



2022 / 23 Winter Season Rules and Regulations

The Valley Premier Hockey League will follow all current Hockey Canada rules. In addition to Hockey Canada rules, the following rules will be followed.

****If a rule in the Hockey Canada Rulebook contradicts one of the rules listed below – the rules below will be the rule enforced. ****

Section 1 – Team Registration

1. Teams will need to register prior to the registration deadline to be eligible for that upcoming season.
2. Team registration is not complete until the 1st payment is made. Payment details will be provided before registration opens.
3. If a team makes only a partial payment and the registration deadline passes, their partial payment will be refunded, and the team will NOT be eligible for the upcoming season.
4. If there are teams on a waiting list, those teams will get the first option on replacing any teams that fail to meet the listed registration terms above.
5. On their registration, teams will indicate which division they would like to play in.
6. If a team is deemed too good for their division, the league convenor reserves the right to move the team where he feels is best.
7. During registration teams will be given options for days that they CANNOT play on. (This is geared towards people with religious beliefs that prohibit them from participating on certain days)
8. Unless requested otherwise at time of registration, or a team is eligible for incentive programs - teams should expect to play any day of the week.
9. Teams will be required to submit a roster of up to 17 skaters, including goalie(s) prior to the start of the season.

Section 2 – Scheduling

1. Scheduling requests during the season are permitted. IE: Switching a game due to a wedding, stag, funeral etc.
2. Scheduling requests must be submitted in writing by the team representative to the League Convener

3. While we allow requests, the league convenor does not guarantee the request can be met.
4. Scheduling requests can be made **PRIOR** to playoffs starting.
5. Scheduling requests DURING the playoffs will not be considered. **Plan ahead!**

Section 3 – Game Format

1. Warm up will be 3 minutes running time
2. Every game will consist of 3 – 15 minute stop time periods
3. IF tied after regulation, a 5 minute, running time 3on3 overtime period will be played.
4. IF tied after overtime, the game will be called a tie.

Section 4 – Player Eligibility (Season)

1. Players must be 19 years of age unless an exemption has been granted by league convenor.
2. **Players may spare for teams in any division higher and a maximum of 2 divisions lower than their full-time team.** If a player has multiple full time teams, this rule will be applied based on the highest division he plays in full time.
3. It is a team reps' responsibility to ensure their spares are noted correctly online each game they play.
4. If a spare is NOT correctly listed on a game sheet, the team rep will have up to 48 hours to file a complaint with the league convenor.
5. Random ID Checks – The league reserves the right to do random ID checks before or after a game. If a player listed on the game sheet doesn't match a player's ID, the team will forfeit that game.
6. During playoffs, players will be required to show ID when signing in before the game. This is to prevent players signing in as someone else.

Section 4B – Player Eligibility (Playoffs)

1. **Players must play a minimum of 8 games to be eligible for playoffs.**
2. Spare Goalies are exempt from the games played rule. Teams are asked to use discretion when calling a spare goalie in

playoffs. **IE:** C Div team calling out a Premier Div goalie would be a lack of discretion.

Section 5 – Penalty Minutes

1. Penalty Minutes will be monitored through the season. The following chart explains how PIMS can affect your eligibility.

45 PIMS	2 Game Suspension
60 PIMS	5 Game Suspension
75 PIMS	Rest of the Season & Playoffs

2. The thresholds listed above are based on a player playing for ONE team.
3. A players PIM totals are not combinable if he plays for multiple teams. PIMS do NOT transfer to the playoffs, but PIM related suspensions do.

Example 1: Player X has 44PIMs during the season. If he gets 2 minutes in game 1 of the playoffs, he is NOT suspended.

Example 2: Player X hits 45 PIMs DURING the last game of the season. He IS suspended for the first 2 games of the playoffs.

Example 3: If player X has 20 PIMS playing for Team Yellow and 25PIMs playing for Team Red – he is not suspended. PIM violations are based on totals with ONE team.

Section 6 – Suspensions

1. All suspensions handed down will be relayed via e-mail to the team rep of the offending player prior to their team’s next game.
2. A player suspended CANNOT play for ANY OTHER TEAM until his suspension has been served.
3. The number of games served are based on the team the player was playing for at time of infraction.

Example: Player X was suspended 2 games while playing for Team Yellow. Player X CANNOT play for **ANY OTHER** team, until Team Yellow has played those 2 games.

4. If a player is suspended for the rest of the season and playoffs while playing for one team, he is **NOT eligible** to play for

anyone else, regardless of his status as a spare or a full-time player. No refunds will be given.

5. Any player who plays while suspended will have his suspension doubled and the team he is playing for will forfeit that game.

Section 7 – Majors, Game Misconducts and Match Penalties

1. The League convenor has access to Live Barn and reserves the right to use it for review.
2. All non-fighting majors will result in a 2-game suspension minimum and subject to league convenor review.
3. A Match penalty will result in an automatic indefinite suspension and subject to league convenor review.
4. A game misconduct **BEFORE** the last 10 minutes of a game will be reviewed by the league convenor. Supplementary discipline will be at the convenor's discretion.
5. A game misconduct **DURING** the last 10 minutes of a game will be an automatic 1 game suspension and subject to league convenor review.

Section 8 – Fighting

1. Fighting will **NOT** be tolerated. A fighting major will result in an automatic suspension for the remainder of the season and playoffs.
2. If a player(s) receives a fighting major in the last 5 games of the regular season or in the playoffs - the player (s) will be suspended for **one** full calendar year.

Section 9 – Abuse of Game Officials

1. Any physical abuse of an on ice or off ice official will result in automatic expulsion from the league. No refund will be given to the player(s) expelled.
2. Any player found to be verbally assaulting a referee will be subject to review by the league convenor.
3. Players who are found to be problematic for on and off ice officials, will be monitored and removed from the league by the league convenor if necessary.
4. Referees are NOT responsible for suspensions. The referees make the call on the ice, as they see it. The League convenor is

in charge of suspensions. DO NOT ask an on ice official if you are suspended or

Section 10 – Game Ejection *NEW*

1. Game Ejection – Referees may use this call to help diffuse a situation. If a player or multiple players are the cause of the issues, the referee may give them each a “Game Ejection”
2. Game Ejections do not come with any penalty minutes attached. It simply removes the player(s) from that game.

Section 11 - Player Safety and Accountability

1. The Valley Premier Hockey League reserves the right to expel, remove, deny entry, or suspend any player who is deemed to be a detriment to other players safety.
2. The Valley Premier Hockey League reserves the right to deny a team registration if they continually act unbecoming of the Valley Premier Hockey League. This includes excessive penalty minutes, endangering other players safety, harassing officials, arena staff and/or fans.

Section 12 – Refunds

1. The Valley Premier Hockey League is NOT responsible for refunding players who miss games for any reason.
2. The Valley Premier Hockey League WILL NOT reimburse teams whose game(s) is forfeited due to another team.

Section 13 – Miscellaneous

1. When a puck hits the goalie in the mask, the play will be blown down.
2. If a shot goes off the goalies head and into the net, it is a good goal.
3. If a player high sticks the puck – Play will blown down IF the players team is first to touch the puck. OR the play will continue if an opposing player is first to touch the puck.
4. High Sticking penalties are an automatic 4 minute penalty.