



# Southwest Ball Hockey Regulations and Rules

Rules Committee Chairperson Approval: \_\_\_\_\_

Date: \_\_\_\_\_

Board Liason Approval: \_\_\_\_\_

Date: \_\_\_\_\_

**REVISED AND BOARD APPROVED 1-NOV-18**

1. No alcoholic beverages are allowed on or around the playing area. This includes any use by head coaches, asst. coaches, referees, players, fans or any individual while on the hockey premises.
2. No smoking is allowed anywhere around or inside the rink area. This is for all areas inside the fence such as the stands and fan area, the benches, the building, or anywhere else around the rink area. Smoking will only be permitted outside the fence in the parking lot area.
3. **A.** There will be no physical or verbal abuse of/by any coaches, asst. coaches, players, referees and fans.

If you are cited by the referee for profanity or any other reason for this conduct, a minimum of a one (1) minute penalty will be assessed. If you persist in this behavior you will be ejected from the game and possibly from the premises and **YOU MUST APPEAR** before the Grievance Board before you are allowed to return to the hockey rink area.

**B.** The referee will stop the game and request that individual(s) leave the hockey rink premises and face a possible suspension or expulsion.

4. **A.** Each team will only be allowed to have one head coach and one assistant coach on the bench at any given time during a game. Head coaches and asst. coaches are responsible for the conduct of their players at all times. Only Board approved head coaches and assistant coaches will be allowed on the bench during the game. It is each head coaches job to submit any assistant coaches they want approved to their respective commissioner. Only after these assistant coaches have been approved by the Board will they be allowed on the bench during a game.

**B.** If neither the head coach or an assistant coach is able to attend a game, a temporary coach must approved by the commissioner, board member or referee before the game will be allowed to start.

**C.** Unless you are serving a penalty, no one is allowed in the penalty box during a game.

5. Any player deliberately causing an infraction of our rules will be ejected from the game and will be subject to appear before our Grievance Board before being allowed to return. This constitutes a match penalty (See Rule 39-F).

6. **RESPECT** will be shown at all times for equipment, including the rink. There shall be no throwing of equipment before, during or after a game. Any throwing of sticks, helmets or damage to any of the above for any reason will result in a match penalty. Deliberate Slamming of stick onto rink or boards is cause for an unsportsmanlike penalty. No alterations, modifications or changes are allowed to the player's jersey. The only exception to this is for the addition of the player's last name to the back of the jersey or the addition of a "C" or "A" to the front of the jersey. Any other changes must first be approved by the Board of Directors.

Any player perceived to have deliberately slammed their stick to the rink causing a tile to crack and or break will be assessed a \$10.00 per tile fine. This to be at the sole desecration of the referee or league official who witnessed this act. This fine must be paid prior to the next scheduled game or the player will not be allowed to participate until the fine is paid.

7. **A.** Coaches, assistant coaches, and/or parents shall not enter the playing surface during any part of the game unless first authorized by the referee. This includes any normal stoppage throughout the game, an injury, and/or equipment stoppages, etc. Coaches will be allowed to enter the playing surface during the intermissions between periods.

B. Any head coach, asst. coach, player or fan entering the playing surface to argue with the referee, league member or board member, for any reason, **WILL BE EJECTED** from the game and the hockey rink area and **MUST APPEAR** before the Grievance Board before the individual is allowed to return to the hockey rink area.

C. No unauthorized personnel shall be allowed on the north (dugout) side of the rink area during games. If requested by a league official you must leave this area.

8. Each team must have at least one captain or one assistant captain and only those players will be allowed to question (Not Argue) with the referees. The maximum total number of captains and assistants each team is allowed is three.
9. A. Each player is required to wear the following: **REGULATION BALL HOCKEY SHINGUARDS, HOCKEY GLOVES, HOCKEY ELBOW PADS, and HELMET WITH FACEGUARD.** It is also strongly advised that all players wear a protective cup. For any player that elects to wear shorts, the shorts must come down to at least your mid-thigh. Any player wearing shorts that do not conform to this rule will not be allowed to play until they change into something that meets this rule.

