



BLADIUM DENVER
INLINE HOCKEY RULE BOOK

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Section I – The Rink

Rule 101 - Rink

Bladium is an indoor rink facility with a Sport Court surface, full dasher boards and Tempered glass.

Rule 102 – Dimensions of Rink

- a) The dimensions of the rinks are 180 feet long and 80 feet wide.
- b) The rink is surrounded by a permanent wall known as the, "BOARDS," which extends 48 inches in height above the playing surface. The kick plate at the bottom of the boards is yellow in color. The boards are constructed in such a manner that the surface facing the playing surface are smooth and free of any obstruction or objects that could cause injury to players. All doors giving access to the playing surface swing away from the playing surface. Safety glass and other protective screens are designed to separate players from spectators. All gear used to hold such equipment in place is mounted on the boards on the side away from the playing surface.

Rule 103 – Goal Posts and Nets

- a) The goal frame is made of metal. The goal post is set 6 feet apart from the inside of the posts and the crossbar extends vertically 4 feet above the playing surface connecting the tops of the goal posts. The goal posts and cross bar is painted red and all exterior surfaces are painted white.
- b) Attached to each goal frame is netting strong enough to withstand any shot by a puck or ball.

Rule 104 – Goal Crease and Goalkeeper's Privileged Area

- a) In front of each goal, a box marks a "GOAL CREASE." The goal crease is laid out as follows: A box that extends 4 feet the goal line towards the center of the rink and is 8 feet in width.
- b) The goal crease area includes all the space outlined by the box and extending vertically 4 feet to the crossbar on the goal
- c) The goalkeeper's "PRIVILEGED AREA" is an area bounded in the rear the end boards, in front by an imaginary line connecting the end zone face-off spots and on the sides by imaginary lines extending perpendicular from the end boards to the end zone face-off spots.

Rule 105 – Division of Playing Surface

- a) The playing surface is divided into two halves by a "CENTER LINE" 10 inched wide, extending completely across the rink and continuing vertically up the side o of the boards.
- b) The center red line is considered to be a part of the zone in which the puck is located.
- c) The half of the playing surface in which the goal is situated is called the "DEFENDING ZONE" of the team defending that goal. The half of the playing surface furthest from the defending goal shall be known as the "ATTACKING ZONE."

Rule 106 – Center Face-off Spot and Circle

One 10-inch square face-off spot is at the exact center of the rink.

Rule 107 – High Zone Face-off Spots and Circles

Four red face-off spots is marked on the surface 32-½ feet from the end zone face-off spots along an imaginary line connecting the end face-off spots. Within each face-off spot draw two parallel lines 4 inches from the top and bottom of the spot.

Rule 108 – End Zone Face-off Spots and Circles

- a) In both zones and on both sides of each goal, face-off spots and circles are marked on the playing surface. Within each face-off spot draw two parallel lines 4 inches from the top and bottom of the spot. With this

spot as a center, a 15-foot radius circle shall be marked with a line 2 inches wide. On both sides of the circle there shall be two lines 2 feet long, 2 inches wide and 4 feet wide.

- b) The End Zone face-off spots shall be located equal distance from the sideboards and 20 feet from each goal line.

Rule 109 – Player Benches

- a) Each rink has seats or benches for the use of each team. Each player bench will have accommodations for at least 10 people and are placed immediately alongside the playing surface as near as possible to the center of the rink. All doors opening to the playing surface swing away from playing surface.
- b) Only players in uniform and Team Officials (up to a maximum of two) shall be permitted to occupy the bench area. All players and team officials must be Bladium members.
- c) During a game, Coaches, Managers, and Trainers are restricted to the length of the players benches

Rule 110 – Penalty Bench

- a) Each rink is provided with seats or benches to be used for the seating of a penalized player and the Scorekeeper.
- b) On the playing surface immediately in front of the Penalty Timekeeper's seat there is a semi-circle marked in black of 6-foot radius and 2 inches wide which shall be known as the Referee's Crease.

Rule 111 – Signal and Timing Devices

Each rink is provided with an electronic clock for the purpose of keeping the spectators, players, and Game Officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played. Each rink shall be provided with a siren, or other suitable sound devise to signify the end of playing time.

Section II - Teams

Rule 201 – Composition of Team

A team will be composed of five players on the playing surface, including the goalkeeper. A maximum of 15 including goalkeepers shall be permitted on any one-team roster. No player will be permitted to be on two different team rosters in the same league. Once some one has been added to the roster they cannot be removed. No team will be allowed to start a game with less than five players on the playing surface or players' bench. Anytime a team has been reduced to less than three players, during the course of the game due to injury or penalties; the game will declare a forfeit.

Rule 202 – Captain of Team

- a) Each team will appoint one captain and only the captain will have the privilege of discussing with the Referee any matter relating to the interpretation of rules that may arise during the course of a game. The captain will wear the letter "C," approximately 3 inches in height and in contrasting color, in a conspicuous position on the front of the jersey. If the captain is not available due to injury or penalty, another player may be designated to act as captain. A complaint about a penalty that is not a "matter relating to the interpretation of rules" and a minor penalty at the discretion of the referee or game official, may be assessed to any captain or other player making such a complaint.
- b) The referee and scorekeeper will be advised prior to the start of the game, of the names of the captains of each team and the designated alternatives.
- c) Any player except a goalkeeper is entitled to be identified as captain. No playing coach or manager shall be permitted to act as captain
- d) Any captain or player who comes off the players' bench and makes any protest or intervention with any official for any purpose will be assessed a minor penalty for Abuse of Officials

Rule 203 – Players in Uniform

- a) At the beginning of each game the Front Desk Staff will issue a score sheet listing the names and numbers of all eligible players for that game. No player is to be written on the roster unless the scorekeeper has verified that player is eligible to play at the Front Desk. No substitute shall be allowed to play for another player unless that player is a goalkeeper that is a member of the club. After the seventh week, the rosters are frozen to any changes. No player(s) may be added.
- b) Each team will be allowed one goalkeeper on the playing surface at one time. The goalkeeper may be removed and another "player" substituted. Such substitution is not permitted the privileges of the goalkeeper.
- c) If a team's goalkeeper(s) is unavailable to continue, the team must immediately appoint a temporary goalkeeper or place an additional skater on the playing surface with none of the goalkeeper privileges. A goalkeeper may be substituted for another goalkeeper during play with full goalkeeper's privileges.

Rule 204 – Change of Players

- a) Players may be changed at any time from the players' bench, if the player or players leaving the playing surface are within 5 feet of the players' bench and out of the play before the change is made. If, in the course of making a substitution, either player deliberately plays the puck while the retiring player is still on the playing surface, the infraction "Too Many Players" will be assessed. If, in the course of a substitution, either player is accidentally struck with the puck, the play will not be stopped and no penalty will be assessed.
- b) A goalkeeper may be substituted for any player or goalkeeper at anytime during play. The goalkeeper must be within 10 feet of the players' bench before the substitute may enter the playing surface. A minor penalty shall be assessed to the goalkeeper for violation of this rule.
- c) A player serving a penalty on the penalty bench, who is to be change after the penalty has been served, must proceed at once by way of the playing surface before any change can be made. For violation of this rule, a bench minor penalty will be assessed.

Rule 205 – Injured Players

- a) When a player, other than a goalkeeper, is injured or compelled to leave the playing surface during a game, the player may retire from the game and be replaced immediately by a substitute.
- b) Any goalkeeper who sustains an injury or becomes ill must be ready to resume play immediately or be replaced by a substitute goalkeeper. No additional time will be allowed by the referee for enabling the injured or ill goalkeeper to resume the position. The substitute goalkeeper shall enter the game immediately and no warm-up will be permitted. The substitute goalkeeper will be subject to the regular rules governing goalkeepers and will be entitled to the same privileges.
- c) Any penalized player who has been injured may proceed to the dressing without going to the penalty bench. The penalized team shall immediately put a substitute player on the penalty bench to serve the entire penalty. The penalized player who has been injured and has been replaced on the penalty bench is not eligible to play until the penalty has expired.
- d) When a player is injured and cannot continue play or go to the players' bench, play will not be stopped until the injured player's team has secured possession of the puck. If the player's team is in possession of the puck at the time of the injury, play will be stopped immediately unless the team has a scoring opportunity. In the case where it is obvious that a player has sustained a serious injury, play will be stopped immediately.
- e) A player, other than the goalkeeper, whose injury appears serious enough to warrant a stoppage of play, may not participate further in the game until the completion of the ensuing face-off.
- f) If a player or goalkeeper is obviously bleeding play will be stopped immediately and the injured player will be ruled off the playing surface. Such player will not be permitted to play until the bleeding has been stopped and the cut or abrasion covered. Likewise, any official who is bleeding may not continue until the bleeding has been stopped and the cut or abrasion covered.

Section III – Equipment

Rule 301 – Sticks

- a) The sticks will be made of wood, carbon composite, graphite, or aluminum materials approved by Bladium and must not have any projections extruding from the stick. White adhesive tape may be wrapped around the stick at any place, no black tape will be permitted for use on the surface.
- b) No stick may exceed 60 inches in length from the heel to the end of the shaft, or more than 12 ½ inches from the heel to the end of the blade. The blade of the stick may not be less than 2 inches or more than 3 inches in width at any point. The curvature of the blade of the stick will not be restricted. It is recommended, however, that the curvature of the blade not exceed ½ inch.
- c) The blade of the goalkeeper's stick may not exceed 3½ inches in width at any point except at the heel where it shall not exceed 4 ½ inches. The length of the blade may not exceed 15 ½ in length from the heel to the end of the blade. The widened portion of the goalkeeper stick-extending up the shaft from the blade may not extend more than 26 inches from the heel and may not exceed 3½ inches in width.
- d) A minor penalty shall be assessed to any player or goalkeeper who uses a stick not conforming to the provisions of this rule. If a goal is scored with an illegal stick, the proper penalty shall assessed and the goal will not be allowed.

Rule 302 – Skates

- a) All players and officials must wear skates designed for In-Line hockey with a maximum of five wheels. All skates must be "Rink Safe." The brakes must be taped up or removed completely. All bolts must be flush with the chasis and may not be exposed.
- b) The use of speed skates or any skate so designed that it may cause injury is prohibited.

Rule 303 – Goalkeeper's Equipment

- a) With the exception of the skates and stick, all the equipment worn by the goalkeeper must be constructed solely for protection of the head or body, and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal. Abdominal aprons extending down the thighs or outside the pants are prohibited.
- b) The goalkeeper's blocker glove shall not exceed 8 inches in width or 16 inches in length at any point. The maximum length of a goalkeeper's catching glove shall not exceed 17 inches. The cuff shall not exceed 9 inches in width. Any bar or attachment between the cuff and the thumb shall only extend in a straight line. Any pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal. For a violation of this rule, a minor penalty shall be assessed.
- c) The leg guards worn by goalkeepers shall not exceed 12 inches in extreme width when on the leg of the player. For a violation of this rule, a minor penalty shall be assessed.
- d) It is mandatory for all goalkeepers to wear a helmet designed for hockey with helmet strap properly fastened and a full-face mask designed for hockey with a chin cup. All goalkeepers must wear chest protection. Throat protection is recommended.
- e) All goalkeepers under the age of 18 are required to wear a neck guard designed for hockey.

Rule 304 – Protective Equipment

(Note) Although some protective equipment is not mandatory in all age classifications, Bladium Sports Club requires that all participants wear an internal mouth guard, and recommends that all participants wear a H.E.C.C. approved helmet and a H.E.C.C. approved full-face mask for all games and practices.

- a) Mandatory protective equipment for participants 17 years of age and under is as follows:
 1. Helmet designed for hockey with chin strap
 2. Full face shield
 3. Elbow pads designed for hockey
 4. Knee and Shin pads designed for hockey
 5. Gloves designed for hockey
 6. Internal mouth guard
 7. Rink safe skates
 8. Cup (males)

- b) Mandatory protective equipment for participants 18 years of age and older is as follows
 - 1. Helmet designed for hockey with chin strap
 - 2. Elbow pads designed for hockey
 - 3. Knee and shin pads designed for hockey
 - 4. Gloves designed for hockey
 - 5. Internal mouth guard
 - 6. Rink safe skates
 - 7. Cup (males)
- c) A player, other than the goalkeeper, whose helmet/face mask has come off the head during play may not resume play until it has been replaced. For a violation of this rule, a minor penalty may be assessed. If goalkeeper's helmet/face mask comes off during play, the play will be stopped immediately. A minor penalty shall be assessed goalkeeper who deliberately removes their helmet/face mask during play.
- d) Players on the players' and penalty bench must wear the protective helmet/face mask while in the bench area. For a violation of this rule a misconduct penalty may be assessed to the offending player.

Rule 305 – Dangerous Equipment

- a) The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited. The wearing of casts or splints made of hard or unyielding materials is prohibited, even if padded.
- b) A glove from which all part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment. A minor penalty will be assessed to a player wearing such a glove in play.
- c) The wearing of jewelry that is deemed dangerous by the Referee is prohibited and any offending player shall be sent off the playing surface until the jewelry has been removed.

Rule 306 – Puck

Bladium's official game puck is the Mach One.

Rule 307 - Uniforms

- a) All players participating in Bladium league games must be uniformly dressed with matching jerseys.
- b) Each player and each goalkeeper listed in the line-up must wear individual identifying number at least 8 inches in height on the back of the sweater. All numbers assigned must be whole numbers assigned between 0-99. No two members of the same team shall be permitted to wear the same number.
- c) At the discretion of the Referee, the visiting team will change if the colors of the competing teams conflict.
- d) All teams registered in a league must have matching jerseys with numbers by the third week of the season. For a violation of the provision, individual statistics will be credited to the team; not the individual player.

Rule 308 – Equipment Measurement

- a) All equipment must adhere the requirements set forth in Rule 302. For violation of these provisions the Referee may issue a minor penalty to the offending player and the player will not be allowed to return to the game until all equipment adhere to the provision in Rule 302.
- b) The referee reserves the right to measure any equipment that is suspected to be illegal.

Section IV – Penalties

Rule 401 - Penalties

- a) Penalties shall be actual playing time and shall be divided into the following classes:
 1. Minor Penalties
 2. Bench Minor Penalties
 3. Major Penalties
 4. Misconduct Penalties
 5. Match Penalties
 6. Penalty Shot

- b) When play is not actually in progress and any player or Team Official commits an offence, the same penalty shall apply as though play were actually in progress.

