



The Hab Official Dek Hockey Rule Book

Time of Game

- a. The regulation time of a game of Dek hockey played in a rink is three 10 minute periods for a total of 30 minutes actual playing time. Stop Time.
- b. The time of the intermissions between each period is 1 minute.
- c. The team scoring the greatest number of goals during the three periods shall be the winner and shall be credited with two points in the league standing.
- d. Goals shall be changed after the completion of each period and each overtime period.
- e. If any unusual delay occurs before the end of the first or second periods, the referee may order the next regular intermission to be taken immediately. The balance of the period will be completed on the resumption of play with the teams defending the same goals, after which the teams will change ends and resume play of the ensuing period without delay.

Tied Game

- a. If, at the end of three regulation periods the score is tied, the game ends, then there will be one period of "sudden victory" overtime. The overtime period will be 3 minutes of running time. As soon as one of the teams scores a goal the game will be over. If no one scores the game ends in a Tie (no shoot out)
- b. If, as in playoffs or tournament play, a winner is necessary or desirable, the following shall take place:
 1. A regular intermission after which the teams shall change ends
 2. The ball shall be faced-off and play shall continue until one team scores. The length of this "sudden victory" overtime period shall be that of a regulation period.
 3. If neither team scores in the overtime period, a regulation rest period will be allowed after which additional overtime periods will be repeated until one team scores.
- c. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- d. If either team declines to play in the necessary overtime period or periods the game shall be declared a loss for that team

Refusing to Start Play

- a. If a team is withdrawn from the playing surface and fails to go on the playing surface and start play, or if being on the playing surface fails to start play within 1 minute after being ordered to do so by the referee the game or series shall be forfeited to the opposing team.
- b. If a team is withdrawn or fails to go on the playing surface, or being on the playing surface fails to start play a second time within the same game after being ordered to do so by the referee, the 1 minute allowance shall not be granted and the referee shall immediately declare the game forfeited to the opposing team.

Note: Should the offending team be on the playing surface, the order shall be given by the referee in person. If the offending team is not on the playing surface, the timekeeper, on the instruction of the referee, will convey the order to the offending team. The order may be given to any player, coach, manager of the offending team.
- c. If a team fails to present itself at the time and place appointed to play any game, the game shall be awarded to the opposing team.

2. Abuse to Official

Abuse to Official: Any abuse to an official will result in one or more of the following: 2 minute unsportsmanlike penalty 10 minute misconduct Game misconduct which will result in Office Review

3. Jersey Rule

All players must wear matching colored jerseys with numbers on the back of them. If any player from your team dresses for a game out of uniform, they will receive a \$5.00 jersey fine to be paid in the office before the game. The player will need to bring a receipt back to the scorekeeper's table before returning to play. After paying the jersey fine the player will be allowed to wear any color other than the opponent's. If two teams are wearing the same color jersey, the home team will proceed to change jerseys or go into the office to obtain pennies.

4. Basic Rules

Officials consist of the two referees and the time keeper on duty. The time keeper can be called upon to make a ruling if the referee asks them.

High Stick:

Any stick which makes contact with a player's head or is raised above shoulders except to shoot and after scoring a goal. 1 minute high sticking penalty will be assessed, 3 minute high sticking penalty will be assessed if blood is drawn, game misconduct and an office review for any contact to the head with intent to injure

Tripping Penalty: Any player who leaves his feet and slides on the surface and trips a player will receive a tripping penalty even if the ball is touched by the sliding player first.

A minor penalty or major penalty shall be assessed to any player who places his stick, knee, foot, arm, hand or elbow in such a manner that causes his opponent to trip or fall.

Delay of Game: Delay of game will result when a player catches the ball or picks up the ball from the playing surface.

Goalie Privilege Area: Goalies are allowed to cover the ball anywhere in between the yellow line and the blue line. If a goalie covers behind the goal line a delay of game penalty will be assessed.

Fighting Rule: It is an **AUTOMATIC 10** games suspension for a full on fight. Which is defined a punch being thrown by player with the intent to hurt the other player. If a player throws a punch at another player regardless of the team, that player is **AUTOMATICALLY** suspended for **5** games, if there is any sort of tussle/altercation but doesn't result in punches being thrown, the situation is left to the discretion of the referees, but has the potential for a review of what happened from the management of the Habitat. If the suspension carries into the next session the play must still play in 50% of games to qualify for the playoffs.

Hand Pass: Hand passing is only permitted in the defense Zone only. If a player touches the ball 2 or more time consecutively with their hand play will be stopped. If a player hand passes the ball to the defensive goalie play will be stopped and taken to the offensive team's lower faceoff circle.

During any altercation

During any altercation if a player leaves the bench they will be given a game misconduct and will be reviewed by the office. In the event that more than 1 player leaves their bench the game will be suspended and the score at that time will be upheld.

5. 8 Penalty Rule

Any team that receives 8 penalties in one game will forfeit the game. Any team that violates the rule twice in one season will forfeit that game and be fined \$100.00. The third violation will result in a 1 game suspension for the entire team and that game will be forfeited with a \$200 fine attached. Any game misconduct or misconducts will not count toward the 8 penalty rule. Anyone player receiving 3 penalty in the game will be removed from the game and has to leave the building, if he refuses to leave the building the game could lead to a forfeit.

6. Forfeits

There will be a forfeit fee of \$50.00 charged to every team that does not show for a scheduled game. You will be charged the fee regardless if you call ahead or not.

7. DEK Hockey No-Bounce Ball

a. The colors range from various shades for warm or cold weather temperatures. The referees decide which color ball will be used by dropping them from a height of 3 feet onto the playing surface. The ball when dropped from a height of 3 feet will not rebound more than 8 inches on the first bounce and no more than 2 inches on the second bounce. The ball with the least amount of bounce determines which ball will be used. If the bounce is the same the referees shall decide which ball will be used. Once the game is underway the color or type ball may be changed.

