of league play. Teams changing division will carry the points accumulated into their new division.

Every effort will be made to ensure proper placement of all teams throughout the season.

2.8 Payment Schedule

There is an automatic \$20.00 surcharge on all NSF cheques. All team representatives will be issued a payment schedule, prior to the start of the first game. The league payment schedule will be four (4) weeks (four equal payments less deposit). Payments are to be made to guest services prior to each game. Failure to comply with the payment schedule will result in expulsion from league play and forfeiture of any payments made. In addition, the balance of League Fees outstanding will become due and payable. **The Financial Policy will be strictly enforced.**

Section 3 - Equipment

3.1 Equipment Measurement

Stick and or equipment measurements will not be permitted at any time during the regular and playoff season. Sticks must be in good repair to be used in game play.

3.2 Skates

The use of speed skates, figure skates or any other skates that may cause injury are prohibited. Goaltender skates are to be worn by the designated goaltender only.

3.3 Helmets

All helmets must be C.S.A approved and properly fastened. The use of tape or string as chinstraps is not permitted. C.S.A. approved facial protection (including mouth guards) and neck guards are mandatory. Should a player lose his helmet during the play, he must go directly to his bench or stop and put the helmet back on. Failure to do so will result in a minor penalty.

3.4 Team Sweaters

Each team is required to identify team colors at the time of registration. The visiting team is required to change sweaters in the event of teams competing with similar sweater colors. The league will supply cover-ups where appropriate. The timekeeper will have the cover ups available at game time. If a team does not have matching jerseys they will be required to wear cover-ups.

3.5 Goalie Equipment

Each team's goalie is required to wear the proper goalie equipment. The League can supply equipment for any team that needs it. It is recommended that goalies wear proper goaltender equipment.

Section 4 - Penalties

4.1 Minor Penalties

All minor penalties will result in a penalty shot.

- When a penalty is called the clock will stop
- The player taking the penalty shot will line up at center ice.
- All other players will line up on the far blue line.
- All players will start from a standing position.
- The referee will blow his whistle to start the play and the clock.
- On a missed opportunity ...play goes on, if a goal is scored refer to rule 5.3.4.
- If the penalties are offsetting, one team will take a shot, then the other. The clock will not resume until the start of the second shot.
- If a buzzer occurs during the penalty shot, then immediately after the shot has finished there will be a face off. Center ice if a goal is scored, neutral ice if no goal is scored.

Any player receiving three (3) minor penalties during the same game will be ejected for the balance of the game. (no further suspension). Goaltenders who incur three (3) minor penalties during the same game will remain in the game but will be suspended for the next scheduled game.

Situation 1 Rule 4.1

Midget Penalty Rule – In the midget division all minor penalties will be served by the player causing the penalty as well as the standard penalty shot. The penalized team will not be shorthanded, just the penalized player will sit in the penalty box for two (2) minutes before the player will be allowed back into the play.

4.2 Major Penalties

Any player receiving a major penalty during a game will be ejected for the balance of the game, and will receive a minimum one (1) game suspension. Two goals will be added to the non-penalized team.

4.3 Body Checking Penalties

All games are non- contact. If a body contact penalty occurs in the last ten minutes of the game, a game misconduct will be assessed and served on the next regular scheduled game.

4.4 Fighting

Fighting will not be tolerated in The SVHL 4 on 4.

Situation 1 Rule 4.5

First Fight - Where the situation exists that participants in a fight are found to have fought for the first time in the season, those players will receive a five (5) game suspension.

Situation 2 Rule 4.5

Second Fight - Where the situation exists that participants in a fight are found to have fought for the second time in the season, those players will be expelled from the program for the remainder of the season.

4.5 Game Misconduct

Any player receiving a game misconduct penalty during a game will be ejected for the balance of the game, and receive an automatic one (1) game suspension.

Situation 1 Rule 4.6

Second Game Misconduct – Where a situation exists that a player receives a second misconduct penalty in the same season, that player will be assessed an additional minimum three (3) game suspension.

