TODD ICE HOCKEY
Rules and Regulation

The following rules are specific to the Todd Ice Hockey League. Competition and Game Administration Policies can be found on our website at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open Men, Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>Women’s W2STGN Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
</table>
| Tier 1
Competitive | DIV/CWD                                                  | DIV/CWD                                                      | ----- | YES      | YES       |
| Tier 2
Competitive | DIV/CWD                                                  | DIV/CWD                                                      | ----- | YES      | YES       |
| Tier 3
Competitive | DIV/CWD                                                  | -----                                                        | ----- | YES      | YES       |

A1 – DIV: Divisional Team
a. A team comprised of participants who have a common University identification (faculty, residence, etc.) as outlined in the Divisional Structure Chart. Each Divisional team is allowed to carry a specific number of participants as “Designated Imports”; those who are of a different University identification. Each sport has a different number of allowable Designated Imports. Maximum number of Imports for Ice Hockey is four (4).
b. Divisional Teams are always prefixed by their Identifying unit ID. Ex. ARTS – AUS, SCIENCE - SUS

A2 - CWD: Campus-Wide Team
a. A team comprised of participants who do not have a common University identification, or have more than the allowable number of Designated Imports.
Section B - Facilities of Play

B1 – All Todd Ice Hockey games will be played at the Thunderbird Winter Sports Centre Facility.

Section C – Eligibility

C1 - Any current UBC student, faculty or staff member is eligible to participate in Intramurals as long as the registration permits. Please refer to http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/ under “Eligibility Policy”


Section D – Waiver/Sign-In

D1 - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by the Todd Ice Hockey League, the player affected must sign another one. Players can sign the online waiver at http://www.recreation.ubc.ca/intramurals/teams/sign-intramural-league-or-event-waiver/

D2 - Each player must sign in initially with the supervisor by presenting a valid UBC ID card prior to their first game. The only cards accepted by Intramurals are the UBC Student Card and the UBC Staff/Faculty card, or, once they are on the roster (in our database), a government issued photo ID card (driver’s license, BC ID card, etc.). Until our records show you having signed a waiver, Intramurals will only accept UBC Student or a UBC Staff/Faculty Cards.

D3 – For further information please see http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section E – Mandatory Equipment

E1 – Full equipment, including, but not limited to shoulder pads, elbow pads, cup, pants, gloves, shin guards, hockey skates and helmets is mandatory.

E2 - The home team is responsible for providing pucks for the game.
E3 - League Uniform Policy

Numbers and Colors
For the purposes of player and team recognition, each team must have similar colored team uniforms with numbers that make the team both unified and uniquely identifiable with respect to the opposing team. At the game official’s discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.

- Numbers must be clearly displayed on the back of the uniform
- Numbers must be a minimum of 6” in height
- Tape is not allowed to be used as a number
- Each member of a team must have a unique number in relation to the rest of their team
- Players who enter the game in violation of these rules after the uniform deadline will be subject to the sports associated penalty listed below:
- Uniforms do not need to be professionally made

Teams that are in violation of the Uniform Policy after the Uniform Deadline are subject to sport specific penalties for each player that does not have a uniform. The specific penalties can be seen below.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Uniform Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ice Hockey</td>
<td>1 goal against and 1 minor penalty per infraction. Served consecutively, not concurrently.</td>
</tr>
</tbody>
</table>

Names and Logos
- In reference to team uniforms, teams are responsible for adhering to the UBC policy on Harassment and Discrimination

Section F – Equipment Regulations

F1 - The official or supervisor has the right to remove any piece of equipment, which they deem to be dangerous or inappropriate for league play, including, but not limited to:
   a. Jewelry (this includes earrings, bracelets, necklaces, etc.)
      Exceptions: medical alert necklaces and bracelets.
   b. Orthopedic braces with exposed metal
   c. Towels attached to the players

F2 – Player sticks blades must be at least 1.5” at their minimum width.

F3 – Goal tenders must have the following equipment:
a. Full face mask – CSA or HECC Ice Hockey approved mask 
b. Chest Protector
c. Groin protection (cup or jill) 
d. Goalie leg pads  
   i. Maximum Dimensions - 30.48 cm in width  
   ii. If goal pads are of illegal size, the team must remove 
       those pads. The team is given a 3 minute minor 
       penalty for delay of game and must dress the goalie 
       with new legal size pads within 5 minutes or lose the 
       game by default regardless of the score at the time.  
e. Protective hockey gloves  
   i. Catcher/Blocker or appropriate substitute  
   ii. Max Dimensions – Blocker 20.cm width, 40.6 cm 
       length

F4 - If the opposing team asks for a measurement or stoppage in play due 
to an opposing team's equipment infraction, and if it is found that the 
equipment is legal, the team asking for the measurements will be given a 
3 minute delay of game penalty.

