



OFFICIAL
S.V.H.L.
RULE BOOK

A MESSAGE TO THE PLAYERS

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

The Sports Village Hockey League, (S.V.H.L.) is an adult recreational hockey league. It has been designed to emphasize sportsmanship, mutual respect, fair play, and parity for all players. Every effort has been made to ensure that the S.V.H.L. 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, 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 Hockey League.

Yours sincerely,



Bryan Santarossa
Director of Operations



Duane Rivait
S.V.H.L. Director

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Section 1 - The Arena

1.1 Alcohol

Alcoholic beverages are not permitted in the arena. This rule applies to the dressing room, playing surface, common & public areas, parking lot and grounds of the facility. Any displays of drunkenness, on or off the ice, will result in suspension from the league and forfeiture of any deposits or payments made. Any team caught with alcohol in unlicensed areas of the facility may be suspended and could forfeit payments made for the league season.

1.2 Smoking/Vaping

There is a no smoking policy at The Sports Village, including vaping. This includes the dressing rooms, the restaurant and common areas. Smoking is allowed outside of the building. This is now the law in Ontario and we are compelled to enforce it to ensure a smoke free facility. In addition, there are random and unannounced inspections by enforcement officers that could result in significant fines. Violation of the law could result in suspension and forfeiture of league fees.

1.3 Marijuana

Despite the legalization of marijuana, federal legislation forbids smoking it in public spaces. This includes the dressing rooms, washrooms, restaurant, public or common areas, including the parking lot. The same rules apply to alcohol (Rule 1.1), apply to marijuana. Any display of impairment, on or off of the ice, may result in suspension from the League and forfeiture of any deposits or payments made.

1.4 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 the game in order to allow proper cleaning time before the next user enters the room. Damages to dressing rooms and the arena proper, as well as any room abuse will not be tolerated and violaters may be held financially responsible for any such damages. Do not bring valuables into your dressing room!

1.5 Notice Boards

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

1.6 Ice Resurfacing

For the safety of all participants, teams must remain off the playing surface while the ice resurfacer 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 resurfacer can begin the maintenance of the ice and so as not to delay the program.

1.7 Ice Resurfacing Garage

For the safety of all participants and patrons of the Sports Village, only Sports Village staff are permitted past the automatic garage doors leading to the ice resurfacing equipment.

1.8 Referee Dressing Rooms

For the safety of all league staff, only Sports Village staff and League officials are allowed entry into the Referee Dressing Rooms.

1.9 Player's Benches

For the safety of all participants and patrons, only active players signed on the roster, League officials and Sports Village staff are allowed behind the player's benches and surrounding area. All viewing for non-participants will be either in the stands or from behind the safety glass in the lobby area.

Section 2 – Teams

2.1 Game Sheets

Game sheets must be completed prior to the commencement of the game located at the League table in the front of the building. All players participating must print and sign his / her name clearly on the official game report. A minor penalty may be assessed to those players who do not sign the official game sheet.

Forging signatures may result in suspension of the entire team. All players must be at least **19 years of age** to play in leagues; otherwise a signed parental consent is required. Teams that do not provide a signed game sheet to the timekeeper by the start of a game will be assessed a minor penalty and the clock will run until the game sheet is fully signed.

Game Sheets must be signed by each player so that the rosters are an accurate reflection of who is playing. Failure to have Game Sheets fully signed by the start of the third period may result in a minor penalty to the offending team and the clock shall run until the Game Sheet is signed.

2.2 Rosters

2.2.1 Roster Sheets

A complete team roster (names printed and signed, full addresses, residence and business phone numbers, date of birth & e-mail addresses) 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 all players playing in any game throughout the season are signed on the team roster and signed in on the official game sheet. If a team disregards this rule it could hamper the player's in question availability from participating in the post season. Teams will be permitted to carry 20 individuals on their roster. Failure to provide the team roster by the first game could result in a minor penalty at the beginning of each game that the roster is missing. Suspended players are ineligible players and may return once the suspension has been served.

