



OFFICIAL CPHL RULES & REGULATIONS

UPDATED NOVEMBER 2023

Updated/amended rules appear in red

I. Game Rules

- 1) Each team fielded will consist of four (4) players plus a goaltender. Each team must be able to field a minimum of three (3) players plus a goaltender or the game will be automatically forfeited. Each team will be allowed 15 minutes, or longer at the referee's discretion, after the game's official start time to field the required number of participants. Each team will designate a goaltender for their team at the start of the game. Goaltenders can be changed at any game stoppage during the game. If a goaltender is taken off on the fly, the new player will be considered an extra attacker and not a goaltender. The crease rules will apply to this extra attacker the same as any other non-goalie. At the start of the game if either team has FIVE total players or fewer, both teams will play 3 on 3. If players show up as the game progresses and both teams have at least SIX players, it will return to normal 4 on 4 play.
- 2) **Players have to play SIX (6) regular season games to be eligible for the semifinals and finals. (No minimum for 3rd place game. No difference based on date of registration. Players can still play in all regular season games regardless of number of games played.)**
- 3) **If a team has player(s) absent they can contact player(s) from other teams to fill in as long as the opposing team's coach agrees to the substitution(s).**
 - A) **Substitution players can Not be decided on game day.**
 - B) **Individual statistics will not count towards the substitute players but will for team statistics.**
 - C) **Maximum two substitute players per team****Prior to each playoff series the coaches involved in each series will decide if substitutes will be allowed in their series.**
- 4) Each team at the beginning of the regular season will be allowed to designate 1 player as Captain and 1 player as an Assistant Captain. In the event that a team is missing 1 or both lettered players, the team will inform the referees of substitute player(s) for that game.
- 5) On all face-offs the ball will be placed on the floor at a mark designated by the referee. The stick blades of the players taking the face-off will be placed six (6) inches on opposite sides of the ball. Note: the sticks must be lined up at a '12 to 6' position. The players chair must be completely onside, however the chair does not have to be at a '12-6' position. Chairs may be angled if the player chooses. The play will start when the referee blows the whistle. A face-off will take place to resume play. A face-off will take place at centre court after a goal is scored and at the start of each period. The home-team will have preference on every face-off as to which side of the ball they lineup on. If the ball is shot directly out of bounds on the face off a warning will be given to both players. If the ball is shot directly out again one or both of those players (at the discretion of the referee) will be removed from that face off and teammate(s) will replace them.
- 6) Play will be stopped when the referee loses sight of the ball or when the ball stops moving under any player's wheelchair.
- 7) When the ball becomes lodged in a player's chair, so as to make it unplayable, or if it is a "dead" ball, a ball which has been compressed, the Referee shall stop the play and a face-off shall take place. The ball should be replaced immediately if it is damaged at all.
- 8) Play will be stopped if there is a saved/frozen ball by the goaltender. The whistle will be blown immediately [equivalent to a count of one-thousand-one]: (1) when the referee identifies/sees that the ball is under some portion of the goaltender's wheelchair (including, footrests, battery box, wheels, etc.) or trapped against his/her stick; or (2) when the ball is shot or rolls under the goaltender's wheelchair and clearly does not go into the net. (3) No player may reach (jab, poke, or swipe at the ball) under a goaltender's wheelchair from the rear tires to the front tires or at a ball trapped under the goaltender's footrests or feet to try to score a goal (assuming the goalie has some portion of his/her wheelchair within the goal crease). Any goal scored in this manner will be disallowed and a face-off will take place in the face-off circle closest to where the play was stopped.
- 9) A goal is scored when the ball completely crosses the goal line.

