

YCBHL
RULES AND REGULATION HANDBOOK
SUMMER/FALL/WINTER/SPRING
2026 - 2027



The CBHA Rule Book and its revisions with OBHF modifications will be used as the basis for League play and the enforcement of rules and regulations unless specified differently in the YCBHL Handbook or as the League Executive decide in their sole discretion (in the best interest of the YCBHL and its members).

LEAGUE MISSION:

To build a professional, safe and healthy league in the best possible way.

1. TEAM CONDUCT ON ARENA PROPERTY:

Any team involved in destructive or negative conduct on arena property or in the arena parking lot will be immediately suspended from further League play. The team will be fined a minimum of \$200.00 and may be suspended for the rest of the season and at the discretion of the league management may forfeit all registration fees paid to the league. The subject team(s) will be responsible for any damage or ill behavior caused by any of its team members on or around arena property. The subject team shall bear full responsibility for any damages and all costs associated with the repair and (or) replacement including labour caused by any of its team member(s).

FIGHTING OFF THE SURFACE: Any Player or Team Official fighting OFF the arena surface will receive an automatic expulsion from the League. ALL SUSPENSIONS assessed off the playing surface will be double in length.

The YCBHL reserves the right in their sole discretion to allocate damages and subsequent repair costs to more than one team if the guilty party(s) cannot be clearly determined.

2. CAPTAINS:

- A) Each team must have a captain and a maximum of three assistants. If the captain is absent the referees must be notified of the player designated as captain prior to the start of the game and the player designated shall be noted on the game report.
- B) Only the captain or assistant captain may address a referee. When addressing a referee, the captain or assistant captain is expected to be courteous and respectful. Only an interpretation of the official's decision will be discussed..

3. RISK MANAGEMENT:

It is the **responsibility of the player** and his respective manager/coach/team representative to ensure proper CSA approved protective equipment is being worn at all times when a player is on the floor or in the player's or penalty bench.

4. DANGEROUS PLAYING CONDITIONS:

- A) With respect to dangerous playing conditions, the decision whether to begin or continue a game is solely the decision of the referees. Players or team managers are instructed to bring any concerns of safety or peril immediately to the attention of the ON FLOOR officials.

Any game considered to be getting out of disciplinary control in the referee's sole discretion shall be immediately terminated. Where both teams are directly involved in the lack of control and the game is terminated both teams shall receive zero (0) points in the standings and shall be reported to the League Technical Director where further penalties/fines may be imposed. Where one team is clearly the catalyst under these circumstances the non-offending team shall be awarded the two (2) points in the standings.

5. DEFAULTS:

- A) A team will be given **15 minutes** past the scheduled start of a game to floor a minimum of six players. If a team is able to floor the required number of players within the **15 minutes** but was not ready to begin to play as instructed by the referees (scheduled start) a minor penalty for delay of game will be assessed to the offending team. If the **15 minute deadline** has elapsed and the offending team is now ready to play it is the decision of the non-offending team as to whether they wish to play or receive an automatic win by default. If they choose to play the time elapsed will not be put back on the clock (unless time permits) and the shortened game will now be played and considered official. In any case, the non-offending team shall have the option to wait for the offending team to have enough players, provided a minimum of ONE period can be played within the one hour

allotted for that particular game, and further provided that in the referees' opinion there is sufficient time, and that the offending team has been earnest in their attempt to floor a team. An offending team defaulting a game will be fined \$200.

- B) The winning team in a defaulted game will be given two points and a 1-0 victory. The goal and the shutout will be counted in the team's statistics. No player shall be awarded the goal in this situation.
- C) The team winning the game may use the remaining floor time for practice purposes. The team defaulting the game can remain on the floor only with the permission of the other team. If a team should default twice in a given season, the League Technical Director will decide whether the team will be allowed to complete the season.
- D) Defaulted games shall count in the duration of a suspension.
- E) A team defaulting the 2nd game of a two game playoff series shall automatically forfeit the series to the non-offending team. In all cases, the league Technical Director reserves the right to replay the 2nd game if there are unforeseen circumstances that affect the offending team's ability to be present at the subject game.