8. Shoes

- a. Vinyl or rubber type soles must be used, except for the goaltender.

9. Goaltender's Equipment

- a. Protective face masks with back plate or helmet, chest protectors, leg pads, and protective cup are mandatory.
- b. The goaltender cannot wear attachments to his equipment or his body which will widen his defense of the goal beyond the normal padding to protect him from injury.

10. Forward's and Defenseman's Equipment

- a. All players must wear matching jerseys, approved DEK Hockey shin guards, and gloves.
- b. Face cages are mandatory for all players under 18. Face cages are recommended for all players over 18.

11. Team Colors/Uniforms

- a. Team colors are declared to league coordinators who can direct any team to change its colors if it appears they will blend too closely with another team. In inter-league play, the home team must change its colors if the referee feels the colors are too closely related to the away team's color to officiate the game. The primary color of each team must be consistent with each player of the same team, such that, the referee can easily recognize every player on the same team. (I.e. no black jersey on a blue jersey team).
- b. Each player must have a number at least 8 inches high on the back of his jersey for identification.

12. Dangerous Equipment

- a. A referee may at any time, declare as being illegal any equipment that has been badly worn or damaged and which in his opinion may cause an injury. Such equipment shall be removed from the game without penalty unless it reappears later in the game.

13. Composition of a Team

- a. A team may not roster more than 15 players including the goaltender for any game and it must have a minimum of 5 players to start a game. (1 goalie, and 4 forwards or no goalie and 5 forwards) When play is in progress, no more than 6 players from one team are allowed on the playing surface. These six players will be known as the goaltender, center, right wing, left wing, right defense, and left defense Note: If during the game, a team has less than four available players excluding those in the penalty box), the game shall be forfeited to the opposing team.)
- b. Each team shall appoint a captain and up to three alternates clearly identified by either the letter "C" or the letter "A" on the front of their jerseys (3 inch letters). Only the captain or one of the alternates who are on the playing surface at the time of a call may question the referee. Any captain, alternate captain, or player who comes off the bench to protest or question an official's call must be assessed a misconduct penalty by the referee. Goaltenders, playing coaches or playing managers are not allowed to be

captains or alternate
captains.

c

c. Only a captains is allowed to discuss any dispute with the Referee, there is a no tolerance rule in effect in the event that a player does not keep his emotions in check a sportsman like penalty shall be accessed.

d. The roster limit is 15 players per team. Rosters must be signed and verified on the day of your 3rd game. No changes can be made after the 5th game.

14. Replacing Goaltenders

A. Only one goaltender for each team is allowed on the playing surface at one time. He may be removed and replaced by a player but this player would not have goaltender's privileges unless he dresses and declared himself the goaltender.

B. No player except the goaltender or his substitute shall be permitted to wear the equipment.

C. No change in goaltenders can be made until there is a stoppage of play except where he is being substituted by an additional player. When there is a change in goaltenders, the referee will not allow a warm-up.

15. Change of Players

a. Players may be changed at any time from the bench, provided the players leaving the playing surface are at the player's bench and out of play before the change is made.

16. Injured Goaltender or Players

a. The referee may stop play at any time whenever, in his opinion, a player or goaltender may have been injured and continuance of play could make the injury more serious. Generally the referee will allow play to continue and wait until the team suffering the injury has possession of the ball before halting play. If the injury was caused by an opposing player while committing an infraction, the referee will stop play when the opposing team has control of the play.

b. A penalized player who has been injured may be exempt from going to the penalty box providing a substitute goes to the box for him. Violation is a bench minor penalty.

c. If a goaltender is injured, no more than 2 minutes is allowed for him to recuperate and return to the goal. If he is unable to return, he must be either replaced, within 5 minutes including equipment change, or the team plays without a goaltender and the team is allowed 6 players on the playing surface.

17. Appointment of Officials

a. All officials including scorers-timekeepers are appointed by the GM and league manager.

18. Referees

a. Two referees are required to officiate a game. They have full control of the game in calling offsides, clearing infractions and assessing penalties. Each referee patrols one half of the rink which will be designated between them before the start. Both referees have equal powers to make calls in both zones. Should there be a difference of opinion by the referees on a call or a goal, the final ruling rests with the referee in whose zone

the infraction or goal occurred. The referee also notifies the scorer-timekeeper as to who scored the goal and who assisted, if any.

b. Each referee shall check the nets in his zone for any damages prior to the game. The referee calls the teams to the playing surface at the start of each game and each period. Before starting the game, the referee sees to it all other officials, including the score timekeeper, are in their respective positions.

19. Goal Disputes and Scoring Credit

a. The final decision, in the matter of disputed goals, is given by the referee. He also notifies the scorer-timekeeper as to who scored the goal and the assists, if any. No more than two assists may be given on any goal.

20. Abuse or Threats to Officials

a. Any player, coach or manager, who is discourteous or threatens a referee or other official before, during, or after a game, or the entire season, must be reported to the league manager for immediate disciplinary action and possible suspension.

b. Any player, coach or manager who intentionally strikes a referee, or other official during or after a game receives a match penalty and is reported to the league manager and GM immediately following the game.

c. Any player, coach or manager who attempts or threatens to strike a referee, or other official during or after a game shall receive a match penalty and shall be reported to the league manager and GM.

d. At no time is anyone allowed to use profanity at a referee even if he is not in agreement of the call that was made it will be in the discretion of the Referee if more penalties will be called.