Rule 402 – Minor Penalties

- a) For a “MINOR PENALTY,” any player, other than the goalkeeper, shall be ruled off the playing surface for three minutes, during which time no substitute shall be permitted. When running time is being played, the penalty will start at the moment the time is placed on the scoreboard. If a minor or bench minor penalty terminates during the stoppage of play, allowing the team to have an additional player on the playing surface, the player so penalized shall remain on the penalty bench until the ensuing face-off is conducted.
- b) For a “BENCH MINOR PENALTY” one player of the penalized team shall be ruled off the playing surface for three minutes, during which time no substitute shall be permitted. Any non-penalized player, other than the goalkeeper, may be designated to serve the penalty by the coach or manager and such player shall immediately serve the penalty.
- c) If the opposing team scores a goal while a team is shorthanded by one or more minor or bench minor penalties, the first of such penalties shall automatically terminate. “Shorthanded” means that the team must be below the numerical strength of its opponents on the playing surface at the time of the goal is scored. The minor or bench minor that terminates automatically is the one that causes the team to be “shorthanded.” Thus, if an equal number of players from each team are serving an equal number of minor penalties, neither team is “shorthanded.” This rule shall also apply when a goal is scored on a penalty shot or an awarded goal.
- d) When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player. If the player receives a coincident major penalty and a minor penalty, another player must serve minor for the penalized player.
- e) When coincident minor penalties are assessed to players of both teams, the penalized players shall take their place on the penalty bench and shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitution shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of players for whom substitution have been made shall not be taken into account for the purpose of a delayed penalty.

Rule 403 – Major Penalties

- a) For a “MAJOR PENALTY,” the offending player shall be ruled off the playing surface for a period of five minutes and the offending team shall be short handed for five minutes, during which no substitutions shall be permitted.
- b) When coincident major penalties or coincident penalties of equal duration including a major penalty are assessed to the players of both teams, the offending team(s) shall place substitute player(s) on the penalty bench and such penalized player shall not leave the penalty bench until the first stoppage of play following the expirations of their respective penalties. Immediate substitutions on the playing surface shall be made for an equal number of major penalties or coincident penalties of equal duration including a major penalty to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of a delayed penalty. Where it is required to determine which of the penalized shall be designated to serve the delayed penalty under Rule 408, the penalized team shall have the right to make such designation not in conflict with Rule 402.
- c) When coincident penalties of unequal duration (each including one major penalty) are assessed to one player of each team, the penalized players may be assessed an additional game ejection penalty or game

misconduct penalty. A substitute player shall serve any additional penalties other than the coincidental major penalty. The penalized players shall serve the penalties, which create the disparity in total penalty time, first in the normal manner. Immediate substitutions on the playing surface shall be permitted for the major penalties of each player.

- d) Any team "short handed" as the result of a major penalty shall remain shorthanded the entire five minutes regardless of how many goals are scored during that time.

Rule 404 – Misconduct and Ejection Penalties

- a) A "MISCONDUCT PENALTY" involves the removal of a player, other than a goalkeeper, for a period of 10 minutes, but another player is permitted to immediately replace a player so removed. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play. Unless immediate substitution is permitted under coincident penalty rules 402, and 403, when a player receives a minor or a major penalty and a misconduct, game misconduct or a gross misconduct penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than a goalkeeper, on the penalty bench and such a player may not be changed. Any violation of this rule shall be treated as illegal substitution under Rule 205.
- b) A "GAME EJECTION" penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace the player so removed.
- c) A "GAME MISCONDUCT" penalty involves the suspension of a player for the balance of that game. The Referee is required to report all game misconduct penalties and all surrounding circumstances to the Bladium Suspension Review Board immediately following the game. The suspension review board shall have full power to impose further penalties for all game penalties regardless of when assessed, a total of 10 minutes shall be charged in the records against of the offending player.
- d) A "GROSS MISCONDUCT" penalty involves the suspension of a player or Team Official for the balance of the game, but another player is permitted to replace the player so removed. The Referee is required to report all gross misconduct penalties and the surrounding circumstances to the Bladium Suspension Review Board immediately following the game. The suspension review board shall have full power to impose further penalties. For all gross misconduct penalties regardless of when assessed, a total of 10 minutes shall be charged in the records against the offending player.
- e) A player who has been assessed a gross misconduct penalty shall be suspended from participating in any games or practices until the case has been dealt with by the Bladium Suspension Review Board. A mandatory hearing shall be held and decision made relative to any further disciplinary action within 5 day of the incident. If circumstances prevent the suspension review board from conducting the hearing, the suspension shall be automatically terminated after 30 days. Following the hearing, Bladium shall issue a letter displaying the results of the meeting. The Bladium Suspension Review Board may take as long as it deems necessary to rule on any issue. Following receipt of any suspension letter, the recipient has no more than 10 days to respond in the form of an appeal. All appeal must be type written. After 10 days of issuance of the letter and no appeal has been received the suspension shall stand.
- f) A Team Official who is addressed a game misconduct or a gross misconduct penalty, may not sit near the team bench, nor in any way attempt to direct the play of the team.

Rule 405 – Match Penalties

- a) A "MATCH PENALTY" involves the suspension of a player for the balance of the game and the offending player shall be ordered to the dressing room immediately. Unless immediate substitution is permitted under the coincident penalty rule 403 and 405, the penalized team shall immediately place a non-penalized player, other than a goalkeeper, on the penalty bench to serve the five-minute time portion of the penalty and such player may not be changed. The player shall also serve any additional minor or major penalty assessed to the offending player unless immediate substitution is permitted under coincident penalty rules 402 and 403. The Referee is required to report all match penalties and all surrounding circumstances to Bladium Suspension Review Board immediately following the game. The suspension review shall have full power to impose further penalties. For all match penalties regardless of when imposed, a total of ten minutes shall be charged to the records of the offending player.
- b) When coincident match penalties have been assessed or when any combination of coincident major and match penalties have been assessed to a player or players of both teams, Rule 403 covering major penalties shall be applicable with respect to player substitutions.
- c) A player who has been assessed a match penalty shall be suspended from participation in any games or practices until the case has been dealt with by the suspension review board. A mandatory hearing shall be held and decision made relative to any further disciplinary action within 5 days of the incident. If

circumstances prevent the league authorities from conducting the hearing, the suspension shall be automatically terminated after 30 days.

Rule 406 – Penalty Shot

- a) Any infraction of the rules which calls for a “Penalty Shot” shall be taken as follows:
- b) The Referee shall identify the player entitled to take the shot (as appropriate) and shall then place the puck on the center face-off spot. The player taking the shot will, attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it 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 puck crosses the goal line the shot shall be considered complete. Only a player designated as a goalkeeper, substitute goalkeeper or temporary goalkeeper may defend against a penalty shot.
- c) The goal keeper must remain in the goal crease until the Referee blows the whistle to start the penalty shot and in the event of violation of this rule or any foul committed by a goal keeper the Referee shall allow the shot to be taken and if the shot fails the Referee shall permit the penalty shot to be taken again. The goalkeeper may attempt to stop the shot in any manner except by throwing his stick or any other object, in which case a goal shall be awarded.
- d) In cases where a penalty shot has been awarded under Rule 609 deliberately displacing goal post or removing helmet/face mask during a breakaway, Rule 609 delaying the game, Rule 625 illegal entry in to the game, Rule 636 for throwing a stick and under Rule 639 for fouling from behind, the Referee shall designate the player who has been fouled as the player who takes the penalty shot. In cases where a penalty shot has been awarded under Rule 612 falling on the puck in the goal crease, Rule 616 picking up the puck in the goal crease area, the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the playing surface at the time when the foul was committed. Such selection shall be reported to the Referee and cannot be changed. If by reason of injury the player designated by a Referee to take the penalty shot is unable to do so, a player selected by the captain of the non-offending team from players on the playing surface when the foul was committed may take the shot. Such selection shall be reported to the Referee and cannot be changed.
- e) Should the player in respect to whom the penalty shot has been awarded, commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be first permitted to take the penalty shot before being sent to the penalty bench to serve the penalty, except when such a penalty is for a game misconduct, gross misconduct or match penalty in which case the penalty shot shall taken by a player selected by the captain of the non-offending team of the players on playing surface when the foul was committed. If, at the time a penalty shot is awarded, the goal keeper of the penalized team has been removed from playing surface for another player, the goal keeper shall return to the playing surface before the penalty shot is taken.
- f) While the penalty shot is being taken, all players of both team except those involved the taking of the penalty shot, must withdraw from the playing surface onto their respective players’ bench.
- g) If, while the penalty shot is being taken, any player of the opposing team shall interfere with or distract the player taking the shot, a goal shall be awarded.
- h) If the goal is scored during a penalty shot, the puck shall be faced off at the center spot. If a goal is not scored, the puck shall be faced-off at either of the end face-off spots in the zone which the penalty shot was taken.
- i) Whether or not a goal is scored from a penalty shot, if an infraction for which the penalty shot was awarded was such to incur:
 - j) A major, match or misconduct penalty, the penalty shall be assessed in addition to the penalty shot
 - k) A minor or bench minor penalty, a further penalty to the offending player shall not be applied.
- l) If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately following the normal stoppage of play. The time required for taking the penalty shot shall not be included in the regular playing time

Rule 407 – Goalkeeper Penalties

- a) A goalkeeper shall not be sent to the penalty bench for an infraction, which incurs a minor, major, or a misconduct penalty, but instead the penalty shall be served by a teammate who was on the playing surface at the time the infraction was committed. Such player shall be designated by the coach and shall not be changed.

- b) When a goal keeper incurs a game misconduct penalty, the position shall be taken by a teammate, or by a substitute or temporary goal keeper who is available, and such player shall be allowed the goal keeper's full equipment.
- c) When a goalkeeper incurs a match penalty, the position shall be taken by a teammate or substitute goalkeeper who is available and such player shall be allowed the goalkeeper's equipment. However, any additional penalties specifically called for by the individual rules covering match penalties shall apply, the offending team shall be penalized accordingly. Another member of the team who was on the playing surface at the time the infraction was committed shall serve such additional penalty. Such player is to be designated by the coach through the playing captain and shall not be changed.
- d) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged to the records of the goalkeeper.
- e) A minor penalty shall be assessed to a goalkeeper who participates in play in any manner beyond the centerline.

Rule 408 – Delayed Penalties

- a) If a third player from any team is penalized while two players of the same teams are serving penalties; the penalty time of the third player shall not commence until the penalty of the two players already penalized has elapsed. Nevertheless, the third player penalized must immediately proceed to the penalty bench and may be replaced by a substitute until the penalty time of the penalized player shall commence.
- b) When any team has three players serving penalties at the same time and because of the delayed penalty rule a substitute for the third offender is in the playing surface, none of the three penalized players on the penalty bench may return to the playing surface until play has been stopped. When the play has been stopped, the player(s) whose full penalty has expired may return to the playing surface. The penalty timekeeper shall permit the return to the playing surface in order of expiration of their penalties, of a player or players when by reason of the expiration of their penalties the penalized team is entitled to have more than three players on the surface.
- c) In the case of delayed penalties, the penalized players whose penalties have expired shall only be allowed to return to the playing surface when there is a stoppage of play. When the penalties of two players of the same team shall expire at the same time, the captain of that team shall designate to the Referee which player shall return first and the Referee shall instruct the Penalty Timekeeper accordingly. When a major and a minor penalty are assessed at the same time to different players of the same team, the minor penalty shall be recorded as being the first of such penalties.

Rule 409 – Calling of Penalties

- a) Should an infraction of the rules be committed by a player of the team in possession of the puck, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s).
- b) Should an infraction of the rules which call for a minor, bench minor, major or match penalty, as committed by a player of a team not in possession of the puck, the Referee shall signify the calling of a delayed penalty by raising the arm and, on completion of the play by the team in possession, shall immediately stop play and assess the penalty to the offending player. "Completion of the play by the team in possession" in this rule means that the puck must have come into the possession and control of an opposing player, or has been "frozen." This does not mean a rebound off the goalkeeper, the goal or the boards or any accidental contact with the body or equipment of the opposing player.
- c) The ensuing face-off shall take place at the face-off spot nearest to the location of the puck when the play is stopped unless the stoppage occurs in the Attacking Zone of the player penalized, in which case the face-off shall be conducted at the nearest high zone face-off spot.
- d) If the penalty to be assess is a minor penalty, and a goal is scored on the play by the non-offending team, the minor penalty shall not be assessed, but all other minor, major or match penalties shall be assessed in the normal manner regardless of whether or not a goal is scored.
- e) If, after the Referee has signaled a penalty, but before play has been stopped, the puck enters the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signaled shall be assessed in the normal manner.
- f) If the Referee signals an additional penalty(s) against a team that is already shorthanded because of one or more minor or bench minor penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed, the delayed penalty(s) shall be assessed and the first noncoincident minor penalty already being served shall terminate automatically.
- g) Should the same offending player commit other fouls on the same play, either before or after the Referee has stopped play, the offending player shall serve such penalties consecutively.

- h) All minor and bench minor penalties occurring after a goal has been scored or during the stoppage of play when a penalty shot is being attempted, shall be served in the normal manner under this rule.

Rule 410 – Supplementary Discipline

- a) In addition to the suspensions assessed under these rules, the Bladium Suspension Review Board may, at the conclusion of the game, at their discretion, investigate any incident that occurs in connection with any game and may assess additional suspension for any offense committed before, during or after any game by a player or team official, whether or not such offence had been penalized by the Referee.

All suspensions carry a \$15.00 fine per game suspended. Individuals are required to pay the total amount of the fine prior to participating in any activities at Bladium Sports Club. Suspended or banned players/members will not be refunded league fees or membership fees for any reason.

Section V – Officials

Rule 501 – Appointment of Officials

- a) Referee system- the official methods of officiating Bladium league games are with two Referees (2-man system). When a two-man system is utilized the duties of the linesman under Rule 503 shall be carried out by both Referees, in addition to the duties of the Referee under Rule 502.
- b) Referees and Scorekeepers shall be controlled and assigned by Bladium.
- c) The Referees and Scorekeepers shall have full authority and final decision in all matters of dispute, and not subject to appeal, during the course of the game.
- d) All Referees and linesmen shall wear black trousers; black and white striped sweaters designed for hockey. A black hockey helmet with chinstrap properly fastened, elbow pads, shin and knee protection, and a cup. Referees shall be equipped with finger whistles and metal tape measures with a minimum length of 6 feet.