**HELMETS** - Helmets must be worn by any individual under the age of 18 while on the rink. This includes before, during and after games, practices or any time you are on the rink. This rule applies to ALL kids under 18 not just players. The exception to this rule will be a child under 18 who is refereeing a league sanctioned game; will not be required to have a helmet on.

**GOALIE GEAR:** Goalies **MUST** wear a protective cup, helmet with faceguard, regulation goalie pads, chest protector, elbow pads and a jersey.

**NO PLAYER IS ALLOWED TO PLAY WITHOUT THIS EQUIPMENT.**

B. All equipment worn by any player **MUST** be approved by the league, for a standard of safety.

**10. HOCKEY STICK – BLADES:**

A. Blades can be plastic, graphite, fiberglass, wood or other material. Any blades found to be splintering, cracking or deemed unsafe will not allowed to be used. This will be at the discretion of the referee or league official.

B. Blade length is a maximum of 12 1/2 inches measured heel to toe.

C. Blade Height shall be NO LESS than 1 3/4 inches, from heel to toe.

D. Tape, of any color, is not allowed on any part of the blade. Tape will need to be removed from the blade prior to the stick being used again by the player INCLUDING THE GOALIE STICK. (No penalty is enforced for this.)

E. The front or back of blade cannot be pink, orange, yellow or red in color. If a player has this color blade, the player will not be allowed to play with that stick. The blade will need to be changed prior to the player being able to use that stick again. (No penalty is enforced for this.)

## **PENALTIES FOR ILLEGAL BLADES**

The following lists what penalties are given for infractions to above blade requirements:

- LENGTH – Illegal blade length (See item B above) results in a one (1) minute minor penalty to be served by the player using the illegal stick. The stick cannot be used again until the blade is changed to one that is legal.
- WIDTH/HEIGHT - Illegal blade width (See item C above) results in a one (1) minute minor penalty to be served by the player using the illegal stick. The stick cannot be used again until the blade is changed to one that is legal
- If a player scores a goal and after a challenge is found to have used an illegal blade not only will he be issued a one (1) minute minor penalty his team will also lose the goal that he just scored. For the goal to be wiped out the challenge must occur immediately following the goal, prior to play resuming.

## **PROCEDURE TO CHALLENGE A BLADE**

An opposing coach can challenge any one of the above listed blade regulations at any whistle throughout the game. If the blade is found to be illegal then the appropriate action will be taken as listed above. If the blade is found to be legal, then the team that challenged the blade will be assessed a one (1) minute minor penalty for delay of game. You are allowed to question one of the above blade restrictions per challenge.

11. Five (5) players and a goalie constitute a line.
12. A team must have a minimum of seven (7) players to start a game. There also must be at least one approved coach present on the bench to start the game. Any less is a rescheduled game, unless at the discretion of the commissioner or Board of Directors. (See Rule #41) Each team must start the game with a goalie on the rink and in the appropriate goal crease, fully dressed in the required goalie gear.
13. Any player who quits after being placed on a team roster will be ineligible to participate in the following season. This will be subject for review by the Board of Directors.
14. Minor, Junior, Senior and Super-Senior Divisions will play three (3) ten (10) minute periods. The clock will stop at every whistle during each period. There will be a one (1) minute break at the end of each period.
15. **A.** Each player will play a minimum of **ONE-THIRD** of each game. A violation of this rule, by a winning team, could result in a forfeiture of that game. A head coach or asst. coach in violation of this rule, winner or loser of that game, **MUST APPEAR** before the Grievance Board. Exception to this rule is if a player is being disciplined for reasons listed in part B of this rule or comes late to a game. The commissioner **MUST** be notified of this **PRIOR** to **EACH** game.  
**B.** If a player inexcusably misses two (2) consecutive practices and/or games, the coach will not be held to the one-third rule. **THE HEAD COACH OR ASST. COACH IS RESPONSIBLE TO NOTIFY THE COMMISSIONER AND THE REFEREE PRIOR TO THE START OF THAT AND EACH GAME.** If a player inexcusably misses five (5) games he/she will be subject to appear before the Grievance Board in order to continue the season. This is also the responsibility of the head coach to notify the league commissioner of this violation. Any head coach or asst. coach found abusing this rule will be brought before the Grievance Board and/or the Board of Directors.