- 10) When a goal is scored, the two players on the attacking team who touch the ball immediately before the goal scorer will receive credit for assists as long as possession is maintained. Deflections off players who are on the defending team do not count as a change of possession.
- 11) A goal may only be scored by the use of one's stick. If a ball deflects off any other person or wheelchair and goes into the net the goal will count provided the deflection does not violate any other rule. If the ball deflects off a referee and goes directly into the net the goal will be disallowed. All face-offs will take place at the closest face-off area from where the ball was shot. Goals shot from behind centre line will be allowed. Please note: if the ball deflects off of a player's body it will be disallowed if the player moved their body in an effort to direct the ball into the net. For example, if the player used a soccer style 'heading' of the ball into the net it won't be allowed. But if the ball merely deflects off of a player's head it will be allowed. Another example; If a player moves their arm to direct the ball into the net it won't be allowed. But if the ball merely deflects off a player's arm, with no intentional arm movement, it will be allowed.
- 12) When in play, the ball must precede the player over the centre line. Players' wheelchairs must be totally across the offside line to constitute an offside. A face-off will occur at the closest face-off area in the offending team's zone. If players clear the opposing zone, then no offside will be called. If a goal is scored when a player is offside, the goal will be disallowed. If a player takes a shot on the opponent's goal during a delayed offside, and his or her team clears the zone before the ball enters the net the goal will be disallowed. Note: if a team is offside and they take a shot on net (hitting goalie or any part of the net) the whistle will not be blown.
- 13) If the ball leaves the playing area the play will be stopped and a face-off will take place at the closest face-off area from where the ball was shot. If an attacking player causes the ball to go directly out of play, without contacting any players, any part of the net, linesmen referees, or the playing surface, in the attacking zone, play will be stopped and a face-off will take place at the closest face-off area in the offending team's zone. If the shot is taken from the player's defending zone and goes out of bounds the faceoff will take place at the closest face-off spot in the zone where the ball was shot from.
- 14) In the event of a player experiencing equipment failure (i.e. wheelchair malfunction or inoperation) the play will be stopped when that player's team gains possession of the ball. The only exception to this rule is when the equipment failure results in a dangerous situation for that player or others. In this instance the play will be stopped immediately.
- 15) The home team gets the last change. Following a stoppage of play, the Referee will enforce the following line change procedure:
 1. The Referee shall give the visiting Team up to ten (10) seconds to start their line change.
 2. The Referee shall raise his hand to indicate no further changes by the visiting Team and to commence the home Team's line change.
 3. The Referee shall give the home Team up to fifteen (15) seconds to make their line change.
 4. The Referee shall lower his hand to indicate no further changes by the home Team.
 5. Any attempt by the either Team to make a change after the Referee's signal, attempt to place too many men on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the Referee will send the players who have attempted to change back to their players' bench. The Referee will then issue a warning to the offending Team (through the Coach) indicating that any subsequent violations during the rest of the game (including overtime), shall result in a bench minor penalty for delaying the game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game -- Improper Line Change".
- 16) Players Benches - The players' benches should be separated by a substantial distance. The 'door' for each team's bench should be located approximately half way between the centre line and goal line. Each team's bench (door) must stay in the same location for the duration of the game. If a team positions itself too close to the center line or too close to the goal line, the referee will give 1 warning. If they don't move to a suitable area, a 2-minute bench minor will be given and the game will not resume until the benches are properly located. If a team does not move, they will forfeit the game.

17) Playing Time

Maximum amount of playing time

Each player will have a maximum amount of playing time per game

- Within an acceptable variance of plus or minus 10 percent, barring injury or equipment failure.
- The amount of 'max time' will be determined **by which team fields the fewest number of players.**
- Goaltenders are excluded in the number of players fielded for the purpose of this rule.
- Goaltenders will not have a max playing time.

The MAXIMUM time per player is as follows:

# of Players Fielded	MAX Time
5 Players	48 minutes
6 Players	40 minutes
7 Players	34 minutes
8 Players	30 minutes

Minimum playing time

Each player must play a minimum amount of minutes of the game

- Within an acceptable variance of plus or minus 10 percent, barring injury or equipment failure.
- The amount of minimum playing time for each team per game will depend on the number of players fielded **by each team**
- Every player must play a portion of each period, excluding overtime
- Goaltenders are excluded in the number of players fielded for the purpose of this rule.

The MINIMUM playing time per player is as follows:

# of Players Fielded	Minimum Time
5 Players	45 minutes
6 Players	35 minutes
7 Players	30 minutes
8 Players	25 minutes

Enforcement

There will be a dedicated playing time tracker provided by the league at each game.

Failure to comply

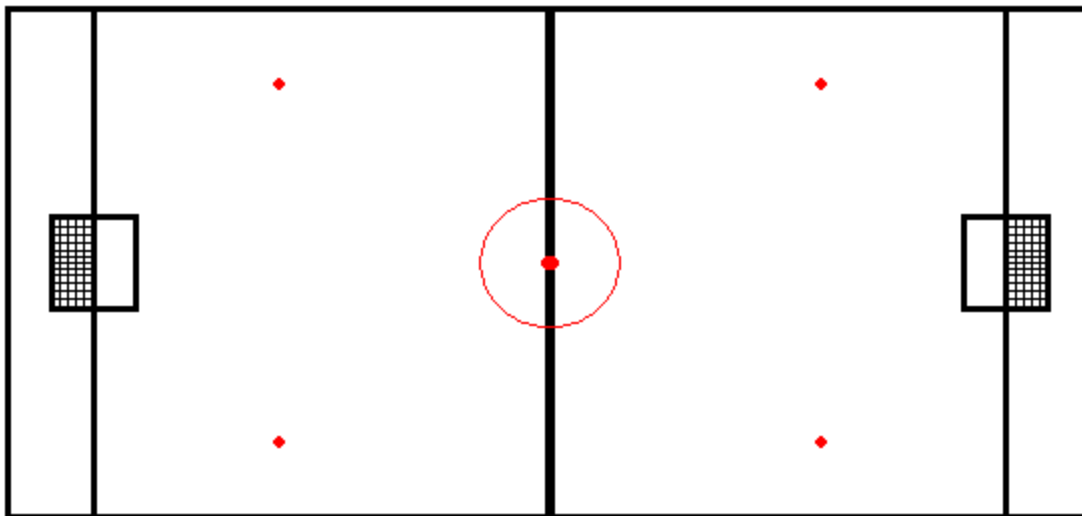
If a team does not abide by both the minimum and maximum rules they will forfeit the game.

