

SURREY HIGH SCHOOL HOCKEY LEAGUE

FORMAT & REGULATIONS

2018/2019

LEAGUE OFFICIALS

- **Arena Supervisory Team:**
 - Kevin D'Angelo – Community Service Assistant
 - Devon Merritt – Community Service Assistant
 - Cyndi Lathrop – Community Service Coordinator
 - Layna Neilson – Recreation Facility Manager
- **League Website:**
 - <http://www.surrey.ca/culture-recreation/5058.aspx>

LEAGUE FORMAT

- League consists of up to 14 teams
- Open roster from grades 8 - 12 (no mandatory grade 8 - 10).
- **Home Team will be responsible for both Scorekeepers**
- Game changes have to be approved by both teams and will be subject to the approval by the league co-ordinator.
- Games will take place at Newton Arena, North Surrey Arena or Surrey Sport and Leisure Arena.
- All decisions of the Arena Supervisory Team are final.
- Penalties will be 3 minutes, unless the penalty is given during stop time which it would then be 2 minutes.
- Major penalties are 7 minutes - Misconducts are 12 minutes.
- In the event that 2 teams are tied in the standings at the completion of league play the following will be used in order to break that tie:
 - Head to Head
 - Team with the most wins
 - Team with the least goals against
 - Team with the most goals for
- In the event of a forfeited game, **the league will not be responsible to compensate teams for lost ice times.**

GAME FORMAT

- Each game will be 1 hour and 15 minutes in length
- Start of game procedure:
 - At the start of the scheduled ice time the 5 minute warm up time will begin. The buzzer will sound (or the referee will blow the whistle) with 1 minute remaining to make players aware that the warm up session is nearing completion.
 - The clock will stop if no referees are present at center ice to start the game.
- The game will consist of 3 - 20 minute running time periods with stop time in the last minute of the 1st and 2nd periods and the last 3 minutes of the 3rd period.
- There will be no stop time in the 3rd period if the score is greater than 3 goals.
- Due to time constraints, we are restricted to one hour and fifteen minutes only. Be ready to go right on time.
- No overtime in regular season. A tie ends in one point each team.
- Each team is allowed 1 (one) 30-second time out per game.
- Playing Rules:
 - No line changes to take place once the referee raises his arm.
 - A team must have a minimum of 7 players and 1 goalie by the end of the 1st period or the game will be forfeited.
 - Icing: No touch icing will be in effect. The instant the puck has crossed the goal line of the non-offending team the whistle will be blown. All icing calls will be initiated by any team, equal or superior in numerical strength, shooting, batting, or deflecting the puck into the defending zone from behind the center line.
 - Goaltender Safety: In the event that a goaltender is struck by a puck in the mask or helmet with a shot, the referee shall stop play. The resulting face-off shall take place at the nearest face-off circle to where the shot was taken.
 - Player Injury: In the even that a player is cut on the ice and blood is drawn the player must leave the ice to clean and bandage the cut prior to returning to the game.
 - Slap-shots are allowed.

PLAYOFF FORMAT:

- Each team will play a minimum of 1 playoff game.
- For the HSHL finals the game will be played at South Surrey Arena.
- Each period will be 20 minute stop time, unless the winning team is ahead by 5 or more goals in which it will switch to running time.
- During the playoffs, each team names three shooters. If the game remains tied after the three shooters are done, teams continue shooting in "sudden death" mode. The game cannot end until each team has taken the same number of shots. You must go through the entire roster before players are allowed to shoot for a second time.

- If the final game is tied after the 3rd period, the game will go into a sudden death overtime and whichever team scores first will be the winner.

EQUIPMENT:

- All players must wear full hockey gear (including a neck guard). All protective equipment must be worn in accordance with the manufacturer's original design to ensure player safety.
- Helmets are mandatory and must be worn by all players. Helmets must be CSA approved and have a full face cage with properly fastened chin straps.

ROSTERS

- **Rosters must be submitted by Friday October 12th.** Rosters must include players **name, jersey number, age, and grade.** Final rosters must be submitted by **October 27th.** **Failure to do this will result in forfeiting the game that week.** A total of **25 players and 3 goalies** may be permitted on each schools roster.
- No more than **18 players and 2 goalies** will be permitted **on the bench** per game.
- All players must be listed on the roster sheet (No players can be added after the start of the 2nd period).
- First and last name of each player must be printed clearly on the roster sheet.
- Each team must submit their roster to the scorekeeper 5 minutes prior to the game time. (Failure to comply can result in a 3 minute penalty)
- The Arena supervisory team will have final approval of all team rosters.
 - Any team not ready to start the game within 5 minutes after the start time will be assessed a delay of game minor penalty, after 10 minutes the game will be forfeited.