16. **THE GAME CLOCK:** This clock will stop at every whistle throughout the game.
17. **THE PENALTY CLOCK:** The penalty clock will start at the ensuing face-off after a penalty has been called and run with the game clock until a whistle. This is for all minor and major penalties. Offsetting penalties will result in each team **STILL** playing with five (5) players on the rink. For offsetting penalties, when the penalty time has expired the penalized players **MUST** remain in the penalty box until the next whistle. A player entering the rink before this, causing too many players on the rink, will be assessed a one (1) minute bench penalty. For **ALL** penalties, when the penalty time has expired, the penalized player(s) **MUST** exit the penalty box via the door to the rink. No jumping the wall directly back to the bench is allowed.
18. **SLAUGHTER RULE:** If there is a difference of seven (7) goals or more at any time throughout the third (3<sup>rd</sup>) period, the game clock will continue to run. Also, if there is a difference of five (5) goals or more with five (5) minutes or less remaining in the game, the game clock will continue to run and will not stop at any whistles unless directed by the referee.
19. All games will begin as scheduled. Teams must be ready within ten (10) minutes after the official game time or a delay of game penalty may be assessed to that team. Note: When a team has the required minimum of 7 players, the game will begin at the scheduled game time. The ten minutes will only be used if a team is waiting for the minimum of 7 players to arrive. Extra time will not be given to wait for a goalie or other player when there are the minimum 7 players present. Also, as noted in Rule #11, there must be an approved coach on the bench in order to begin the game.
20. Every player, when not on the rink during the game and standing along the boards must keep their helmets on and keep their stick behind their benches, on the ground, not overhanging the boards. This infraction could result in a one (1) minute bench penalty to that player's team.
21. The referee is part of the playing area and if the ball hits him/her during play the game will continue.  
  
**EXCEPTION:** If the ball hits the referee and goes into either goal, the goal **WILL NOT** be allowed. A face-off will occur at the closest face-off spot by that goal.
22. **TIME OUTS:** Each team will receive one time out per game. If a team has only 7 players, a second time will be awarded by the referees. In an OT setting, each team will receive one timeout for the entire OT session, even if there are multiple OT periods.
23. **HANDPASSES:** A hand pass to another teammate IS NOT allowed anywhere on the rink. Note: A hand pass is any direction of the ball from a player's hand that is next **controlled** (not touched) by any of his/her teammates. There is no whistle for a hand pass if the player who directed the ball with his hand is the first person to control the ball OR if any opponent is the first to control the ball. (If a hand pass is called on the team in the offensive zone, the face-off will come out of that zone into the first neutral zone's face-off spot. If a hand pass is called on the team in their defensive zone, the face-off will take place at the closest face-off spot, closest to their goal.
24. The ball cannot be **INTENTIONALLY** kicked or directed into an opponent's goal by any part of a player's body (Hands, feet, head, etc.). If this occurs the referee will disallow the goal and a face-off will take place all the way back into the offender's zone, closest to their goal.

