



Rule Book

It's More Than a League, It's a Brotherhood

Preamble:

The Brother Ball Hockey League (BBHL) was founded to create an atmosphere where friends could come together, compete against one another and grab a beer afterwards. It is a brotherhood and everyone is expected to respect one another on the court and off. It is the essence of our league. The BBHL volunteer administrative team does its best to create the best experience for the players and friends of our league. The following set of rules is meant to create clarity for all those who play and enjoy our league while creating an equal playing field. The admin team is in close contact with captains and members of the league and is always looking for ways to improve the quality of the league, which is why this document has been put together. To ensure the spirit and integrity of this league is always upheld the BBHL administration hold discretionary power over these rules in this document. This power is to be used in extraordinary circumstances only where a rule needs to be reviewed or was not considered when creating this document.

1 - Rosters:

- 1.1 - Each team must fill 14 players and a goaltender for a total of 15 players per team.
- 1.2 - During the season teams may call up player subs if they are short benched under the condition that they are under 10 players on their roster excluding their goalie. If they are able to field 10 players they are not allowed calling up a sub. For precision on this rule:
 - Teams can call up as many players as they see fit as long as they don't exceed 10 players + a goalie on their roster which fields 2 full lines.
 - Even if a player does not confirm his presence and shows up without informing his captain and a sub was called up, the sub player MUST sit out. A BBHL paying customer cannot be asked to sit a game out in order for a sub to play.
 - Even if the BBHL player shows up at any point during the game, the substitute will be required to leave the game.
 - If this rule is broken and a team decides not to sit the substitute or forces a BBHL player to sit out the team will forfeit their game.
- 1.3 - During the playoffs teams are not permitted to call up player subs no matter how many players they are missing.
- 1.4 - Goalie subs are permitted at any point during the regular season and any goalie can be called up to replace another goalie regardless of the goaltenders skill level.
- 1.5 - During the playoffs goalie subs can be used if the goaltender being called up is of the same caliber of the goalie being replaced. These situations need to be approved by the admin team. The admins on the teams involved in the game(s) concerning the substitution cannot be a part of the voting process to approve the goalie being substituted. A goalie list based on caliber and rankings will be given to the Captains before the playoff seasons has begun, this way the teams know their options for goalie subs for their specific teams. If a captain would like to add to that list, they can put in the request for the admin team to review.
- 1.5 - Before each game team Captains are responsible for marking who is absent from the game on the score sheet provided by the scorekeeper.

- 1.6 - If a team drafts a backup goaltender, they cannot play the backup goaltender in the season or playoffs unless the regular goalie drafted is legitimately injured or cannot be present at the game for a legitimate reason. This rule is crucial to protect the integrity of the BBHL draft system.

2 – Season and Playoff format:

- 2.1 - The BBHL season will consist of **16 games**. The Playoffs will consist of **6 Round Robin games, followed by a best of 2 Semi-Final games** and a best of **2 Final games** should your team make it that far. (Note: Format is subject to change season to season based on rental factors.)
- 2.2 - During the season, teams will collect 2 points for a win, 1 point for a tie, and 0 for a loss.
- 2.3 - Tiebreakers for the Season standings are as follows:
- Wins
 - +/- Differentials
 - Goals for
- 2.4 - Tiebreakers for the Playoff Round Robin standings are as follows:
- Regular Season Points
 - Total Wins (Regular Season and Round Robin combined)
 - +/- differentials (Playoffs only)
 - Goals for
- 2.5 - If you play in the BBHL as a paying registered player you are automatically eligible for playoff, players are not subject to a minimum game requirement.
- 2.6 - Playoff eligibility for substitutes please refer to rules 1.2 - 1.4 - 1.5. -1.6
- 2.7 - The BBHL Playoff format is as follows:
- The first place team in the season standings will enter the Round Robin series with 2 points and the second place team will enter the Round Robin with 1 point.
 - All the teams play 6 games in the Round Robin (The top 4 teams from the round robin standings advances to semifinals).
 - Semifinals are a best of 2 games series (first to 3 points).
 - Finals are a best of 2 games series (first to 3 points).
- 2.8 - If a semifinal playoff series is tied after two games, the teams will compete in a 10-minute sudden death mini game followed by a shootout. *
- 2.9 - If the final playoff series is tied after two games, the teams will compete in a 20-minute sudden death mini game followed by a shootout. *

* BBHL shootout format: 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. All players (excluding goalie) must shoot before the first shooter can go again.