Rule 502 - Referee

- a) The "REFEREE" shall have general supervision of the game and shall have full control of all game officials and players before, during, and after the game, on and off the playing surface. In case of any dispute, the decision of the Referee shall be final. The Referee shall enter the playing surface prior to warm ups and remain on the surface at the conclusion of each half until all the player have proceeded to their dressing rooms. Penalties may be assessed at any time before, during and after the game.
- b) The Referee shall order the teams onto the playing surface at the appointed time for the beginning of each game and at the start of each half. If for any reason there should be more than fifteen minutes delay in the commencement of the game or any undue delay in resuming play for the second half, the Referee shall state in the report to the league authorities the cause of the delay and the team(s) at fault.
- c) The Referee shall make a visual inspection of all players during warm-up. If there is lack of conformity to the regulations of mandatory equipment, the Referee shall ensure that the required equipment is in place.
- d) The Referee shall impose such penalties as prescribed by the rules for infractions thereof and the Referee shall have the final decision regarding all goals. The Referee may consult with the Scorekeeper, if necessary, before making a final decision.
- e) The Referee shall report to the Scorekeeper, all goals, assists legally scored, all penalties assessed, and the reason for the assessment of such penalties. The Referee shall report the reason for not allowing a goal every time a goal is scored illegally.
- f) After each game, the Referees shall check and sign the score sheet and return it to the Scorekeeper. Referees are required to report to the Bladium Suspension Review Board all game misconduct, gross misconduct and match penalties immediately following the game giving full details of the circumstances surrounding the incident.

Rule 503 – Scorekeeper

- a) The Scorekeeper is to be considered a game official and holds all the responsibilities and authority that a Referee has. The Scorekeeper reserves the right to stop play from the Scorekeeper's box in situations that require immediate Referee action. This would include dangerous play, opponents trying to injure one another, etc. The Scorekeeper may at their discretion assess penalties to players or teams for unsportmanlike conduct either on their benches or in the penalty box. The Scorekeeper must notify the referee of these penalties so the Referee can notify the captains of the ensuing penalties.
- b) The scorekeeper will obtain scorecards from the Front Desk containing that names and jersey numbers of all eligible players. The scorekeeper then shall verify that all the players that are playing in the game are on the score card with the correct jersey number. No player shall be written on the score sheet without prior approval from the Front Desk or General Manger. Any team playing with an ineligible player shall be subject to forfeiture of that game and can face further penalties at Bladium's discretion.
- c) The scorekeeper shall keep a correct record of all goals scored, and to whom credit shall be given for assists. The scorekeeper shall also record the time of entry into the game of any substitute goalkeeper and shall record when a goal has been scored while the goalkeeper has been removed from the playing surface.
- d) The points for goals and assists shall be announced over the public address system and all changes in such awards shall be announced. No requests for changes in any award of points shall be considered unless they are made at or before the conclusion of the game by the team captain.
- e) The scorekeeper shall keep a correct record of all the penalties assessed by the Referee(s) including the names of the penalized players, the infractions penalized, the duration of each penalty and the time at

which each penalty was assessed. The scorekeeper shall record each penalty shot awarded and the result of the shot.

- f) The scorekeeper shall check and ensure that the time served by all penalized players is correct. The scorekeeper shall be responsible for the correct posting of all minor and major penalties on the scoreboard and shall promptly notify the Referee of any discrepancy between the time recorded on the clock and the correct official time. The scorekeeper will, upon request, inform a penalized player of any penalty time. Misconduct and coincident minor penalties shall not be recorded on the clock, but such penalized player shall be alerted and released at the first stoppage of play following the expiration of their penalties.
- g) If a player leaves the penalty bench prior to the expiration of the penalty, the scorekeeper shall note the time and signal the Referee at the next stoppage of play.
- h) The scorekeeper shall announce when there is one minute of actual playing time remains in each half.
- i) The scorekeeper shall prepare the official score sheet for signature by the officials and forward it to the league authorities.

Section VI – Playing Rules

Rule 600 – Calling of Penalties

Penalties can result in varying times depending on the severity of the infractions, as decided by the referee. In cases resulting in injuries; the most severe penalty should be assessed.

Rule 601 – Abuse of Officials and Other Misconduct

- a) Any player who challenges or disputes the ruling of an official attempts to insight or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such conduct, a misconduct penalty shall be assessed and any further persistence by the same player shall result in the assessment of a game misconduct penalty. In the case of a coach or team official, a bench minor shall be assessed first and if such conduct continues, a game misconduct penalty shall be assessed.
- b) Any player who shoots the puck after the whistle shall be assessed a minor penalty if, in the opinion of the Referee, the player had sufficient time after the whistle to refrain from taking the shot.
- c) If any player does any of the following, the team shall be assessed a bench minor penalty:
 - 1. After being penalized, does not proceed directly to the penalty bench or dressing room when ordered to do so by the Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate).
 - 2. Throws anything onto the playing surface from the players bench or penalty bench
 - 3. Interferes with any game official (verbally) in the performance of their duties.
- d) If any player does any of the following, a misconduct penalty shall be assessed:
 - 1. Uses obscene, profane or abusive language to any person before, during or after the game.
 - 2. During a stoppage of play, intentionally shoots or throws the puck out of reach of an official who is trying to retrieve it
 - 3. Enters and remains in the Referee's crease when asked to leave, except for the purpose of skating to the penalty bench.
 - 4. Touches or holds any game official with the hand or stick.
 - 5. Intentionally bangs the boards, protective glass, surface, or goal with stick at any time.
- e) If a player does the following, a game misconduct penalty shall be assessed:
 - 1. Persists in any course of conduct for which the player has previously been assessed a misconduct penalty.
 - 2. Uses obscene gestures anywhere in the rink before, during, or after the game.
- f) If any player does any of the following, a gross misconduct penalty shall be assessed:
 - 1. Deliberately inflicts or attempts to inflict, physical harm to a game official or a team official in any manner
 - 2. Behaves in any manner that is critically detrimental to the conduct of the game including, but not limited to, spitting at an opponent, game official, or team official.
- g) If any team official does any of the following, the team shall be assessed a bench minor penalty:
 - 1. Bangs the boards with a stick or other instrument at any time.
 - 2. Uses obscene, profane or abusive language to any person before, during, or after the game.
 - 3. Throws anything onto the playing surface from the player's bench.
 - 4. Interferes with any game official, (verbally) in the performance of there duties.
 - 5. Attempts to incite an opponent into incurring a penalty.
- h) If any team official does any of the following, a game misconduct penalty shall be assessed:
 - 1. Persists in any course of conduct for which the team official has previously received a penalty for using obscene gestures anywhere in the rink before, during, or after the game.
- i) If any team does any of the following, a gross misconduct penalty shall be assessed:
 - 1. Deliberately inflicts or attempts to inflict, physical harm to a game official or team official in any manner.
 - 2. Behaves in any manner, which is critically detrimental to the conduct of the game including, but not limited to, spitting on an opponent, game official or team official.

Rule 602 – Adjustments to Clothing and Equipment

- a) Play shall not be stopped or delayed due to adjustment of clothing, equipment, skates, or sticks. For a violation of this rule, a minor penalty shall be assessed.
- b) The onus of maintaining clothing and equipment in the proper condition shall be upon the player. If adjustments are required, the player shall retire from the playing surface and play shall continue uninterrupted with a substitute.
- c) No delay shall be permitted for the repair or adjustment of the goalkeeper's equipment. If adjustments are needed the goalkeeper shall retire from the playing surface and be replaced by the substitute goalkeeper or temporary goalkeeper immediately and no warm-up shall be permitted. For violation of this rule by a goaltender, a minor penalty shall be assessed.

Rule 603 – Attempt to Injure “MATCH PENALTY”

- a) A match penalty and a five minute major penalty (along with any other penalties incurred) shall be assessed to any player who deliberately attempts to injure an opponent, coach or trainer in any manner, and the circumstances shall be reported to the league authorities for further action. A substitute player shall be permitted to take the place of the player so removed after the completion of any other penalty minutes incurred.
- b) Bladium would like to be clear that any attempt to injure anyone within the club is not tolerated. Any member committing this kind of infraction shall be subject to membership suspension indefinitely.

Rule 604 – Attempt to Injure “GROSS MISCONDUCT”

- a) A gross misconduct penalty (along with any other penalties incurred) shall be assessed to any player who deliberately attempts to injure an official in any manner, and the circumstances shall be reported to the league administrator for further review. A substitute player shall be permitted to take the place of the player so removed after the completion of any other penalty minutes incurred.
- b) Bladium would like to be clear that any attempt to injure anyone within the club is not tolerated. Any member committing this kind of infraction shall be subject to membership suspension indefinitely.

Rule 605 – Body-Checking and Boarding

- a) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who intentionally body-checks an opponent, with or without the puck
- b) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who makes physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.
- c) 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 to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards. “Rolling” an opposing puck carrier along the boards where the player is attempting to through to small an opening is not boarding.
- d) When a player injures an opponent as the result of “boarding” or “body-checking,” the Referee shall assess a major penalty to the offending player.

Rule 606 – Broken Stick

A player whose stick is broken may participate in the play provided the stick is dropped immediately. A minor penalty shall be assessed for an infraction of this rule.

Rule 607 – Charging and Checking From Behind

- a) A minor or major penalty, at the discretion of the Referee, shall be assessed to a player who runs, jumps into, or charges an opponent.
- b) A minor or major penalty, at the discretion of the Referee, shall be assessed to player who pushes or body-checks an opponent from behind.

- c) When a player injures an opponent as the result of “charging” or “checking from behind,” the referee shall assess a major penalty to the offending player and the circumstances surrounding the incident will be reported the league authorities for further review of the situation.

Rule 608 – Cross-Checking and Butt-Ending

- a) A minor or major penalty, at the discretion of the Referee, shall be assessed to a player who crosschecks an opponent.
- b) A minor or major penalty, at the discretion of the Referee, shall be assessed to a player who butt-ends or attempts to butt-end an opponent. An attempt to butt-end shall include all cases in which a butt-end gesture is made, regardless of whether body contact is made or not.
- c) When an attacking player injures an opponent as the result of “cross-checker” or “butt-ending” the Referee shall assess a major penalty to the offending player and the circumstances surrounding the incident will be reported the league authorities for further review of the situation.
- d) Butt ending may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 609 – Deliberate Injury of Opponents and Head Butting

- a) A match penalty shall be assessed to a player who deliberately injures an opponent, team official or game official in any manner and the circumstances shall be reported to the league authorities for further action.
- b) In addition, the offending team will have to place a player (who was on the playing surface at the time of the incident) on the penalty bench to serve any penalties incurred in the incident. The penalty minutes shall be charge to offending player receiving the match
- c) A match penalty shall be assessed to a player who deliberately head butts an opponent, team official, or game official, and the circumstances shall be reported to the league authorities for further action.
- d) Any player who deliberately injures an opponent will be subject to immediate suspension of their membership, including and not limited to, all participation in any sport leagues, pick-up, clinics, practices, tournaments, and classes. A member who deliberately injures another member may be disallowed inside the facility property at the discretion of Bladium Management.

Rule 610 – Delaying the Game

- a) A minor penalty shall be assessed to a player or goalkeeper who delays the game by deliberately shooting the puck outside the playing area. This penalty shall also be assessed when it occurs during a stoppage of play. Intentional delay of game by a goalkeeper shall be assessed at the discretion of the Referee.
- b) A minor penalty shall be assessed to a player or goalkeeper who delays the game deliberately displacing the goal from its normal position. Play shall be stopped immediately when the goal post has been displaced. If a goalkeeper deliberately removes the helmet or facemask during the course of a breakaway by the attacking team, a penalty shot shall be awarded to the non-offending team. Player shall take the penalty shot last in possession of the puck.
- c) A bench minor penalty shall be assessed to any team which, after a warning by the Referee, fails to place the correct number of players on the surface, thereby causing a delay in any manner.
- d) A minor penalty shall be assessed at the discretion of the Referee to a player who, after a warning by the Referee, fails to maintain a proper position during the face-off. The referee may also ask for a new player to take the face-off.

Rule 611 – Elbowing and Kneeing

- a) A minor or a major penalty shall be assessed to any player who uses the elbow or knee in such a manner to foul an opponent in any way.
- b) When a player injures an opponent, as the result of “elbowing” or “kneeing” the Referee shall assess a major penalty to the offending player.

Rule 612 – Face-offs

- a) The puck shall be “faced-off” by the Referee by dropping the puck onto the playing surface between the sticks of the two players facing-off. Players facing-off shall stand facing their opponent’s end of the rink with the blade of their sticks in contact with the nearest white area of the face-off spot and clear of the red center

area of the spot. In the attacking zone, the attacking team shall be the first player to place the stick on the playing surface. If a player facing-off fails to take the proper position immediately when directed to do so by the official, the official may order a replacement for that face-off by a teammate of the playing surface. No other player shall be allowed to enter the face-off circle or come within 15 feet of the players facing-off the puck, and they must stand aside on all face-offs. When a player, other than the players facing-off, fails to maintain the proper position, the center of the offending team shall be ejected from the face-off. For a second violation of any of the provisions of this rule, a minor penalty shall be assessed to any player committing the second violation. No substitution of the players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is assessed during the face-off.

- b) Periods are running time. The clock shall only be stopped for the end of periods, injuries, and time outs.
- c) If, after a warning by the official, either of the players fails to take the proper position for the face-off promptly, the official shall be entitled to conduct the face-off regardless of such default.
- d) During the conduct of any face-off, no player shall make any intentional physical contact with an opponent except in the course of playing the puck after the face-off has been completed.
- e) No face-off shall be conducted at a location other than a face-off spot.
- f) When a stoppage of play occurs between the end zone face-off spots and near the end of the rink the ensuing face-off shall take place at the end face-off spot on the side where the stoppage occurred, unless otherwise provided in these rules.
- g) When a violation of a rule has been committed, or any player of the attacking team in the attacking zone has caused a stoppage of play, the face-off shall take place at the nearest high-zone face-off spot. This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's goal without any intervening action by the defending team.
- h) When a violation of a rule has been committed or players of both teams have caused a stoppage of play, the ensuing face-off shall take place at the nearest face-off spot (excluding the center face-off spot) to where the puck was when the stoppage occurred.
- i) When a goal is legally scored, the ensuing face-off shall be conducted at the center face-off spot.
- j) When the game is stopped for any reason not specifically covered in the official playing rules, the ensuing face-off shall take place at the nearest face-off spot to where the puck was last legally played.