6. PLAYOFF ELIGIBILITY AND EP (Emergency Player) RULES:

EP Player Rules (Emergency Players) - 12 game seasons

1. EP players must upgrade to FULL-TIME before Game 10 of the season and play 3 regular season games to be eligible for playoffs (goaltenders exempt).
2. Players not fully registered are ineligible for Games 11,12 and playoffs for the current season.
3. EP players can play a maximum of 3 games in a division. After this they must upgrade to full time and commit to one team in order to continue playing
4. No EP players can participate in playoffs regardless on the number of games they played

EP Player Rules (Emergency Players) - 10 game seasons

1. EP players must be upgrade to FULL-TIME before Game 9 of the season and play 3 regular season games to be eligible for playoffs (goaltenders exempt).
2. Players not fully registered (FULL-TIME) are ineligible for Games 9 & 10 and playoffs for the current season.
3. EP players or goalies can play a maximum of 3 games in a division. After this they must upgrade to full time and commit to one team in order to continue playing
4. No EP players can participate in playoffs regardless on the number of games they played

A player must legally participate in at least 3 regular season games and be registered full time prior to any deadline in order to be eligible to participate in the playoffs. A goaltender will be eligible for playoffs provided he plays a minimum of 1 regular season game in the subject session. It is the team's sole responsibility to check the stats/roster and know what players are eligible for the playoffs. Under special circumstances (i.e. injury) the YCBHL reserves the right to permit a player or goaltender falling below their required number of games to participate in the playoffs.

7. EQUIPMENT

The referees shall have the final decision as to whether any equipment is dangerous or a particular accessory shall not be allowed in a game. The referee has the authority to prohibit a player from participating in a game while using or wearing dangerous equipment.

The following equipment is mandatory in all YCBHL games:

- a) A CSA-approved hockey helmet with a proper chin strap fastened.
- b) Hockey gloves or gloves approved for ball hockey. Lacrosse gloves properly bound in the wrist area are allowed.
- c) Matching coloured sweater.
- d) Running shoes, goaltenders however, may wear shoes offering more instep and toe protection.
- e) Hockey stick made of wood, fiberglass and aluminum only.

The following equipment is optional, but highly recommended:

- a) **FULL FACE MASK** and mouth guard, internal or external.
- b) Elbow pads (must be worn under the sweater).
- c) Knee pads (basketball or volleyball) which may be worn over or under the sweatpants.
- d) Protective cup which must be worn under the sweatpants.
- e) Hard shin pads that run down the leg must be worn under the sweatpants. Only the all-foam one-piece soccer style shin pads may be worn on the outside of the uniform or pads approved by the OBHF.
- f) Shoulder pads (ice hockey) are prohibited for players other than goaltenders. Sticks may be made out of wood, fiberglass or aluminum ONLY. There is no stick curvature rule. Plastic attached blades, including sticks with holes, are not permitted. A player may carry only one stick while participating in the play. A minor penalty shall be assessed for a violation of this rule.
- g) **It is strongly recommended that each team carry an adequate first-aid kit at all times which is available through St. John Ambulance or drug stores. The League is not responsible nor will it assume any responsibility for supplying players or teams with first aid supplies or associated treatment of injuries.**
- h) **Teams should also ensure that at least two members have a recognized first aid certificate.**

- i) ****FULL FACE MASK. The YCBHL ENCOURAGES FULL FACIAL PROTECTION. If a player chooses to participate with a facial protector, it is required that the facial protector itself be CSA approved. Any alteration to a mask or helmet will void the certification and consequently the equipment will be considered illegal. Players will not be permitted to participate in play with illegal equipment.**
- j) *****All goaltenders must wear CSA approved helmets and facial protectors. Goaltenders will not be allowed to participate in a game without a CSA approved face mask and helmet.***

8. YCBHL FINES, PENALTIES AND SUSPENSIONS

When a player has been suspended and is playing for more than one team concurrently the suspension must be served in full with the team in which the penalty was assessed prior to the subject player being eligible to legally participate with any other team OR as determined by the league executive. Also in the case where a team has completed their season (out of playoffs) the league will have the sole discretion as to whether a player may serve their suspension with another team.

