

OFFICIAL CPHL RULES

I. Game Rules

1) Each team fielded will consist of four players plus a goaltender. Each team must be able to field a minimum of three players plus a goaltender or the game will be automatically forfeited. Each team will be allowed fifteen minutes, or longer at the referee's discretion, after the game's official start time to field the required number of participants. At the start of the game if either team has five total players or fewer, both teams will play three on three. If players show up as the game progresses and both teams have at least six players, it will return to normal four on four play.

2) Each game will consist of three twenty-minute periods that will be played under stop time. If the score is tied after regulation time in regular season games, five minutes of straight time, 3 on 3 sudden victory overtime will be played.

There will be a three minute break between periods. 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. There is no intermission prior to overtime in regular season.

The referees can change the game to straight time if needed to complete the game on time. They will inform both coaches of the switch. 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.

3) At the end of each period the teams will change ends. (Note: teams will not change ends prior to overtime.)

4) Each team is allowed to call two timeouts per regular season game. In the CPHL Finals, each team will get 1 timeout for the overtime period, unused timeouts from regulation time will not carryover. Timeouts will be one minute in length. (Note: at the referees discretion a team shall not be charged with a timeout if they have minor equipment issues which can be repaired in a timely manner.)

5) 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.

6) 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). Individual statistics will not count towards the substitute players but will for team statistics. Maximum two substitute players per team per game. (Note: playing time rules must be followed for fill in players the same as every other player.)

7) Teams are required to select a team captain. In the event a team's captain is unavailable for a particular game, an alternate captain may be selected. Only coaches and captains are permitted to discuss calls with the referees. Failure to comply may result in a bench minor or unsportsmanlike conduct penalty.

8) Face-offs

- The play will start when the referee blows the whistle. A face-off will take place to resume play.

- The stick blades of the players taking the face-off will be placed six inches on opposite sides of the ball. (Note: the bottom of the stick blades must be completely on the court & lined up at a '12 to 6' position.) The players chair

must be completely outside, however the chair does not have to be at a '12-6' position. Chairs may be angled if the player chooses. Some portion of stick blades must 'straddle' the ball. (See Diagram in Appendix C)

- The home-team will have preference on every face-off as to which side of the ball their sticks 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.

9) Face-off Location

A face-off will take place at centre court after a goal is scored and at the start of each period.

When a stoppage of play occurs as the result of any action by the defending team or goalkeeper the ensuing face-off will take place at the face-off spot nearest to where stoppage of play occurred.

When a stoppage of play occurs as the result of any action by the attacking team in the attacking zone, the ensuing face-off will take place in the attacking team's defending zone, unless the stoppage was a result of a shot going directly off of the net, defending player, boards, court or referee.

When a penalty is called the face-off will take place in the zone of the penalized team.

If the referee's stop play incorrectly or inadvertently the face-off will take place at centre court.

10) Play will be stopped, at the referee's discretion, when the referee loses sight of the ball or when the ball stops moving under any player's wheelchair.

11) When the ball becomes stuck in a player's chair or any equipment, so as to make it unplayable the referee shall stop the play and a face-off shall take place. If there is a "dead" ball, a ball which has been compressed, the referee shall stop the play. The ball should be replaced immediately if it is damaged at all.

12) Play will be stopped if there is a saved/frozen ball by the goaltender. The whistle will be blown after the equivalent of two counts of one-thousand-one 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 their stick. A ball will be considered trapped against their stick when it is trapped between their stick and the side of the net, or trapped between their stick and either another player's chair or their own.

13) No player may reach (jab, poke, or swipe at the ball) under a goaltender's wheelchair or 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.

14) 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, including saves by goaltenders do not count as a change of possession.

15) A goal shall be scored when the ball completely crosses the goal line by the stick of a player of the attacking side. If an attacking player has the ball deflect into the net, off his or her chair, the goal shall be allowed. If an attacking player has the ball deflect into the net off his or her body, the goal shall be allowed as long as the player did not intentionally, in the opinion of the referees, move their body to direct the ball into the net. If the ball deflects off a referee and goes directly into the net the goal will be disallowed.

A goal shall be scored if the ball is put into the goal in any manner by a player of the defending side.

If a goalpost is displaced by a defending player or goalkeeper that results in a missed scoring opportunity the referee shall call a penalty shot. The referee will designate the player who has been fouled (the one who shot the ball) as the player who shall take the penalty shot.

16) "The Michigan" or lacrosse style goals, where the ball is raised on the stick blade and put into the net will not be allowed.