21. Scorer - Timekeeper

a. The timekeeper shall control the time from the first face-off by starting the clock and stopping the clock whenever there is a stoppage in play. He shall also be responsible for signaling the end of each period.

b. The timekeeper shall inform the referee of the time remaining in each period or penalties when requested by the referee or the penalized player.

c. In the event of any dispute regarding time, the matter shall be referred to the referee in charge and his decision shall be final.

d. The scorer shall record the time of each goal scored, by whom and to whom assists, if any, are to be credited.

e. The scorer shall also keep a record of all penalties assessed, stating the name and numbers of the penalized player, the duration of each penalty, the infraction and the time the penalty was assessed.

f. Prior to the game, the scorer shall obtain a roster from each team captain designating the names of each player, their numbers, positions and the captains and alternate captains. He shall report to the referee any discrepancy in the line-ups he feels are not in accordance with the rules.

g. The scorer shall inform the referee when the same player has received his third minor penalty or his second misconduct penalty in the same game. If either occurs the player will be removed from the game immediately.

h. At the end of each game, the scorer and the referee shall sign the official score sheet and the scorer shall see to it that the report is given to the league manager. i. When only one person handles the scoring and timekeeping he assumes all the responsibility of both the scorer-timekeeper.

22. Penalties

a. Penalties shall be classified as one of the following:

1. Minor
2. Major
3. Bench Minor
4. Misconduct
5. Game Misconduct
- 6 Penalty Shot

f. All penalties except the penalty shot shall be assessed in actual playing time.

g. Penalties may be assessed at any time during the game when an offense is committed regardless of whether play is in progress.

h. If an offense occurs after the conclusion of a game, a penalty shall be assessed and such penalty shall be reported to the league manager, GM.

i. Where the rules state that the coach or manager shall designate a player to serve a penalty and the coach or manager refuses to name a player, the referee shall name any player of the offending team to serve the penalty.

23. Time of Penalties

Minor/Major/Misconduct

The time of each penalty will vary depending on whether it's a major, minor or misconduct penalty.

MINOR - 1 Minutes

Double Minor - 2 Minutes

MAJOR - 3 Minutes

Misconducts - 5 minute

Game misconduct- Remainder of Game + Suspensions/fine if deemed necessary

24. Minor Penalty

a. Any player, except for the goalie, given a minor penalty must sit in the penalty box for the time designated in Rule 23 with no substitute for him being allowed.

b. If, while a team is shorthanded because of one or more minor or bench minor penalties, the opposing team scores a goal, the first of such penalties shall terminate automatically. If the player has received a "double minor", only the first minor penalty will terminate.

c. "Short-handed" means one team, due to penalties received is playing with less players on the surface than its opponent at the time the goal is scored. The minor or bench minor which terminates automatically is whichever penalty caused the team scored against to be short-handed originally, thus coincidental minor penalties to both teams do NOT cause either side to be "short-handed". Note: Goals scored on a penalty shots do not apply in terminating penalties.

d. Coincidental minor or bench minor penalties to both teams do not cause either team to be shorthanded so both penalties shall continue to be served regardless of how many goals are scored by either team.

25. Bench Minor Penalty

a. A bench minor penalty requires the assessed team to play a man short in actual playing time. b. The coach or manager of the penalized team, through the playing captain, shall designate any player of his team to serve the penalty. Such player will take his place in the penalty box and serve the penalty as if it were a minor penalty imposed upon him.

26. Major Penalties

a. Any player receiving a major penalty must be reported to the league manager and recommended for possible suspension.
b. For a major penalty in the game to a player, including the goaltender, the penalized player shall be ruled off the playing surface and assessed a game misconduct penalty. It shall be necessary to place a substitute in the penalty box immediately. The substitute will be permitted to return to the playing surface after the time of a major penalty has elapsed and a stoppage of play occurs.
c. When a player is assessed both a minor and major penalty, the major penalty shall be served first. The substitute shall not return to the playing surface while serving any major penalty, however, if his major penalty time has elapsed, he may return on his minor penalty in accordance with Rule 23.

27. Misconduct Penalties

a. A player, including the goaltender, incurring a misconduct penalty, shall be ruled off the playing surface for actual playing time. A substitute for the penalized player shall be permitted immediately. The penalized player must go to the penalty box until his time has expired and he cannot return to his bench or the playing surface until there is a stoppage of play.
b. When a player is assessed a minor and a misconduct penalty or a major and misconduct penalty at the same time, the penalized team shall immediately place a substitute player in the penalty box to serve the minor or place a substitute for the major. The misconduct time doesn't need to be served by a substitute player.
c. A player who is assessed a second misconduct penalty in the same game shall automatically be assessed a game misconduct penalty.

28. Game Misconduct Penalties

a. A player being assessed a game misconduct penalty shall not be allowed on the playing surface, nor on the players' bench and is suspended for the remainder of the game. The incident leading to the game misconduct must be reported to league manager and GM.

29. Match Penalty (Intent to Injure)

- a. Any manager, coach, player or member of the team incurring a match penalty, shall be barred from the entire playing area including the benches and the spectator's area for the balance of the game and will not be permitted to take part in any further games until his case has been dealt with by the league manager and GM.
- b. In every instance where a match penalty has been assessed, the offending member's team shall be assessed a major penalty which must be served by a substitute player. If injury actually occurred, a "double major" shall be served.
- c. A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, official, coach, manager, trainer or spectator in any manner.
- d. Any player using his stick as a weapon in an altercation or a fight or attempting to kick an opponent, his action shall be considered as "deliberately attempting to injure" and that player shall be assessed a match penalty.

30. Awarded Goals

A goal will be awarded to the attacking team when the opposing team has taken its goaltender off the playing surface and an attacking player has the ball without a defending player between himself and the opposing goal and:

- a. He is interfered with by an opposing player who has illegally entered the game.
- b. A stick or any other object is thrown by a player from the defending team either on the playing surface or on any bench.
- c. The ball carrier is fouled from behind and prevented from having a clear shot on the open goal.