18) Hand pass

- a) Play shall be stopped and a face-off shall occur anytime a player (except the goalkeeper) closes his/her hand on the ball and does not immediately drop the ball to the floor.
- b) A player shall not be allowed to "bat" the ball in the air, directly to a teammate unless the "hand pass" has been initiated and completed in his/her defending zone, in which case play shall be allowed to continue. If the "hand pass occurs in the attacking zone, a stoppage of play will occur and a face-off will take place in the offending team's zone.

II. Playing Area

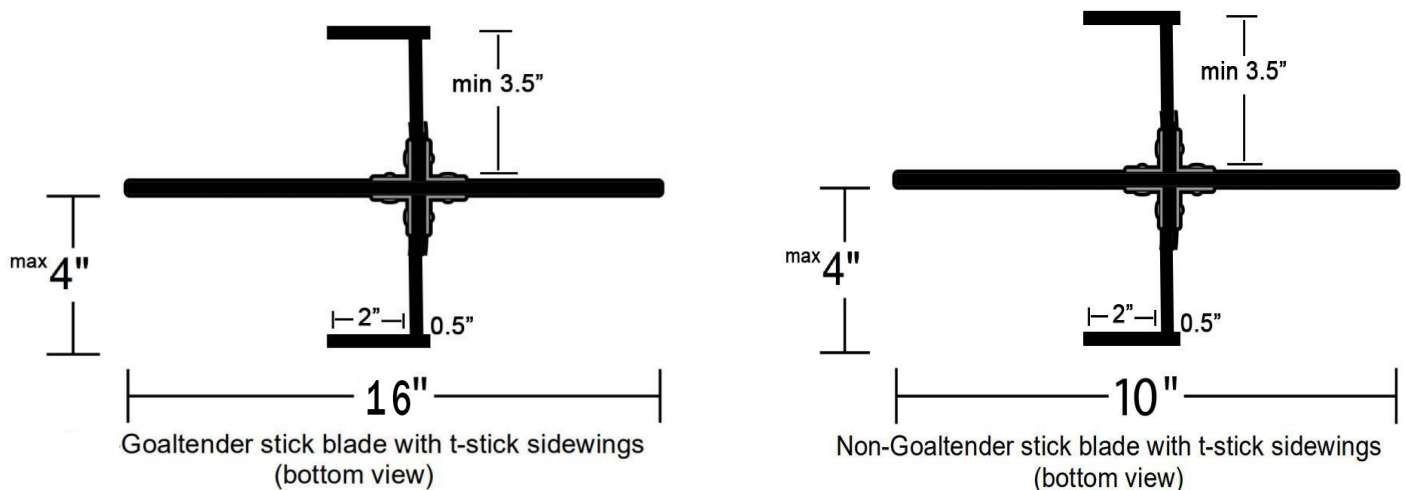
- 1) The playing area for all games will be approximately the size of a basketball court. Modifications to court size can be made at the discretion of the Operations Committee.
- 2) The goal nets should measure approximately 72 inches (183cm) wide by 36 inches (91cm) high by 24 inches (60cm) deep. If standard hockey nets are used an additional crossbar and netting will divide them and will be placed at a height of 36 inches (91cm) from the floor.
- 3) The goal crease should measure 88 inches (223cm) wide and shall extend sideways approximately 8 inches from each post and extend 48 inches (120cm) outward from goal line.
- 4) On the playing surface there will be five face-off areas. One in the centre of the court, one on each side of both nets positioned approximately halfway between the nets and centerline.