F5 – CSA Approved Helmets must be worn at all times while on the ice. 
The helmet must also have either a full cage, or a visor that comes down 
to at least the tip of the nose, and a secured chin strap. Players who 
choose to use a visor must also wear a mouth-guard at all times while on 
the ice.  
Visors must be worn so that the bottom of the visor is at or below the tip of 
the nose. 
Photos below show the correct position of helmet and visor.

If through the course of play a players helmet (either full cage or visor) is 
offset from its’ intended worn position that player must immediately return 
their helmet to its’ intended worn position, or disengage from the play and 
immediately return to the bench.

Infractions to the intended worn position are:  
- visor or cage not properly fastened  
- visor position incorrectly (bottom edge of the visor above 
  the tip of the nose)  
- damaged or broken helmet, visor, or cage

Updated – August 1st, 2018
- chin strap or ear straps broken or unfastened
- helmet being worn in the intended position

Should a player continue in the play in violation of the above regulations (F5) a penalty will be assessed to the offending player. The resulting penalty will be a ten (10) minute misconduct penalty. No power-play advantage will be assessed.

Section G – Length of Games (Times Structure)

G1 – Women’s (W2STGN) and all Tier 2 and Open Tier 3 regular season games will be played as three (3) 15 minute periods of running time. Open Tier 1 games will be played as three (3) 20 minute periods of running time.

G2 – Stop time will be played in the last 2 minutes of the third period if the following conditions are true:
   a. Time permits - officials' discretion
   b. A scorekeeper is present
   c. There is no more than a 2 goal differential.

G.3 - Officials have the flexibility to adjust period length to ensure game remains on schedule.

Section H – Overtime/Tied Games

H1 - Regular Season Games that end in a tie at the end of regulation will remain a tie. There is no overtime during the regular season.

H2 - Playoff Games that end in a tie will play one 5 minute sudden death overtime period. Last minute of Overtime is stop time.

H3 - In the event that the playoff game remains tied after overtime, a 5-on-5 shootout will be held. Teams must declare their entire roster at the beginning of the overtime. Players may not be reused in the initial 5.

H4- In the event that the 5-on-5 shootout is tied, a sudden death shoot out will be held. Players may not be re-used until all non-goalie players have shot.

Section I – Rules of Play
PLEASE NOTE: Rules of play shall follow the Canadian Hockey Association guidelines except where the following amendments apply.

I1 – General
   a. The play will be blown in by the Official at the beginning of each period and after all stoppages in play.
   b. A team must have six players on the ice to start the game. However, a team may start with 5 skaters to prevent a forfeit.
   c. A team shall have no more than six players on the ice at any one time while play is in progress.

I2 - Face-offs
   a. Face-offs are held at the start of periods, after goals, and when the official stops the play for any reason.
   b. Face-offs are held at designated face-off circles.

I3 - Goals and Assists
   a. A goal shall be scored when the puck has entirely crossed the goal line.
   b. A goal shall be scored if the puck is put into the goal in any way by a player of the defending side. The player of the attacking side who last played the puck shall be credited with the goal but no assist shall be awarded.
   c. If an attacking player purposely kicks the puck and it is deflected into the net by any player, the goal shall not be allowed.
   d. If the puck has been deflected into the goal by a shot of an attacking player by striking any part of the person or a player of the same side, a 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 purposely kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick.
   e. A goal will be disallowed if an offensive player makes contact with the ball with their stick while the puck is above the cross bar.
   f. If a goal is scored as a result of a puck being deflected directly into the goal from an official, the goal shall not be allowed.
   g. Should a player legally propel a puck into the goal crease of the opponent's team and should the puck become loose and available to another player of the attacking side who then scores a goal, a goal scored on the play shall be allowed.
   h. A goal shall be credited in the scoring records to a player who has propelled the puck into the opponent's goal by legal means. Each goal shall count as one point in the player's record. Two
assists shall be credited to the players taking part in the play immediately preceding the goal.

I4 – Handling Puck with Hands
   a. If any player closes their hand intentionally on the puck the play shall be stopped and a penalty for “delay of game”, or “closing the hand on the puck” is assessed. However, if the puck is dropped immediately, play shall be allowed to continue.
   b. If, in the opinion of the Official, a player directed the puck to a teammate with his hand and that player receives the puck, play shall be stopped and face off will ensue. This rule is disregarded if these actions are started and completed in the defensive zone.
   c. A player shall be permitted to stop or “bat” a puck in the air with their open hand, or push it along the floor with their hand, and the play shall not be stopped unless a player of the same team is the first player to play the puck. This rule is disregarded if these actions are started and completed in the defensive zone.
   d. If a defending player, except the goaltender, picks up the puck from the floor, covers or holds the puck in the crease area while play is in progress, the play shall be stopped by the official and a penalty shot shall be awarded to the non-offending team.
   e. The puck may not be batted or purposely directed with the hand directly into the net at any time, and a goal shall not be allowed when the puck has been legally batted and is deflected into the goal off of a defending player, including the goaltender. The ensuing face-off will occur in a neutral zone.