31. Penalty Shot

- a. A penalty shot assessed by the referee shall be taken as follows: The referee will publicly announce the name of the player designated by him or selected by the team entitled to the shot (as appropriate) and shall then place the ball at the center face-off spot and the player taking the shot will, on the instruction of the referee, start the ball from there and shall attempt to score on the goaltender. The ball must be kept in motion towards the opponent's goal line and once it is shot, the play shall be considered complete. No goal can be scored on a rebound of any kind and any time the ball crosses the goal line, the shot shall be considered complete.
- b. The goaltender must remain in his goal crease until the ball has crossed the center line and, in the event of violation of this rule, the shot can be taken over again. The goaltender may attempt to stop the shot in any manner except by throwing his stick or any object, in which case a goal will be awarded.
- c. If a foul against a player leads to the penalty shot being assessed, that player shall take the penalty shot. In all other instances, the coach or manager will designate the player taking the penalty shot providing that player was on the playing surface when the call was made.
- d. If the penalty shot was awarded for falling on the ball or picking up the ball with his hand while the ball is in the goal crease, the captain will designate which player, who was on the playing surface at the time of the infraction, will take the penalty shot. e. While the penalty shot is being taken, players of both sides shall withdraw to the sides

of the rink and beyond the blue center line. No member of an opposing team may interfere in any way with the player making the penalty shot.

f. If a goal is scored from a penalty shot, the ball is faced-off at the center spot. If a goal is not scored, the ball is faced-off at either of the two end face-off spots where the penalty shot was tried.

g. If the offense for which the penalty shot was awarded was such as would normally incur a minor penalty, regardless of whether the penalty shot results in a goal or not, no minor penalty shall be served.

h. The time required for taking penalty shot shall not be included in the regular playing time or any overtime. Should the calling of the foul be delayed by the referee for completion of the play and the game ends, the penalty shot is allowed to take place.

i. If the defending team, intentionally displaces their own net during a scoring opportunity for the opposing team, then the attacking team will be awarded a penalty shot.

j. If the goal post is deliberately displaced by a goaltender or player during the course of a "break away" a penalty shot will be awarded to the non-offending team, which shot shall be taken by the player last in possession of the ball.

32. Goaltender Penalties

a. No goaltender shall be sent to the penalty bench for an infraction which incurs a minor penalty. Instead, such a penalty shall be served by any player of his team who was on the playing surface when the infraction occurred. Such player shall be designated by the manager or coach of the penalized team, through the captain or an alternate captain.

b. Should a goaltender incur a major penalty in the game, he will be ejected.

c. An alternate goaltender may replace a regular goaltender who has been assessed a game misconduct or a match penalty. In the event there is no alternate goaltender recorded on the playing line-up, the regular goaltender's place may be taken by any player on the game report designated by the manager or coach of the penalized team through the captain or alternate captain. When a goaltender leaves his goal crease to join in a fight or altercation, or take part in another fight during the same stoppage of play, he shall receive a game misconduct penalty.

d. When a goaltender leaves the goal crease during a fight or altercation, he shall be assessed a minor penalty, except if the fight or altercation occurs in the crease, plus any other penalties he might receive.

e. If a goaltender participates in the play in any manner when he is beyond the center line, he shall be assessed a minor penalty.

33. Delayed Penalty

a. If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not begin until the penalty time of one of the two players already penalized has elapsed. Nevertheless, the third player penalized must at once proceed to the penalty bench, but may be replaced on

the playing surface by a substitute until such time as the penalty time of the penalized player shall begin.

b. When the penalties to the player or players have expired and the penalized team is entitled to four or more players on the playing surface, the timekeeper shall permit the penalized players to return to the playing surface in the order of expiration of their penalties. When the play has been stopped, the player whose full penalty has expired may return to play.

34. Calling of Penalties

a. The referee shall blow his whistle immediately if a player on the team in possession of the ball commits an infraction of the rules which would call for a minor, major, bench minor, misconduct or match penalty and gives the penalties to the deserving players. The resulting face-off shall be where the play was stopped unless the stoppage occurred in the offending player's attacking zone, in which case the face-off is brought back to the defensive zone adjacent to the center line.

b. If a player on the team not in possession of the ball commits an infraction, the referee shall signify the penalty by pointing to the offending player but will allow play to continue until the offending team gains possession of the ball at which time he will blow the whistle and assess appropriate penalties.

c. If the penalty to be assessed is a minor penalty and a goal is scored on the play by the non-offending side, the minor penalty shall be recorded but not served but major and match penalties shall be assessed regardless of whether a goal is scored.

d. If further rule infractions are committed by the same offending player either before or after the referee blows his whistle, that player shall serve the penalties consecutively.

e. A bench minor penalty shall be imposed on the team of any penalized player who does not proceed directly and immediately to the penalty box and take his place on the penalty box.

35. Off-Side

d. Players of the offensive team must not precede the ball into the offensive zone. The position of the player's feet and not that of his stick shall be the determining factor in all instances in deciding an "offside". A player is "offside" when both feet are completely over the outer edge of the centerline. If a pass deflects off a defensive player, his feet or his stick, causing an offensive player to precede the ball into the offensive zone, the offside shall apply.

Note 1: A player is "onside" when either of his feet are in physical contact with, or on his own side of the line at the instant the ball completely crosses the outer edge of that line regardless of the position of his stick

Note 2: It should be noted that while the position of the player's feet is what determines whether a player is offside, the question of an offside never arises until the ball has completely crossed the outer edge of the centerline at which the decision is to be made.

e. For violation of this rule, play shall be stopped and the face-off shall be in the defensive zone of the offending team nearest the centerline at the point where the ball crossed the centerline.

f. Even though a member of the offensive team shall have preceded the ball into the offensive zone, the off-side shall be ignored and play permitted to continue if the ball has

been clearly intercepted by a member of the defending team and is passed or carried by the defending team into the other zone.