2.2.2 Age of Roster

The Masters Division will consist of players that are forty (40) years of age and older. The exceptions to this rule are: Goalies participating in the Masters Division face an age restriction of twenty-eight (28) years of age and older, and, teams in the Masters Division may sign up to, but no more than, three (3) players who are thirty-five (35) years of age and older. All teams may submit photo-ID proof for all of their players on the team roster by the fourth (4) game of the regular season. After that any player whose ID is not on file with the League may be considered ineligible. If a team disregards this rule it could hamper the player's in question availability from participating in the regular and post season. ***Note: Further exceptions to the rule must be discussed and agreed upon by a majority of team representatives in their division.***

2.2.3 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 caught using an ineligible player during the playoff season is referenced to Rule 2.6. Rosters will freeze at the half way point of the regular season.

2.2.4 Injured Players

All injuries must be reported to the league in writing by the team rep 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.

2.3 Captains, Alternates & Team Representatives

Each team shall appoint a team rep for purposes of communication with league officials. All inquiries are to be reported through the team representative. Each team is permitted to identify one (1) captain and three (3) alternate captains. Only players with this designation will be permitted to discuss judgment calls with the on-ice officials. Team representatives are the only persons permitted to discuss issues with league convenors 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, 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 or weeks. The team rep of the suspended player may also be suspended for up to five (5) games or weeks for allowing the player in question to play. While suspended players are allowed on the arena property to view their team's game, unless they are not allowed by a previous arrangement, suspended players are not allowed behind the bench or in the arena area whatsoever during a game. They may watch their team from the lobby viewing area only.

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 sole discretion.

2.5.3 Suspended Players Fees

Any Player or Team that is suspended throughout the season is subject to forfeiture of their fees. The Sports Village will not pay fees back to suspended Players or Teams. Teams remain responsible for all League fees outstanding if The Sports Village is unable to mitigate its loss.

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. Also players that fall under rule #2.2.3

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.

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 Ages

Players must be 19 years of age or over to participate in the program. Exceptions will be made for under age players if their parents or legal guardians sign a waiver and consent. The Masters Divisions shall be for players who are 40 years of age and older.

2.7.2 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 off all teams throughout the season.

2.8 Payment Schedule

There is an automatic \$40.00 surcharge on all NSF cheques. All team representatives will be issued a payment schedule, prior to the start of the first game. A deposit of at least \$2,000.00 must be made before the first game and all fees must be paid in full by the fourth week (4) of play. Payments are to be made to guest services prior to each game. Subsequent fees, such as fines or re-couping damages that occur throughout the season must be paid within five (5) business days of the fee. Failure to comply with the payment schedule could 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 is 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.

Situation 1 Rule 3.3

Helmet without facial protection - Where the situation exists that players are found to be without facial protection during a game; those players must leave the game and will not be allowed to continue until proper facial protection has been obtained.

Situation 2 Rule 3.3

Helmet without facial protection - Where the situation exists that players are found to be without facial protection during a game; those players must leave the game and will not be allowed to continue until proper facial protection has been obtained. If the player refuses to leave the game to obtain proper facial protection; their team will be assessed a bench minor for delay of game. If the player still refuses to leave the game to obtain proper facial protection; the game will be defaulted in favour of the opposition and the player, or team, will be assessed a Gross Misconduct.

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.

Section 4 - Penalties

4.1 Minor Penalties

All minor penalties will be two (2) minutes in duration. 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.

Double minors count as one minor penalty; however two (2) stick infractions will initiate a balance of game penalty.

4.2 Major Penalties

All major penalties will be five (5) minutes in duration. 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.

4.3 Body Checking Penalties

Any team receiving three (3) body checking penalties in one game will serve the fourth (4th) and any subsequent body checking penalties as five minute majors. If they occur in the last ten minutes of the game, a game misconduct will be assessed and served on the next regular scheduled game.