IMPORTANT:

It is the responsibility of the team officials to ensure that a player who incurs a suspension is not allowed to compete for the duration of his suspension. Team officials must be vigilant to ensure the players they are signing for their team are not under suspension. Failure to comply with this regulation may result in a suspension of team officials FOR UP TO ONE YEAR and a minimum \$50 fine. As a general rule, a \$10 fine will be levied for every game suspension, unless otherwise noted. Team fines must be paid before the team's next game.

ALL SUSPENSIONS MAY BE INCREASED DEPENDING ON THE SEVERITY OR INTENT BY THE INDIVIDUAL AND THE PLAYER'S PAST RECORD.

9. FORFEITS/ILLEGAL PLAYERS:

- a) If a team is found playing an illegal or suspended player then any game(s) that he appeared in will be forfeited to the opposition. The League in their sole discretion may suspend the offending team's Officials for up to a maximum of one calendar year.
- b) A forfeited game will result, if during the course of a game, a team does not have a minimum of four players able to continue to play or if they are unable to floor the correct number of players as instructed by the referee. A team may be allowed to continue with a minimum of 5 players (or 4 players and a goaltender) if there are 10 minutes or less remaining in the game. Teams are not permitted to add players to their rosters during a game to prevent a forfeit under these circumstances.

- c) Any player found playing illegally, contrary to OBHF guidelines will be automatically suspended and may be suspended for up to one year and fined \$100. Any game(s) the subject player may have participated in will be classified as forfeited games to the opposition, with the league forfeit rule applied.
- d) Should a team not have their goaltender show for a particular game they will be able to use a registered YCBHL goaltender from another team with the opposing team's approval or with prior approval by the league.

10. GAME DURATION:

Games will consist THREE 10 minute periods. All games will be played stop-time unless there is a five-goal spread separating the two teams in the last period.

11. GAME REPORTS/PLAYERS ARRIVING LATE:

The gamesheet shall be completed as follows:

- a) The game report must be signed in full where indicated by the authorized manager or coach or authorized team representative of each team. It is understood by this signature that the official so signed shall be deemed to have the responsibility for any representations on the game report for his team. Appearance of a player's name on a game report shall constitute participation in that game.
- b) Teams shall be permitted a maximum of two team officials on the bench. Additionally, teams will also be allowed up One first aid member and a non-suspended registered roster player on the bench. All team officials MUST be officially registered with that team to be allowed on the bench.
- c) A player shall be eligible to compete with the team in games provided by the OBHF and its member league as long as he is: a) not under suspension by OBHF or any of its leagues, b) registered to such team, c) in compliance with YCBHL, and OBHF eligibility guidelines.
- d) When a player has been inadvertently omitted from the game report, the referee shall permit his name to be added to the game report, provided the player was on the floor prior to the end of the floor and participated in the game.
- e) **Each team must pick up a copy of the game report from the Convenor at the end of each game. Each team shall then be responsible for managing any fines and suspensions in subsequent games earned as a result of any penalty shown on the game report.** Minimum suspensions/fines will be detailed on the game report following the game. Any confusion regarding a fine or suspension must be addressed with the on-duty Convener immediately following the subject game. Conveners DO NOT have the authority to change a referee's call.

- f) Any team or team official who allows a player to take part in a game without being an OBHF registered member shall be reported to the League Executive and may be suspended for a period of up to one year.

12. INSURANCE

As a member of the Ontario Ball Hockey Federation, all forms following an injury must be completed in full and submitted to the OBHF office within 30 days to be eligible for the any applicable insurance. If an injury occurs, the team MUST ADVISE the game referee before the game report is completed at the conclusion of the game to make a notation as to the type of injury sustained and the subject player that was injured. The team must keep a copy of the game report if available and immediately request from the on-duty convener a copy of an Injury Report signed and validated by the on-floor referee and the league convener. An Accident Claim Form will also be needed for the injured player's doctor/dentist to complete. All three documents will be required and must be forwarded to the OBHF office within 30 days.