17) 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. If offside is called, a face-off will occur 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, even if his/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 the goalie or any part of the net, offside will be not be called, play will continue.)

18) In the event of a player experiencing equipment failure (wheelchair malfunction or in-operation) 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. If a player breaks his or her stick, and the player cannot drop their stick, stop play immediately so the player may safely leave the playing area.

19) Players Benches; The players' benches should be separated by a substantial distance. The 'door' for each team's bench should be located approximately halfway between the centre line and goal line. Each team's door must stay in the same location for the duration of the game. If a player uses any other area on court other than their own door to enter/exit playing surface; a penalty shall be called for "Bench Minor Penalty – Improper Line Change"

20) Players shall not be allowed to "bat" the ball using their hand 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. Penalty Stipulations

1) Two minutes will be assessed for minor penalties and five 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 minutes will be assessed for major penalties.

A Game Misconduct Penalty will accompany all Major Penalties.

At the referees discretion, based on severity of the offence or the result (injury or blood) any minor penalty may be called a double minor or major penalty.

All game misconduct penalties will be reviewed by the CPHL Board of Directors. Additional punishment may be handed out.

2) If a game is being played four on four there must be a minimum of three 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 players on the floor a penalty shot will be awarded.

If a game is being played three on three there must be a minimum of three players per team on the playing surface including the goaltender. If a team receives a penalty while already shorthanded a penalty shot will be awarded.

(Note: The team awarded the penalty shot may choose any player on the court at time of penalty to take the penalty shot.)

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. Goaltenders must serve all major penalties & game misconducts incurred.

4) 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.

5) 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. (example; If a player receives a minor penalty minute and is given another minor at the same time, they will serve a total of four minutes in penalties.)

6) 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. The referee shall stop the play once the offending team gains possession. 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. In the referee's judgment if the penalty results in an injury or a potential dangerous/escalating situation the penalty will be called immediately regardless of which team has possession.

7) When two minor or two major penalties are assessed to players from separate teams at the same stoppage of play both penalties will be enforced and both teams will play shorthanded.

8) Ten 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.

9) For Dangerous Driving the first offence will be a two minute penalty. The second offence will be a four minute penalty. The third offence will be a five minute penalty and a game misconduct.

10) 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 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/her.

11) Penalty Shot Procedure

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.

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.

Rebounds are considered unplayable. Goaltenders must have some portion of their wheelchair in the crease for the duration of penalty shot. Once a shot is taken the goaltender may leave the crease while making a save. (Note: failure to abide by this rule will result in a goal being automatically awarded.)

III. Minor Penalties

1) Bench Minor: Can be called against players or coaches for abuse against the officials or other players, for too many persons on the floor, for improper line changes (outlined in section I. #18), for a failed illegal equipment challenge (outlined in section III. #10) or for failure to report a goaltender change to scorekeeper (outlined in section V. #3). (Note: Coaches are not allowed on the playing surface to talk with referees during the game. Coaches should refrain from questioning calls or complaining about penalties not being called.)

2) Dangerous Driving: Making contact with other players in a dangerous and reckless manner.

The only allowable contact is side-to-side. A player in a legal side-to-side position may make contact with an opponent, as long as the referee determines the force is reasonable.

Players are not allowed to use the back or the front of a player's chair to make contact. Players are not allowed to try to push a player's chair out of the way.

Dangerous Driving will be called even when the player driving recklessly makes contact with a teammate.

3) Delay of Game: A player stops the play without cause, such as deliberately shooting the ball over the boards or holding/staying on top of the ball with no player nearby; If a goalkeeper freezes the ball while his/her wheelchair is completely outside of the goal crease or If a player closes their hand on the ball and does not immediately drop the ball to the floor.

4) Illegal Participation: If a goalkeeper deliberately participates in the play in any manner when they are beyond the centre line.

5) Illegal Use of Legs: Players are not allowed to use their feet 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 (example, 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). 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. The only exception is that goaltenders, while having some portion of their chair in the crease, may play the ball with any body part in any manner. (Note: defending players may use their feet/legs to block shots, however defending players may not use feet or legs to contact other players sticks.)

6) Elbowing: Making contact on another player using one's elbow in a swinging or leaning motion.

7) High Sticking: Making contact with a stick on another player over the armrest of the wheelchair regardless of intent. This includes the wind-up or the follow-through from shooting or passing.

Players are not allowed to raise their stick above their armrests in an attempt to knock the ball down.

8) Holding: Impeding someone's progress by person, wheelchair or stick.

9) Hooking: Impeding the progress of an opponent by hooking with the stick around a player, their stick, or their wheelchair.