Situation 2 Rule 4.6

Third Game Misconduct - Where a situation exists that a player receives a third misconduct penalty in the same season, that player may receive an indefinite suspension from the SVHL.

4.6 Gross Misconduct Penalties

Gross Misconduct penalties are assessed to any player or team that conducts themselves in such a manner as to make a travesty of the game.

Situation 1 Rule 4.7

First Gross Misconduct – Where a situation exists that a player or team receives a gross misconduct penalty, that player will be assessed a minimum three (3) game suspension. Team suspensions can be served by the entire team or by selected team members, or, by just the team rep.

Situation 2 Rule 4.7

Second Gross Misconduct - Where a situation exists that a player or team receives a second gross misconduct penalty in the same season, that player will be assessed a minimum five (5) game suspension. Team suspensions can be served by the entire team or by selected team members, or, by just the team rep.

Situation 3 Rule 4.7

Third Gross Misconduct - Where a situation exists that a player or team receives a third gross misconduct penalty in the same season, that player will be suspended indefinitely from the SVHL. Team suspensions can be served by the entire team or by selected team members, or, by just the team rep.

4.7 Match Penalties

Any player of a team receiving a Match penalty for attempting to injure an opponent may be suspended indefinitely regardless of that player's penalty history. No player that receives two Match penalties in a single season will be allowed to participate in the League. All Match penalties will be reviewed by the League. There is no minimum suspension for Match penalties involving league officials, referees or timekeepers

In the event a player or team is suspended or expelled from the SVHL 4 on 4, they forfeit any payments made; and any outstanding balance becomes due and payable immediately.

4.8 Penalties Causing an Injury

Any player in the commission of any act that results in any penalty that causes the injury of another player to the extent that the said player cannot play in the league; the penalized player shall be suspended for the duration of time that it takes for the injured player to return to the league. As well the penalized player may still be awarded punitive suspension time in accordance with the rules of the S.V.H.L.

Section 5 - Game Flow

5.1 Game Times

All games will be running time, in periods of 15-15-15 minutes respectively. All teams are encouraged to be ready prior to the ice resurfacing.

5.2 Clock Setting Procedure

Line changes will occur every 120 seconds with the sound of a buzzer for the Tyke, Novice and Atom divisions only. All other divisions will change 'On-The-Fly'.

When the buzzer sounds for the Tyke, Novice and Atom divisions, players must leave the puck immediately, and skate to the bench. Goalies must remain in their crease until the line change is complete.

Situation 1 Rule 5.2

End of Shift Buzzer - The puck cannot be shot, passed or guided in any way after the buzzer has sounded. If any player handles the puck after the buzzer has sounded, the referee may award possession to the other team.

Situation 2 Rule 5.2

Line Change - The new line of players cannot take to the ice until the old line has completely left the ice surface. If players leave the bench early the referee may award possession to the other team.

Situation 3 Rule 5.2

Short Bench – When the old line is coming off during a change and on the bench the line is short so that one player from the old line has to double shift; that player shall skate to the boards of their bench when the buzzer sounds and wait until the other members of their line have completely left the ice before the player can resume play.

Situation 4 Rule 5.2

Door Rattling - Any team caught shaking or rattling the bench gate latches to indicate an impending line change will receive a minor bench penalty resulting in a penalty shot.

5.3 Game Play

5.3.1 Face Offs

Face offs will only occur at the beginning of each period, during a penalty shot when the buzzer has sounded, or whenever in the judgment of the referee a face off is necessary for the perception of fairness.

5.3.2 Line Calls

Off sides are in effect and will be whistled down when they occur. Players are expected to clear the zone upon an off side call.

There is no 'icing' as there is no red line in play.

5.3.3 Goalie Freezing Puck

When a goalie freezes the puck, the attacking team is required to clear out to the hash marks until the puck is played.

5.3.4 Change of Possession

Any change of possession due to the puck being out of play, will require the defensive team to give ten (10) feet of clearance for the puck to be brought back into play.

After a goal, the scoring team will vacate the offensive zone, until the puck is brought out. The team that was scored on has ten (10) seconds to clear the defensive zone, or risk a 'Delay of Game' penalty.