Rule 613 – Falling on Puck

- a) A minor penalty shall be assessed to a player, other than the goalkeeper, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or boards. Any player who drops the to block shot shall not be penalized if the puck is shot under the player or becomes lodged in any clothing or equipment. A minor penalty shall be assessed to any player who uses the hands to obtain such a stoppage.
- b) A minor penalty shall be assessed to a goalkeeper who falls on or gathers the puck into the body, when the puck is outside the boundaries of the privileged area or who falls on or gathers the puck when body is entirely outside the goal crease and the puck is behind the goal line.
- c) No defending player, except the goalkeeper, shall be permitted to fall on the puck, hold the puck, or gather the puck into the body or hands when the puck is within the goal crease. For a violation of this rule, play shall immediately stop and a penalty shot shall be awarded to the non-offending team. However, if the goalkeeper has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the penalty shot. This rule shall be interpreted so that a penalty shot shall be awarded only when the puck is in the goal crease at the instant the infraction occurs. However, in cases where the puck ball is outside the goal crease, Rule 612 (a) may still be applied and a minor penalty assessed, although no penalty shot is awarded.

Rule 614 – Fighting

- a) A game misconduct penalty shall be assessed to any player who participates in a fight on or off the playing surface before, during, or after the game.
- b) A minor or a double minor penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempted punch. However, at the discretion of the Referee, a game misconduct penalty shall be assessed if the player continues the altercation. The Referee is provided with very wide latitude concerning the penalties that may be assessed under this rule. This is done to enable the Referee to differentiate between the obvious degrees of responsibility for, either starting the fight, or persisting in continuing the fight. Referees are directed to employ every means provided by these rules to prevent "brawling"

- c) A game ejection penalty shall be assessed to any player or goalkeeper who is the first to intervene in any altercation already in progress. This penalty is in addition to any other penalty incurred in the incident.
- d) A game misconduct penalty shall be assessed to any player who resists the game official in the discharge of their duties during the altercation.
- e) A game misconduct penalty shall be assessed to a goalkeeper who leaves the goal crease to participate in the altercation. This penalty shall be in addition to any other penalty incurred in the altercation.
- f) Any players who drops their gloves with the intention of starting or participating in an altercation will be assessed a game ejection penalty plus any other penalties that they may receive. Another player who was on the playing surface at the time shall serve any additional penalties incurred by the penalized player. The circumstances of the incident will be reported to the league authorities for further action. Any player dropping their gloves with the intention of starting or participating in an altercation shall be considered to be fighting.
- g) Fighting at Bladium shall not be tolerated what so ever. Any player, who fights, no matter how little, shall be suspended. If Bladium believes the player has any intent to injure an opponent they will have their membership revoked indefinitely without a refund of their membership fees.

Rule 615 – Goals and Assists

(Note) It is the responsibility of the Referee to award goals and assists, and such decision is final. In cases of an obvious error in awarding a goal or an assist, which has been announced, it should be corrected promptly. Changes shall not be made on the scoring summary after the Referee has signed the official score sheet.

- a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line, before playing time expires. A “goal” shall be credited in the scoring records to a player who shall have propelled the puck into the opponent’s goal. Each “goal” shall count as one point in the player’s record. An “assist” shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be credited on any goal. Only one point can be credited to any one player for any one goal scored.
- b) A goal shall be scored if a player of the defending team puts the puck into the goal in any way. The player of the attacking team who last played the puck shall be credited with the goal, but no assist shall be awarded.
- c) If an attacking player kicks the puck and it goes directly into the goal or is deflected into the goal by any player, including the goalkeeper, the goal shall not be allowed.
- d) If the puck is deflected into the goal from the shot of an attacking player by striking any part of any player, the goal shall be allowed. The player who deflected the puck shall be credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown, or otherwise deliberately directed by an attacking player into the goal by any means other than a stick.
- e) If a goal is scored as a result of a puck being deflected directly into the goal off an official, the goal shall not be allowed.
- f) Should a player legally propel the puck into the goal crease of the opposing team and the puck becomes loose in the goal crease and available to a player of the attacking team, any goal scored on the play shall be allowed.
- g) Any goal scored other than as covered by the official playing rules will not be allowed.

Rule 616 – In the Goal Crease

A goal will not be allowed if a player of the attacking team is in the goal crease, and is interfering with the goaltender, before the puck enters the net unless the player has control of the puck when he enters the crease. If a player of the defending team pushes the attacking player into the crease the goal will be allowed.

Rule 617 – Handling Puck with Hands

- a) If a player, other than a goalkeeper, closes the hand on the puck, play shall be stopped and a face-off shall follow; however, if the puck is dropped immediately, play shall be allowed to continue. If a goalkeeper holds the puck with the hand as to stop an opposing player from playing it; play shall be stopped and a face-off shall follow. After an initial warning by the Referee, a goalkeeper who holds the puck unnecessarily shall be assessed a minor penalty for delaying the game.

- b) A goalkeeper shall not intentionally drop the puck into the pads or onto the goal net nor deliberately pile obstacles at the goal that, in the opinion of the Referee, would tend to prevent the scoring of a goal. The object of this rule is to keep the puck in play continuously and any action taken by the goalkeeper who causes an unnecessary stoppage shall be penalized. For a violation of this rule, a minor penalty shall be assessed to the offending player.
- c) If a goalkeeper throws the puck forward toward the opponent's goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be conducted at the nearest end zone face-off spot of the offending team.
- d) If a defending player, other than a goalkeeper, picks up the puck in the goal crease from the playing surface with the hands, or holds the puck while it is in the goal crease, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team. If the above situation occurs while the goalkeeper is off the playing surface, a goal shall be awarded to the non-offending team.
- e) A player shall be permitted to stop or "bat" the puck in the air with hand, or push it along the playing surface with the hand, and play shall not be stopped unless the puck has been deliberately directed to a teammate in the attacking zone or the player advancing the puck is in the attacking zone, in which case the play shall be stopped and the puck faced-off at the nearest high zone face-off spot.
- f) A goal that is scored as the result of the puck being propelled by the hand of an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

Rule 618 – High Sticks

- a) The carrying of the stick above the normal height of the shoulders is prohibited. The Referee shall assess a minor or a major penalty to any player who strikes an opponent with a stick so carried.
- b) When a player injures an opponent as the result of a high stick, the Referee shall assess a major penalty to the offending player.
- c) A goal scored by an attacking player who strikes the puck with the stick carried above the height of the goal frame cross bar, shall not be allowed.
- d) Batting the puck above the height of the cross bar with the stick is prohibited and when it occurs play shall be stopped immediately and the ensuing face-off shall take place at an end zone face-off spot of the offending player's team unless:
 - 1. The puck is batted to an opponent, in which case the play shall continue.
 - 2. A player of the defending team shall bat the puck into the player's own goal, in which case the goal shall be allowed.

Rule 619 – Holding an Opponent

- a) A minor penalty shall be assessed to a player who holds an opponent with the hands, legs, feet, stick, or in any other way.
- b) A major penalty shall be assessed to any player who grabs or holds the facemask of an opponent with the hand.
- c) When a player injures an opponent as the result of "holding the face mask," the Referee shall assess a major penalty to the offending player.

Rule 620 – Hooking

- a) A minor penalty shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with the stick.
- b) When a player injures an opponent as the result of "hooking," the Referee shall assess a major penalty to the offending player and the circumstances surrounding the incident will be reported to the league authorities for further review of the situation.

Rule 621 – Illegal Clearing (Icing)

No such rule

Rule 622 – Interference

- a) A minor penalty shall be assessed to any player who interferes with or impedes the progress of an opponent who is not in possession of the puck, deliberately knocks a stick out of an opponent's hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it, or shoot a stick or other object toward an opponent.
- b) A minor penalty shall be assessed to any player on the players' bench who, by means of the stick or body, interferes with the movement of the puck or an opponent on the playing surface during the progress of play.
- c) A minor penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the goalkeeper.
- d) A player is permitted in the goal crease area, as long they do not interfere with the goaltender. If the puck should enter the goal while such a condition prevails, a goal shall not be allowed. For a violation of this rule, the offending player shall receive a "minor penalty" and play shall be stopped. The ensuing face-off shall take place at the nearest high zone face-off spot.
- e) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, the puck should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed provided the player make a concerted effort to leave the crease area.
- f) When the goalkeeper has been removed from the playing surface and any member of the same team not legally on the playing surface interferes by means of the body, stick, or any other object, with the movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.

(Note) The attention of the Referees is directed particularly to three types of offensive interference, which shall be penalized.

- 1. When the defending team secures possession of the puck in its own zone and the other members of the same team run interference for the puck carrier by forming a protective screen against forecheckers.
- 2. When a player facing-off obstructs an opponent after the face-off when the opponent is not in possession of the puck.
- 3. When the puck carrier makes a drop pass and follows through so as to make body contact with an opposing player.

Rule 623 – Interference by Spectators

- a) In the event of a player being held or interfered with by a spectator, the Referee shall immediately stop the play, unless the team of the player being interfered with is in possession of the puck at the time, in which case the play will be allowed to be completed. The ensuing face-off shall take place at the nearest face-off spot to where the puck was last played.
- b) Any player who physically interferes with a spectator shall be assessed a game misconduct penalty and the circumstances reported to the league authorities for further action.
- c) In the event that objects are thrown onto the playing surface, which interferes with the progress of the game, the Referee shall stop play and the ensuing face-off shall take place at the nearest face-off spot to where the puck was last played.
- d) Management reserves the right to ask any spectator to leave the premises if that person(s) has become unruly. Management will give one warning and if the spectator persists this will constitute justifiable grounds for removal.

Rule 624 – Kicking Player

A match penalty shall be assessed to a player who kicks or attempts to kick another player. A substitute shall be permitted at the end of the fifth minute.

Rule 625 – Kicking Puck

Kicking the puck shall be permitted in all zones; however, a goal that is scored as the result of the puck being kicked by an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

Rule 626 – Leaving Player or Penalty Benches

- a) No player may leave the players' bench or penalty box at any time during an altercation. Substitutions made before the start of the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.
- b) A double minor penalty, game misconduct penalty or game ejection penalty shall be assessed to the player who was the first to leave the players' bench during an altercation. If players of both teams leave their respective benches at the same time, the first identifiable player of each team shall be penalized under this rule.
- c) For purpose of determining which player was the first to leave the players' bench during an altercation, the Referee may consult with linesman or other game officials.
- d) Other players who leave the players' bench or penalty bench during an altercation shall be assessed a game ejection penalty or game misconduct penalty.
- e) If a player illegally enters the game, any goal scored by that team while the illegal player is on the playing surface shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.
- f) Except at the end of each period, or upon the expiration of a penalty, no player may leave the penalty bench at any time.
- g) A penalized player who leaves the penalty bench before the expiration of the penalty, whether play is in progress or not, shall be assessed an additional minor penalty after serving the remaining time on the previous penalty.
- h) When a player leaves the penalty bench prior to the expiration of the penalty, the penalty timekeeper shall note the time and verbally alert the Referee who shall stop play when the offending player players' team gain possession of the puck.
- i) In the case of a player returning to the playing surface prior to the expiration of the penalty through an error of the penalty timekeeper, the player is not to serve an additional penalty, but must serves the unexpired time.
- j) A penalized player who leaves the penalty bench during an altercation shall be assessed a minor penalty plus a game misconduct penalty, in addition to any unexpired time.
- k) When a penalized player returns to the playing surface from the penalty bench before the expiration of the penalty, any goal scored by that team, while the player is illegally on the playing surface shall be disallowed.
- l) If a player of the attacking team in possession of the puck shall be in position as to have no opposing player to pass other than the goalkeeper, and is interfered with by a player who has entered the game illegally, the attacking player shall be awarded a penalty shot. If the opposing goalkeeper is off the playing surface and the attacking player is interfered with by an illegal player, a goal shall be awarded to the non-offending team.
- m) If a team official steps onto the playing surface after the start of a half and before that half is completed without the permission of the Referee, the Referee shall assess a bench minor penalty to the team of the offending coach.
- n) During any face-off, if a team starts with fewer player than entitled to, any player subsequently entering the game shall not be eligible to play any puck coming from the defending zone while the player is in the attacking zone unless the puck is first played by another player in the attacking zone.

Rule 627 – Off Sides

No such rule.

Rule 628 - Passes

The puck may be passed by any player to any player of the same team within any of the two zones into which the rink is divided and may be passed forward by a player in the defending zone to a team mate over the center red line.

Rule 629 – Puck must be kept in Motion

The puck must be kept in motion at all times. Play shall not be stopped because two or more opposing players freeze the puck along the boards, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck, a minor penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.

Rule 630 – Puck or Player Out of Bounds or Unplayable

- a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards, glass, it shall be faced-off at the nearest face-off spot to where it was last played. When the puck becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest face-off spot to where it was last played. However, if the puck is shot out of the rink by the attacking team, the face-off spot shall be at the nearest high zone face-off spot.
- b) When the puck becomes lodged in the netting on the outside of the goal or it is frozen between opposing players, the referee shall stop play and face-off the puck at the nearest face-off spot to where it was last played. The defending team and/or the attacking team may play the puck off the net at any time. However, should the puck remain on the net for longer than three seconds, play shall be stopped and the face-off shall take place nearest end zone face-off spot, except when the stoppage is caused by a player of the attacking team, in which case the ensuing face-off spot shall be conducted at the nearest high zone face-off spot. If the puck comes to rest on top of the goal frame, the play shall be stopped immediately.
- c) A minor penalty shall be assessed to a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.
- d) If the puck 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 the hand or stick.

