

I-Slam Hockey



RULES AND REGULATIONS

Revised September 26th, 2010

Version 2.00

- Registration Fees
- I-Slam Hockey League Principles and Expectations
- Unacceptable Behaviour
- General League Rules
- Gameplay Rules
- Timing Procedures and Player Substitutions
- Sudden Death Overtime and Shoot-outs
- Equipment
- Regular Season Rules
- Penalty Administration
 - Minor Penalties
 - Double Minor Penalties
 - Major Penalties
 - Game Misconducts
- Penalty Shots
- Play-Off Eligibility & Standings
- Trade Rules
- Tier 1 and Tier 2 System
- Suspension Procedure
- Replacement Player Exception
- League Backup Goalies

REGISTRATION FEES

The number of teams to be admitted into the league will be posted on the I-Slam Hockey Website prior to the leagues commencement.

- **Payment Deadline:** Payment is required by the registration deadline as communicated to players in one of the methods stated on the I-Slam website (www.i-slam.ca) and in the corresponding section of the appropriate league, or in communications from Organizers. Please notify us upon emailing your registration to hockey@i-slam.ca when you intend to pay.
- **Exceptions:** At the Organizer's discretion, a payment deadline exception may be made for players whose circumstances prevent them from paying full league fees in one installment. For these exceptions:
- **Payment Method:** The preferred method of payment is through Interac Email Money Transfer. If paying by mail, please email hockey@i-slam.ca for the mailing address and who to make the cheque out to – NO CASH through the mail, ONLY CHEQUES – in order to ensure proper receiving of payment.

I-Slam Athletic Club
P.O. Box 43022
Mavis Road P.O.
Mississauga, Ontario
L5B 4A7

- **Refunds:** No refunds will be provided once the regular season has begun (regardless of personal withdrawal from league or due to suspension based on poor conduct described below).
- **# of Players:** Each Tier-1 team will be assigned a maximum of 15 players per team. Each Tier-2 team will be assigned a maximum of 17 players per team.

I-SLAM LEAGUE PRINCIPLES AND EXPECTATIONS

The philosophy is to enjoy the competitive spirit and camaraderie of a fun game in a structured league. I-Slam is dedicated to bringing communities together.

- **Unacceptable Behaviour:** Event organizers have full discretion to warn/penalize/disqualify any individual or team from the league based on their judgement of said individual's/team's conduct (see section entitled "Unacceptable Behaviour").
- **Referees:** Referees have been given instructions to apply same powers as above for any games that they are overseeing.
- **Volunteers:** Volunteers have no such powers, so do not direct your concerns towards them. The only discretion they have is to bring any disputes to the attention of the organizers.
- **Disputes:** All disputes or confusions, including disputed referee calls and disciplinary action, are ONLY to be rectified by the organizers.
- **Organizing Committee:** If there is a strong disagreement with referees, the captain needs to talk to the Organizers, not to the referee. Referees are not required to defend their officiating to players/spectators. Because there is no security, these referees are to be given total control. If you disagree with the officials at your game, please control your emotions and speak with Organizers at a timeout, half-time, or end of the game.

Out of respect to your fellow brothers and the Islamic environment I-Slam looks to adhere to, please ensure that all spectators you bring are respectable individuals who will not disrupt the league in any way, and are dressed modestly and respectably, and adhere to I-Slam's expectations of conduct.

UNACCEPTABLE BEHAVIOUR

- **Fighting:** Any form of fighting will result in automatic ejection of the aggressor for both that game and the remainder of the season with no refund. Future eligibility of suspended player in any I-Slam event is at the discretion of the Organizers.
- **Fighting outside the rink:** If any fighting occurs outside the rink the player or players involved can be subjected to game suspensions and eligibility for future I-Slam events will be at the discretion of the Organizers for future seasons.
- **Team Fights:** A team fight is a league suspension for all members of the team involved, with no refund. Players have a responsibility to control or restrain their own teammates to avoid the suspension or expulsion of players. Future eligibility of suspended player in any I-Slam event is at the discretion of the Organizers.
- **Penalty Assessment:** Referees have sole authority in assessing penalties.
- **Three Minor Penalties:** If a player receives three minor penalties in one game they are automatically ejected from that game. A double-minor penalty will be treated as TWO penalties for the purposes of this ejection. Any combination of a double-minor penalty and a minor penalty will result in ejection.
- **Suspensions:** If a player receives more than 1 one-game suspension in the season, his eligibility for future I-Slam events will be at the discretion of the Organizers for future seasons.