3 – Games format:

3.1 - Every game will run as follows:

- Warm-up* - 5 minutes
- 1st period - 25 minutes
- Break - 2 minutes
- 2nd period - 25 minutes

* To help avoid losing game time, warm-ups will be as follows:

- 2.5 minutes of warm-up
- After warm-up, Clock will start running at 27:30 minutes
- Teams will have 2 minutes to pick up balls and have team huddle
- Time will continue running past 25 minutes even if teams are not ready
- **If ONE delays the game past 24:30, they can be penalized with a 2-minute delay of game penalty**

3.2 - Every team is entitled to one 30-second timeout per game.

3.3 - Games are 5 on 5, plus 1 goalie per side.

3.4 - Teams must have a minimum of 1 goalie and 4 players at the start time of a game for the game to count. If a team cannot floor this requirement, they will **forfeit the game**.

4 – Equipment:

4.1 - All players must wear the team jerseys provided to them by the league that year. Every player's jersey number must match that on the score sheet. **CAPTAINS ARE RESPONSIBLE** for completing the score sheets before each game.

4.2 - Hockey sticks may have plastic or wooden blades. A referee may ask you to change sticks if it has significant breaks or chips for safety reasons.

4.3 - **Suggested equipment:** Hockey gloves, jock, shin pads, helmets and squash goggles or any other eye protection. Players are responsible for their own safety.

4.4 - Goaltenders must be in full goaltender hockey equipment (Pads, jock, goalie mask, pants, trapper, blocker, chest protector, jersey and stick).

4.5 - A hard plastic orange or pink water ball is used as the game ball.

4.6 - All players are liable for damages to the facility. The facility consists of Le Club Dome du West Island at 3000 Edmond Street, Kirkland, Quebec, H9H 5J5. Any damages made may result in a possible fine to the player(s). Any damages made may result in the banning of the player(s) from the facility by the facility owners, subsequently forfeiting their opportunity to play in the league; we do not offer any refunds in cases like this.

4.7 - Bringing alcohol into the playing facilities is **NOT** permitted. Players must respect the facility regulations and purchase all alcohol at the facility restaurant. A player(s) caught breaking this rule could be banned from the facility by the facility owners, subsequently forfeiting their opportunity to play in the league; we do not offer any refunds in cases like this. In order to enforce the severity of this rule, if a player from any team is caught bringing alcohol into the facility, the captain AND admin of that team will be suspended for the following game.

NOTE:

The BBHL highly recommends that all players wear a helmet and face shield to help prevent any neck, head, dental or face injuries.

5 – Game Rules:

Team Captains and admin are responsible for maintaining fair play from their team during games. If ever there is a reason to discuss a rule, the **captains or admins on the respected teams can speak to the referee(s)** before restarting the play or at a time the ref(s) sees appropriate. The ref(s) have the final say in all matters regarding the game in hand. The ref(s) also hold the right to throw a player or a fan out of the game or arena should he feel they are out of line. It is expected that captains and admin support the ref(s) and his decision in the moment and not argue it until each party has time to calm down. During the game is never a good time to argue with the ref(s) because the ref(s) always has final say. If you want to share your opinion after the game, you may do so in a calm and collective manner **AND in a private setting.**

5.1 - **Penalties** can be given out for the following:

- High sticking
- Boarding
- Hooking
- Holding
- Charging
- Cross checking
- Elbowing
- Interference
- Misconduct
- Delay of game
- Slashing
- Tripping
- Unsportsmanlike conduct
- Spearing (4 minutes)
- Body-checking
- Butt-Ending (4 minutes)
- Goalie interference
- Diving / Embellishment
- Instigating a Fight
- Fighting

5.2 - **ALL HIGH STICKS** result in an automatic penalty. A high stick is measured by the height of the person raising their stick. If the stick rises higher than his chest, it is considered a high stick. When the play is near the nets it can be judged by the net's crossbar. High sticking decisions are at the referee's discretion and the referee has the final call on the play.

5.3 - A high stick is a 2-minute penalty unless it makes direct contact with another player above the shoulder in which case it is a 4-minute penalty. It is to the referee's judgment to deem if the offending player is being careless with his stick.