Note: Referees should be careful not to blow the whistle too soon on this play

g. If a player legally carries or passes the ball from the offensive zone back into his own defending zone while a player of the opposing team is in such defending zone, the offside shall be ignored and play permitted to continue.

h. If, in the opinion of the referee an intentional offside play has been made, the ball shall be faced-off at the end face-off spot in the defending zone of the offending team.

36. Delayed Off-Side

If the ball rolls freely across the yellow line with an offensive player in the offensive zone and no offensive player touches the ball, the referee can call a delayed off-side by simply raising his arm but does not stop play. The referee shall drop his arm to nullify the offside violation and allow play to continue if:

a. The defending team passes or carries the ball into their attacking zone

b. All offensive players in the attacking zone clear the zone by crossing the center line.

The attacking zone must be completely clear of offensive players before offside is nullified.

37. Icing

Icing is called when a defensive player shoots the ball from his defensive side of the "clearing" line over the opposing team's goal line without any other player touching it.

Clearing is called immediately when the ball crosses the goal line and is brought back to the defensive zone of the team committing the infraction and a face-off is held in the circle on either side of the goal.

Note: The ball, and not the player's feet, is the determining factor in judging this infraction.

Clearing is "washed out" by either referee if, in their opinion, any of the following occurred:

a. If the ball crosses any part of the goal crease.

b. If the goalie touches the ball before it crosses the goal line.

c. If, in the opinion of the officials, the defensive player could have played the ball before it crossed the goal line.

d. If, due to penalties assessed, (except for misconducts) the team is playing short-handed against their opponents. (if both teams are equally short-handed, clearing is not allowed.)

38. Ball Out-of-Bounds

A ball is considered out-of-bounds if it leaves the rink area or if it hits anything other than the boards, glass or wire above the surface. A face-off takes place where the ball was shot or deflected out of bounds.

39. Freezing the Ball

- a. When the ball becomes lodged in the netting on the outside of either goal and is not playable, or it is frozen between opposing players, intentionally or otherwise, the referee shall stop play. The resulting face-off shall be at either end face-off spot in that zone. If in the opinion of the referee an attacking player is responsible for the stoppage the face-off shall be at the nearest face-off spot in the defensive zone.
- b. If the referee loses sight of the ball (as in a scramble or when the ball is accidentally lodged underneath a player), he blows his whistle, stops the action, and conducts a faceoff at the nearest face-off spot.
- c. A minor penalty shall be assessed a goaltender who deliberately drops or throws the ball on the goal netting to cause a stoppage of play.
- d. If the ball comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by hand or stick.

40. Delaying the Game

- a. A minor penalty shall be imposed on any player or goaltender who delays the game by deliberately throwing, shooting or batting the ball with his stick, feet or hand outside the playing area. All players entering the game shall have a number at all time's if not they shall be imposed a minor penalty.
- b. A minor penalty shall be imposed on any player or goaltender who delays the game by deliberately displacing a goal post from its normal position. The referee shall stop play immediately when a goal post has been displaced.
- c. The referee shall assess a bench minor penalty to any team who, in the opinion of the referee, is taking too much time to make substitutions. A warning shall be given to the captain at least once before assessing the first penalty for this infraction.
- d. The referee has the right to stop play immediately in the case of a match penalty. The resulting face-off will be where the play was stopped unless the stoppage occurred in the offending player's attacking zone in which case the face-off is brought out to the defensive zone.

42. Abuse of Officials and Other Misconducts

The manager and coach shall be responsible for the conduct of their players at all times. They must try to prevent disorderly conduct before, during, or after the game, on or off the playing surface and any place in the rink or business places or places of lodging. The referee may assess penalties on any of the above officials for failure to do so and shall report full details of any incident to the league manager and GM.

- a. A misconduct penalty shall be assessed on any player who:
 - 1. Uses obscene, profane or abusive language or gestures to any person.
 - 2. Persists in disputing or shows disrespect for the ruling of any official.
 - 3. Intentionally knocks or shoots the ball out of reach of an official who is retrieving it.
 - 4. Any player who intentionally breaks his stick inside the immediate playing area.
- A player who, after receiving a misconduct penalty, persists in using obscene or profane language shall be assessed a game misconduct penalty and ordered to the dressing room. In such cases, a substitute shall be allowed.

- b. A manager, coach or trainer guilty of such misconduct shall be removed from the bench and ordered to the dressing room for the remainder of the game by the referee through the captain or alternate captain. The referee shall report the incident in full detail to the League manager and GM, who may assess suspension penalties.
- c. If the referee is unable to identify the person responsible for the use of obscene, profane or abusive language, a bench minor penalty shall be assessed the offending team.
- d. A minor penalty for unsportsmanlike conduct will be assessed any player:
 - 1. Using obscene, profane or abusive language on the rink that was not directed at a specific person (See also Rule 45a(i)).
 - 2. Showing disrespect towards any referee or game official in any degree less than what would incur a misconduct penalty.
- e. A misconduct penalty shall be assessed any player who, after one warning by the referee, persists in any course of conduct (including threatening and abusive language or gestures or similar actions) designed to incite an opponent into incurring a penalty.
- f. A misconduct penalty shall be assessed any player or players who, except for taking their positions on the penalty bench, enter or remain in the referee's crease while the referee is reporting to or consulting with any game official including the timekeeper or official scorer.
- g. A bench minor penalty shall be assessed against the offending team if any player, manager, coach or trainer throws anything on the playing surface.

43. Adjustment of Equipment

- a. A minor penalty shall be assessed to any player who delays the game for adjustment of any equipment or for the changing of sticks at the player's bench.
- b. The responsibility or obligation, or both, for maintaining equipment in proper condition shall be upon the player. If adjustments are required, the player must leave the playing surface and play shall continue uninterrupted using a substitute.