25. A. If the ball is shot out of the rink from the neutral zone, a face-off will take place at the closest face-off spot in the neutral zone, from where the ball was shot out. If you shot the ball out from your own defensive zone, then a face-off will take place at the face-off spot closest to your goalie, from where the ball was shot out. If the attacking (offensive team) shoots the ball out in the opponent's zone, the face-off will take place out of that zone to the closest neutral zone face-off spot. If the ball is deflected out, the face-off will be at the point of deflection.
- B. Anytime a player shoots the ball, from his own defensive zone, out of the rink without it deflecting off of someone or something a minor penalty for delay of game will be assessed. If the ball is shot into the benches or penalty box this rule will not apply.
26. After any penalty resulting in a power play for one team, the face off will take place at the face off dot closest to the shorthanded team's goalie. After offsetting penalties face off will continue to take place at the nearest face off dot to where the penalties occurred.
27. The goalie may freeze the ball only in the zone behind the closest face-off dots. This is providing that an attacking player is a scoring threat. The goalie cannot step behind the net and freeze the ball **UNLESS** some part of his foot or body remains in the designated goalie crease area and the attacking player is a scoring threat. If the goalie freezes the ball otherwise, then a delay of game penalty **WILL** be called.
28. No player except for the goalie is intentionally allowed to close his/her hand on the ball. A one (1) minute minor penalty for delay of game will be assessed if this occurs. If this violation occurs while the player is inside his/her own goalie crease the opposing team will be awarded a penalty shot. Any deliberate attempt by any player other than the goalie to freeze the ball inside his or her own crease will result in a penalty shot.
29. If a team decides to change goalies during a game there will not be any warm-up for that goalie **except** for an injury. Also, except for any injury, the new goalie must be ready to play when the referee is ready for the next face-off, or a timeout will be charged to that team. You are not allowed to change goalies when there is 5 minutes or less to go in the third period at all (unless an injury occurs).
30. The BLUE LINES will constitute OFFSIDES. The ball MUST cross the BLUE LINE before an offensive player may enter the opposing team's zone. There will be DELAYED OFF-SIDES FOR ALL DIVISIONS.

Off-sides occurs when players of an attacking team precede the puck into the attacking zone. The position of the player's feet and the position of the puck relative to the blue line are determining factors for an "off-side" violation. The position of the player's stick shall not be considered in all instances deciding off-sides. A player is considered "off-side" when the player does not have contact with any part of the Neutral Zone or the blue line when the puck crosses the determining edge of the blue line. (Note) The blue line is always considered to be part of the zone in which the puck is in. Therefore, when the puck is entering the attacking zone, the "determining edge" of the blue line shall be the edge closest to the attacking goal. Therefore, the determination as to whether an "offsides" has occurred will only take place at the moment the puck has completely crossed the determining edge into the attacking zone.

- (a) The Official shall signal a delayed off-side if an attacking player proceeds the puck into the Attacking Zone and the delayed off-side will be nullified if: (1) The puck were to exit the attacking zone. (2) All attacking players are simultaneously clear of the attacking zone by making contact with the blue line, at the same instant. If any of the following conditions are met, play shall be stopped and a face-off conducted according to sub-section (c) of this rule: (1) An attacking player touches the puck. (2) An attacking player attempts to gain possession of the puck or continues to apply pressure to the defending puck carrier.
  - (b) Shots on Goal and Delayed Off-Sides: A goal will not be allowed if a shot-on-goal enters the attacking zone while attacking players are still clearing because of delayed off-sides regardless of whether or not the attacking players cleared the zone before the ball crossed the goal line. Play can continue after any shot on goal with a delayed off-sides as long as the defensive team can gain control of the ball without disadvantage from attacking team.
  - (c) Anytime the puck is carried into the attacking zone creating an off-side play, play shall be stopped and a face-off conducted at the nearest neutral zone face-off spot. Anytime the puck was passed or shot into the attacking zone and creates an off-side play, play will be stopped and the face-off will take place at the nearest last play face-off location where the pass or shot originated.
  - (d) Anytime, in the opinion of the official, a player has created an intentional off-sides play, play shall be stopped and a face-off conducted at the nearest end zone face-off spot in the defending zone of the offending team. (Note) An intentional off-side is one which is made for the purpose of deliberately securing an immediate stoppage of play or when an off-side play is made under conditions where there is no effort made or possibility of completing a legal play.
31. ICING: Icing will be called if the defensive player shoots the ball BEFORE their defensive zone blue line, all the way down the rink, passed the opponents goal line. Icing will be whistled IMMEDIATELY after the ball crosses the opponent's goal line. It is not necessary for the opposing player to touch the ball for icing to be whistled. (EXCEPTION: In the Minor Division only, the ball will need to be touched by the opposing team for icing to be called.) No icing can occur and should be waived off if any of the following happens: A) If any player other than the goaltender on the non-icing team can reasonably (normal effort) play the ball prior to it crossing the goal line. B) If the ball is touched in anyway by the non-icing team prior to it crossing the goal line. C) If the ball is touched in the neutral zone/defensive zone by the icing team. D) If the goalie touches the ball or the ball travels through the crease. E) The icing team is shorthanded.
32. **NO CHECKING IS ALLOWED.** Incidental positioning contact will ONLY be allowed in front of the goalie nets, this area is approximately ten (10) feet in front of the goalie nets.
33. If any opponent is found in the goalie crease for more than three (3) seconds, the whistle will be blown for a stop in play. A face-off will then take place in the neutral zone closest to the team's net that caused the infraction. If a player is found to interfere with goalie while in the crease and a goal is scored, that goal will be disallowed and a face-off will take place in the neutral zone closest to the team's net that caused this infraction. Goalie interference may also result in a one (1) minute minor penalty. This will be at the discretion of the referee. If the ball precedes the player into the crease, the player may go into the crease after the ball. The 3 seconds would not start until the ball leaves the crease. A goal can be scored by a player from in the crease as long as the player does not interfere with the goalie.