13. LEAGUE WELFARE:

THE LEAGUE EXECUTIVE AND ITS OFFICIALS WILL STRIVE TO PROVIDE A SAFE AND HEALTHY ENVIRONMENT FOR ALL PLAYERS, COACHES AND SPECTATORS. THE LEAGUE EXECUTIVE WILL RESERVE THE RIGHT AT THEIR SOLE DISCRETION TO DISQUALIFY A PLAYER(S) OR TEAM(S) MEMBERSHIP AT ANY TIME IF THEY ARE DEEMED CLEARLY HARMFUL TO THE GENERAL WELFARE OF THE LEAGUE AND ITS PARTICIPANTS. THE LEAGUE EXECUTIVE WILL SOLELY DECIDE WHAT REFUND, IF ANY, SHALL BE GIVEN TO THE PERSON(S) OR TEAM(S) IN QUESTION. A TEAM SHALL BE RESPONSIBLE FOR THE CONDUCT OF ITS TEAM MEMBERS AT ALL TIMES. FINES ACCUMULATED OR EXPENSES AN INDIVIDUAL INCURS BECAUSE OF A SUSPENSION OR DAMAGE SHALL BE THE RESPONSIBILITY OF THE SUBJECT TEAM SHOULD THE INDIVIDUAL NOT PAY ACCORDING TO LEAGUE GUIDELINES.

14. OFFICIALS/MINOR OFFICIALS:

- a) The referees can seek the assistance of a minor official if there are any incidents which the referee did not see (e.g. which team jumped over the players' bench first in a bench clearing).
- b) A League official and/or timekeeper can provide the referee with assistance in the assessing of any penalties if there are any incidents which the referees did not see.
- c) During an altercation, at the discretion of the referee, the clock shall be permitted to run until the referee directs the timekeeper to stop the clock.
- d) The referee may terminate a game if, in his estimation, it is getting beyond disciplinary control.

15. PLAYING RULES (FIGHTING AND MATCH PENALTIES):

A. ALCOHOL CONSUMPTION AND SMOKING:

SEE SECTION 21

B. ATTEMPTED INFRACTIONS:

A minor penalty or major (OR MATCH) penalty can be assessed to any player who attempts to up-end or hit an opponent in any manner and misses (e.g.: attempted boarding, attempted tripping, etc.).

C. BOARDING AND BODY CONTACT:

A major penalty and game misconduct penalty shall be assessed to any player who intentionally checks an opponent into the boards. A minor or major penalty (or Match) will be assessed to any player who intentionally body checks an opponent.

D. CHECKING FROM BEHIND:

- i) A minor or major penalty depending on severity PLUS a Game Misconduct penalty shall be assessed to any player who hits or pushes an opponent from behind.
- ii) **Where a player is high-sticked, cross-checked, body-checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend himself and the referee determines that there was an intent to injure, the offending player will be assessed an automatic MATCH PENALTY and the offending player will be indefinitely suspended by the league.**

E. GAME EXPULSION PENALTY:

A Game Expulsion penalty will be assessed to a player, who in the officials' opinion, is a clear disruption to the harmony of the game.

F. GATHERINGS – CONCLUSION OF THE GAME:

Teams must keep their players on the bench (no line changing) in the event of any problems breaking out on the floor (especially at the end of the game). The referee closest to the players' bench should attempt to instruct the players on the benches to remain there until the problems on the floor have been sorted out by the referees. Under these circumstances teams will be fined \$50 and the team official will face an automatic suspension for failing to keep his team on their bench or refusing to leave an area once instructed by the referee. In the above situation, if a player disobeys the referee he will be assessed a Game Misconduct plus any other penalties he receives.

G. FIGHTING AND MATCH PENALTIES:

Any combination of two fighting majors and/or match penalties in a season by an individual player will result in a one-year suspension plus fine.