44. Attempt to Injure

- a. A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, official, coach, manager, trainer or spectator in any manner.
- b. Any player using his stick as a weapon in an altercation or a fight or attempting to kick an opponent, shall be considered as "deliberately attempting to injure" and shall be assessed a match penalty.
- c. A substitute for the penalized player shall be permitted after the time of a major penalty has been served. The substitute must take his place on the penalty bench when the penalty is assessed and cannot return to the playing surface until there is a stoppage of play.

45. Broken Stick

- a. A player without a stick may participate in the game. A player whose stick has broken may participate in the game provided he drops the broken portion to the playing surface immediately. A minor penalty shall be assessed for any infraction of this rule.

- b. A player whose stick is broken may only receive another stick personally from his players' bench and may not receive a stick thrown on the playing surface from any part of the rink. A minor penalty shall be assessed for any infraction of this rule.
- c. A goaltender may continue to play with a broken stick until a stoppage of play or until he is legally provided with a stick.
- d. A goaltender may receive a stick from a teammate without proceeding to his player's bench.

A broken stick is one which, in the opinion of the referee is unfit for normal play.

46. Boarding

A minor or major penalty, at the discretion of the referee, based upon the degree of violence of the impact with the boards, shall be assessed any player who body checks, cross checks, elbows, charges or trips an opponent in such a manner that the opponent is thrown violently into the boards. A player standing his own ground along the boards where he is trying to go through too small an opening is not boarding.

47. Body checking and charging

- a. A minor or major penalty at the discretion of the referee shall be assessed to any player who body checks an opponent.
- b. The definition of body checking is when a player uses his body to BUMP an opponent out of position by using his shoulder or hips.
- c. A **Game Misconduct** shall be assessed any player who runs or jumps into or charges an opponent. A goaltender is not fair game just because he is outside the goal crease area. A penalty for interference, checking or charging (minor or major) should be called in every case where an opposing player makes unnecessary contact with a goaltender.

Note: Likewise referees should be alert to penalize goaltenders for tripping, slashing, or spearing in the vicinity of the goal.

- d. A **Game Misconduct** shall be assessed any player who jumps at or charges an opponent from behind, charges a goaltender while the goaltender is within his crease or who injures an opponent as a result of a charge.

48. Crosschecking (Hitting an opponent with the shaft of the hockey stick, while holding it with both hands.)

- a. A minor or major penalty, at the discretion of the referee, shall be assessed any player who cross checks an opponent.
- b. A major penalty shall be assessed any player who cross checks a goaltender while he is in his crease or who injures an opponent as the result of a cross check.

49. Elbowing and Kneeing

- a. A minor penalty shall be assessed any player who fouls an opponent in any manner with his elbow or knee.
- b. A major penalty shall be assessed any player who injures an opponent by elbowing or kneeing.

50. Deliberate Injury

- a. A match penalty shall be assessed any player who deliberately injures or kicks an opponent, official, manager, coach, trainer or spectator in any manner.
- b. It shall be necessary to place a substitute on the penalty bench when the penalty is assessed to take the place of the penalized player and the substitute player shall not return to the playing surface until a double major has been served.

51. Stepping on the Ball

Any player except the goaltender who intentionally steps on the ball and holds it under his foot for more than 2 seconds shall be given a minor penalty for delay of game. This rule does not apply when two opposing players are "digging" for possession in the corners or along the boards.

52. Face-offs

a. A face-off shall take place by the referee dropping the ball between the sticks of the players facing-off. The ball must hit the surface before either player makes contact with the ball. Neither player may contact his opponent's body in any way until the face-off is completed. The players taking the face-off shall stand squarely facing their opponents end of the rink approximately one stick length apart with the full blade of their sticks flat on the playing surface and entirely clear of the place where the ball is to be dropped. All other players on both teams must be at least 12 feet away from the player taking the faceoff and they must be on-side.

If a violation of this rule occurs, the referee shall order another face-off.

Note: If, after a warning by the referee either of the players fails to take his proper position for the face-off promptly, the official shall be entitled to face-off the ball even though only one player is in position.

b. Any player taking a face-off who, in the referee's opinion intentionally causes the ball to go out of the rink on the faceoff, shall be waived from the next face-off .

c. If a player facing-off fails to take his proper position immediately when directed by the referee, the referee may order him replaced for that faceoff by any other player on the playing surface. d. When an infringement of a rule has been committed or a stoppage of play has been caused by any attacking player in their attacking zone, the ensuing face-off shall be in the defensive zone at the nearest face-off spot. This includes stoppage of play caused by a player of attacking side shooting the ball onto the back of the defending team's net without any intervening action by the defending team.

e. When an infringement of any rule has been committed by the players of both teams, the ensuing face-off shall be at the place where stoppage occurred, unless otherwise stated in the rules.

f. When a stoppage of play occurs between the end face-off spots and the nearest end of the rink the face-off shall be at the nearest end face-off spot, unless otherwise stated in the rules.

g. No face-off shall be made within 20 feet of the side boards.

h. When a goal is illegally scored as a result of the ball being deflected off the referee directly into the net, the face-off position will be at either end face-off spot where the ball went into the net.

i. When play is stopped for any reason not specifically covered in the Hab Official Rules, the ball shall be faced-off where it was last played.

53. Falling on the Ball

a. A minor penalty shall be assessed any player except a goaltender who deliberately falls on or gathers the ball into his body by any means, while standing or lying on the playing surface.

Note: This rule shall be interpreted so that a penalty shot will be awarded only when the ball is in the crease at the instant the play is stopped.

b. A minor penalty shall be assessed when any goaltender who deliberately falls on or gathers the ball into his body or holds or places the ball against any part of the goal or the boards when the ball is behind the goal line and the goaltender's body is entirely behind his goal line.

c. A penalty shot shall be awarded against the offending team when a defending player (except the goaltender) deliberately falls on the ball, holds or gathers the ball onto his body, in any manner, or picks up the ball with his hand, while the ball is within the goal crease. No other penalty shall be assessed.