34. Any player who receives three (3) Minor/Major penalties OR a second Major penalty in the same game will be EJECTED (Game Misconduct) for the remainder of that game and is subject to appear before the Grievance Board. This is solely based on the request of the referee to the league commissioner. This rule applies only to the JUNIOR, SENIOR & SUPER-SENIOR DIVISIONS ONLY.
35. **HIGHSTICKING:** High Sticking is the action where a player carries the stick above the normal height of the opponent's shoulders and makes contact with the opponent. A player must be accountable for being in control of their stick at all times. (a) A minor or major penalty shall be assessed for high sticking an opponent. Note: A player is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion. A wild swing at a bouncing puck would not be considered a normal windup or follow through and any contact to an opponent above the height of the shoulders shall be penalized accordingly. (b) Batting the puck above the normal height of the shoulder with the stick is prohibited and no goal can be scored as a result of an attacking player playing the puck above the shoulder with the stick and directly entering the goal. When the puck is played above the height of the shoulders with the stick, play shall be stopped and a face-off conducted at one of the end zone face-off spots in the defending zone of the offending team unless the puck is batted to an opponent who gains possession and control of the puck, in which case play shall continue.
36. **STICK HANDELING:** If any part of a stick is broken during play, the stick **MUST BE DROPPED IMMEDIATELY**. The player is not allowed to pick up that broken stick or throw it. The referee will remove the broken stick from the rink at the earliest convenient time. **NO** player may throw a stick from the bench to replace the broken stick. No player on the rink is allowed to hold two sticks at the same time while play is going on. No player, other than the goalie, is allowed to hold a goalie stick while on the rink and while play is going on. No player is allowed to bat, kick, push, or direct any loose stick on the rink at anytime. These infractions will be assessed a one (1) minute penalty.
37. **GOLF SHOT:** No golf shots are allowed. A golf shot is when a player swings his/her stick when his/her hands are closer than four (4) inches apart. This infraction will be a (1) minute penalty.
38. Any player throwing his/her stick, in an attempt to break up a break away, the attacking player fouled will be awarded a penalty shot or a one-minute penalty will be assessed. This is at the discretion of the referee. If a stick is thrown at a player heading toward an empty net, a goal will be awarded to the opposing team.