PLAYER ELIGIBILITY

- Participants must currently be **attending** the High School of which they are playing for or have **recently graduated** early in December 18.
- Rosters may only consist of players that are 18 years and younger and are not over their 5 years of High School sport eligibility.
- Each team may reserve the right to play a goalie from another school listed in the goalie pool. 24 hours' notice must be given to the coordinator and the opposing coach.
- Any players **that are carded** as Jr. **"A"** or a higher calibre league will be ineligible to play in the Surrey High School Hockey League.
- For a player to be eligible to participate in the play-offs he/she must play a **minimum of 3 league games** in the regular season.

- If approved by the coaches and administrators, consideration will be given to participating teams who do not have a goalie within their school; they may recruit a third string goalie from another participating school who is willing to commit to a full season.
- **No players from outside the league permitted.**
- In the event of a team using an ineligible player, the league co-ordinator may hand out a 1 game suspension to the team coach.
- A team wanting to launch an inquiry into another team's player eligibility must do so in writing within a 24 hour period from game time to the league coordinator and submit proof of ineligibility. If the player is deemed ineligible a one game suspension will be handed out to the coach of the ineligible player.
- A team caught using a suspended player; be it from school, minor hockey or Jr. B, will be dealt with by the discipline board and could result in expulsion from the league without a refund.

RULES AND REGULATIONS:

- The team coach or Manager will be responsible for full payment of the team account by **October 10th, 2018. Please contact the league administrator if there are issues with regards to payment.**
- The School will be responsible to compensate the City of Surrey for any damage caused to the facility by their team.

PENALTIES:

- Minor penalties: Will be three minutes. If a player receives three minor penalties in one game the player is ejected. The incident will be reviewed by the league coordinator and Arena supervisory team.
- The following penalties will be deemed as minor penalties:
 - Delay of game
 - Interference: or at the discretion of the referee a major penalty and a game misconduct penalty can be assessed.
 - Roughing: or at the discretion of the referee a major penalty and a game misconduct penalty can be assessed. If injury results, a major penalty and a game misconduct penalty will be assessed. A match penalty will be assessed to any player who deliberately injures or attempts to injure an opponent by roughing.
 - Holding/holding the stick
 - Hooking
 - Tripping: If injury results, the referee has the discretion to assess the offending player a major penalty or a major penalty and a game misconduct.

- Double Minor Penalties: Will result in a six minute penalty. In the event that the team on the power play scores with more than 3 minutes left in the penalty, the penalty time will be brought down to 3 minutes.
- The following penalties will be deemed as Double Minor Penalties:
 - High Sticking: or at the discretion of the referee a major penalty and a game misconduct penalty can be assessed. A match penalty will be given to any player who deliberately injures or attempts to injure an opponent by high sticking. It is the responsibility of all players to control their sticks at all times during the game.
 - Slashing: or at the discretion of the referee a major penalty and a game misconduct penalty can be assessed.
 - Body Checking: or at the discretion of the referee a major penalty and a game misconduct penalty can be assessed.
- Major Penalties: A major penalty will result in an automatic ejection from the game.
 - The following penalties will be deemed as Major Penalties:
 - Boarding
 - Butt-Ending
 - Cross-Checking
 - Spearing
 - Charging
 - Fighting
- Coaching staff or players caught swearing will receive a minor penalty.
- In the event that a goalie is injured or receives a gross misconduct or match penalty, the team will have only 10 minutes to dress another player.
- A minor penalty will be given out to players who are not properly equipped.

SUSPENSIONS

All infractions occurring before, during and after any scheduled game are subject to review by the league coordinator and the Arena supervisory team. The league coordinator and the Arena supervisory team have the authority to hand out suspensions in accordance with the minimum standards and at their discretion, increase or decrease suspensions due to extenuating circumstances.

Offense	Minimum recommended suspension
Game Ejection	Balance of the game and a review will be done by the league coordinator and the Arena supervisory team.
Game Misconduct (more than 10 minutes remaining in the game)	Balance of the game and a review will be done by the league coordinator and the Arena supervisory team.
Game Misconduct (Less than 10 minutes remaining in the game)	Balance of the game and an automatic 1 game suspension. A review will be done by the league coordinator and the Arena supervisory

	team.
Major Penalty (1 st offence)	Minimum 3 game suspension and a review will be done by the league coordinator and the Arena supervisory team.
Major Penalty (2 nd offence)	Minimum 5 game suspension and a review will be done by the league coordinator and the Arena supervisory team.
Major Penalty (3 rd offence)	Indefinite suspension and a review will be done by the league coordinator and the Arena supervisory team.
Fighting	Game ejection and an indefinite suspension. A full review will be done by the league coordinator and the Arena supervisory team. This could lead to a suspension or a league ejection for parties involved.
Match Penalty	Automatic indefinite suspension and a review will be done by the league coordinator and the Arena supervisory team.

- All 1 game suspensions are final with no provision for appeal.
- Suspended players are not permitted on the player's bench.
- All appeals shall be in writing to the league co-ordinator and arena supervisory team no later the 72 hours after the suspension is handed out.
- Complaints regarding the officiating must be submitted in writing to the league co-ordinator within 24 hours of the end of the game.
- School suspensions and BC Amateur suspensions will carry forward to High School Hockey League.