Note: If the goaltender has been removed, he may return to the playing surface for the penalty shot.

54. Roughing

A minor penalty will be assessed to any player or players who, in the opinion of the referee, act unduly aggressive, short of actual fighting. A referee shall do his utmost to be quick on these calls thereby avoiding the more serious fighting infraction.

55. Fighting

It is an **AUTOMATIC 10** games suspension for a full on fight. Which is defined as punch being thrown by player with the intent to hurt the other player. If a player throws a punch at another player regardless of the team that player is **AUTOMATICALLY** suspended for **5** games, if there is any sort of tussle/altercation but doesn't result in punched being thrown, the situation is left to the discretion of the referees, but has the potential for a review of what happened from the management of the Habitat. If the suspension carries into the next session the play must still play in 50% of games to qualify for the playoffs.

56. Gross Misconduct

a. A Gross Misconduct penalty shall be assessed to any player, coach or manager for any of the following: attack or threat to an official, intentional damage to the playing surface (facility) or to an opponent's equipment, hair-pulling, biting or spitting. Such persons shall be ejected from the remainder of the game.

b. If a player so dismissed is taking part in the game, he shall be charged with a game misconduct penalty and a substitute shall be permitted immediately.

c. The referee shall submit full details surrounding the violation to the league manager that may assess further suspensions.

57. Handling Ball with Hands

a. Play shall immediately be stopped and a minor penalty assessed any player except the goaltender who closes his hands on the ball.

b. A minor penalty shall be assessed a goaltender who:

1. deliberately holds the ball in any manner which, in the opinion of the referee, causes an unnecessary stoppage in play.

2. throws the ball towards his opponent's goal.

3. deliberately drops the ball into his pads or onto the goal net.

Note: Where the ball is thrown toward the opponent's goal by the goaltender and it is received by an opponent, the referee shall allow the resulting play to be completed and if a goal is scored by the non-offending team it shall be allowed and no penalty assessed. However, if a goal is not scored, play shall be stopped when the offending team gains possession of the ball, and a minor penalty shall be assessed against the goaltender.

c. A minor penalty shall be assessed to any player who, while play is in progress, bats the ball upward with his hand more than once consecutively. (DOUBLE TAP)

d. Any player, except the goalie, who picks up the ball from the playing surface, will receive a delay of game penalty. If a player of the defending team (except the goaltender) picks up the ball from the playing surface while it is in his team's goal crease, the play shall be stopped and a penalty shot awarded to the non-offending team.

e. A player shall be permitted to stop or bat the ball in the air with his open hand only in the defensive zone (except as in "c"), or push the ball along the surface and play shall not be stopped unless a teammate plays the ball first. (The referee must feel that the directing of the ball to a teammate was deliberate.) In this case, the first infraction is a warning and after the first warning penalties will be given.

g. The ball may not be batted with the hand directly into the goal or at the goaltender at any time. Play will be stopped immediately. A goal shall be allowed when the ball has been legally batted and is deflected into the goal by a defending player.

58. High Sticks

a. The carrying of sticks above the normal height of the shoulders is prohibited, and a minor penalty may be assessed any player violating this rule.

Note-A penalty for high-sticking shall NOT be assessed when a player raises his stick under the assumption that his team has just scored a goal or while he is in the act of shooting.

b. A goal scored from a high stick shall not be allowed, except by a player of the defending team.

c. When a player carries or holds any part of his stick above the height of his shoulders so that injury to the face or head of an opponent results, the referee shall have no alternative but to assess a minor penalty on the offending player.

d. Batting the ball above the normal height of the shoulders with the stick is prohibited, and when it occurs play shall be stopped, a minor penalty will be assessed and the ensuing face-off shall be at the spot where the offense occurred unless:

1. The defending player in his own defending zone shall bat the ball to an opponent, in which case, the play shall continue until the defending team gains possession.

2. A player of the defending side shall bat the ball into his own goal, in which case the goal shall be allowed and the penalty shall be waived.

e. If either team is below the numerical strength of its opponents and a player of the team with the greater numerical strength causes a stoppage of play by striking the ball with his stick held above the height of his shoulder, the resulting face-off shall be at either end face-off spot of the defending zone of the team causing the stoppage of play.

Note: Below numerical strength means a team is short via penalty and/or the opposing team has pulled their goalie for an extra forward attacker

59. Holding

A minor penalty shall be imposed on a player who holds an opponent with hands or stick or in any other way.

60. Hooking or Hacking

a. A minor penalty shall be assessed any player who impedes or seeks to impede the progress of an opponent by "hooking" with his stick.

b. A major penalty shall be assessed any player who injures an opponent by "hooking" or "hacking".

c. A player may not try to impede another player's progress by continually hacking at his body with his stick.

61. Pushing

Any player who deliberately uses his hands to push an opponent during play shall be assessed a minor penalty.

62. Kicking the Ball

Kicking the ball shall be permitted in all zones. A goal may not be scored by an attacking player kicking the ball into the net except if the attacking player kicks the ball not intentionally towards the net and it is deflected into the goal by any offensive or defending player except the goaltender.

63. Interference

a. A minor penalty for interference shall be assessed any player who:

1. interferes with or impedes the progress of an opponent who is or is not in possession of the ball.

2. deliberately knocks a stick out of an opponent's hand.

3. prevents an opponent who has lost or dropped his stick from regaining possession of it.

Note: The last player to touch the ball (other than the goaltender) shall be considered the player in possession. In interpreting this rule, the referee should make sure which of the players is the one creating the interference; often it is the action and movement of the attacking player which causes the interference since the defending players are entitled to stand their ground or "shadow" the attacking players. Players of the side in possession of the ball shall not be allowed to run deliberate interference for the ball carrier.