III. Equipment

- 1) No special attachments or modifications will be allowed on any wheelchairs that may prevent the ball from traveling underneath or around the chair including bags or backpacks. No bags or backpacks will be permitted on players except for medical reasons.
- 2) All players with severe spasms in their legs must strap their legs to their footrests for their own safety and that of others.
- 3) Sticks (Note: Players may hold their stick or they may attach it to their wheelchair using a method approved by the Operations Committee.)
 - (a) Sticks held by hand must conform to the following guidelines: (Note: Players who hold their stick may use a tubing crossbar if desired. **No t-sticks allowed for hand held.**)
 - i. Stick shafts shall be made of plastic or composite materials and shall have a maximum length of 42 inches (105 cm) from the end of the shaft to the heel of the blade. Composite shafts may not have wood or metal in their composition.
 - ii. Non-goaltender stick blades shall be made of plastic and be no longer than 10 inches (25 cm) from the heel to the end of the blade. The blade shall have a maximum height of 3 inches (7.62 cm) along its entire length. All blade edges must be beveled.
 - iii. Goaltender stick blades shall be made of plastic and be no longer than 16 inches (40 cm) from the heel to the end of the blade. The blade shall have a maximum height of 4 inches (10 cm) along its entire length. All blade edges must be beveled.
 - iv. If a tubing crossbar is used it shall extend to a maximum of 3 inches (7.5 cm) on either side of the blade. Tubing crossbars shall be made of plastic or rubber and have no sharp edges.
 - (b) Sticks attached to wheelchairs must conform to the following guidelines: (Note: *Players who attach their stick to their wheelchair may use a tubing crossbar or "t-stick sidewings" if desired.*)
 - i. Stick shafts shall be made of metal, plastic or composite materials and shall have a maximum length of 42 inches (105 cm) from the end of the shaft to the heel of the blade. Composite shafts may not have wood in their composition.
 - ii. Goaltender stick blades shall be made of plastic and be no longer than 16 inches (40 cm) from the heel to the end of the blade. The blade shall have a maximum height of 4 inches (10 cm) along its entire length. All blade edges must be beveled. Goaltender stick blades shall extend to a maximum of 18 inches (30 cm) from the edge of the wheelchair's footrests.
 - iii. Non-goaltender stick blades shall be made of plastic and be no longer than 10 inches (25 cm) from the heel to the end of the blade. The blade shall have a maximum height of 3 inches (7.62 cm) along its entire length. All blade edges must be beveled. Non-goaltender stick blades shall extend to a maximum of 5 inches (12.5 cm) from the edge of the wheelchair's footrests.

- i. If "t-stick sidewings" are used they shall extend to a maximum of 4 inches (10.16 cm) on either side of the blade and shall have a maximum height of 2.5 inches (Goaltender sidewing max height is 3.5 inches). If there is a perpendicular portion coming forward to help control the ball there must be at a 3.5 inch straight portion before the bend. The perpendicular portion coming forward shall have a maximum length of 2 inches. For non-goaltenders, the entire blade, from toe to heel may not exceed a length of 10 inches. Goaltender stick blades may be a maximum length of 16 inches from toe to heel. Any part of the perpendicular portion that goes towards the back of the blade shall not extend more 0.5 inches. "T-stick sidewings" shall be made of plastic and all edges must be beveled. Brackets to attach "t-stick sidewings" shall be made of metal or plastic and have no protruding edges. All fasteners on the blade and "t-stick sidewings" must be covered.
- ii. If a tubing crossbar is used it shall extend to a maximum of 4 inches (10.16 cm) on either side of the blade. Tubing crossbars shall be made of plastic or rubber and have no sharp edges.
- iii. Brackets to attach sticks to wheelchairs shall be made of plastic, wood, metal or any other material approved by the Operations Committee.
- iv. Protruding hardware (bolts, screws, brackets, etc.) on sticks or stick attachments is not allowed and must be covered or modified to satisfy safety requirements.



- 2) Players are not permitted to wear goaltender gloves or blockers during play. Only goaltenders may wear goaltender pads.
- 3) The official ball is the Aero Floorball, a hollow plastic ball (Whiffle) 3 inches (5cm) in diameter.
- 4) Each team must have different coloured jerseys from the other teams. Players must wear the jersey that is assigned to them; otherwise they will not be eligible to play (coaches may lend their jersey to a player who does not bring their own with permission of the opposing team's coach). If there are no jerseys available for a player to wear who has forgotten their jersey, the player will be permitted to play without a jersey as long as they i) are wearing the same color as their team, and ii) receive the permission of the opposing team's coach and the referee.
- 5) Players may only use one wheelchair during the course of each game. In the event of a break down, a player will not be allowed to switch to another wheelchair.
- 6) League owned wheelchairs have their speeds set by the Operations Committee. This committee will have final say on the minimum and maximum speed allowed for players, based on how well the individual can handle the chair in a safe manner. The Operations Committee has jurisdiction over all safety concerns.

IV. Timekeepers & Referees

- 1) It is the responsibility of the Operations Committee to ensure that a Timekeeper/Scorekeeper and Referees are available and ready for each game.
- 2) Each game will consist of three (3) twenty-minute periods that will be played under stop time. There will be a three minute break between periods. Note: if the referees determine it is required to speed up the game to make sure the game is completed on time, the intermission length can be shortened at their discretion. At the end of each period the teams will change ends. Each team is allowed to call two time outs per game with a minimum of one minute between

each call. Time outs will be one minute in length. Starting time of a game must be within 15 minutes of the scheduled starting time. Extensions will be at the referees' discretion.