FIGHTING

Fighting is not condoned in the YCBHL and will result in a minimum FIVE game suspension.

i) **FIGHTING OFF THE PLAYING SURFACE AND INCIDENTS OFF THE SURFACE:**

- a) Any player fighting off the playing surface will receive an immediate expulsion from the league.
- b) Any player receiving a suspension as a result of an incident OFF THE FLOOR will automatically have their suspension and fine doubled and put on report by the league. A second incident in the same calendar year will result in the player being suspended indefinitely by the league.
- c) A player ejected from the game **MUST** proceed directly to their dressing room or face further suspension.

ii) **MATCH PENALTIES:**

A Match Penalty shall be assessed when there has been an intent to injure an opponent. Intentional contact with a referee or off-floor official will also result in a Match Penalty. A player who threatens or makes a mock attempt to strike a referee or any off-floor official shall be assessed a Match Penalty.

H. STICK PENALTIES:

SLASHING

An automatic FOUR minute penalty shall be assessed to any player who slashes an opponent. Any player who injures an opponent with a slash (or if it is serious in nature), will receive a major penalty plus a game misconduct penalty or a Match Penalty.

HIGH-STICKING

- i) A minor penalty shall be assessed to any player who contacts the ball above the normal height of the shoulders. Referees are instructed to blow the whistle immediately when the ball is contacted with a high stick and assess the penalty. A goal scored from a high stick shall not be allowed.

- ii) The carrying of sticks above the normal height of the shoulders of the opponent is prohibited. **A minor penalty shall be assessed to any player checks or intimidates an opponent while carrying his stick above his/her shoulders.**
- iii) **An automatic major and game misconduct or Match Penalty will be assessed to a player who injures an opponent (or if it is serious in nature) with a high stick above the shoulders.**

CROSS-CHECKING

An automatic FOUR minute penalty shall be assessed to any player who cross-checks an opponent. Any player who cross-checks an opponent above the shoulders shall be assessed a MAJORr penalty plus a game misconduct penalty. Any player who cross-checks an opponent from behind shall be assessed an automatic major plus game misconduct. An automatic major and game misconduct or Match Penalty shall be assessed to any player who injures and opponent (or if it is serious in nature) with a cross-check.

I. SUCKER PUNCH:

A sucker punch is defined as any incident when a player throws a punch at another person without that person being prepared and/or able to protect himself.

Any player sucker punching another player shall be assessed a MINIMUM TWO game suspension and assessed a Gross Misconduct and reported to the League Technical Director. When a Sucker punch is assessed the subject team will play short-handed for five minutes and the offending player shall be assessed an automatic expulsion. A FIGHTING or Match Penalty may also be assessed for a sucker punch depending on the severity and the intent of the action at the discretion of the referee.

16. PLAYERS IN UNIFORM:

- a) **Each team must have a minimum of six players in uniform to start a game. Failure to do so shall result in a defaulted game. A game will not be defaulted due to a shortage of required players if a player is required to sit a four minute stick penalty that has actually expired.**
- b) It shall be the responsibility of the Home Team to make alternative sweater arrangements when there is a conflict between two team colours. It will be the sole discretion of the referee to decide whether alternate arrangements are necessary and whether the visiting team shall wear cover-ups due to their cause in the conflict OF matching jerseys OR by having significantly fewer players than the home team.
- c) Each player must wear a matching base-coloured sweater to be eligible to play. Only the goaltender may wear a alternate coloured jersey.

- d) If a goaltender is replaced through injury, then no warm-up time will be allowed for an alternate who is already dressed. An injured goaltender will be allowed ten minutes to recuperate if needed.
- e) If a team is forced to make a goaltending change due to injury and one is not dressed, then five minutes will be allowed to dress an alternate. If one is not ready in that time, then the team must continue with six attackers with none of the players being given goaltending privileges.
- f) If a goaltender is ejected from the game with no substitute dressed, the team will not be permitted any time to dress an alternate. A goaltender receiving three penalties in a game shall be immediately ejected from the game.
- g) If the regular goalie recovers from his injury and returns to the game, the alternate will then play as the back-up. He cannot reappear as a runner once he has entered the game as a goalie.
- h) Only a CSA approved mask designed for goaltenders may be used by a goaltender.