Rule 631 – Puck Out of Sight and Illegal Puck

- a) Should a scramble take place, or a player accidentally falls on the puck and it is out of sight of the referee, play shall be stopped immediately. The ensuing face-off shall take place at the nearest face-off spot, unless otherwise provided for in the rules.
- b) If, at any time during play, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

Rule 632 – Refusing to Start Play

- a) If, when both teams are on the playing surface, one team for any reason refuse to play when ordered to do so by the referee, the referee shall assess a bench minor penalty to the offending team.
- b) If a team, when ordered to do so by the referee, fails to go onto the playing surface promptly, it shall be assessed a bench minor penalty. If the team shall still refuse to go onto the playing surface and start play with five minutes, the referee shall suspend the game, and the circumstances reported to the league authorities for further action.

Rule 633 - Slashing

- a) A minor or a major penalty, at the discretion of the referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick. Referee should penalize as “slashing” any player who swings the stick at an opponent (whether in range or out of range) with out actually making contact, or when a player on the pretext of playing the puck makes a wild swing at the puck with the intent to intimidate an opponent.
- b) When a player injures an opponent as the result of “slashing,” the referee shall assess a major penalty to the offending player and the circumstances surrounding the incident will be reported the league authorities for further review of the situation.
- c) Any player who swings the stick at another player during the course of an altercation shall be subject to a match penalty, and the circumstances reported to the suspension review board for further action
- d) A minor penalty shall be assessed to any player who makes contact with the opposing goalkeeper, in the goal crease, who has covered the puck, regardless of whether or not the referee has stopped the play.

Rule 634 – Spearing

- a) A minor or major penalty, at the discretion of the referee, shall be assessed to a player who spears or attempts to spear an opponent. Attempt to spear shall include all cases where a spearing gesture is made regardless of whether body contact is made or not.
- b) When a player injures an opponent as the result of “spearing” the referee shall assess a major penalty to the offending player.
- c) Spearing may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 635 – Start of Game and Periods

- a) The game shall start at the time schedule by a face-off at the face-off spot and shall be promptly resumed for second half in the same manner.
- b) Each team shall defend the goal furthest from its players' bench to start the game. The team shall change ends for each succeeding half or overtime period.
- c) During the pre-game warm-up and before each half, each team shall confine its activity to its own end of the rink. All players must wear full equipment during warm-ups and during the handshake following the game.
- d) It is recommended that when both teams are to leave the playing surface through a common exit the team whose players' bench is closest to the exit leave first. The home team should enter playing surface first.
- e) When a team fails to appear on the playing surface without proper justification, the referee shall warn the team that they must enter the playing surface immediately. If the team fails to do so promptly, the referee will then assess a bench minor for delaying the game

Rule 636 – Throwing Stick

- a) When a player or team official of the defending team deliberately throws or shoots a stick or any other object at the puck in the defensive zone, the referee will allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to fouled player. If, however, the goal is unattended and the attacking player has no defending player to pass and has a chance to score on an open goal, and stick or any other object is thrown or at puck by a member of the defending team thereby preventing a shot on the open goal, a goal shall be awarded to the non-offending team.
- b) A minor penalty shall be assessed to any player on the playing surface who throws or shoots a stick or any other object in the direction of the puck in any zone except when such act has been penalized by a penalty shot or awarded goal. When a player discards a broken stick by tossing it to the side of the rink (and not over the boards) in such a way that shall not interfere with the play or opposing player, no penalty shall be assessed for doing so.
- c) A misconduct penalty shall be assessed to any player who throws a stick or any part thereof into the players' bench or penalty box. A game misconduct penalty shall be assessed to any player who deliberately throws a stick or any part thereof the playing surface in the direction of any spectators.

Rule 637 – Time of Match and time-outs

- a) A game shall consist of two 25 minute periods (running time)
- b) The team scoring the greater number of goals during the two periods shall be declared the winner, and shall be credited with two points in the standings.
- c) The referee may order the game to be suspended anytime the playing is deemed to be in an unsafe condition. The game shall remain suspended until such condition is corrected. Referees are particularly cautioned about wet playing surface and should take overly cautious approach when determining whether or not playing conditions are safe. (The General Manager or manager on duty at the time should be consulted before making the decision to suspend any game) if any unusual delay occurs during the first half, the referee may order the intermission to take place immediately and the balance of the half shall be completed upon the resumption of play with the teams defending goals, after which the teams shall change ends and resume play of the second half without delay.
- d) Each team shall be permitted to take one time-out of one-minute duration, which must be taken during the stoppage of play. The clock shall be stopped during this time. The clock shall be restarted upon the conducting of the ensuing face-off. During a time-out, all players on the playing surface may proceed to their respective players' bench. Any penalized player must remain in the penalty bench during a time-out. A time-out may not be used to warm-up a goalkeeper.
- e) Teams are only allotted one time-out per game for duration of 30 seconds.
- f) During the last two minutes of any league game if the teams are within one goal of each other the remainder of the game shall be played as "stop time." The clock shall be stopped any time the play has stopped

Rule 638 – Tied Games

- a) If, at the end of two periods, the score is tied, a 3 player shootout shall take place. Three players from each team shall be selected to participate in a series of penalty shot attempts. The players shall alternate attempts, visiting team having the first attempt. Any player or team official whose penalty has not expired at the end of overtime play shall not be allowed to participate in the shoot-out and must leave the rink immediately following the overtime period. Teams may change goalkeepers only at the beginning of the shoot-out or if the goalkeeper is injured during the shoot-out. Goalkeepers shall not change goals during the shootout. Should neither team have an advantage at the end of the 3 players, the game will be declared a tie. Goals scored during the shoot-out rounds shall not count towards a player's scoring statistics. Goals scored against a goalkeeper shall not count towards the goalkeeper's statistics. Either goalkeeper shall receive a win or a loss based on the result of the shoot-out. All rules applicable during the taking of a penalty shot shall also apply during a shoot-out.
- b) In tournament and playoff games in which it is necessary to determine a winner for advancement the following shall take place:
 - 1. a one-minute rest period shall follow the end of regulation
 - 2. the team shall not change ends
 - 3. a five minute overtime period shall be played
 - 4. the game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner
- c) If no team scores during the overtime period, a shoot-out shall take place. Five players from each team shall be selected to participate in a series of penalty shot attempts. The player shall alternate attempts, visiting team having the first attempt. Any player or team official whose penalty has not expired at the end of overtime play shall not be allowed to participate in the shoot-out and must leave the rink immediately following the overtime period. Teams may change goalkeepers only at the beginning of the shoot-out or if the goalkeeper is injured during the shoot-out. Goalkeepers shall not change goals during the shootout. After all ten players have taken their shot; the team scoring the most goals shall be declared the winner. Should neither team have an advantage at the end of the first shoot-out round, a second shoot-out round shall take place. This will be a sudden death victory format in which each team has one penalty shot attempt to score. All non-penalized, non-injured excluding goalkeepers, on a team shall shoot before that team shall be allowed to have a player shoot for a second time during the same shoot-out. If after one player from each team has shot, only one team has scored, that team shall be declared the winner. If, after one player from each team has shot and the score remains tied, the procedure shall repeat until one team scores while one team does not. Goals scored during the shoot-out rounds shall not count towards a player's scoring statistics. Goals scored against a goalkeeper shall not count towards the goalkeeper's statistics. Either goalkeeper shall receive a win or a loss based on the result of the shoot-out. All rules applicable during the taking of a penalty shot shall also apply during a shoot-out
- d) Any overtime period shall be considered to be a part of the game and all penalties shall remain in force.

Rule 639 - Tripping

- a) A minor penalty shall be assessed to any player who places any part of the body in such a manner that it causes an opponent to trip or fall. Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent with their body or stick and causes the player to trip or fall, shall be assessed a minor penalty.
- b) When a player, in possession and control of the puck in the attacking zone and having no opponent to pass other than the goalkeeper, is tripped or otherwise fouled up from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the fouled player. The referee shall not stop play until the attacking team has lost possession and control of the puck to the defending team. The intent of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent's side of the center red line. "Possession and control" of the puck means the act of propelling the puck with a stick. If, while it is being propelled, the puck is touched by another player, hits the goal and goes free, the player shall no longer be considered to be "in possession and control" of the puck
- c) If, when the opposing goalkeeper has been removed from the playing surface, a player in possession and control of the puck is tripped or otherwise fouled with no opposing player to pass, thus preventing a reasonable scoring opportunity, the referee shall immediately stop play and award a goal to the non-offending team.

Rule 640 – Unnecessary Roughness (Roughing)

- a) At the discretion of the referee, a minor or double minor penalty may be assessed to any player who uses unnecessary roughness against an opponent.
- b) A minor penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the puck. It is not the intent to penalize incidental contact between two opposing players who are in pursuit of the puck. The act of riding an opponent off the puck shall not be considered to be roughing. However, this does not allow the player without the puck to throw his or her body into the opponent to achieve possession.

Rule 641 – Unsportmanlike Conduct

- a) The following are all examples of Unsportmanlike conduct...
 - 1. Challenging or disputing the decision of the referee
 - 2. Creating a disturbance of any kind
 - 3. Shooting the puck after the referee has blown the whistle or the play has been stopped
 - 4. Delaying the game by deliberately throwing or shooting the puck out of the playing area
 - 5. Deliberately displacing the goal net
 - 6. Using obscene or abusive language
 - 7. Interfering in any way with the game official
 - 8. Interference of play from the bench
 - 9. Making physical contact with an opponent after the whistle has blown or play has been stopped
 - 10. Abuse of official (verbally or physically)
 - 11. Not immediately following the decisions of the official after a penalty has been called
 - 12. Throwing any thing onto the playing surface.

Rule 642 – Zero Tolerance Rules

- a) If an official on the surface or off (i.e. scorekeeper) hears either a player on the surface or on the bench use profane language, the official will stop the game and issue “first” warning to the offending player. The same warning will be rendered to the players’ bench and the coach of the team. A second offence warrants an unsportsmanlike conduct penalty.
- b) The on/off surface official hears profane language and determines that the public (fans, Parents, etc.) can hear profane language; a two-minute bench minor penalty will be assessed to the offending team. Any player on the surface at the time of the infraction may serve the penalty.
- c) The on/off surface official hears profane language used a second time from the team, bench, or coach, and determines that the surrounding public can hear the profane language, a five minute bench major penalty will be assessed, an on-surface player will serve the penalty, and the team will be player short for the duration of the penalty.
- d) If the team still cannot be controlled, the referee at their discretion may default the game and award point to the other team.
- e) Any player involved in a fight before, during, or after the game will receive a game misconduct. The circumstances will then be reported to the league authorities for further action. Any player so removed from the game will automatically receive a suspension from play in that league.
- f) Any player who comes off the bench to get involved in an altercation will automatically receive a game misconduct or game ejection penalty and the circumstances will be reported to the league authorities for further action.
- g) Any player, already on the bench, leaves the bench during an altercation will automatically receive a game misconduct penalty or game ejection penalty and the circumstances reported to the league authorities for further actions.
- h) Any player who becomes involved in an altercation will receive a game misconduct penalty and the circumstances reported to the league authorities for further action.

Section VII – Rules Governing Adult League Play at Bladium

This section indicates specific rules that apply to the Adult League only. In many cases these are amendments to rules previously indicated. Any rule or regulation that does not appear in this section is applied normally as indicated previously in Rule Governing Bladium In-line Hockey.

Rule 700 – Age Classification

- a) All ages will be determined as December 31st of the previous year.
- b) All participants playing in any adult league must be at least sixteen (16) year old.

Rule 701 - Team Fees

- a) Fees (Deposits and Placement)
 1. In order for returning teams to secure a spot in the next league they are required to have their deposit in by the returning team deadline. Any team not making the deposit by the returning team deadline will not be guaranteed a spot in that league and they will be placed on the waiting list for that league. The waiting list is prioritized by the date the deposit is received
 2. New teams that put a deposit down for a league will be put on a prioritized waiting list according to when their deposit is received.
 3. Teams that do not get placed in a league will be issued a refund of their initial deposit.
 4. Individuals who register to play in a league will be required to pay the entire registration fee at the time of sign-up and are required to get their fees in before the league sign-up deadline.
 5. Individuals will be placed on a prioritized waiting list according to when their deposit was received.
 6. Any individuals who are not placed on a team will be issued a refund for their registration fee.
 7. No individual may play on a team unless their full registration fee is paid.
 8. Individuals may make requests to play on teams with other specific participants. This request must be made at the time the registration fee is paid.
- b) Team Fees (Deadlines)
 1. Balance of the team fee is due by the start of the season. The following schedule will apply for any unpaid registration fees.
 - i. If balance is not paid before the 2nd game then a \$25 late fee will be added to the team balance. If the team does not pay the balance, the late fee is added but the game is played.
 - ii. After the 2nd week any player that has not paid their portion of the team fees is not allowed to play in their game.
 - iii. For each additional week that balance is not paid in full, an additional \$25 will be added to the team balance and the game will be played but recorded as a forfeit. If the team has a balance of over \$250 by the fourth game, they are not allowed to play or come in the facility. The Sports Director will be on hand to deal with these teams.
- c) Captains
 1. As team coach/captain you have assumed the role of Financial Manager for your team. This means you are responsible for the collection of team fees. All league payments for your team should be made through you to Bladium.

Rule 702 – Player check-in

- a) All players participating in a league must check in at the Front Desk prior to the start of every game. Failure to do so can result in the forfeiture of that game for that day. Continued abuse by any participants may result in further suspension without the option a refund.
- b) Players must present a valid Bladium ID card. If one is not available, a valid state identification card, driver's license, or school identification card with a picture will substitute for the Bladium ID card.

Rule 703 - Team Rosters

- a) All captains are required to turn in a roster of the players playing on that team by the start of their first game
- b) Maximum roster size is 15 player including goalies.
- c) Once player's name is on the roster, that player permanently takes one the 15 roster slots. This includes any players "filling in" for your team.
- d) After the 7th week of the season, rosters are frozen. Players cannot be added or deleted from your roster. Any violations will result in a game forfeit. Captains are responsible for their own rosters and need to make sure rosters are accurate before the 7th week deadline.
- e) Any player on your roster is required to play at least three regular season games in order to be eligible to play in the play-offs or championship for that league(s).
- f) Only players listed on the roster and a maximum of two coaches or team officials are permitted on the players bench.
- g) Only penalized players for that particular game are permitted in the penalty box.