GENERAL LEAGUE RULES

- **Jerseys:** Official I-Slam Ball Hockey Jerseys MUST be worn at all games! Failure to do so will result in a minor penalty for illegal equipment at the start of the game for each player missing their jersey. This penalty will be issued at the start of each game unless the offending player(s) show up to the game while already in progress. In that case, the penalty will be issued upon that offending player stepping onto the playing surface.
- **Game Start:** All games will begin ON TIME! Both teams require at least five players (irrespective of whether a goaltender is in net or not) to begin the game. A grace period of five minutes will be given when a team does not have at least five players to start the game.
- **Grace Period:** After the 5-minute grace period, if a team still does not have at least five players, the game will be called; the team that is short players gets a loss while the team ready to play is awarded a 3-0 win.
- **Referees:** All games will have two OBHA-Certified Referees. The Organizers cannot prevent last minute emergencies that result in a referee's unexpected absence. Though rare, in such cases, players may not take advantage of a "blind" referee. If for example, there is only one official (i.e. blind), it will be considered unethical to intentionally take advantage of this "opportunity". This is a peaceful and recreational league and we expect cooperation.

GAMEPLAY RULES

- **Floating Blue Line:** expansion of the offensive zone occurs once a team crosses the opponent's blue line with the ball. The attacking team will then have half of the entire playing surface within which to control the ball, from behind the opponent's goal to the center line of the area. If the defending team sends the ball past the centre line, the zone is reset to the blue line and their opponent must regain it as explained above.
- **Icing:** Icing occurs when a team shoots the ball from behind the centre line and the ball passes the opponent's goal before any player, of either team, can touch it. A stoppage of play shall occur with the ensuing faceoff taking place in the end zone of the team that shot the ball. If the goalie touches the ball, or the shot creates a goal, then icing is waved off.
- **Switching Benches:** Teams will not switch benches at half-time.
- **Player Check-In:** A player may arrive at any point during the game and be allowed to play, provided the player is in proper attire and that the player reports his name and jersey number to the scorers booth prior to entering the game. If this player does not have his jersey, then a penalty will be assessed when he steps onto the floor for his first shift.

ALL PLAYERS MUST WEAR ALL REQUIRED EQUIPMENT DURING WARM-UPS.

TIMING PROCEDURES AND PLAYER SUBSTITUTIONS

- **Periods:** The game consists of two fifteen-minute periods of stop time. There is no overtime during the regular season.
- **Intermission:** There is a one-minute intermission between periods, at which time the teams will change ends. Teams must keep the same bench throughout the game.
- **Timeouts:** Each team is permitted one 30-second timeout per half and timeouts do not carry over from one half to another. Timeouts can only be called when there is a stoppage in play.
- **Substitutions:** Substitutions of players may occur at any time during live action play or when play has stopped and a face-off is necessary to resume play. During stoppages of play, teams may make one line change only and all players must enter the game from their bench. During dead ball play stoppages, officials must wait for a completed line change before resuming play with a face-off.
- **Line changes:** When changing players during live play, the player coming onto the floor must wait until his teammate is within three feet of the bench before coming onto the playing surface. If the player comes onto the floor early or plays the ball before the teammate he is replacing is on the bench than a “too-many-men” penalty will be assessed to the team and will have to be served by someone on the floor at the time.
- **Altercations:** During any altercation on the floor, a team will not proceed with a line change until the referee has given the “all-clear” signal, players coming onto the floor will be assumed to be joining the altercation and assessed a leaving the bench penalty.
- **Goalie Changes:** All new goalies will not be allowed any warm-up unless there is time during the half-time intermission. A goalie change may occur only:
 - at half-time
 - at any time during the game if the team has another goalie dressed and ready to step into goal
 - In the play-offs, prior to the start of the overtime period or shoot-out.
 - If the starting goalie is injured and a goalie change is necessary, the game shall be stopped to allow another player to put on the goalie equipment. The injured goalie may not return to the game as a goalie or as a player.
 - If the goalie is ejected from the game for penalties the team will have two minutes to dress a new goalie. The new goalie must be a member of that team who was playing in that game.
 - When "pulling the goalie" for an extra attacker, the goalie must go to their team's bench. The extra player must wait until the goalie is within three feet of their bench before they step onto the playing area.