- 5.4 - Penalties are not 3 minutes running time. Penalties are stop time and either 2 minutes, 4 minutes, 5 minutes or 10 minutes depending on the infraction.
- 5.5 - The referee has the right to eject a player once they have accumulated 3 penalties in a game. The referee will use their discretion to deem if the offending player will be a liability throughout the remainder of the game.
- 5.6 - The BBHL uses a floating blue line rule for offside. Once the ball passes the blue line the red line then becomes the blue line. In order to clear the zone you must clear the ball passed the red line and all players of the team in question must retreat back behind the blue line.
- 5.7 - If you shoot or pass the ball from behind the centerline, and the ball passes untouched over the goal line it is icing (unless your team is shorthanded). The ref may not blow down the play if he feels the defender didn't make an effort to get to the ball before it crossed the goal line.
- 5.8 - If a goalie or player shoots or bats a ball directly over and out of the playing area, it will result in a 2-minute "delay of game" penalty. Only the areas where the highest glass is installed will rule be enforced. If the goalie or player shoots or bats the ball over an area where there is no glass, for example the bench, it is not a penalty.
- 5.9 - "Goaltender interference" is a penalty whereby a player interferes with a goalie while in the crease area and whereby the goalie is physically prevented from making a save because of direct or indirect physical contact from the opposing player. This penalty can be called against the attacking player whether a goal is scored or not.
 - Example of direct contact: attacking player makes contact with goalie in the crease.
 - Example of indirect contact: attacking player pushing or trips a defending player into the goalie in the crease.

Notes:

- In the case where an attacking player is pushed into the crease or into contact with the goalie, the referee reserves the right to allow the play to continue with no penalty attributed to the attacking player. The attacking player MUST, nonetheless, make every effort to avoid making contact with the goalie.
 - These types of actions may also be called outside of the crease area as a general interference penalty.
- 5.10 – If a defending player slides in attempt to block or retrieve the ball and comes into any contact with the opposing player and causes the affected player to fall, a 2-minute interference penalty will be called on the defending player. In any other case where contact is made, it will be up to the referee's discretion to deem it a dangerous play and call a 2-minute interference penalty.
 - 5.11 - ALL fighting is strictly prohibited in the BBHL, and will result in the players in question to be suspended or expelled from the league and the following seasons. The same disciplinary actions will be taken upon whether the players are involved in the game or spectating. Please refer to section 8 below for more details.

6 – Draft, Rankings, Trades

- 6.1 - The draft format is combination of a Straight and Snake Draft with the draft order being determined by admins. The first two rounds of the draft will be in Straight order format and the Snake format will then

commence by the end of the second round. The last round of the draft will take the reverse order of the first round, i.e.: the first picking captain will get the last pick of the last round and so forth.

- 6.2 - Captains are assigned to a team by the BBHL administration. It is the captain's responsibility to draft his team based on stats provided by the BBHL admin.
- 6.3 - The captains will have access to these rankings well before the draft date. These stats are not to be leaked or discussed with players in the league. The only people with access to these rankings are the captains and the admin team.
- 6.4 Captains must draft an admin to their team.
- 6.5 - Captains are NOT ranked and do NOT count in the draft.
- 6.6 - Trades are permitted during the draft and 48 hours after the draft has been completed. A 3-hour trade window will also be allotted to captains at the Christmas party.
- 6.7 - Trading draft spots, draft picks or player for player are all allowed under the condition it stays within the trading rules.
- 6.8 - You cannot trade 2 players for 1 and end up with 16 players on one team and 14 on the other. By the end of the draft every roster must have 15 players including the goalie.
- 6.9 - Goalies can only be traded for goalies and admin can only be traded for admin.

