

CCHL FALL 2020 Rulebook

Section I: Roster Eligibility Rules

1. **No more than 11 skaters and 1 goalie can dress for any game – no exceptions.**
2. Rosters will be made up of 11 skaters and 1 goalie. Once rosters are submitted at the start of the season only those players who are registered with the team can play on said team. Substitute players will not be permitted this season in order to maintain the 50 person limit in each division.
3. Players must play a minimum of 3 games during the regular season in order to be eligible for playoffs.
4. **HELMET STICKERS:** All registered players will receive an ASHL sticker to be worn on their helmet for the duration of the season. Stickers must be placed on a flat surface on the back of the helmet so officials can easily see it.
5. **A team must have 4 skaters and a goalie to play the game.** If a goalie is not present at the start of the game, then a team may start the game with 5 skaters. If a goalie is not present by the start of the second period then the game is defaulted.
6. **Game sheets must be filled out prior to the start of the game.** The game sheets will be provided upon arrival and must be filled out by team rep/co-team rep and returned to the timekeeper prior to the start of the game. Only those registered will be permitted to play.

Section II: Game Play Rules

1. Game format will be 5 minute warm up followed by 2 x 24 minute run time periods. There will be no overtime during the regular season. 1 minute break in between periods.
2. Face-offs will occur at the beginning of each period at center ice.
3. Teams will not change ends between periods.
4. No timeouts will be awarded.
5. **Change of possession**
 - a. **GOAL SCORED:** the scoring team is required to retreat back to the red line. Once all players clear the red, play will resume on the whistle.
 - b. **OFFSIDE:** the offending team is required to clear back to their own blue line. Once the offending team clears their BLUE LINE they can re-engage the puck. The non-offending team gets possession of the puck immediately from where the offside was called.
 - c. **ICING:** once the whistle blows the offending team must retreat back inside their own blue line. Once the puck crosses the non-offending team's blue line, the offending team can re-engage the puck. Players from the non-offending team do not have to enter the defensive zone, only the player retrieving the puck.
 - d. **GOALIE FREEZE THE PUCK:** the defending team is awarded possession of the puck in the defending zone. All attacking players are required to clear the blue line before re-engaging the puck.
 - e. **OUT OF PLAY:** When the puck goes out of play, the team not responsible for the stoppage in play will be awarded the puck at centre ice. The opposing team will line up behind their own blue line and play will begin on the whistle.
 - f. **CREASE VIOLATION:** Any instance of a player intentionally entering the opposing team's crease will result in the defending team being awarded possession of the puck in the defending zone. All attacking players will be required to clear the blue line before re-engaging the puck.

6. Penalties

- a. Any penalty call will result in a penalty shot being issued. A 2 minute penalty will result in 1 penalty shot being issued, a 4 minute penalty will result in 2 penalty shots being issued, and a 5 minute penalty will result in 2 penalty shots being issued and a game ejection.
- b. Penalty Thresholds: Players will be ejected from the game if they accrue any: 3 x Minor penalties, 2 x Double-Minor Infraction, or combination of any 3 penalties (of any duration) will receive an automatic Game Ejection penalty.
- c. Coincidental Penalties: In the event of a coincidental penalty, no penalty shots shall be awarded, and the following restart scenarios shall apply:
 - i. If the penalties occur when a team has gained the attacking zone, the defending team is awarded possession of the puck in the defending zone. All attacking players will be required to clear BLUE LINE. Once they clear the line, play will resume on the whistle.
 - ii. If the penalties occur in the neutral zone, the team in possession of the puck when the whistle went will be granted possession at the center ice. The other team will line up behind their own BLUE LINE and play will begin on the whistle.
- d. 10-Minute Misconduct: A 10-minute misconduct will result in the player being ejected from the game.

7. Penalty Shot Setup

- a. When a penalty is called, the clock will continue to run.
- b. Penalty shot must be taken by the player infringed upon.
- c. The player taking the penalty shot will line up at center ice. The remaining three skaters on the attacking team must be positioned behind the red line.
- d. The four skaters on the defensive team must stand in the defensive zone along the bench-side of the boards.
- e. Referee will blow their whistle to start
- f. Once the whistle goes, the player taking the penalty shot will be free to initiate their penalty shot.
- g. In the event of a goal, the scoring team is required to retreat back to the **RED LINE**. Once they clear the red, play will resume on whistle.
- h. In the event of a save or miss, the defending team is awarded possession of the puck in the defending zone. All attacking players will be required to clear **BLUE LINE** before re-engaging the puck.
- i. In the event that there is no goalie on a team and a penalty is called against that team, the goal will automatically be awarded; a penalty shot will not be taken on an empty net.

For a penalty that requires two penalty shot attempts, the process will be repeated from the beginning for the second penalty shot attempt, regardless of whether or not a goal was scored on the first attempt.

Any rules that have not been addressed in the above document will revert to the 2020-2021 ASHL Rule Book.