- 3) When the amount of game time is equal to the amount of time left until the next game is scheduled to start, the remaining game time will be played under straight time conditions. (Example: The time of day is 3:55 pm, the next game is scheduled to start at 4:20 pm and the 3rd period hasn't started yet, the entire 3rd period will be played under straight time. This will allow for 5 minutes of overtime.)
- 4) If the score is tied after regulation time, five minutes of straight time 3 on 3 sudden death overtime will be played. If the two teams remain tied after sudden death, each team will be awarded one point. If a team does score, the winning team will be awarded two points and the losing team will receive one point. In the event that overtime cannot be played due to time constraints the game will be declared a tie and each team will receive one point.
- 5) It is the Referees' responsibility to inform the timekeeper of each goal, the name & number of the player who scored the goal and the name & number of for each player who assisted on the goal.
- 6) When a team makes a goaltending change, the Referee, coach or a member of the team shall inform the scorekeeper.
- 7) It is the Referees' responsibility to inform the timekeeper and the coaches of each team the penalty incurred when it is called.
- 8) The timekeeper will record all goals, assists, second assists (when applicable), penalty calls (when applicable) and penalty minutes (where applicable) for each player & team on the score sheets. The timekeeper will stop putting goals on the scoreboard if a team is ahead by 8 goals. All statistics will continue to be officially tracked. Goals will be added to the score clock if the differential goes under 8. Note: this is an attempt to curtail blowouts and lessen the psychological impact of large deficits on players. The timekeeper will record the three star selections for each game, selected by the coaches & game officials. The winning team's coach will select a player from his/her team to be the 1st star. The losing team's coach will select a player from his/her team to be the 2nd star. The referees will select a player for 3rd star. In the event of a tie, the same procedure will be used but the referees will determine the order. The game's 3 stars will receive points as follows: 3 points for 1st Star, 2 points for 2nd Star & 1 points for 3rd Star.
- 9) It is the timekeeper's responsibility to inform teams the time that a player may return to the playing surface following a penalty.
- 10) During straight time situations; the clock will be stopped after goals and when penalties are called. After the next face-off to begin play, the clock will be started again and continue as straight time.

V. Standings & Playoff Regulations

- 1) If teams are tied in the (point) standings at the end of the season, the teams' individual records would be consulted in the following order:
 - (a) Most Wins
 - (b) Head-to-head records between the tied teams
 - (c) Fewest goals against

- 2) Playoff matchups will be determined as follows, depending on the number of teams in the League for that season:

(a) 4 team League:

Semi-Finals: Best of 3 series

1st place team vs. 4th place team (Game A)

2nd place team vs. 3rd place team (Game B)

Finals: Best of 3 series

Winner of Game A vs. the winner of Game B

Third Place Game: single game

Loser of Game A vs. Loser of Game B

Note: game will played after game 1 of finals. Home team will be based on regular season standings.

(b) 5 team League:

Teams who place 1 – 3 will automatically be eligible for post-season play. Teams in 4th and 5th place will play a 1 game "Wildcard" match, the winner will take the 4th and final playoff spot.

Semi-Finals: Best of 3 series

Team 1 vs. Winner of "Wildcard" (Game A)

Team 2 vs. Team 3 (Game B)

Finals: Best of 3 series

Winner of Game A vs. the winner of Game B

Third Place Game: single game

Loser of Game A vs. Loser of Game B

Note: game will be played after game 1 of finals. Home team will be based on regular season standings.

- 3) If the score is tied after regulation time in a semi-final game, ten minutes of straight time 3 on 3 sudden death overtime will be played. If the game is still tied, a shoot out will take place to determine a game winner. There will be no intermission between regulation & the overtime period, but teams will switch ends. In the Finals if the score is tied after regulation time, twenty minutes of straight time 3 on 3 sudden death overtime will be played. There will be a 2-minute intermission between regulation & the overtime period, and teams will switch ends. If the game is still tied, a shoot out will take place to determine a game winner. Shoot out procedure:
- (a) Each team will select three players to be "shooters" in the shootout. A team's goaltender is not eligible to be one of the "shooters."
 - (b) The player who is goaltending at the end of regulation time (if no overtime periods have been played) or the last overtime period will be that team's designated goaltender for the shootout.
 - (c) In alternating order (starting with the visiting team), each team will have a "shooter" advance on the opposing goal in an attempt to score. Rebounds are considered unplayable.
 - i. For non stick attached players:
During the penalty shot, if the chair stops moving forward the whistle will be blown and the penalty shot for that player will be over and any shots taken while the chair was not moving forward will not count. Regardless if the ball continues to move in a forward direction. After each team's designated "shooters" have had their turn the team with the most goals scored in the shootout will be awarded the win and one goal will be added to their game score to determine the final score.
 - ii. For stick attached players:
During the penalty shot, if the ball stops moving forward the whistle will be blown and the penalty shot for that player will be over and any shots taken after the ball stopped moving forward will not count. The players chair may start and stop as long as the ball continues to move in a forward direction.
 - (d) If both teams are tied for goals scored after the first round then each team's "shooters" will alternate turns as previously outlined. The "shooters" order may not change. The shootout will end when one team's "shooter" scores and the other's does not in the same round.