4.4 Stick Infractions

A stick infraction includes: High Sticking, Slashing and Cross Checking. All stick infractions will carry a double (2) minor penalty. Any player who injures an opponent as a result of

an accidental high stick, or an intentional cross check, or a slash, will be issued a (5) major penalty. A major or match penalty at the discretion of the referee may be called if injury results because of a high stick. Note: *For every five (5) stick infractions that a player accumulates, that player will be assessed and serve a game misconduct.*

Situation 1 Rule 4.4

Slew Foot – The penalty for an unintentional slew-foot will be a four (4) minute minor penalty. The penalty for intentionally slew-footing someone will carry a match penalty.

4.5 Fighting

Fighting will not be tolerated in The SVHL.

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.

4.6 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.

4.7 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 – on or off of the ice.

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.

Situation 4 Rule 4.7

Misconduct Away From The Ice Surface - Where a situation exists that a player or team causes any disturbance with any other player, team, staff, league official or patron in any part of the arena away from the ice surface; that player or team may be suspended indefinitely from the SVHL and banned from the Sports Village. Team suspensions can be served by the entire team or by selected team members, or, by just the team rep.

4.8 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 are no minimum or maximum suspension times for Match penalties involving league officials, referees or timekeepers

4.9 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 stop time, in periods of 12-10-10 minutes respectively. The exception to stop time will occur when any team is ahead by five (5) goals at the 5 minute mark of the third period, or, when an altercation occurs on the ice.

Games that run in periods of 17-15-15 minutes will have a running clock occur when any team is ahead by five (5) goals at the 7 ½ minute mark of the third period

5.2 Clock Setting Procedure

All teams are encouraged to be ready prior to the ice resurfacing being completed. At the start of a game the clock will be set to fourteen (14) minutes. Once the officials have taken the ice, the clock will start and the official will go to centre ice and blow his whistle to signify the face-off when there is twelve and a half (12:30) minutes left in the first period. The clock will continue to run until the first stoppage in play.

Situation 1 Rule 5.2

Run Time Situation - During a fight or altercation the officials may instruct the timekeeper to run the clock for the duration of the incident.

Situation 2 Rule 5.2

Time Outs - No time outs will be permitted in regular season play. One time out per game per team will be allotted only in the playoffs.

5.3 Line Changes

Line changes must be completed in a timely fashion. Any delays may result in a delay of game penalty to the offending team. CAHA rules apply, i.e. arm up in air 5 seconds during line change. 2 warnings, third is a 2-minute minor penalty.

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 out of the control of the League is at the sole discretion of the League. The SVHL will attempt to re-schedule any games that are cancelled due to reasons stated above; but do not make any guarantees.

Playoff games will be played on the regular game night. During the season, games will not be rescheduled to accommodate outside tournament play.

5.5 Substitutions, Tardiness & Defaults

Teams must have six (6) players to start a game. If an insufficient number of players are on the ice at the start of the game, but there are sufficient players in the Dressing Room, the clock will run until the first stoppage in play. The late team will be penalized with a two-minute minor penalty for Delay-of-Game. If an insufficient number of players are present for either team, the game will be defaulted and the team with the requisite line-up will be awarded the win. If an insufficient number of players are present for both teams, the game will be defaulted and recorded as a tie.

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. Teams may also use league accredited Goalie Rental services to ensure that they have a goalie for their games.

Situation 1 Rule 5.5.1

At The Start of a Game – When a team starts the game without their goalie; their goalie being late or a substitute goalie is permitted provided they are in uniform prior to the beginning of the second period. If a substitute cannot be found in time, the game will be defaulted.

Situation 2 Rule 5.5.1

Goalie Injury - If anytime during a game a goaltender leaves the game due to injury; his team has ten (10) minutes to find or dress a replacement goalie. During the time that it takes for the time period to pass, the game will stand in recess and a ten (10) minute count down will be established on the scoreboard. At the end of the ten (10) minute time period, if a goaltender is not ready to play; the team without the goalie will default the game.

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 has ten (10) minutes to find or dress a replacement goalie. During the time that it takes for the time period to pass, the game clock will continue to run. At the end of the ten (10) minute time period, if a goaltender is not ready to play; the team without the goalie will default the game.