17. PENALTIES (3 PENALTIES/INDIVIDUAL):

ANY player or goaltender receiving a 3rd penalty of any kind during the same game will be ejected from that game.

18. PROTESTS:

If a protest involves a referee's decision, it shall be valid only if it questions an interpretation of a rule.

In the case of matters involving a referee's decision or any matter affecting the outcome of a game, the procedure for registering a protest shall be as follows:

- A) **The team shall, prior to the expiry of 48 business hours (excluding holidays and Fridays) from the date of the game, file with the YCBHL, a concise statement of the matter of protest, together with a \$25 security deposit. NO PROTEST will be considered if it is received after the deadline or without a security deposit.**
- B) Suspensions of FIVE GAMES OR LESS CANNOT BE APPEALED unless deemed necessary by the League Executive. Appeals will be decided within 5 business days when possible upon receipt to the Technical Director and **COULD ALSO BE INCREASED** once an appeal has been initiated. A denied appeal will result in the forfeiture of the \$25 security deposit.
- C) All suspensions must be honoured regardless of pending appeals, i.e., a player must serve that portion (or all) of the suspension if the appeal has not been decided upon prior to his scheduled return.

19. ALCOHOL AND SMOKING:

WARNING! All team officials, players and spectators are warned that any consumption of alcohol or illegal substances on arena property including the parking lots and/or the dressing rooms or smoking in the facilities may result in **THE IMMEDIATE SUSPENSION OF THE OFFENDING TEAM!**

20. SPECTATORS:

The individual teams are responsible for the actions of any spectators who are supporters of their team. Any acts of physical abuse by a spectator against any registered member of the YCBHL and its affiliate leagues will not be tolerated and shall be severely dealt with.

21. SUSPENDED PLAYER/TEAM OFFICIAL:

Any player ejected from a game must go immediately to their dressing room. Failure to do so will result in an indefinite suspension to the subject player and possible termination of the game.

22. TIME-OUTS:

Each team shall be allowed ONE thirty second time out per game. A team would also be granted ONE time-out in overtime.

23. UNSPORTSMANLIKE CONDUCT/ZERO TOLERANCE – VERBAL ABUSE:

- A) A Minor penalty (to a Match Penalty) will be assessed to any player who verbally abuses an official or who harasses an opponent (depending on severity).
- B) **TRASH TALK** – a Game Misconduct or Gross Misconduct Penalty shall be assessed in cases where players are name-calling or slandering. Should it include reference to race/colour/gender/ethnicity a Gross Misconduct would be assessed.
- C) All communication toward an official must come from a team captain only and must remain respectful and involve an interpretation of a rule or procedure.

24. FACE-OFFS:

- a) When a goaltender has stopped the ball and the play has been whistled down and an opposing player jabs, pokes or slashes for the ball making incidental contact with the goaltender, THE FACE-OFF SHALL BE TAKEN OUTSIDE THE BLUE-LINE WITH THE BLUE-LINE BEING RESET. If the contact with the goaltender is more severe or intentional a minor, major or even a match penalty will be assessed to the subject player.

25. OVERTIME:

- a) **Overtime periods (predominantly in the playoffs) shall be five minutes in length with sudden victory to the team who scores the first goal. Should teams be tied with one win each in any playoff series, a THIRD sudden victory MINI Game (first goal wins the series) will be played immediately following the second game to determine the series winner.**
- b) **In a shootout session three (3) players are to be pre-selected from each team. Each pre-selected player in order shall take their shot simultaneously with the other team. The team with the most goals in the five goal segment wins the series.**
- c) **If after three (3) shooters the teams are still tied then each team will provide a new shooter until the tie is broken and a winner is declared. Should a team go through their entire line-up and there is still a tie they will again begin with the original shooter and the same original order of shooters. If one team goes through their order quicker because of a shorter bench then the opposing team shall also have the option of starting again at the top of their order. If they decide to exercise that option they must stay with that original order.**

NEW OBHF RULES FOLLOWED IN LEAGUE PLAY

1) Flooring - Rule 65 (g)

Flooring will remain automatic when the ball crosses the goal line in Minor Divisions

In Adult Divisions, Hybrid flooring/icing will be in effect.