VI. General Conduct

- 1) It is each player's responsibility to contact their coach if they will not be present for a game for any reason.
- 2) The use of alcohol or illegal drugs before or during a game will not be tolerated. Such incidents will lead to a game misconduct.
- 3) Any unsportsmanlike conduct will not be tolerated on or off the playing surface. This includes obscene language, verbal abuse, threatening or inciting behavior, physical abuse or abuse of equipment. Spectators who engage in this behavior will receive one warning for their conduct. If their conduct continues to be objectionable, they will be asked to leave. If the spectator in question is a CPHL player the incident will be subject to review by the Board of Directors and may result in further disciplinary action.

VII. Penalty Stipulations

- 1) Two (2) minutes will be assessed for minor penalties and five (5) minutes will be assessed for major penalties. In the event that a period or game is played in "straight time" (no clock stoppage) then three minutes will be assessed for minor penalties and seven (7) minutes will be assessed for major penalties.
- 2) There must be a minimum of three (3) players per team on the playing surface including the goaltender. If another penalty is called, time will start on that penalty after one of the previous penalties has run out. If unable to field three (3) players on the floor, a penalty shot will be awarded.
- 3) If a goaltender receives a minor penalty it will be served by a teammate (to be determined by the penalized team) on the playing surface at the time of the penalty.
- 4) If blood is drawn as a result of any Minor Penalty, the offence automatically becomes a Major Penalty and the player who committed the offence will receive a 5 Minute Penalty & Game Misconduct.

- 5) Goaltenders must serve all major penalties incurred. A teammate will be allowed to play the position of goal for the remainder of the game.
- 6) A player serving a penalty must return to the playing surface after completion of penalty time before a substitution can occur unless the end of the period coincides with the end of penalty.
- 7) If a player receives three game misconducts in one season the Operations Committee will review their status as an active player and he/she may be suspended for the remainder of the season.
- 8) All Penalty Minutes shall be served consecutively. If a player receives more than one penalty in the same instance the minutes will be tallied and all will be served consecutively i.e. If a player receives their first penalty for unsportsmanlike conduct (2 minutes) and is given another unsportsmanlike conduct penalty (2 minutes) they will serve a total of 4 minutes in penalties.
- 9) Delayed Penalties - Should an infraction of the rules be committed by a player of the team in possession of the ball, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s). Should an infraction of the rules be committed by a player of a team NOT in possession of the ball the Referee shall signify the calling of a penalty by raising his arm and upon completion of the play by the team in possession will immediately stop play and assess the penalty to the offending player. If the penalty or penalties to be imposed are minor penalties and a goal is scored on the play by the non-offending team, the first minor penalty shall not be imposed but all other minor or major penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.
- 10) When two minor or two major penalties are assessed to players from separate teams at the same stoppage of play the penalties are considered coincidental and neither team will play shorthanded.
- 11) Ten (10) minutes will be assessed for Misconduct penalties. A substitute for the penalized player shall be permitted immediately. When a player is assessed a Minor and a Misconduct penalty or a Major and a Misconduct penalty at the same time, the Misconduct penalty will commence on the termination of the Minor or Major penalty.
- 12) For Charging, Dangerous Driving & Ramming the first offence for any of those will be a 2 minute penalty. The second offence for any of those will be a 4 minute penalty. The third offence for any of those will be a 5 minute penalty and a game misconduct. (ex: player gets a charging penalty, if they then get any of the 3 penalties listed they will receive 4 mins for that penalty. If they get another of any of the 3 penalties listed they will receive a 5 min penalty and a game misconduct.)
- 13) If blood is drawn OR AN INJURY is sustained as a result of any Minor Penalty, the offence may become a Major Penalty and the player who committed the offence will receive a 5 Minute Penalty & Game Misconduct.