SUDDEN DEATH OVERTIME AND SHOOT-OUTS

- **Regular Season:** During the regular season, if a tie exists at end of regulation play, the game will end as a tie with both teams receiving one point in the standings.
- **Playoffs (Overtime):** Sudden death overtime is required when the score is tied at the end of regulation play in a play-off game. One sudden death five minute overtime period (stop time) is played. Teams will not change ends and will continue going towards the same net as they finished shooting at in the second half.
- **Playoffs (Shootouts):** If a tie exists after the overtime period has been played, the game shall be decided by a penalty shoot-out. Three players must be selected from each team. The officials will record the names of the shooters and the order. The higher-seeded playoff team will determine which team will shoot first or second. All three players from each team will shoot and if a tie remains a sudden death shoot-out will occur. Once a player has taken a penalty shot in the shootout, he cannot shoot again until all his teammates have taken a penalty shot with the exception of goalies who cannot take a penalty shot. If the team that shoots first in the sudden death shoot-out scores, the team that goes second must score on their next shot to continue the shoot-out.
- **Goalie Injuries:** If a goalie is injured during any part of the shoot-out, the team may replace the goalie with another player. The injured goalie is not allowed to become a shooter in the shoot-out and may not return to the net. The new goalie is not allowed to be a shooter in the shoot-out.

EQUIPMENT

- **Clothing & Shoes:** Players must wear proper attire (no jeans) and proper running shoes.
- **Jerseys:** Jerseys will be provided to players prior to the first game and this jersey must be worn to all games. If a player loses his jersey, he is required to advise the organizers and make arrangements to purchase a new one.
- **Gloves:** Players must wear C.S.A. Approved Ice Hockey Gloves during all games.
- **Helmets:** All players, including goalies, must wear C.S.A. approved hockey helmets with full C.S.A. approved facemasks for goalies.
- **Visors:** Players may wear a 3/4 or 1/2 visor if they choose.
- **Other:** Mouth guards, shin guards and jock-straps are highly recommended.
- **Goalie Equipment:** Goaltenders must use only proper C.S.A. approved goalie equipment. It is recommended that goalies wear throat protectors.
- **Ball:** The ball is a plastic regulation OBHA-certified ball hockey ball.

SCORING

- **Goal-line:** To count as a goal the entire ball must cross the clear goal line between the goal posts.
- **Faceoff Location:** A face-off will occur in the centre circle at centre ice after each goal.
- **Scoring:** The Referee will signal to the Timer and Scorer who scored the goal and award an assists to the player(s) who passed the ball to the goal scorer. Two assists will be awarded per goal.
- **Scoring Method:** A player may not intentionally score a goal with anything other than their stick.
- **Goal Crease :** A goal will be disallowed if the opposing team's player is in the crease.

PENALTY ADMINISTRATION

- **Face-Off Location:** If the offensive team receives a penalty in the offensive zone, the face-off will occur outside the defensive zone. If the defensive team takes a penalty in the defensive zone, the face-off shall occur at the closest face-off location.
- **Penalties:** Penalties will be served coincidentally if they occur simultaneously even if they are majors. Teams will not play shorthanded on coincidental penalties. Players serving penalties that are coincidental must return to play or to their bench at the first available stoppage of play once the penalty has expired.
- **Minor Penalties:** If a player receives three minor penalties (including double-minor penalties which will count as TWO minor penalties for the purpose of this ruling) in one game they are ejected from the game and must leave the arena. A player who was on the floor at the time of the third infraction must serve the penalty. Once the penalty has expired or the opposing team scores the player serving the penalty may go into the play.
- **Double-Minor Penalties:** If a player receives a double minor, it will count as TWO penalties for the purpose of this ruling. Players who have been ejected for three minor penalties, may be suspended from playing in their team's next scheduled league game as per the Organizer's discretion. A player who was on the floor at the time of the infraction must serve the penalty. If the opposing team scores during the first minor, that time is erased and the second minor is then served starting at the time the ball is dropped. Once the second minor penalty has expired or the opposing team scores, the player serving the penalty may go into the play.
- **Major Penalties:** If a player receives a 5-minute major penalty, the player is ejected from the game and must leave the arena. A player on the floor at the time of the infraction must serve the entire 5-minute penalty, regardless of the amount of goals scored against during the penalty. Once the 5-minute major penalty has expired, the player serving the penalty may go directly into the game. Players serving penalties that are coincidental must return to play or to their bench at the first available stoppage of play once the penalty has expired.