I8 – Substitutions
   a. Substitutions can be made on the fly or on a stoppage of play, except in the last 2 minutes of each period in which all substitutions must be made on the fly.
   b. During a line change, players can come off the bench before the player leaving the court reaches the bench provided that the player is within 5 feet of the gate.
   c. Teams making substitutions outside of the 5’ mark are charged with illegal substitutions.
   d. Substitutions done during stoppages in play must be quick. The official is free to start play once the team with possession is ready to start.
   e. No time will be permitted for a goaltender substitution except in the event that an injury, misconduct or match penalty has been incurred.

I9 - Minor Infractions
a. All minor infractions result in a stoppage in play. If the offensive team takes a penalty or minor infraction in the attacking zone, the proceeding penalty will be in the neutral zone. If a defending team takes a penalty in their defensive zone, the proceeding penalty will be in the defensive end.

b. Minor infractions include the following actions:
   i. Puck out of play
   ii. Freezing the puck along the boards
   iii. Hand pass in the offensive zone
   iv. Goalie throwing the puck
   v. High Stick while in the act of contacting the puck
   vi. Minor body contact
   vii. Illegal substitution

I10 – Minor Penalties

a. All minor penalties carry a demerit allocation with them. Team/Players have a maximum number of allowable demerits per game/term.

(For Demerit Breakdown, click here. Page 12)

b. Minor penalties are three (3) minutes in length during all periods of running time. If a penalty is called during stop time or overtime the penalty shall be two(2) minutes in length.

c. A player may only have three (3) minor penalties before being ejected from the game under a “Controlled Ejection”. A Controlled Ejection does not carry any additional penalty minutes.

d. A goaltender shall not be sent to the penalty bench for an offense which incurs a minor penalty, but instead the minor penalty shall be served by a player to be designated by the captain of the offending team. The player serving must have been on the ice at the time of the infraction. A goaltender receiving more than three (3) minor penalties will receive a “Controlled Ejection”.

e. Minor Penalties include the following actions:
   i. Elbowing
   ii. High Sticking (contact with an opposing player above the shoulders)**
   iii. Slashing
   iv. Boarding
   v. Delay of Game
   vi. Interference
   vii. Goaltender Interference
   viii. Holding
   ix. Holding the Stick
   x. Unsportinglike Conduct
   xi. Roughing
   xii. Body Checking**
xiii. Kneeing
xiv. Charging
xv. Cross Checking
xvi. Throwing the stick
xvii. Playing with Dangerous Equipment (broken stick, missing mouth guard, missing chin strap etc.)
xviii. Hooking
xix. Tripping
xx. Diving
xxi. Too many players on the ice
xxii. Goaltender leaving the inner crease for the purpose of getting involved in an altercation within their defensive zone.
xxiii. Goaltender crossing center
xxiv. Instigating
xxv. Contact to the Head – Any player that makes intentional contact with an opposing players body above the shoulders (neck or head) will be assessed a three (3) minute minor penalty and a ten(10) minute misconduct. This includes contact and actions such as “face-washes”, “head-locks” or “gloved punches”.

This penalty is considered 2 minor penalties for the purpose of controlled ejections (3 minor penalties in a single game).

** High Sticking and Body checking will be always assessed at a double minor penalty level.

I11 – Major Penalties
a. Major penalties are seven minutes in length during all periods of running time. If a penalty is called during stop time or over time the penalty shall be five (5) minutes in length.
b. All major penalties carry a demerit allocation with them. Team/Players have a maximum number of allowable demerits per term.
   (For Demerit Breakdown, click here. Page 12)
c. Major penalties are seven (7) minutes in length during all periods of running time. If a penalty is called during stop time or over time the penalty shall be five(5) minutes in length
d. A player is automatically ejected from the game for any major infraction.
e. Should a goaltender incur a major penalty, their place will then be taken by a member of the goaltender’s own team and such
player will be allowed the goaltender’s equipment. A 2 minute period will be allowed for this change.

f. All major penalties are reported to the Supplementary Discipline System. (See Section J)

g. Major Penalties include the following actions:
   i. Any Minor Penalty Infraction that results in an unintentional injury or is deemed malicious (official's discretion).
   ii. Checking from behind
   iii. Cross Checking (above the shoulder or to the goalie)
   iv. Any minor penalty (official’s discretion) can be assessed as a major if it results in a player being injured.