- b. Unless the ball is in the goal crease, a minor penalty shall be assessed any player who, by means of his stick or body, interferes with or impedes the movements of a goaltender by actual contact, while the goaltender is within his goal crease area.
Note: Actual contact means that the goaltender is touched by the attacking player's stick or body.
- c. If the ball enters the net while an attacking player is within the goal crease after having been or while being physically interfered with by any defending player, the goal shall be allowed.
- d. If, while on the player's bench or penalty bench, a player throws any article on the playing surface, molests or interferes with opposing players or officials in any way, he shall receive a game misconduct penalty. The incident shall be reported to the League manager and GM by the referee for further action.

64. Interference by Spectators

- a. The referee shall stop play if a player is being held or interfered with by a spectator unless that player's team is in possession of the ball and in scoring position at the time, in this case, play shall be allowed to be completed before the stoppage.
- b. The referee shall stop play if any objects are thrown on the playing surface which interferes with the progress of the play. When play resumes, the face-off shall be where the stoppage took place, unless otherwise stated in the **Hab** Official Rules.

65. Slashing

- a. A minor or major penalty, at the discretion of the referee, shall be assessed any player who impedes or seeks to impede the progress of an opponent by "slashing" with his stick.
- b. Injury to an opponent by slashing an opponent shall incur a major penalty.
- c. A slashing penalty shall be assessed any player who swings his stick at an opponent (whether in or out of range) without actually striking him or when on the pretext of playing the ball, makes a wild swing at the ball with the object of intimidating his opponent

66. Spearing or Butt-Ending

- a. A match penalty shall be assessed any player who spears or butt-ends an opponent.
- Note: "Spearing" shall mean the act of poking an opponent with the point of the blade of the stick while holding the stick in one hand or both hands.
- Note: Attempt to "spear" or "butt-end" shall include all cases where a "spearing" or butt-ending" gestures is made, regardless of whether body contact is made or not.

67. Throwing Stick

- a. When any player of the defending team, including the goaltender, deliberately throws his stick or any part thereof, or any other object at the ball in the defending zone, the referee shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the attacking team. If a goal is scored the penalty shot shall not be awarded.

b. A minor penalty shall be assessed any player who deliberately throws his stick or any part thereof, or any other object in his offensive zone.

Note: When a player discards the broken portion of a stick by tossing it to the side of the rink (not over the boards) in such a way so that it does not interfere with play or opposing players, no penalty shall be assessed.

c. A minor or misconduct penalty can be assessed to any player who deliberately throws a stick or any part thereof or any object outside the playing area.

d. if a players stick is on the playing surface another player may pick up the stick and hand it to him as long as he is not in possession of both sticks at the same time.

68. Tripping

a. A minor penalty or major penalty shall be assessed to any player who shall place his stick, knee, foot, arm, hand or elbow in such a manner that causes his opponent to trip or fall.

b. A player may not slide on his knees or otherwise roll into an opponent thereby causing the opponent to trip or fall.

c. When a player in control of the ball, in the attacking zone, is tripped or otherwise fouled and thus prevented from having a clear shot on goal, having no other to pass than the goaltender, a penalty shot shall be awarded to the non-offending team.

Nevertheless, the referee shall not stop play until the attacking team has lost control of the ball to the defending team.

Note: "Control of the ball" shall mean the act of propelling the ball with the stick. If, while it is being propelled, the ball shall touch the person, stick or shoe of another player or should hit the goal post or go free, the player shall be deemed no longer in control. The intention of this rule is to restore a good scoring opportunity which has been lost by reason of the foul, and therefore, where there is no reasonable scoring chance lost by reason of a foul a penalty shot should not be awarded

69. Goals and Assists

a. A goal shall be scored when the ball has legally passed between the goal posts below the cross bar and completely across the goal line.

b. A goal shall be scored if the ball is put into the goal in any manner by a player of the defending team. The player of the attacking team who last played the ball shall be credited with the goal, but no assist shall be given.

c. If an attacking player kicks the ball unintentionally towards the net and it is deflected into the goal by an offensive or defending player, except the goaltender, the goal shall be allowed.

d. If the shot of an attacking player has been deflected into the goal by striking the stick, shoe or any part of the body of an attacking player, the goal shall be allowed and the player off whom the ball deflected shall be credited with the goal and the player making the shot will be credited with the assist. The goal shall not be allowed if the ball has been kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick.

e. If a goal is scored as the result of a ball deflected directly into the goal off the person or shoe of an official, the goal shall not be allowed.

- f. Unless the ball is in the area bounded by the goal crease, an attacking player who is not in possession of the ball shall not stand in the goal crease, on the goal line or hold his stick in the goal crease. If a goal is scored while such conditions prevail, it shall be disallowed and the resulting face-off shall be at the nearest face-off spot in the defensive zone.
- g. Should a player propel the ball into the goal crease of the opposing team and the ball becomes loose and available to an attacking player, the ball shall be considered in the crease legally and any goal scored on this play shall be a legal goal.
- h. Each goal and assist shall count one point on the scoring records. Not more than two assists shall be credited on any one goal.
- i. An assist shall be credited to the player or players (no More than two) having touched the ball without the opposition having control prior to the goal being scored.
- j. For the purpose of recordkeeping only, the scorer shall consider any shot made that had the potential or possibility of going into the goal a 'shot on goal'. A shot made outside of the goal area or goal crease, or hitting any of the goal posts and not going in, shall not be considered a 'shot on goal'. Any shot taken from beyond a player's own clearing line will not be considered a 'shot on goal' unless a goal is scored.
- k. Any goal scored, other than as covered by The Hab Official Rules. Shall not be allowed.

70. Ball Striking Official

Play shall not be stopped if the ball touches an official anywhere on the playing surface, except when the ball is deflected directly off an official into the goal or out of the playing area. If ball is deflected directly off an official into the goal this goal will not stand.