Registration

- 7.1 - Registration Order of Priority:
 - Prior Season BBHL'ers within the draft era.
 - All other players to the discretion of the BBHL admin.
- 7.2 - The BBHL hosts one registration day or night per season, all players must register and pay by that day.
- 7.3 - If a player cannot make it to the registration day their options are as follows:
 - Email money transfer your payment to beaconsfieldballhockeyleague@gmail.com
 - Give your payment to a friend coming to register on the registration day or night.
- 7.4 - If you are writing a cheque please make it out to Chris Ratcheff (memo: The BBHL).
- 7.5 - There are no refunds for players that leave or are kicked out of the league. This includes any players that leave because of injuries.
- 7.6 - If a player gets INJURED any time before the halfway mark of the season and the injury is severe enough to keep them out of play for the remainder of the season and playoffs, the player may request to be replaced in hopes of getting refunded the percentage of the remainder of the season. The BBHL makes no guarantees that they will be replaced or be refunded. These types of rare circumstances are dealt with in a case-by-case manner. If the league reviews your request and your captain finds a replacement of the same caliber, the admin team will review it and come to a final decision and decide how much you are entitled to get back. The new replacement player and the player leaving the league will be responsible for the money transferring but the league will determine how much money is being exchanged for the transaction to be made official.

8 – Suspensions & Disciplinary Action

BBHL Administration Message

The BBHL wants to protect its players and positive reputation by eliminating all physical hits and/or any unnecessary fights inside and outside of game play involving the league. However, hockey's competitiveness must remain present in BBHL games. The league encourages a certain level of competitiveness in a safe and fun environment for each of the players. This being said there are certain actions that may result in a player's suspension or termination for a season. The BBHL Administration finalizes all suspensions.

8.1 – Criteria for Suspension

- Hitting an unsuspecting player purposely or head hunting
- Fighting
- Using any type of equipment as a weapon
- Verbally abusing the referee(s). Only captains and admin should be talking to the referees
- Coming off the bench during a fight is an automatic suspension. No matter the motive, do not leave the bench!
- Goalies crossing their own blue line to engage in a fight with another goalie are also an automatic suspensions.

8.2 - Suspended players will not be permitted to play in the subsequent games following a suspension as per the number of games suspended.

8.3 – If a player is removed from a game and asked to leave the arena, the player MUST leave so the focus can go back on the game at hand. It is up to the captains and admins on each team to support the referee in the moment and ask the player in question to leave.

8.4 – Suspended players are welcome to watch their games from the stands but are not allowed behind their bench.

8.5 – A player who has already been suspended in a season will be treated as a repeated offender if they are involved in another suspendable case.

8.6 – Any players with 3 suspensions in one season will be terminated from the league for the remainder of that season with no refunds. Their spot in the league for future seasons will be in jeopardy. The administration team will hold the right to refuse him for any further seasons.

8.7 – The BBHL has a strict no fighting policy. Any fights are a minimum 5 game suspensions and possible ejection from the league.

WARNING

If a BBHL player doesn't buy into the spirit of this league, has shown unsportsmanlike behavior and/or their involvement in the league can be dangerous for other players, the BBHL administration holds the right to hold a private meeting and anonymously vote against this person returning to the BBHL based on their record. In a case like this, that player may be refused from registering for future BBHL seasons. This is to the discretion of the BBHL administration team.

9 – Admin Team, Employees & Roles

- 9.0 - **Nick Ishak – BBHL President / Commissioner** (Overseeing all operations of the BBHL)
- 9.1 - **Eddie Piazza – Vice President** (Rule Book, Suspensions, Jerseys, Photos/Videography, helping make behind the scenes decisions to benefit the league)
- 9.2 - **Derek Del Grosso – Event Planner** (Organize BBHL events and fundraising, helping make behind the scenes decisions to benefit the league)
- 9.3 - **Chris Ratcheff – Treasurers** (Liaison between BBHL and the Dome, Budgets, Contracts, employee Payments, suspensions, helping make behind the scenes decisions to benefit the league)
- 9.4 - **Jay Maurice – Website Manager** (Maintain stats, score sheet entry, managing of the website, helping make behind the scenes decisions to benefit the league)
- 9.5 - **Derek Climan – Manager of Referee Operations** (Ref games, find substitute refs & second refs, manage ref schedule)
- 9.7 - **Cam Farquharson – Manager of Scorekeeping Operations** (Completing score-sheets; counting shots, goals, recording penalty minutes, sending score-sheets to the BBHL website manager)

The BBHL administration holds the right to modify any of these rules and the decision making for the league as long as the intensions of the modification are in the best interest of the league and safety of players participating in the league. All rule changes will be discussed and voted on before any changes are ever made.

The BBHL administration thanks you for taking the time to review these rules and would like to wish a great season filled with good hockey, lots of drinks and great company!

CHEERS!