I12 – Match Penalties
   a. A Match penalty involves the immediate removal of a player for the remainder of the game, a major penalty, and the offending player shall be ordered to the dressing room.
   b. All match penalties will be automatically reported to the Supplementary Discipline System. (See Section J)
   c. The penalized team shall immediately place a non-penalized player, other than the goaltender, on the penalty bench to serve the penalty and such player may not be changed.
   d. Should a goaltender incur a Match Penalty, their place will then be taken by a member of their own team and such player will be allowed the goaltender's equipment. A 2 minute period will be allowed for this change.
   e. Match Penalty will be assessed for the following actions:
      i. Any Deliberate Intent to Injure
      ii. Fighting
      iii. Head-butting
      iv. Spearing
      v. Leaving Player or Penalty Bench during an altercation
      vi. Butt-ending
      vii. Threatening, Excessive Abuse Towards, or Molesting the Official or another participant
      viii. Kicking
      ix. Pulling an Opponent’s Hair
      x. Using the face shield as a weapon
      xi. Third player into an altercation

I13 – Misconduct Penalties
   a. Misconduct Penalties involve removal from the remainder of the game (Gross misconducts) or removal from the game for a period of ten (10) minutes. Gross misconducts will also result in
immediate suspension and will be automatically reported to the Supplementary Discipline Commissioner.

b. A 10-minute misconduct can be assessed for Verbal Abuse to the official after a warning or any other disrespectful action.

c. Should a goaltender incur a game misconduct penalty, their place will then be taken by a member of their own team and such player will be allowed the goaltender’s equipment. A 2 minute period will be allowed for this change.

d. A Gross misconduct will be assessed for the following actions
   i. Travesty to the Game
   ii. Any spitting incident
   iii. Any physical or attempted physical contact with an official

I14 – Penalty Shots

a. Any infraction of the rules which call for a "Penalty Shot" shall be taken as follows: The official will name the player designated by the official or selected by the team 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, on the whistle of the Official, play the puck from there and shall attempt to score on the goaltender. The goaltender must stay on the goal line until the player touches the puck. The player taking the shot must keep the puck 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.

b. A Penalty Shot will be awarded for the following actions:
   a. Illegal Substitution on a breakaway
   b. Throwing the Stick in the defensive zone
   c. Deliberately displacing the goal on a breakaway
   d. Deliberate foul on a breakaway
   e. Deliberately displacing the goal in the last 2 minutes of the game or overtime
   f. Any player other than the goaltender covering, gathering, or falling on the puck in the crease.

I15 – Calling of Penalties

a. Should an infraction of the rules which would call for a minor, major or match penalty be committed by a player of the side in possession of the ball, the Official can immediately blow their whistle and assess the penalties to the appropriate players or;

b. Should an infraction of the rules which calls for a minor, major, or match penalty be committed by a player of the team not in
possession of the ball, the Official can signify the calling of a delayed penalty by raising their arm. The Official will blow their whistle once the offending team gains possession and the penalty will be assessed to the offending player.

c. If the penalty to be imposed is a minor penalty, and a goal is scored on the play by the non-offending team, the minor penalty shall not be imposed, but major and match penalties shall be imposed in the normal manner regardless of whether a goal is scored or not.

I16 - Adjustment to Clothing and Equipment

a. Play shall not be stopped, nor the game delayed for the reason of adjustment of clothing, equipment or sticks.

b. A goaltender, after a stoppage or play, with the permission of the Official, may be allowed to make adjustments or minor repairs to clothing, equipment or shoes. If the official deems the repair or adjustment taking too long, the Official can charge the team with their time-out. If no time-out remains a delay of game penalty can be assessed.

c. In the event that a player loses his/her helmet in the "process of a play", they will not be allowed to continue in the play and must immediately retrieve their helmet and immediately fasten that helmet onto their head. A violation will result in a 10 minute misconduct for improper equipment. "The play" is defined as having possession of the puck or checking the player in possession of the ball. Extremely limited discretion is given to the Official in this rule, as safety of the player is the top priority.

I17 - Broken Sticks

a. A player whose stick is broken may participate in the game provided they immediately drops their stick. A minor penalty shall be imposed for an infraction of this rule.

**NOTE: A broken stick is one which, in the opinion of the Official, is unfit for normal play.

b. A goaltender may continue to play with a broken stick until stoppage of play or until he/she has been legally provided with a stick.

c. A player whose stick is broken may not receive a stick thrown on the ice from any part of the rink, but must obtain one from the player bench. A goaltender whose stick is broken may not retrieve a stick thrown on the ice from any part of the rink but may receive a stick from a teammate without proceeding to his/her player bench. A minor penalty shall be imposed on the player or goaltender receiving a stick illegally under this rule.
d. A minor penalty shall be assessed to any player who carries two or more sticks. This includes retrieving errant or new sticks for teammates.

Section J – Supplementary Discipline System (SDS) and Full Intramural Policy Page

Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner.

Individuals may face disciplinary action as outlined in the SDS Classification System which can be found in the Intramural Policy Document at [http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/](http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/)