Rule 704 – Informal Substitutions

- a) Allowing a player to play who is not on the roster or is on the roster for another team is forbidden. In the spirit of the game, however, in the event a team does not have the correct number players to start a game they may only with the approval of the other team/coach pick up a player that meets all the league requirements.
- b) Captains who allow another team to pick up a player(s) may not protest a game for violation of the roster rules unless the player violates the Player Restriction Rule 707 requirements or is in some other way ineligible to play in this league
- c) A team may only pick up a player(s) that will allow them to start the game and have one (1) substitution on the bench
- d) Any points incurred by this player will be recorded under the Team Roster section. These kinds of substitutions are not allowed after the seventh game and for the entire playoffs.

Rule 705 – Goaltender Substitutions

Goaltenders may be substituted even though they are not on the roster any time during season and playoffs provided that the regular goalie on the roster is unable to attend the game for whatever reason. The substitute goalie must still meet the age and skill requirements for that league and must be approved by the youth league administrator.

Rule 706 – Player Restrictions for Adult Leagues

- a) Copper (Beginner)
 - 1. Copper teams are allowed to have no more than 2 bronze level players per team.
 - 2. Individual Copper players are restricted to scoring a maximum of 3 goals per game. For a violation of this rule a minor penalty shall be assessed for "Unsportsmanlike Conduct."
- b) Bronze (Intermediate)
 - 1. Bronze teams are allowed a maximum of 2 silver level players per team.
- c) Silver (Intermediate/Advanced)
 - 1. Silver teams are allowed to have no more than 2 Gold level players per team.
- f) Gold (Elite)
 - 1. There is no specific restriction on level of players on any team.

e) Coed (All Levels)

1. Individual Coed players are restricted to scoring a maximum of 3 goals per game. For a violation of this rule a minor penalty shall be assessed for "Unsportsmanlike Conduct."

f) Over 30 (Open)

1. Over 30 Players must be over the age of 30

2. Individual Over 30 players are restricted to scoring a maximum of 3 goals per game. For a violation of this rule a minor penalty shall be assessed for "Unsportsmanlike Conduct."

g) Any team who fails to conform to any of the above mentioned rules will be subject to forfeiture of every game that Bladium deems they played illegally (i.e. illegal players on roster).

h) Any player on your roster is required to play at least three regular league season games in order to be eligible to play in the play-offs or championship for that league(s).

Rule 707 - League Administrator Clause

The league administrator reserves the right to determine the eligibility of any player playing on any team.

Rule 708 - Game Forfeits

a) Any team forced to forfeit a game will be recorded in the league standing as losing 5 to 0

b) Any team winning by forfeit will be recorded in the league standings as winning 5 to 0. No individual statistics will be given to any player.

Rule 709 - Zero Tolerance Rules

a) Players must at all times they are on the rink or warm-up area wear the following required hockey equipment:

1. Helmet Designed for Hockey

2. Knee & Shin Pads

3. Elbow Pads

4. Gloves designed for Hockey

5. Protective Cup (males)

6. Internal Mouth Guard.

7. Bladium strongly recommends the wearing of full facial protection attached to a player's helmet. Adults 18 and over may play with a half shield or no facial protection but do so ENTIRELY AT THEIR OWN REQUEST AND AGREE TO ASSUME THIS INCREASED RISK. Skates must have no exposed bolts or axles. Brakes must be removed from skates. Black tape is not permitted on the bottom of the Hockey Stick Blade.

b) Failure to observe these equipment rules will result in a one game suspension. A second offense may result in membership suspension.

c) **ANY physical abuse or threat of physical abuse to a Bladium staff member, official, or spectator will result in an immediate ejection from the league.**

d) Any profanity, abusive language or gestures directed at a Bladium staff member or official may result in an immediate suspension of membership.

e) Any profanity, abusive language or gestures used by a player directed to another player or person will result in a minor "Unsportsmanlike Conduct" penalty. A second infraction of this rule within the same game will result in a misconduct penalty. A third infraction within the same game will result in a game misconduct penalty and a one game suspension. If the player does not control his/her behavior, additional game suspensions or league ejection may be issued. Bladium reserves the right to eject any player at any time for unsportsmanlike behavior.

f) Any player found to be playing under the influence of alcohol or drugs will automatically be ejected from the league and have their membership suspended. Reinstatement will be subject to Bladium Suspension Review Board.

g) Only Team Coaches or Captains can approach Bladium Officials and Referees in regards to complaints or issues of policy so long as it is one in a professional and appropriate manner.

- h) Failure of team coaches/captains in controlling their players or spectators may be deemed as grounds of forfeiture of play.
- i) Any player attempting to play while suspended will cause his/her team to lose by forfeiture. The player in question will receive a 5 game suspension. Any team using a non-registered player will cause his/her team to lose by forfeiture and/or suspension of the team captain. The non-registered player in question will not be permitted Bladium membership.
- j) Unsportsmanlike conduct will be assessed a minimum 3-minute minor penalty. There is no maximum penalty and is subject to referee's discretion. This includes lack of respect for league referees and officials during and after a game, challenging or disputing the referee's decision, shooting the puck/ball after the whistle has blown, delaying the game, interference of play from the benches. The throwing of sticks or other equipment will bring an automatic game misconduct penalty and a one game suspension. If an injury occurs as a result of thrown equipment there will be an automatic 5-game suspension and board review to return to the league.
- k) During games, spectators may not approach the team benches or direct comments to individual players or approach scorekeepers or referees. Spectators will receive one verbal warning. If a second warning is issued, a bench minor will be issued to the team. If the spectator continues without regard to the warnings, they will be ejected from the facility.

Rule 710 – Make-up Game policy

- a) A Team that cannot attend a regularly scheduled game must notify the youth league administrator immediately. The league administrator will notify the other team.
- b) Make-up games will only be schedule if the other team is available to make up the game and/or one of the following criteria can be met
 - 1. A game was postponed due a weather problem, safety problem with the facility such as water on the rinks and electrical outages.
 - 2. There is a time on the regular league day and there are referees currently available.
 - 3. The team is willing to play during there practice time.
 - 4. The team is willing to pay for the rink time and referee costs provided the above criteria cannot be met.
- c) If there cannot be a make-up game scheduled prior to the conclusion of the regular season the game in question shall be forfeited by the team who was unable to attend. This will be recorded in the standings according to the game forfeit policy.

Rule 711 – Penalty minutes and dangerous play

- a) There will be a maximum number of twelve (12) minutes for penalties for any one player in a game. A penalty incurred after the limit has been reached the participant shall receive a game ejection for that game.
- b) Players receiving three (3) game ejection penalties in a single season shall automatically receive a one (1) game suspension for the next game following the last game ejection penalty
- c) Any player receiving 40 penalty minutes in one season shall automatically receive a one (1) game suspension.
- d) Any player receiving 70 penalty minutes in one season shall automatically be suspended until the suspension review board can meet and decided on a further course of action. Otherwise known as Gross Misconduct Penalty.
- e) Any player who participates in, according to the referees judgment and in accordance with the current playing rules, in dangerous play that effects the safety of the other players, spectators, coaches, game officials shall immediately be removed from the game and the incident shall be remitted the suspension review board for further action.

Rule 712 – Equipment Requirements

- a) Players must at all times when they are on the rink or during warm-ups wear the following required hockey equipment.
 - 1. Helmet Designed for Hockey

2. Knee & Shin Pads designed for hockey
 3. Elbow Pads designed for hockey
 4. Gloves designed for Hockey
 5. Protective Cup (males)
 6. Internal Mouth Guard (recommended)
 7. Skates must have no exposed bolts or axles. Brakes must be removed from skates. Black tape is not permitted on the bottom of the Hockey Stick Blade.
- b) Players not complying with the requirements will be subject to the standard penalties under the equipment rule and regulations.
 - c) All players are required to wear a team jersey with a designated number for that team.
 - d) All participants must at the very least wear a t-shirt while they are in the building as per the Health Department Rules and Regulations.

Rule 713 – Divisional Standings

- a) This final playoff schedule will be set upon the completion of the last regular season game. For your convenience Bladium will post a tentative playoff schedule midway through the regular season. This primarily for your planning purpose. Please be aware that team standings can and will change during the regular season and even after the last game has been completed. This means that even though the date will remain the same the game time will fluctuate according to your final placement.
- b) Divisional Standing will be posted on a weekly basis to keep you updated as to your team's progress throughout the season. Along with the standings will be the individual statistics for each team. This information will also be available on the web site.
- c) The total number of point a team obtains in a season determines division Standings and final placements. Teams are awarded two (2) points for every win, one (1) point for every tie, and zero (0) points for every loss. In the event there is a tie for total number of points at the conclusion of the regular season the following criteria will be used for the final determination.

TWO-TEAM TIE

1. Total number of wins, then
2. Head to Head – the outcome of the regular season match-up between the tied teams, then
3. +/- Head to Head
4. Total Goals for the season, then
5. Total goals against for the season, then
6. Total penalty minutes for the season, then,
7. Total goaltender save percentage for the season.

THREE-TEAM TIE

1. Total goals for the season to determine first team, then
2. Refer to "Two-Team Tie" Criteria for remaining two teams

Rule 714 - Management Rights and Reservations

Management reserves the right to change, amends, or interprets any of the above-mentioned rules and regulations at any time for whatever reason they deem necessary.

Rule 715 – Protest Policy

If at any time during a game a team wants to file protest, the captain or team representative must first make a verbal announcement during the next stoppage of play following reason for the protest. All games must be completed, so you cannot forfeit or leave the game. If you leave or forfeit the game in protest it will count as a lose against the teams record. Following the verbal protest, the team captain may discuss the situation with the referees of game officials after the completion of the game for any policy clarification. Only the captain may be present in the discussion. Discussions must be maintained professionally without any verbal abuse or yelling in which case the referee will deny any further dialog. A written protest letter must be received within 24 hours of the completed game for board review. The captain will be notified within five (5) days of the league's decision. If these guidelines are not followed, the protest will not be considered.

Section VIII – Rules governing youth league play.

This section indicates specific rules that apply to the Youth League only. In many cases these are amendments to rules previously indicated. These regulations take precedence over rules previously indicated. Any rule or regulation that does not appear in this section is applied normally as indicated previously in Rule Governing Bladium In-line Hockey.

Rule 800 – Age Classification

All ages will be determined as December 31st of the previous year

1. Mites	8 and Under
2. Squirts	10 and Under
3. Peewees	12 and Under
4. Bantams	14 and Under
5. Juniors	18 and Under

Rule 801 – Team Fees

- a) All players wanting to participate in the league must have their individual league fee payment paid in full before the first game unless otherwise approved by the Bladium management. No player will be placed in a team without the full registration fee.
- b) Any club team wishing to secure a spot in the league must have at least one-half of the league fees, which will constitute as their deposit. This must be paid by the team fee deadline as set by the management at Bladium. The remaining fee is due by the first game.

Rule 802 – Player check-in

- a) All players participating in the league must check in at the Front Desk prior to the start of every game. Failure to do so can result in the forfeiture of that game for that day. Continued abuse by any participants may result in further suspension without the option of a refund.
- b) Players must present a valid Bladium ID card. If one is not available, a valid state identification card, driver's license, or school identification card with a picture will substitute for the Bladium ID card.

Rule 803 – Team Rosters

- a) Every youth team is required to have a coach to administer and supervise the team at practices and games. No team will be allowed to participate in the league or for any particular game/practice without the presence of a coach.
- b) Prior to the start of the season the coach shall submit a roster of players to the youth league administrator. The coach will be required to sign this roster at that time.
- c) Coaches are required to submit a copy of each participant's birth certificate for age verification. A copy of a valid state license or state identification card will be an acceptable substitute for this document.
- d) All rosters must be verified and authorized by the youth league administrator prior to the start of the first game. No player will be allowed to play on a team unless they are authorized to do so by the youth league administrator.
- e) The youth league administrator is the only person authorized to make changes to the teams' roster. Any coach wanting to add, change, delete or otherwise revise their roster must get the changes approved in writing by the youth league administrator. The youth league administrator will then make the necessary changes to the roster.
- f) Referees may not make changes to the team roster before, during, or after the game. Any player playing the surface who is not listed on the roster shall be sent off the surface and directed to the Front Desk where the youth league administrator will verify the eligibility for the individual and decide if they are eligible for that team. If the player is deemed eligible for that team they may return to the game.

- g) Team Rosters will freeze immediately after the seventh game of the season. No roster changes including player additions will be permitted. Coaches and teams are responsible for checking and verifying that all of the players on their team(s) are listed on the roster and their information is accurate. If after the seventh week, any team who plays with any player not listed on the roster the team will forfeit that game unless otherwise authorized by the youth league administrator. All disputes and forfeit request as result of an illegal player shall be made at the conclusion of the game in question and the youth league administrator shall decide on the forfeit. Referees do not have the power to forfeit a game for an illegal player. Players that do not meet the age requirement will be sent off the rink immediately.
- h) Substitutions - There are two ways a coach can make substitutions and have players participate in higher ages divisions.

Individual league fee structure.

1. Prior to the start of the season the coach/team shall decide if they want to be in the individual league fee structure where as each player is required to pay the individual league fee with the minimum number of player being seven and maximum number being fifteen including the goalie.
2. Any team on this structure may substitute any player a maximum threes game during one season.
3. The substitutions will not be eligible for the playoffs.
4. The youth league administrator who will keep a record of each substitution and must approve all substitutions prior to game.
5. All substitutions must be listed on the roster for the team that they are substituting.
6. Any player wanting to substitute for more than 3 games will be required to pay the full individual league fee. Upon paying this fee the player will be listed on the roster as a regular participant and therefore eligible for the playoffs. This change must approved by the youth league administrator and done so by the seventh week.

Team Fee Structure

1. Prior to the start of the season the coach/team will decide on the Team Fee Structure by placing a deposit for one half of the league fee by the team fee deadline and paying the remaining balance of the team fee by the first game of that season.
2. Any team on the structure may substitute any player on their roster into a higher division as long as they meet current roster requirements.
3. Substitutions will only be allowed if the team fees for both teams are paid in full.
4. Players that are substituted must be placed on the roster and approved by the youth league administrator.
5. All player substitutes will be considered regular participant on that roster and therefore eligible for the playoff so long as they meet all of the current roster requirements.
6. The youth league administrator prior to the seventh game of that season must make all changes and substitution approvals.