VIII. Minor Penalties

- 1) Bench Minor: Can be called against players or coaches for abuse against the officials or other players or for too many persons on the floor. A "BENCH MINOR" penalty involves the removal from the playing surface of one player of the Team against which the penalty is assessed for a period of two (2) minutes. Any player except a goalkeeper of the Team may be designated to serve the penalty by the Coach and such player shall serve the penalty as if it was a minor penalty imposed upon him.
 - (a) Only the team captain or assistant captain may discuss calls with the referee. *(Discussion should only take place during game stoppages, and only in a civil, calm manner. If the captain or assistant captain raises their voice or is argumentative with the referee in any way, the captain or assistant captain will receive a 2 minute penalty. If a second offense occurs during the game or the player in question continues to argue with the referee the player will be given a game misconduct.)*
 - (b) Coaches are not allowed on playing surface to discuss calls made by officials. Coaches are also not allowed to initiate conversation of any kind with the referee. (2 minute penalty) *(Note) Coaches will **NOT** be given a warning for verbal abuse. This includes questioning calls or complaining about penalties not being called. The FIRST offense will result in a 2 minute penalty. If a coach continues with verbal abuse, the game will be stopped and the offending coach will be asked to leave the playing area. In the event the offending coach refuses to leave, his team will automatically forfeit the game.*
 - (c) Players and/or coaches who yell from the bench at the referee regarding calls or non-calls will receive a 2 minute bench minor penalty, a second offence will garner a game misconduct.
- 2) Bench Minor – Failure to Report Goaltender Change: If, during the course of a game, the Coach does not inform both the referee and scorekeeper every time a goaltender change is made, and any referee on the floor notices the change, a bench minor can be called. A player who was on the floor when the penalty was called must serve the penalty. (2 minute penalty)
- 3) Charging: Deliberately striking another player with one's wheelchair with a run of more than two wheelchair lengths.

- 4) Dangerous Driving: Making unnecessary contact with other players in a dangerous and reckless manner. **NOTE: Dangerous Driving will be called even when the player driving recklessly makes contact with a teammate.**
- 5) Delay of Game:
- (a) A player stops the play without cause, such as deliberately shooting the ball over the boards or holding the ball in the corner with no player near by. (2 minute penalty)
 - (b) In the event that a goalpost is displaced (outside of the acceptable distance) by a defending player or goalkeeper, prior to the ball crossing the goal line between the normal position of the goalposts, the Referee will assess a penalty shot. The Referee shall designate the player who has been fouled (the one who shot the ball) as the player who shall take the penalty shot.
 - (c) If a goalkeeper participates in the play in any manner when he is beyond the center line, a minor penalty shall be imposed upon him. (2 minute penalty)
 - (d) If a goalkeeper freezes the ball while his or her wheelchair is completely outside of the goal crease a minor penalty shall be assessed to the goalkeeper. (2 minute penalty)
 - (e) Players are not allowed to use their feet or hands to carry or hold the ball while it's in play, but they may use their feet to stop the ball, and/or direct it to their stick. The only exception is that goaltenders may play the ball with their stick, wheelchair or any body part. For example, if the ball rolls into the front of a player, he/she may stop the ball with their feet and direct it to their stick. But they are not allowed to kick the ball ahead of them, out of the goal crease, out of the zone, to a teammate, or away from an opposing player. No player, while in control or battling for the ball may use their feet or raise their legs to shield other players from the ball. (2 minute penalty)
 - (f) If the ball becomes wedged into the crook of a curved blade on an attached stick and the play is stopped to remove the lodged ball a penalty will be imposed. (2 minute penalty) NOTE: if the referee determines damage to the blade caused by game play was the reason the ball got stuck, no penalty will be assessed.
- 2) A (2 minute) penalty will be called if the ball is under a player's chair and he/she makes no legitimate attempt to move off of the ball or play the ball. The referees will warn the players to move and give a reasonable amount of time (equivalent to 5 seconds) before calling a penalty. Note: If a player is pinned on all sides and cannot move, no penalty will be called. Does not apply to goaltenders.
- 3) Elbowing: Making contact on another player above the armrest of the wheelchair using one's elbow in a swinging or leaning motion. (2 minute penalty)
- 4) High Sticking:
- (a) Making contact with a stick on another player over the armrest of wheelchair regardless of intent. This includes the wind-up or the follow-through from shooting or passing. (2 minute penalty)
 - (b) Players are not allowed to raise their stick above their shoulders in an effort to make contact with a ball in the air. This 'swatting' style of play to attempt to knock the ball down will result in a 2 minute penalty for HIGH STICKING, regardless if the player makes contact with the ball. Note: this does not affect wind up or follow through of shots, as the ball is on the court at that time.
- 5) Holding: Impeding someone's progress by person, wheelchair or stick. (2 minute penalty)
- 6) Hooking: Impeding the progress of an opponent by hooking with the stick around a player, their stick, or their wheelchair. (2 minute penalty)
- 7) Illegal Equipment: A request for a stick measurement shall be limited to one request per Team during the course of any stoppage in play.
- 1) An illegal equipment penalty shall be imposed on any player or goalkeeper who uses a stick not conforming to the provisions of the rules. (2 minute penalty)
- a) When a formal complaint is made by the Captain or Alternate Captain of a Team, against the dimensions of any stick, the Referee shall take the stick to the Timekeeper's table where the necessary measurement shall be made immediately.
 - b) If the complaint is not sustained, a bench minor penalty shall be imposed against the complaining club.
 - c) Any player who refuses to surrender his stick for measurement when requested to do so by the Referee shall be assessed an illegal equipment penalty (2 minute penalty) plus a game misconduct.

d) When a formal complaint is made by the Captain or Alternate Captain of a Team, against the dimensions of any stick of an opponent, that opponent must be on the floor at the time the request is made to the Referee. Once the request is made, and as long as the Officials maintain visual contact with the stick, it can be measured. This means that if the player whose stick is about to be measured goes off the floor onto his players' bench, his stick may still be measured provided the request was received prior to him leaving the playing surface and the stick remains in the view of at least one of the Officials.