10) Illegal Equipment: All requests for an Illegal Equipment penalty must be initiated by the opposing team. The procedure for determining an Illegal Equipment penalty is as follows:

During a stoppage of play, a coach or player can inform the referee they wish to challenge the legality of an opponent's equipment. The player whose equipment is in question must be on the court at time of complaint.

The coach or player must specify if they are challenging a player's stick blade, stick shaft, position of stick blade, a modification to a wheelchair or a player not wearing a seat-belt.

When a formal complaint is made against the dimensions of any stick, the referee shall make the necessary measurement immediately. If the complaint is not sustained, a bench minor penalty shall be imposed against the complaining club. (Note: Any player who refuses to surrender his/her stick for measurement when requested to do so by the referee shall be assessed an illegal equipment penalty & a game misconduct.)

Any player who gets caught with special attachments or modifications on their wheelchair that may prevent the ball from travelling underneath or around the chair, including bags or backpacks, will be assessed an illegal equipment penalty. If the complaint is not sustained, a bench minor penalty shall be imposed against the complaining club. (Note: The only exception being modifications, bags or backpacks that are for medical reasons.)

Any player who gets caught playing without a seat belt, will be assessed an illegal equipment penalty. (Note: No bench minor will be issued for failed complaints, as this is a safety concern.)

11) In the Crease: No wheelchairs except the goaltender's are allowed to stop in the crease. (Note: warnings may, at the discretion of the referee, be given prior to a penalty call if the chair in question does not negate a scoring chance or impede the goaltender's movement.)

12) 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.

13) Moving Boards: If, at the discretion of the referee, the boards are moved by a player's wheelchair by one foot or more; a penalty will be called. (Note: if a player is hit/pushed into the boards no penalty for moving the boards will be imposed.)

14) Slashing: Any stick contact, as a result of a slashing motion, to the hands/arms, body or wheelchair of the opponent will be penalized. In addition, slashes to the upper portion of the stick of an opponent, with no attempt to legally play the ball, shall also be penalized. 'Lifting' the stick of the ball-carrier or making contact on the lower

portion or blade of stick is not considered slashing if it is for the sole purpose of gaining possession of the ball. (Note: Incidental stick contact to a wheelchair shall not be penalized as slashing.)

Referees are instructed to penalize any player who swings their stick at any opposing player (whether or not contact is made) with the intention of intimidating the opponent.

15) Travelling: Players are not allowed to carry the ball on the blade of their stick off the ground for more than one chair length.

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. 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.

IV. Major Penalties

1) Attempt to Injure: Any attempt to purposely injure another player.

2) Butt Ending: Using the end of the shaft during contact with another player.

3) Spearing: the act of poking, stabbing, or attempting to poke or stab an opponent with the tip of the blade of the stick.

V. Timekeepers & Referees

1) It is the referees' responsibility to inform the timekeeper of each goal, the name or number of the player who scored the goal and the name or number of for each player(s) who assisted on the goal.

2) It is the referees' responsibility to inform the timekeeper of the name or number of a player that receives a penalty and the infraction. (Note: If a team is unsure of the penalty or penalized player(s) the coach or a player on the floor may ask for clarification from the timekeeper.)

3) Each time a team makes a goaltender change the coach or a member of that team must inform the scorekeeper.

4) The timekeeper will record all goals, assists, second assists, penalty calls and penalty minutes for each player on the score sheets. The timekeeper will record the three star selections for each game.

5) Guidelines for Three Star Selection; First Star chosen by the winning team's coach from his/her team. Second Star chosen by losing the team's coach from his/her team. Third Star chosen by the referees from the winning team. In the event of a tie, the same procedure will be used but the referees will determine the order & may choose a player from either team as third star.

VI. Playoff Overtime & Shootout Regulations

1) Semi-final game; If the score is tied after regulation time ten minutes of straight time 3 on 3 sudden victory overtime will be played. If the game is still tied, a shootout will take place to determine a game winner. There will be no intermission between regulation & the overtime period, teams will not switch ends.

2) Finals; if the score is tied after regulation time, twenty minutes of straight time 3 on 3 sudden victory overtime will be played. Each team will get 1 timeout for the overtime period, unused timeouts from regulation time will not carryover. If the game is still tied, a shootout will take place to determine a game winner. There will be a 2-minute intermission between regulation & the overtime period (time permitting) and teams will not switch ends.

3) Shootout Procedure

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.” 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. In alternating order (starting with the visiting team), each team will have a “shooter” advance on the opposing goal in an attempt to score.

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. 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 does not in the same round.

(Note: Shot procedure outlined in section II. #11)