

Non-Checking Ice Hockey

Canadian Hockey Association Rules shall be applied whenever possible, unless otherwise indicated.

Revised July 2019

General Intramural Sports Regulations:

- There is no warm up equipment provided.
- Games that start late will finish on time. Periods will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the players meeting. To complete your roster you will need to know each players UCID number and associated email address. All players who do not have a UCID number must contact Client Services at 403-220-7749 to request a UCID number.
 - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add email).
- All players must be added to the roster by the Captain's meeting. Players may be added after at the Coordinator's discretion.
- All players must complete an online waiver before they are allowed to play. Instructions on how to sign online waivers can be found at <http://www.ucalgary.ca/activeliving/how-to-register> (Click on shopping cart next to name, waivers).
- If waivers are not signed before league play, those players are taken off of the roster.
- All players must be prepared to check in with the supervisor for every game with a piece of photo identification.
- In Competitive Leagues, to be eligible for playoffs a player must have played in at least one regular season game and be on the team roster with an online waiver signed. Teams must meet the Fair Play requirements (3.5 average).
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**
- Any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.
- Current Intercollegiate are not permitted to play during their season in the same or similar sport.
- Former professional athletes are not permitted to play.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff and other intramural participants**. This will be strictly enforced.

For a complete list of policies, see <http://www.ucalgary.ca/activeliving/intramurals/policies-regulations> .

Defaults:

- A default will occur when a team fails to appear or fails to have the minimum number of players necessary to start the game. Teams will have five (5) minutes after the scheduled start time to field the minimum number of players needed to start the game, failing to do so will result in a default.
- All defaults will result in a Fairplay rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$60 Default Bond. A second default may result in removal from the league.
- Teams that give Intramural Sports a minimum of forty-eight (48) hours' notice that they will not be able to field a team will not be charged with a default, the game will be declared a forfeit.

- **Defaults will be recorded as a 5-0 loss, result in 0 Fairplay Points, and are -3 points in the standings.** Forfeits will be recorded as a 5-0 loss.

Playing Rules:

- PLAYERS MUST WEAR A CSA APPROVED HOCKEY **HELMET WITH A CSA APPROVED FULL FACE SHIELD**, securely attached while on the ice or bench. FULL EQUIPMENT IS ALSO MANDATORY.
 - Cat Eye masks not approved by CSA are not permitted for goaltenders.
 - **Players are not allowed to skate on the oval speed skating ice.**
 - During floods players and equipment must stay off the ice until the maintenance staff has left the ice surface and the rink doors have been closed. An unsportsmanlike penalty will be called should any player go on the ice before the doors have been closed.
 - Captains must pick up the locker room keys from the on-site supervisor and are the captain's responsibility.
 - Numbered jerseys will be exchanged for a piece of photo ID from the receiving player. Players need to report their jersey numbers on the game sheet when they sign in.
 - Current Intercollegiate ice hockey players are not permitted to play.
 - Each team is required to supply two pucks for the game.
 - Each team will be allowed to dress a maximum of 16 skaters, including the goalie. All of the players MUST be listed on the team roster and on the game sheet.
 - A team must have **6** players on the ice in order to start the game. Should a team be short players, they have 5 minutes (the warm-up period) after the official start time for their missing players to show up. Should the 6th player be missing by the end of this 5 minute period the game will be declared a default. The time spent waiting for the extra players will be subtracted from the total game time. All games are to start and end on the scheduled times. A goalie does not need to be one of the 6 players on the ice to start the game.
 - **Defaults will be recorded as a 5-0 loss, result in 0 Fairplay Points, and are -3 points in the standings.** Forfeits will be recorded as a 5-0 loss.
 - Game times are a 5 minute warm-up followed by three (3) fifteen (15) minute running time periods with a one (1) minute break between periods (referees' discretion).
 - Each team is allowed 1 (30 second) time out per game. Referees reserve the right to call additional time outs as needed.
 - If at any time teams cannot provide 5 players on the ice due to penalties etc then the game will be declared a default.
 - Teams are to wear the colours they are assigned by the supervisor, Dark or Light, no exceptions unless a complete set of matching team jerseys is provided by the team.
 - **In the "D" division, slap shots (where the stick is raised to or above the knee) are not permitted.**
 - The last two minutes shall be stop time if the score is within two (2) goals.
 - No overtime will be played in the regular season.
 - In Playoffs a tie will be decided by a shootout with teams picking three shooters. If nothing is decided after the first three shooters, a new shooter from each team will shoot. No shooter is allowed to shoot more than once.
 - In Playoffs the last minute of play will be stop time.
 - We reserve the right to invoke the 'Mercy Rule' if there is a difference of seven (7) or more goals between both teams in the last five (5) minutes of the game.
 - Standings will reflect a maximum 7 goal win (ie if the score is 12-3, it will be recorded as 10-3).
1. Penalties: may be assessed at any time before during or after a game, even when play is not in progress.
 - Minor Penalties are 3 minutes
 - Major Penalties are 7 minutes

- Any player receiving a major penalty or 3 minor penalties shall be assessed a Game Misconduct penalty as well, resulting in ejection for the remainder of that game and an automatic one game suspension for the following scheduled game.
 - Any Misconduct penalty shall be recorded and reviewed. A misconduct penalty in the last 10 minutes or a misconduct penalty associated with a major penalty shall result in a minimum of a one game suspension.
 - Misconduct Penalties can also be assessed for any actions deemed disrespectful of the game, the officials, or the participants.
 - At the sixth (to the eight) penalty against a single team there will be a penalty shot awarded to the fouled team as well as a power play. If any penalties six through eight are coincidental then no penalty shot will be awarded.
 - **The ninth penalty by any team will be considered a forfeit regardless coincidental or not.**
2. No touch Icing shall be called.
 3. Two-line passes across the red line are permitted.
 4. In case of injury during a power play, if the injured player is on the penalized team, at least one minute shall remain on the power play from the drop of the puck, after the injured player is removed from the ice.
 5. If goalie is hit in the head with the puck, the referee will blow the whistle and play will be stopped.