MINOR PENALTIES

The following infractions are considered minor penalties:

- **Holding:** Clutching or grabbing an opponent, with one or both hands, to impede their progress.
- **Holding the Stick:** Holding an opponents' stick (e.g. with your glove) to impede their progress.
- **Tripping:** Using your stick to "trip up" an opponent who may/may not have possession of the ball.

- **Interference:** Assessed to any player who a) impedes the progress of an opponent who is not in contact with the ball, b) deliberately knocks the stick out an opponents' hands or c) prevents an opponent from regaining possession of a lost or dropped stick, d) players whose team is in possession of the ball are not be allowed to "run" interference for the ball carrier, by preventing a defender from playing the ball.
- **Goaltender Interference:** Assessed to any player who, by means of their stick or their body, interferes with or impedes the movement of the goaltender by actual physical contact.
- **Illegal Equipment:** Playing with non C.S.A. approved ice hockey equipment. Illegal stick blades etc. Playing with a broken stick (includes goalies).
- **Illegal Jersey:** Not playing with the Official I-Slam Hockey Jersey given at the beginning of the season. A minor penalty will be assessed for each player missing their jersey playing in that game.
- **Hooking:** Using the blade of the stick in a pulling or tugging motion to impede the progress of an opponent. If the hook occurs above the opponent's waist, a double minor will be assessed.
- **Delay of Game:** Any action by a player or players that unnecessarily impedes the progress of a game. e.g. Deliberately stepping on the ball, refusing to restart play with a face-off, failure to go directly to the penalty box, intentionally shooting the ball out of play to get a stoppage in play, intentionally knocking the net out of place to get a stoppage in play (penalty shot if this occurs in last 2 minutes of the game) etc.
- **Too Many Men:** Action of having more players on the floor than the legal amount allowed.
- **Golf Shot:** Assessed to any player who places one or both hands near the top of the shaft of their stick and swings at the ball in a circular motion (usually 180 degrees). Contact with the ball does not need to occur. This shot is considered dangerous use of the stick.
- **Unsportsmanlike Conduct:** Players caught slamming their sticks on the arena floor, walls, bleachers, or goalie nets and/or spitting on the playing surface or bench area will be assessed with unsportsmanlike conduct penalties.
- **Swearing:** Swearing or the use of any inappropriate language will result in a minor penalty, it does not matter who the profanity is directed at (even if swearing to yourself or a teammate).

DOUBLE MINOR PENALTIES

The following penalties are considered double minors:

- **High Sticking:** A double minor penalty for high sticking will be assessed to any player who unintentionally contacts an opponent with a high stick above the waist. *Note: A major penalty

will be assessed to any player who attempts to injure or deliberately injures an opponent with a high stick.

- **Cross Checking:** The action of using the shaft of the stick between the two hands to check an opponent. *Note: A cross check delivered above an opponent's chest, cross checking a goalie in their crease and deliberately injuring an opponent with a cross-check will be considered major penalties for intent to injure.
- **Elbowing:** The act of hitting an opponent with an elbow or "sticking out" the elbow to impede an opponent's progress. *Note: A major penalty for elbowing will be assessed to any player who deliberately injures an opponent.
- **Kneeing:** The act of hitting an opponent with a knee or "sticking out" the knee to impede an opponent's progress. *Note: A major penalty for kneeing will be assessed to any player who deliberately injures an opponent with a knee.
- **Slashing:** The action of hitting an opponent with a stick. A player who swings their stick at an opponent and does not make contact is still guilty of slashing. *Note: A major penalty will be assessed to any player who attempts to injure or deliberately injures an opponent with a slash.
- **Body Contact:** Assessed when a player intentionally bumps, shoves or pushes an opposing player. When an offensive player is running toward a defending player, the defending player has a right to that position. The offensive player must avert body contact. If they do not the offensive player will be charged with a body contact penalty. *Note: A major penalty will be assessed to any player who attempts to injure or deliberately injures an opponent with body contact.
- **Verbal Abuse:** A verbal abuse double minor will be assessed to any player who has verbally abused or taunted an opponent, referee, team official, spectator or staff member.
- **Roughing:** Includes: shoving or pushing an opponent.
- **Unsportsmanlike Conduct:** A double minor may be assessed to any players caught slamming their sticks on the arena floor, walls, bleachers, or goalie nets. This also includes: inappropriate language or swearing. The double minor is called at the discretion of the referee, where the unsportsmanlike conduct was excessive and warranted more than a minor penalty.

MAJOR PENALTIES

The following penalties are considered majors:

- **Intent to Injure:** Includes butt-ending, kneeing, spearing, cross checking, slashing, high sticking or using the stick as a weapon.
- **Fighting:** A fight is defined as one blow or an attempted blow (i.e. punch or kick).