5.3.5 Scoring

A two (2) goal per period rule is in effect. No individual may score more than two (2) goals per period. If a team is behind by three (3) or more goals, than all players may score but only until the teams are tied in score.

5.3.6 Time Outs

No time outs will be permitted during regular season play. One time out per game is allowed during the playoffs.

5.4 Game Scheduling

All games will be played at the date and time shown on the team schedule. Cancellation and re-scheduling of games due to weather or other conditions is at the sole discretion of the League.

During the playoffs, games will not be rescheduled to accommodate outside tournament play.

5.5 Goalie Substitutions & Late Arrivals

5.5.1 Substitute Goalies

Registered goaltenders of the S.V.H.L. may participate for other teams providing that they are not under suspension. A league official must clear all goaltending substitutions.

Teams may also refer to Rule 3.5 for the use of equipment for a substitute goalie.

Situation 1 Rule 5.5.1

A game may be played without a goalie; however if a player chooses to play in the net, he is bound by the positional rules of a goalie. In reference to Rule 3.5, The League can supply goalie equipment for any team that needs it. It is recommended that goalies wear proper goaltender equipment.

Situation 2 Rule 5.5.1

Goalie Injury - If anytime during a game a goaltender leaves the game due to injury; his team may dress a replacement goalie. During the time that it takes for the replacement to dress, the game will continue with a player assuming the position of goalie. During this transitional time the player assuming the position of goalie does not need full goaltender equipment.

Situation 3 Rule 5.5.1

Penalized Goalie - If anytime during a game a goaltender leaves the game due to receiving a penalty; his team may dress a replacement goalie. During the time that it takes for the replacement to dress, the game will continue with a player assuming the position of goalie, who does not need full goaltender equipment.

Situation 4 Rule 5.5.1

Goalie Substitution in Playoffs - A league official must clear all goaltending substitutions during post-season play.

5.5.2 Players Arriving Late

Players must arrive before the 3rd period commences to be eligible to play in the game and must first sign the game sheet before they start playing. Failure to have game sheets fully signed by the start of the third period will result in a minor penalty to the offending team and the clock shall run until the game sheet is signed.

5.6 Standings

Standings will be recorded so that seedings can be established for post season play.

The following will be the format used to break ties during regular league play:

- a) Most wins.
- b) Most Ties.
- c) Least Losses.
- d) Most Goals For.
- e) Least Goals Against.
- f) Record against the tied teams (head to head play).

5.7 Playoff Standings

Standings will be recorded in the post season so as to determine which teams will move on through various rounds of elimination.

The following will be the format used to break ties during a Round-Robin series in the playoffs:

- a) Points
- b) Wins
- c) Record against tied teams (Head to Head)
- d) Most Goals For
- e) Least Goals Against
- f) Goal differential (Goals for minus Goals against).
(Any team that defaults during round robin play – all of that team's games will be defaulted as well.)

The following will be the format used to break ties during a Wildcard Series in the playoffs:

- a) Points
- b) Wins
- c) Record against tied teams (Head to Head)
- d) Most Goals For
- e) Least Goals Against
- f) Goal differential (Goals for minus Goals against).
(Any team that defaults during round robin play – all of that team's games will be defaulted as well.)

In the playoffs, if during single-game wildcard format, both teams default the game, the score will be recorded as zero and no points awarded any team.

Situation 1 Rule 5.7

Ties in Standings – Series Play - The following will be the format used to break ties during a playoff series:

Any tied series at its conclusion will be settled by a three man shoot-out.

5.8 Refereeing

During the course of the game, the referee's decision is final.

Abusive language will not be tolerated. Zero tolerance will be observed. The officials in the event of abusive or foul language or racially motivated behavior toward any official, player, coach or other team official will assess a Game misconduct penalty. Subsequent game suspensions may apply based on referee report and recommendation.

Situation 1 Rule 5.8

Crease Crashing - In the referee's opinion, any time an opposing player enters a defending team's goal crease, the play will be blown dead and a face off will take place in the neutral zone.

NOTES