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 – Regular Season

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.

5.5.3 Players Arriving Late - Playoffs

Players must arrive before the end of the 1st period 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 second period will result in a minor penalty to the offending team and the clock shall run until the game sheet is signed.

5.5.4 “No Show” Teams

Teams that intentionally default games without contacting the League twenty-four (24) hours before their scheduled game, may be fined \$200.00. Failure to promptly pay fines will fall under Rule 2.8.

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) Wins
- b) Record against the tied teams (head to head play).
- c) Most Goals for
- d) Least Goals against.
- e) Goal differential (Goals for minus Goals against).
- f) Least Penalty Minutes

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

- a) Points
- b) Wins
- c) Most Goals for
- d) Least Goals against.
- e) Goal differential (Goals for minus Goals against).
- f) Least Penalty Minutes

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 overtime play that will consist of a 5-minute, 4 on 4, sudden death overtime period. During the overtime period the clock will run and line changes can only occur on the fly. If a penalty occurs during overtime, the offender will go the box and the team with the power play will put an extra man on the ice (5 on 4). Teams will go back to 4 on 4 at first available whistle after the penalty is over. If the game is still tied after the overtime period, a three man shoot-out will occur.

Note: The overtime period is a tie breaker...**not a third game**. Any player ejected during the second game may not participate in the tie-break portion of any series. Any penalties being served will extend into the overtime period.

5.7.1 Playoff Formats

Playoff Formats used in the SVHL are varied; but for the most part are either round robin, series or wildcard series.

Situation 1 Rule 5.7.1

Round Robin Format – This is when every team in a division will play each other at least once. Points are tabulated much in the same way as the regular season. Depending on the size of the division there will be a championship and maybe (depending on the size of the division) a consolation based on the standings of the division after the round robin is complete. Since it is important for all teams to have a fair chance to score points against each other, any team that defaults during round robin play – all of that team's games will be defaulted as well. In this format, dominance in the regular season plays no part at all.

Situation 2 Rule 5.7.1

Series Format – This is when teams will play in a multi-game series against one another (for example – 1st place versus 4th place from the regular season). All series in the SVHL are of a two-game, total-point nature. In that since every game depending on the outcome has a point value (win – 2 points, tie – 1 point) a point value can be established in the series by the outcome of both of the games. If teams are tied in points after the series comes to an end, refer to Sit 1 - 5.7

Situation 1 Rule 5.7 for breaking a tie in a playoff series. In a series format, the teams that place higher in the regular season will get preferential seeding against lower seeded teams.

Situation 3 Rule 5.7.1

Wildcard Series Format – This format is utilized when there are more than 4 teams in a playoff division or an odd numbered amount of teams in a division and a round robin format is deemed unnecessary. A team is designated as a wildcard so that all playoff matches may move forward from quarter to semi to finals. In a wildcard format, the teams that place higher in the regular season will get preferential seeding against all wildcards. Wildcard series can be one or two game series. If they are two-game series, they follow the design of the series play from Situation 2 Rule 5.7.1.

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 recommendations from referees and/or League officials.

Situation 1 Rule 5.8

Icing - Icing is automatic when the puck completely crosses the goal line. Icing must be initiated from behind the blue line.

Situation 3 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.

Situation 4 Rule 5.8

Shot To The Goalie Mask – In any situation where a shot makes contact with the goalie in the mask, the play will be blown dead. The goalie's condition will be assessed by the referee. If the goalie is unable to continue, refer to rule 5.5.1, Situation #2. If the goalie is able to continue, the face off will be in the defensive zone.

Situation 5 Rule 5.8

Shot To The Goalie Mask Causing Goal– In any situation where a shot makes contact with the goalie in the mask and the puck goes directly into the net, the goal will count. The goalie's condition will be assessed by the referee. If the goalie is unable to continue, refer to rule 5.5.1, Situation #2. If the goalie is able to continue, the face off will be at center ice.

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