- **Body Contact:** A body-contact major is assessed when an intentional bodycheck, boarding (contact into the boards) or charging (taking 2 or more steps toward an opponent to body check them) occurs.
- **Hitting from Behind:** When a player is high-sticked, cross-checked, body-checked, pushed, hit or propelled in any manner from behind into the boards or goals, in such a way that the player is unable to protect himself, a major penalty will be assessed.
- **Leaving the Player Bench/Penalty Box during an Altercation:** If a player/s comes onto the playing surface without the official's permission during an altercation (any event where penalties may be assessed); the player/s will be considered participants in the altercation and subsequently, will be ejected from the game.
- **Racial Slurs or Threatening Comments:** Racial slurs or threatening comments directed at an opponent, referee, league commissioner, team official, spectator, volunteer, will result in major penalties.
- **Constant Verbal Abuse:** Constant verbal abuse after a player has been warned to stop or any verbal threatening will result in a major penalty.
- **Physical Abuse of an Official:** Any player or team official who intentionally touches, holds, grabs, or pushes a referee or league administrator before, during or after the game will be assessed a major penalty. Any player or team official who intentionally strikes, trips or body-checks, or who attempts to strike a referee or league administrator before, during or after the game will be assessed a major penalty.
- **Spitting on or at an Opponent:** Any player or team official who deliberately spits on or at an opponent, referee, team official, spectator or volunteer will receive a major penalty.

NOTE: Incidents not detected during the game by a referee but witnessed by a member of the Organizing Committee can be punished after the game. The Organizing Committee would review the incident and determine if any punishment should be given depending upon the nature of the incident.

GAME MISCONDUCTS

- **First-Half:** If a Game Misconduct is issued in the first half of a game, the offending player will be unable to play the remainder of the game.
- **Second-Half:** If a Game Misconduct is issued in the second half of a game, the offending player will be unable to play the remainder of the game. The Organizing Committee may issue a suspension at their discretion.

PENALTY SHOTS

The following infractions will result in the awarding of a penalty shot:

- **Defenseman:** If the defensive player covers the ball in the goaltender's crease with their glove.
- **Throwing the Stick:** If a defensive player or goalie throws their stick or other articles of equipment in an attempt to prevent an opponents' scoring opportunity.
- **Throwing Objects:** If objects are thrown from a bench in an attempt to interfere or prevent an opponents' scoring opportunity.
- **Breakaway Tripping:** If a defensive player trips or holds an opponent with their stick or hand that is on a breakaway and does not score a goal. There must be no other defenders between the offensive player and the goalie and the offensive player must be making an attempt toward the net.
- **Knocking the Net Off:** If a defensive player deliberately knocks the goal off the goal line in order to prevent a scoring opportunity.

PLAY-OFF ELIGIBILITY & STANDINGS

Playoff Structure (i.e. seeding, number of teams eligible for playoffs, etc.) are decided prior to the start of the regular season depending on the number of teams in the league, the number of available time in the schedule, etc.

- **Wins (W):** 2 points
- **Ties (T):** 1 point
- **Loss (L):** 0 points
- **Default/Forfeit:** 0 points
- **Player Eligibility:** Players eligible for playoff competition must have played in at least 20% of the regular season games.
- **Tiebreakers:** For playoff seeding, teams will be ranked based first on won-loss records, then head-to-head, then on point differential, and finally fewest goals allowed.

TRADE RULES

- **Trade Deadline:** The trading deadline has been set as **Saturday, December 4th, 2010 at 11:45pm**. This means that no trades will be allowed to take place after this deadline for any reason.
- **Trading Limit:** Teams may not trade more than a total of SEVEN players off their roster over the season. This is to ensure that teams are not undergoing rapid upheaval which can upset the balance of each team. This comes into effect on Sunday, September 26th, 2010 at 11:45pm.
- **Trade Restrictions:** General Managers may not trade themselves to other teams under any circumstances. Trades are only permitted between teams of the same tier.
- **Trade Parameters:** Trades must involve equal numbers of players going to each team (e.g. "2-for-2" trades are permitted but "2-for-1" trades are prohibited).
- **Trade Approval:** All trades are subject to the organizer's approval.
- **Trading of Draft Picks:** Trades for draft picks occurring during or before the Draft may only happen as equal numbers of draft picks being exchanged (e.g. "2-for-2" trades are permitted but "2-for-1" trades are prohibited); draft pick trades are unlimited and any players exchanged as part of the draft trades are NOT subject to the Trading Limit as stated earlier since they are draft-based trades. Any trades made after the completion of the draft are subject to the Trading Limit.