2) Any player who gets caught with special attachments or modifications on their wheelchair that may prevent the ball from traveling underneath or around the chair, including bags or backpacks, will be assessed an illegal equipment penalty. The only exception being bags or backpacks that are for medical reasons. (2 minute penalty)

a) The procedure will be the same as for an illegal stick, outlined in section 10-1-d. (The Captain or Alternate Captain of a Team must alert the referee to the player who they feel is using special attachments or modifications on their wheelchair, that player must be on the playing surface at the time they alert the referee, etc.)

3) For safety reasons, players must have their seat pan as close to level as possible during play. (2 minute penalty)

8) Illegal Power: No player may propel an electric wheelchair by means other than it's own power during the course of the game. The exception is that goaltenders may propel their wheelchair by any means within their goal crease. (2 minute penalty)

9) In the Crease: No wheelchairs except the goaltender's are allowed to stop in the crease. (2 minute penalty)

10) Interference: Making physical contact with another player from the opposing team who does not have the ball, intentionally knocking a stick from an opponent's hand or preventing a player from regaining his/her stick. When setting a pick, a player may not initiate contact with an opposing player who does not have the ball. If an opposing player initiates contact when a player has set a pick, there is no interference as long as the player setting the pick is stationary. When a player is 'leading the way' for their teammate carrying the ball, as long as they stay in their 'pick lane', there is no interference. (2 minute penalty)

11) Moving Boards: If, at the discretion of the referee, the boards are moved by a player's wheelchair by 1 foot or more; a penalty will be called. (2 minute penalty)

12) No Seat Belt: All players, except those granted special exemption, must wear seat belts while playing in games, if called this would result in a minor penalty. (2 minute penalty) *(Note) If a team is found to be in error in alerting the referee to a "No Seat Belt" call no penalty will be assessed as this penalty relates to player welfare and safety. A player must fill out waiver form to be exempt; this will be determined by the CPHL Board of Directors.*

13) Ramming: A player may not deliberately run into another player with his/her wheelchair. Body checking is allowed, but players may only "ride the player off." Backing into another player as they pass by, using the front of a player's chair to make contact or trying to push a player's chair out of the way is not permitted. There will be zero tolerance for ramming.

14) Slashing: Slashing is the act of swinging a player's stick at an opponent, whether contact is made or not. *(Note) Non-aggressive stick contact to a wheelchair or stick should not be penalized as slashing.* (2 minute penalty)

15) Traveling: Players are not allowed to carry the ball on the blade of their stick off the ground for more than 1 chair length. (2 minute penalty)

16) Tripping: A player with an attached stick will not make a motion that would place his or her stick in such a manner that causes his or her opponent to drive over it. (2 minute penalty) If in the opinion of the referee, a player drives over the stick of a stationary opponent or causes the contact themselves, a penalty will not be called.

17) Unsportsmanlike Conduct: Unsportsmanlike conduct includes (but is not limited to) obscene language, arguing or abusing other players, officials or equipment. Yelling, or other loud noises, with the intent to scare, intimidate, or cause another player to flinch and/or lose control of the ball will be penalized under this rule. (2 minute penalty) A Misconduct penalty (10 Minutes) may be assessed in addition to or in place of a 2 minute penalty when enforcing this rule. A player throwing their stick will receive a game misconduct.

IX. Major Penalties

(Note) A Game Misconduct Penalty will accompany all Major Penalties.

1) Attempt to Injure: Any attempt to purposely injure another player. (5 Minute Penalty & Game Misconduct Penalty)

2) Butt Ending: Using the end of the shaft during contact with another player. (5 Minute Penalty & Game Misconduct Penalty)

3) Elbowing Above The Shoulders: Making contact on another player above the shoulders using one's elbow in a swinging motion. (5 Minute Penalty & Game Misconduct Penalty)

- 4) High Sticking Above The Shoulders: Making incidental contact with a stick on another player above the shoulders. This includes the windup or the follow through from shooting or passing. (4 Minute Double Minor). If a player is injured by a stick on another player above the shoulders or there was intent to strike another player. (5 Minute Penalty & Game Misconduct Penalty)
- 5) Spearing: Using the blade of the stick during contact with another player. (5 Minute Penalty & Game Misconduct Penalty)