- i) Any player on the roster for a team must play at least three (3) games in the regular season to be eligible for the playoffs. Any team that plays a playoff game with an illegal player according to the current roster rules as deemed by the youth league administrator will be forfeited.
- j) Only players on the roster will be allowed on the players' bench before, during or after any game.
- k) Only players on the rosters will be allowed on the surface during warm-ups.
- l) A maximum of two coaches shall be allowed on the players' bench during the game. All other must remain in a designated spectator section. The referee shall not allow the game to start if there is more than the maximum number of coaches on the bench. The referee may issue a delay of game penalty for any team that fails to comply with this rule.
- m) Prior to the start of the game the scorekeeper/referee/game official will verify jersey numbers for each player on the team. Any player not appearing on the roster but present at the game shall be sent to the Front Desk for verification.
- n) At the start of each game the youth league administrator or their designee will count the number of participants the surface for each team and compare that number to the currently approved roster. If there is a variation from the submitted roster and the actual number of participants the youth league administrator shall inform the coach after the game of the variation and the possibility of forfeiture of that game. The coach will have the opportunity to verify his roster with the youth league director and stop the forfeiture process in the event that the Bladium records are incorrect. If the coach/team cannot prove that the participants are indeed accurate the game will be recorded as a forfeit and the other team shall notified of the new outcome for the game.

Rule 804 – Informal Substitutions

- a) In the spirit of the game, however, in the event a team does not have the correct number players to start a game they may only with the approval of the other team/coach pick up a player that meets the league age requirement.
- b) Coaches who allow another team to pick up a player(s) may not protest a game for violation of the roster rules unless the player violates age requirements or is in some other way ineligible to play in this league
- c) A team may only pick up a player(s) that will allow them to start the game and have one (1) substitution on the bench
- d) Any points incurred by this player will be recorded under the Team Roster section
- e) These kind of substitutions are not allowed after the seventh game and for the entire playoffs.

Rule 805 – Goaltender Substitutions

Goaltenders may be substituted even though they are not on the roster any time during season and playoffs provided that the regular goalie on the roster is unable to attend the game for whatever reason. The substitute goalie must still meet the age and skill requirements for that league and must be approved by the youth league administrator.

Rule 806 – League Administrator Clause

The Sports director reserves the right to determine the eligibility of any player or team above and beyond the authority of the youth league administrator and staff.

Rule 807 – Game Forfeits

- a) Any team forced to forfeit a game will be recorded in the league standing as losing 5 to 0
- b) Any team winning by forfeit will be recorded in the league standings as winning 5 to 0. No individual statistics will be given to any player.
- c) The youth league administrator or Sports Director is the only person with the authority to forfeit the game unless a team has less than the minimum number of player required to start a game. All other forfeit request shall be submitted post game to the youth league administrator or Sports Director.

Rule 808 - Zero Tolerance Rules

- a) Players must at all times they are on the rink or warm-up area wear the following required hockey equipment:
 - 1. Helmet Designed for Hockey
 - 2. Knee & Shin Pads
 - 3. Elbow Pads
 - 4. Gloves designed for Hockey
 - 5. Protective Cup (males)
 - 6. Internal Mouth Guard.
 - 7. Bladium strongly recommends the wearing of full facial protection attached to a player's helmet. Adults 18 and over may play with a half shield or no facial protection but do so ENTIRELY AT THEIR OWN REQUEST AND AGREE TO ASSUME THIS INCREASED RISK. Skates must have no exposed bolts or axles. Brakes must be removed from skates. Black tape is not permitted on the bottom of the Hockey Stick Blade.
- b) Failure to observe these equipment rules will result in a one game suspension. A second offense may result in membership suspension.
- c) **ANY physical abuse or threat of physical abuse to a Bladium staff member, official, or spectator will result in an immediate ejection from the league.**

- d) Any profanity, abusive language or gestures directed at a Bladium staff member or official may result in an immediate suspension of membership.
- e) Any profanity, abusive language or gestures used by a player directed to another player or person will result in a minor "Unsportsmanlike Conduct" penalty. A second infraction of this rule within the same game will result in a misconduct penalty. A third infraction within the same game will result in a game misconduct penalty and a one game suspension. If the player does not control his/her behavior, additional game suspensions or league ejection may be issued. Bladium reserves the right to eject any player at any time for unsportsmanlike behavior.
- f) Any player found to be playing under the influence of alcohol or drugs will automatically be ejected from the league and have their membership suspended. Reinstatement will be subject to Bladium Suspension Review Board.
- g) Only Team Coaches or Captains can approach Bladium Officials and Referees in regards to complaints or issues of policy so long as it is one in a professional and appropriate manner.
- h) Failure of team coaches/captains in controlling their players or spectators may be deemed as grounds of forfeiture of play.
- i) Any player attempting to play while suspended will cause his/her team to lose by forfeiture. The player in question will receive a 5 game suspension. Any team using a non-registered player will cause his/her team to lose by forfeiture and/or suspension of the team captain. The non-registered player in question will not be permitted Bladium membership.
- j) Unsportsmanlike conduct will be assessed a minimum 3-minute minor penalty. There is no maximum penalty and is subject to referee's discretion. This includes lack of respect for league referees and officials during and after a game, challenging or disputing the referee's decision, shooting the puck/ball after the whistle has blown, delaying the game, interference of play from the benches. The throwing of sticks or other equipment will bring an automatic game misconduct penalty and a one game suspension. If an injury occurs as a result of thrown equipment there will be an automatic 5-game suspension and board review to return to the league.
- k) During games, spectators may not approach the team benches or direct comments to individual players or approach scorekeepers or referees. Spectators will receive one verbal warning. If a second warning is issued, a bench minor will be issued to the team. If the spectator continues without regard to the warnings, they will be ejected from the facility.

Rule 809 – Make-up Game policy

- a) A Team that cannot attend a regularly scheduled game must notify the youth league administrator immediately. The league administrator will notify the other team.
- b) Make-up games will only be schedule if the other team is available to make up the game and/or one of the following criteria can be met
 - 1. A game was postponed due a weather problem, safety problem with the facility such as water on the rinks and electrical outages.
 - 2. There is a time on the regular league day and there are referees currently available.
 - 3. The team is willing to play during there practice time.
 - 4. The team is willing to pay for the rink time and referee costs provided the above criteria cannot be met.
- c) If there cannot be a make-up game scheduled prior to the conclusion of the regular season the game in question shall be forfeited by the team who was unable to attend. This will be recorded in the standings according to the game forfeit policy.

Rule 810 – Penalty minutes and dangerous play

- a) There will be a maximum number of twelve (12) minutes for penalties for any one player in a game. A penalty incurred after the limit has been reached the participant shall receive a game ejection for that game.
- b) Players receiving three (3) game ejection penalties in a single season shall automatically receive a one (1) game suspension for the next game following the last game ejection penalty
- c) Any player receiving 40 penalty minutes in one season shall automatically receive a one (1) game suspension.

- d) Any player receiving 70 penalty minutes in one season shall automatically be suspended until the suspension review board can meet and decided on a further course of action. Otherwise known as Gross Misconduct Penalty.
- e) Any player who participates in, according to the referees judgment and in accordance with the current playing rules, in dangerous play that effects the safety of the other players, spectators, coaches, game officials shall immediately be removed from the game and the incident shall be remitted the suspension review board for further action.

Rule 811 – Youth Equipment Requirements

- a) Players must at all times when they are on the rink or during warm-ups wear the following required hockey equipment.
 - 1. Helmet Designed for Hockey
 - 2. Knee & Shin Pads designed for hockey
 - 3. Elbow Pads designed for hockey
 - 4. Gloves designed for Hockey
 - 5. Protective Cup (males)
 - 6. Internal Mouth Guard (recommended)
 - 7. Skates must have no exposed bolts or axles. Brakes must be removed from skates. Black tape is not permitted on the bottom of the Hockey Stick Blade.
- b) Players not complying with the requirements will be subject to the standard penalties under the equipment rule and regulations.
- c) All players are required to wear a team jersey with a designated number for that team.
- d) All participants must at the very least wear a t-shirt while they are in the building as per the Health Department Rules and Regulations.

Rule 812 – Divisional Standings

- a) This final playoff schedule will be set upon the completion of the last regular season game. For your convenience Bladium will post a tentative playoff schedule midway through the regular season. This primarily for your planning purpose. Please be aware that team standings can and will change during the regular season and even after the last game has been completed. This means that even though the date will remain the same the game time will fluctuate according to your final placement.
- b) Divisional Standing will be posted on a weekly basis to keep you updated as to your team's progress throughout the season. Along with the standings will be the individual statistics for each team. This information will also be available on the web site.
- c) The total number of point a team obtains in a season determines division Standings and final placements. Teams are awarded two (2) points for every win, one (1) point for every tie, and zero (0) points for every loss. In the event there is a tie for total number of points at the conclusion of the regular season the following criteria will be used for the final determination.

TWO-TEAM TIE

- 1. Total number of wins, then
- 2. Head to Head – the outcome of the regular season match-up between the tied teams, then
- 3. +/- Head to Head
- 4. Total Goals for the season, then
- 5. Total goals against for the season, then
- 6. Total penalty minutes for the season, then,
- 7. Total goaltender save percentage for the season.

THREE-TEAM TIE

- 1. Total goals for the season to determine first team, then
- 2. Refer to "Two-Team Tie" Criteria for remaining two teams

Rule 813 – Management Rights and Reservations

Management reserves the right to change, amend, or interpret any of the above mentioned rules and regulations at any time for what ever reason they deem necessary.

Rule 814 – Protest Policy

If at any time during a game a team wants to file a protest, the coach or team representative must first make a verbal announcement during the next stoppage of play. All games must be completed, so you cannot forfeit or leave the game. If you leave or forfeit the game in protest it will count as a loss against your team's record. Following the verbal protest, the team coach/representative may discuss the situation with the referees or game officials after the completion of the game for any policy clarification. Only the captain/coach may be present in the discussion. Discussions must be maintained professionally without any verbal abuse or yelling in which case the referee will deny any further dialog. A written protest letter must be received within 24 hours of the completed game for board review. The captain/coach will be notified within five (5) days of the league's decision. If these guidelines are not followed, the protest will not be considered.

Section IX – Rules Governing Tournament Play at Bladium

This section indicates specific rules that apply to the Bladium Tournaments only. In many cases these are amendments to rules previously indicated. Any rule or regulation that does not appear in this section is applied normally as indicated previously in Rule Governing Bladium In-line Hockey.

Rule 900 – Age Classification

- c) All ages will be determined as December 31st of the previous year.
- d) All participants playing in any adult tournaments must be at least sixteen (16) year old.

Rule 901 - Team Fees

- b) A 100% deposit is due at entry sign up. All entries are due by the Thursday before the tournament.

Rule 902 – Team check-in

- c) All teams participating in the tournament must check in with the tournament director prior to the start of your first game.
- d) Team representative must have a copy of all players' birth certificates for all youth divisions. Team representative may be asked to show proof of a player's age if there is a dispute.
- e) All players must present sign a Bladium waiver prior to participating in their first game. A parent or guardian must sign for any players under 18 years of age.

Rule 903 - Team Rosters

- h) Team representatives are required to turn in a roster, along with signed waivers, of the players playing on that team by the start of their first game.
- i) Maximum roster size is 15 players and two goalies.
- j) Once player's name is on the roster, that player permanently takes one the 15 roster slots.
- k) Rosters are frozen after pool play of your team. Players cannot be added or deleted from your roster. Any violations will result in a game forfeit. Team representatives are responsible for their own rosters and need to make sure rosters are accurate before the deadline.
- l) Any player on your roster is required to play at least one pool play game in order to be eligible to play in the play-offs or championship for that tournament.
- m) Only players listed on the roster and a maximum of two coaches or team officials are permitted on the players bench.
- n) Only penalized players for that particular game are permitted in the penalty box.

Rule 904 – Informal Substitutions

- e) Allowing a player to play who is not on the roster or is on the roster for another team is forbidden.

Rule 905 – Tournament Rules

- f) Each game will consist of (2) 18 minute running time periods. There will be stop time for the last two minutes if the score is within one goal. There will be a 1 minute break between periods.
- g) Each team is permitted one – one minute time out per game.
- h) There is a 7-goal mercy rule, after the start of the second period of each game.

Rule 906 – Tournament Director Clause

The tournament director reserves the right to determine the eligibility of any player or team above and beyond the authority of the staff.

Rule 907 – Game Forfeits

- d) Any team forced to forfeit a game will be recorded in the league standing as losing 5 to 0
- e) Any team winning by forfeit will be recorded in the league standings as winning 5 to 0. No individual statistics will be given to any player.
- f) The tournament director is the only person with the authority to forfeit the game.

Rule 908 - Zero Tolerance Rules

- b) Players must at all times they are on the rink or warm-up area wear the following required hockey equipment:

8. Helmet Designed for Hockey

9. Knee & Shin Pads

10. Elbow Pads

11. Gloves designed for Hockey

12. Protective Cup (males)

13. Internal Mouth Guard.

14. Bladium strongly recommends the wearing of full facial protection attached to a player's helmet. Adults 18 and over may play with a half shield or no facial protection but do so ENTIRELY AT THEIR OWN REQUEST AND AGREE TO ASSUME THIS INCREASED RISK. Skates must have no exposed bolts or axles. Brakes must be removed from skates. Black tape is not permitted on the bottom of the Hockey Stick Blade.