The deciding factor is who the official believes will be the first to get possession of the ball. The official will make that decision when the players cross the "threshold" – the imaginary line across the hashmarks & faceoff dots.

When flooring has been called, the offending team will NOT be permitted to conduct a line change.

Ball Out of Play or Unplayable - Rule 75 (e)

When a ball is last contacted inside the attacking zone, regardless of which team is responsible for the stoppage, the ensuing face-off will take place in 1 of the 2 end zone face-off circles.

If the attacking team has set the zone, and the ball becomes unplayable or leaves the playing surface between the red and blue lines, the ensuing face-off will take place outside the attacking zone's blueline, and the zone will remain set.

2)Harassment of Officials, Unsportsmanlike Conduct & Misconduct - Rule 47 (f)

Any player or team official who engages in taunts, insults, or intimidating behaviour, based on discriminatory grounds will be assessed a Gross Misconduct. These will include: This is a further extension of the 'New Rule' from Summer 2020

- Race, Nationality, Ethnic Origin, Skin Colour, and Language Spoken
- Religion, Faith and Beliefs
- Age
- Sexual Orientation, Gender Identity and Expression
- Marital or Familial Status
- Genetic Characteristics and Disabilities
- A gross misconduct penalty assessed under these circumstances will result in a minimum **FOUR (4)** game suspension.

3)Goaltender Equipment - Rule 24 (c)

Should the goaltender lose their helmet, facial protector, blocker or trapper, or any combination thereof, play will be stopped unless there is a scoring chance that does not pose a safety risk to the goaltender.

4)Time of Game - Rule 84 (e)

Teams will be permitted **ONE (1)** time-out per game, and one (1) additional time-out should the game go into overtime.

If the time-out during regulation time is not used, it does NOT carry over into overtime.

5)Playing Rules Misconducts - Rule 33

The OBHF Board of Directors has approved the following amendment to be effective immediately.

-Gross Misconduct on the basis of discriminatory comments or actions, which include but are not limited to: race, culture, ethnicity, skin colour or language spoken; religion or faith; sexual orientation or gender identity/expression, will receive a 4-game suspension, 2 games above the current minimum in the CBHA rulebook.

-A 2nd incident within 1 calendar year will result in an immediate 1-year suspension and a hearing upon reinstatement.

Incidents taking place beyond the calendar year of the latest report, will be subject to review, and MAY include further suspensions.

-A 3rd incident, regardless of timeline, will result in indefinite removal from all OBHF play.

-Incidents not witnessed by the Officials but are reported to the Referee, shall still be reported to each bench and an Incident Report shall be completed by the Referee.

Drawing blood will incur an AUTOMATIC minimum 5 Minute major and Game Misconduct penalty (1 game suspension)

NEW OBHF RULES WITH IN-HOUSE RULE AMMENDMENTS

6) All double minor penalties will be staying as is. Note: A double minor will only count as one (1) infraction towards the 3-penalty rule

7) Faceoffs - Rule 57 (j)

Referees will determine what face off dot will be used on icings.

8) High Sticking the ball - Rule 62 d – 1 & 2

High sticking the ball will remain a 2 min penalty in league play.

OVERTIME AND PENALTIES

1. Two-Game Series (Aggregate Format)

In this format, the overtime period is technically treated as a **separate entity (Game 3)**.

- **Reset:** Minor penalties from the end of regulation do **not** carry over into the overtime period.
- **Major Penalties/Misconducts:** Any player who receives a Major, Game Misconduct, or Gross Misconduct during the two-game series is ineligible for the overtime.
- **Suspension Credit:** Because the overtime is considered a "3rd game," any player serving a one-game suspension can count the overtime period as their game served.

2. Single Elimination & Best-of-Three Series

In these formats overtime is considered part of a single game.

- **Carry Over:** All active penalties at the end of regulation **do** carry over into overtime.
- **Man Advantage:** Teams will start the overtime period with the same numerical strength (e.g., 5-on-4 or 4-on-4) that existed at the end of the 3rd period.