TIER 1 and TIER 2 SYSTEM

For the following rules, players drafted into Tier-1 are hereby referred to as “Tier-1 players”; players drafted into Tier-2 are hereby referred to as “Tier-2 players”:

- **Roster Size:** The maximum roster size for Tier-1 teams during the regular season is 15 players (including the goaltender). Tier-1 teams may not increase this roster size.
- **Multiple Games:** Tier-2 players who are called-up to play Tier-1 games are also eligible to play Tier-2 games. This includes games on the same nights for both the Tier-1 and Tier-2 teams.
- **Call Up:** In the case of absences or injuries, Tier-1 teams may call up a player or player(s) of their choosing from their Tier-2 affiliate team.
- **Call Down:** Tier-1 players may NOT play Tier-2 games under any circumstance.

ADDITIONAL DISCIPLINARY ACTIONS

In addition to the standard situations in which players can receive disciplinary action, the following is a list of additional situations that will result in disciplinary action being issued:

- **Trade Demands:** Players who demand a trade, directly or indirectly, will face an automatic ONE-GAME SUSPENSION and may be subject to additional discipline as decided by the I-Slam Hockey Organizing Committee.
- **Encouraging of Trade Demands:** General Managers (GM's) who are found encouraging other players to demand trades will be penalized up to a full-season and may have their General Manager status revoked.

SUSPENSION PROCEDURE

Suspensions will be decided upon by the Organizing Committee using the following process:

- **Step #1:** The Organizing Committee speaks to the referees privately for an account of the situation.
- **Step #2:** The Organizing Committee speaks to the offending player privately for an account of the situation.
- **Step #3:** The Organizing Committee speaks to the injured player, if any, for an account of the situation.
- **Step #4:** The Organizing Committee then discusses amongst themselves and issues a verdict as they see fit within 72 hours.
- **Step #5:** The Organizing Committee informs the General Manager, the Captain and the Offending Player of the verdict.
- **Step #6:** The Organizing Committee informs other General Managers of the verdict.
- There will be **NO** appeal process; all decisions are absolute/final.
- The I-Slam Hockey Organizing Committee reserves the right to issue suspensions and disciplinary actions without having to adhere to the aforementioned process.

REPLACEMENT PLAYER EXCEPTIONS

A Replacement Player Exception is available should one of the top-two drafted position players be unable to continue in the season.

- **Usage:** The Replacement Player Exception is allowed for the first two drafted players (the first-round or second-round pick unless one of them is a goalie - then it extends to the third-round pick).
- **Timing:** The Replacement Player Exception can only be invoked BEFORE the Trade Deadline.
- **Instances:** The Replacement Player Exception can only be used once in the season. If the exception is used on a player, that team and General Manager are no longer able to apply the Replacement Player Exception on any other applicable players. This rule is used on a ONE-TIME basis.
- **Players:** The General Manager of the team requiring the replacement will be provided, by the league, a list of players who are eager to play whom the General Manager may wish to take as their replacement player.
- **Process:** The replacement player is subject to league approval and a majority vote amongst the General Managers only on whether to allow that player to replace the original player acted. This is done in good-faith between the GM's.
- **Overrule:** The league may overrule on any of these rules if we feel a breach of trust or conduct is taking place otherwise.

LEAGUE BACKUP GOALIES

A League Backup Goalie is available should a team's goaltender not be available to play. The process is as follows:

- **Step #1:** If a team's regular goaltender is unavailable for a game, the General Manager of that team may contact a League Backup Goalie from the list provided to the General Managers of Approved League Backup Goalies to fill in provided that the League Backup Goalie is available to play. Alternatively, Tier-1 teams may call up the goaltender of their Tier-2 affiliate team.
- **Step #2:** The General Manager, the goaltender being replaced and the League Backup Goalie will contact the League Organizers to inform them of the replacement taking place.
- **Step #3:** The League Backup Goalie will play in place of the regular goaltender for that game.
- **Step #4:** The League Backup Goalie must wear any solid-coloured jersey (black is usually best) for that game.
- The League Backup Goalie can only be used by a team to a maximum of THREE TIMES in a season.
- If a team has used each available League Backup Goalie already, they will need to use a player off their roster to a maximum of one use to play goal instead.