- b) Failure to observe these equipment rules will result in a one game suspension. A second offense may result in tournament ejection.
- c) **ANY physical abuse or threat of physical abuse to a Bladium staff member, official, or spectator will result in an immediate ejection from the tournament.**
- d) Any profanity, abusive language or gestures directed at a Bladium staff member or official may result in an immediate ejection of tournament.
- e) Any profanity, abusive language or gestures used by a player directed to another player or person will result in a minor "Unsportsmanlike Conduct" penalty. A second infraction of this rule within the same game will result in a misconduct penalty. A third infraction within the same game will result in a game misconduct penalty and a one game suspension. If the player does not control his/her behavior, additional game suspensions or tournament ejection may be issued. Bladium reserves the right to eject any player at any time for unsportsmanlike behavior.
- f) Any player found to be playing under the influence of alcohol or drugs will automatically be ejected from the tournament.
- g) Only Team representatives or Captains can approach Bladium Officials and Referees in regards to complaints or issues of policy so long as it is one in a professional and appropriate manner.
- h) Failure of team coaches/captains in controlling their players or spectators may be deemed as grounds of forfeiture of play.
- i) Any player attempting to play while suspended will cause his/her team to lose by forfeiture. The player in question will receive a 5 game suspension. Any team using a non-registered player will cause his/her team to lose by forfeiture and/or suspension of the team captain.
- j) Unsportsmanlike conduct will be assessed a minimum 3-minute minor penalty. There is no maximum penalty and is subject to referee's discretion. This includes lack of respect for league referees and officials during and after a game, challenging or disputing the referee's decision, shooting the puck/ball after the whistle has blown, delaying the game, interference of play from the benches. The throwing of sticks or other equipment will bring an automatic game misconduct penalty and a one game suspension. If an injury occurs as a result of thrown equipment there will be an automatic 5-game suspension and board review to return to the league.
- k) During games, spectators may not approach the team benches or direct comments to individual players or approach scorekeepers or referees. Spectators will receive one verbal warning. If a second warning is issued, a bench minor will be issued to the team. If the spectator continues without regard to the warnings, they will be ejected from the facility.

Rule 909 – Divisional Standings

- d) The total number of point a team obtains in a tournament determines division Standings and final placements. Teams are awarded two (2) points for every win, one (1) point for every tie, and zero (0) points for every loss. In the event there is a tie for total number of points at the conclusion of the regular season the following criteria will be used for the final determination.

TWO-TEAM TIE

8. Total number of wins, then
9. Head to Head – the outcome of the regular season match-up between the tied teams, then
10. +/- Head to Head
11. Total Goals for the season, then
12. Total goals against for the season, then
13. Total penalty minutes for the season, then,
14. Total goaltender save percentage for the season.

THREE-TEAM TIE

3. Total goals for the season to determine first team, then
4. Refer to “Two-Team Tie” Criteria for remaining two teams

Rule 910 – Management Rights and Reservations

Management reserves the right to change, amend, or interpret any of the above mentioned rules and regulations at any time for what ever reason they deem necessary.

Rule 911 – Protest Policy

If at any time during a game a team wants to file a protest, the coach or team representative must first make a verbal announcement during the next stoppage of play. All games must be completed, so you cannot forfeit or leave the game. If you leave or forfeit the game in protest it will count as a lose against your team's record. Following the verbal protest, the team coach/representative may discuss the situation with the referees of game officials after the completion of the game for any policy clarification. Only the captain/coach may be present in the discussion. Discussions must be maintained professionally without any verbal abuse or yelling in which case the referee will deny any further dialog. A written protest letter must be received within 24 hours of the completed game for board review. The captain/coach will be notified within five (5) days of the league's decision. If these guidelines are not followed, the protest will not be considered.

Section X – Facility Rules and Codes of Conduct

Rule 1000 – Introduction

Welcome and thank you for participating in Bladium Sport Club Activities. Bladium's mission is to provide a first-class Sports and Fitness facility for youth and adults and to promote sports and fitness activities through education and safety. We are dedicated to providing affordable, quality programs for youth and adults to enjoy. The following outlines Bladium's Code of Conduct. This code was developed with safety first in mind and will be fully enforced. Please read them carefully.

Rule 1001 – Proof of Membership

Upon entering the club, all members must present their membership card to the front desk Personnel before they will be allowed to participate in any activity

Rule 1002 - Zero Tolerance Rules

- a) Players must at all times they are on the rink or warm-up area wear the following required hockey equipment::
- b) Helmet with full face protection designed for Hockey, Knee Pads, Shin Pads, Elbow Pads, Gloves designed for Hockey, Protective Cup and Internal Mouth Guard. Bladium strongly recommends the wearing of full facial protection attached to a players helmet. Adults 18 and over may play with a half shield or no facial protection but do so ENTIRELY AT THEIR OWN REQUEST AND AGREE TO ASSUME THIS INCREASED RISK. Skates must have no exposed bolts or axles. Brakes must be removed from skates. Black tape is not permitted on the bottom of the Hockey Stick Blade.
- c) Failure to observe these equipment rules will result in a one game suspension. A second offense may result in membership suspension.
- d) ANY physical abuse or threat of physical abuse to a Bladium staff member, official, or spectator will result in an immediate ejection from the league.
- e) Any profanity, abusive language or gestures directed at a Bladium staff member or official may result in an immediate suspension of membership.
- f) Any profanity, abusive language or gestures used by a player directed to another player or person will result in an automatic 3-minute Unsportsmanlike Conduct penalty. A second infraction of this rule within the same game will result in a 10 minute Misconduct penalty. A third infraction within the same game will result in a game misconduct penalty and a one game suspension. If the player does not control his/her behavior, additional game suspensions or league ejection may be issued. Bladium reserves the right to eject any player at any time for unsportsmanlike behavior.
- g) Any player found to be playing under the influence of alcohol or drugs will automatically be ejected from the league and have their membership suspended. Reinstatement will be subject to Bladium board review.
- h) Bladium Officials and Referees can only be approached by Team Coaches or Captains in regards to complaints or issues of Policy.
- i) Failure of team coaches/captains in controlling their players or spectators may be deemed as grounds of forfeiture of play.
- j) Any player attempting to play while suspended will cause his/her team to lose by forfeiture. The player in question will receive a 5 game suspension. Any team using a non-registered player will cause his/her team to lose by forfeiture and/or suspension of the team captain. The non-registered player in question will not be permitted Bladium membership.
- k) Unsportsmanlike conduct will be assessed a minimum 3-minute minor penalty. There is no maximum penalty and is subject to referees discretion. This includes lack of respect for league referees and officials during and after a game, challenging or disputing the referee's decision, shooting the puck/ball after the whistle has blown, delaying the game, interference of play from the benches. The throwing of sticks or other equipment will bring an automatic game misconduct penalty and a one game suspension. If an injury occurs as a result of thrown equipment there will be an automatic 5-game suspension and board review to return to the league.
- l) During games, spectators may not approach the team benches or direct comments to individual players or approach scorekeepers or referees. Spectators will receive one verbal warning. If a second warning is issued, a bench minor will be issued to the team. If the spectator continues without regard to the warnings, they will be ejected from the facility.

Rule 1003 - Fighting, Checking, Dangerous Play and Excessive Penalty Rules

- A) FIGHTING WILL NOT BE TOLERATED AT BLADIUM.** This includes any altercations involving league players. Instigating a fight will bring an automatic game misconduct penalty, a 3-game suspension, and a 5-minute major penalty. Two players instigating together brings an automatic game misconduct penalty and 3-game suspension for the instigators, and a 5-minute major penalty per player. A player retaliating against an instigator will bring an automatic game misconduct penalty, a 3-game suspension and a 5-minute major penalty. A second major fight during the same season will bring an automatic season ending suspension, with possible lifetime league ejection.
- b) Regardless of contact with another player, the dropping of a player's gloves with intent to fight another player will result in an automatic game misconduct penalty and a 3 game suspension.
- c) Players becoming involved in another player's altercation receive a minimum 3-game suspension. Additional penalties or possible suspension may result from lack of compliance from direction of referees or league officials. This includes players in the players and penalty boxes. Any player leaving these boxes during any altercation will be assessed an automatic game misconduct penalty and a 3-game suspension regardless if they get involved in the altercation.
- d) **BLADIUM IS A NON-CHECKING LEAGUE.** No intentional body contact or checking is allowed at any level. Bladium realizes there will be incidental body contact during a game. However, you may not play the body of an opposing player to get to the puck. Lowering your shoulder, extending your arms, and taking your eyes off the puck and looking at the opposing player while making contact will be considered a check. You can deny a player position but once a player is set you can only tie their stick up. A Checking Penalty is 5-minute major. Checking from behind, Boarding and Charging (i.e. taking three or more steps) will result in an automatic game misconduct penalty, a 3-game suspension and a 5-minute major penalty. The second offense will result in ejection from the league and membership suspension with Bladium board review for reinstatement.
- e) Dangerous Play such as major high sticking, cross checking, slashing, spearing, butt-ending will result in a 5-minute major penalty and a one game suspension for the first offense. The second offense will result in a 10-minute major penalty and a 3 game suspension. The third offense will be result in ejection from the league and membership suspension with Bladium board review for reinstatement.
- f) Players incurring a total of 40 penalty minutes during any one season will be suspended for one game. Players incurring a total of 70 minutes during any one season will be suspended, again for one game. The Bladium Suspension Review Board as to the extent of further suspensions and fines will review players incurring a total of 90 minutes during any one season.

Rule 1004 – Disciplinary Review

Bladium intends to provide a facility and environment for recreational and competitive in-line hockey. However, safety is always of the utmost importance. For this reason, it is important that we make player safety a priority. Therefore, if Bladium or it's officials deem it necessary to access additional penalties or suspensions to a player for his/her actions, they may do so. These include actions prior to, during, or after games and involving Bladium staff, officials, coaches, players or spectators. Any player suspended for more than one game may file an appeal. All appeals must be in writing. Bladium must receive all appeals within five (5) days of suspension notification.

Rule 1005 - Zero Tolerance Rules (Fitness Center)

- a) Members or guests must be 16 years of age or older to use the fitness facility
- b) Do not use equipment unless you are knowledgeable about how to properly use it
- c) No horseplay; loud, offensive language; or temper tantrum are permitted
- d) Wear proper training attire, particularly shirts and athletic shoes, at all times. No jeans are allowed
- e) Show respect for equipment and facilities at all times. Do not drop or throw weights.
- f) Utilize spotters and locks when necessary
- g) Keep equipment off the floor and return it to the rack when finished
- h) Keep the facility flow path clear; remove any obstructions
- i) The on-duty Floor Trainers have the authority over all room conduct and use use of equipment, Including the Sound System.
- j) Immediately report any facility related injury or facility/equipment irregularity to the supervisor on duty.

- k) Tobacco, food, glass bottles and cans are not permitted in the training facility; plastic water bottles are acceptable.
- l) Alcohol, drugs, and banned substances are not allowed in the facility
- m) Bladium is not responsible for users' personal belongings or lost stolen items
- n) Keep feet off the mirrors and walls
- o) Do not spit in the fitness center
- p) Never attempt to "save" Olympic-style lifts (i.e., power snatches and power cleans
- q) Use belt when attempting extremely heavy lifts where the bar is placed on the back (e.g., Squats)
- r) Follow all other posted Bladium rules and policies

Rule 1006 - Fitness Center Etiquette

- a) A towel must be used when working out. Please wipe machines and equipment after use.
- b) Please replace all weights when you are finished with equipment
- c) Maximum time permitted on cardiovascular machines during peak hours (5 PM - 8 PM) is 20 minutes
- d) Maximum time permitted on cardiovascular machines during non-peak hours is 30 minutes
- e) Circuit training has priority on all equipment

Rule 1007 - Right to Refuse

Bladium reserves the right to refuse admission to any person for any reason it deems necessary.

Attempt to or Deliberate Injury:

An action by a player or team official that attempts to hit an opposing player, team official, or game official with intent to cause injury

Breakaway:

A player with full control of the puck and having no opposing player between him/herself and the opposing goalkeeper or goal (if goalkeeper has been removed).

Broken Stick:

A stick that, in the opinion of the referee, is unfit for normal play.

Butt-Ending:

Action of using the shaft of the stick above the upper hand to check, jab, or attempt to jab an opposing player in any manner.

Captain:

A player, other than the goalkeeper, who is selected to represent the team with the officials

Charging:

The act of taking more than two steps or strides to make contact with an opposing player.

Control:

A player who actually propelling the puck with their stick, skate(s), or gloves.

Creases:

Enclosed space designated for the protection of the goalkeeper and the use of the referee in the discharge of their respective duties. The lines, which designate this space, are considered to be part of this space.

Cross-Checking:

Action of using the shaft of the stick between the hands to check an opponent at any height.

Face-Off:

Action of the referee of dropping the puck between the sticks of two opposing players to start or resume play. A face-off begins when the referee indicates the location of the face-off and ends when the puck has been legally dropped.

Game:

Meeting of two teams playing for a specific amount of time, for the purpose of declaring a winner through scoring goals.

Game Ejection Penalty:

A game ejection penalty involves the removal of player for the remainder of that game. When a player has been ejected from the game, this player must leave the area of the players' bench and must in no way direct, coach, or assist the team in any manner for the remainder of the game.

Game Misconduct Penalty:

When a player is issued a game misconduct penalty they are automatically suspended from the remainder of that and the next game. Players receiving a game misconduct penalty will also receive a major penalty. When a player has been ejected from the game, this player must leave the area of the players' bench and must in no way direct, coach, or assist the team in any manner for the remainder of the game.

Goalkeeper:

Person who identified by the use of special and legal equipment and privileges to prevent the puck from entering the net.

Gross Misconduct Penalty:

A gross misconduct penalty shall be issued to any player who deliberately attempts to injure a game official before, during or after a game and the circumstances of the instance shall be reported to the league administrator for further review.

Heel of the Stick:

The point where the shaft of the stick and the bottom of the blade meet

High Sticking:

The action of the player carrying the stick or any part of the stick above the normal height of the waist.

Holding:

Any action by a player that impedes the progress of an opposing player or whether or not they are in possession of an opponent.

Hooking:

Action of using the blade of the stick in a pulling or tugging motions to impede the progress of an opponent.

Kicking:

Actions of a player deliberately using his skates with a kicking motion to contact an opponent, with no intent to play the puck.

Match Penalty:

A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, coach or team official before, during or after a game and that circumstances shall be reported to the league administrator for further review.

Penalty:

The result of an infraction of the rules.

Players:

Members of the team physically participating in a game. Except where special rules apply to him/her.

Possession:

The state of a player other than a goalkeeper who is the last one to have come in contact with the puck.

Protective Equipment:

Equipment worn by a player for the sole purpose of protecting against injury.

Shorthanded:

A team is below the numerical strength of its opponent on the surface.

Slashing:

Action of hitting or attempting to hit an opponent with a stick while holding the stick with one or both hands.

Spearing:

Action of poking or attempting to poke an opponent with the toe of the blade of the stick while holding the stick with one or both hands.