39. **PENALTY SHOT:** The player taking the penalty shot will have only the goalie to beat. The goalie **MUST** remain in the goalie crease until the player has possession of the ball. The player taking the penalty shot will start at the centerline face-off dot. Once the player starts to move forward, the **PLAYER** must continue to move forward or latterly (side to side) but **NOT** backwards. After starting, the player must stay in continuous motion. The player will only get **ONE** shot with no rebounds. The penalty shot will be over when one of the following happens: the player scores, the goalie makes the save, or the player (not the ball) stops moving towards the goal line. Also, once the ball crosses the goal line (the red line extending the width of the rink) the penalty shot is over. (Note: The possibility exists that the ball could hit or touch the goalie but continue to go forward and into the net. This **IS** a goal. The goalie **MUST** have control of the ball or stop it's forward progress for the shot to be over. The attacking player, though, **CAN NOT** attempt another shot. Also if the ball were to hit either post or the crossbar and then deflect off of the goalie and go in this **IS** also a goal. Finally if the goaltender interferes with the shooter by attacking the player and not the ball the shooter could be awarded another penalty shot attempt.

40. **MINOR PENALTIES:** These penalties will be considered **MINOR** and will be given one (1) minute of penalty time. \*NOTE \* Some of these penalties could be considered **MAJOR** if the **INTENT** to injure a player is determined by the referee. • Carrying a broken stick, Throwing a broken stick, Illegal stick, Checking, High Sticking, Cross Checking, Unsportsmanlike Conduct, Interference, Tripping, Slashing, Swearing, Golf Shot, Boarding, Taunting, Charging, Elbowing, Holding, Hooking, Sliding into an opponent, Arguing with a Referee, Bench Penalties.

41. **MAJOR PENALTIES:** These penalties will be a three (3) minute assessment. The offender will serve the full three (3) minutes of all these penalties. The clock will stop at all whistles. His/Her team will play **SHORTHANDED** for the **ENTIRE** three (3) minutes, regardless of how many goals are scored by the opponents. • Flagrant and intentional offenses list in rule #38, Kneeing, Drawing of blood (even if accidental), Spearing, Butt Ending •

42. **FIGHTING:** Any player involved with fighting will receive a **MATCH PENALTY**. Which includes the following: A. Five (5) Minute Penalty and Game Misconduct (Ejection) From the Game. If the fighting penalties are not off-setting then someone must serve the offender's full five (5) minutes of this penalty regardless of how many goals are scored by the opponents. Additionally the player will have a **MANDATORY** meeting with the Grievance Board and subject to dismissal from the league.

43. **MISCONDUCT PENALTY:** Misconduct penalty involves the removal of a player, other than a goalkeeper, from the game for a period of 5 minutes with immediate substitution taking place on ice (not a shorthanded situation). This penalty is an individual penalty and the team will still play at full strength. A player whose misconduct penalty has expired shall remain on the penalty bench until the next stoppage of play. Misconduct penalties will not count towards the three penalties in same game rule.

44. **MAKE-UP GAMES:** Either regular season or playoff games.

- ✓ First date of make-up is at the discretion of the commissioner by utilizing the first available date/time to play.
- ✓ Second make-up date will be scheduled by the commissioner. Non-compliance of this second make-up date will result in forfeiture.

45. No type of lighted shoes may be worn during the game. No heellies or any type of shoes with wheels are allowed.
46. **SHOOTOUTS: (Regular Season)** When a game ends in a tie after three periods of play has expired, there will be a SHOOTOUT. Each team will select three (3) players to go one on one with the opposing goaltender. The goalie is not allowed to also be a shooter. Whoever scores the most goals after these three (3) players shoot, will be considered the winner. If the score is still tied, each team will then pick one player at a time to shoot in a sudden death round. If one team scores the other must score or the shootout is over. You cannot use any of the original three players until the rest of your team has had a chance to shoot. EXCEPTION: When one of the teams has fewer players at this particular game than the other team, the team with more players is only required to use as many as the other team before using the same players again. Example: Team A has 10 players, Team B has 9 at a game and a shootout happens. If it is tied after three shooters, Team B will have to use all 6 of their remaining players before a player goes twice and Team A only has to use 6 of its remaining 7 players before a player shoots twice. The next goal that is scored, providing the other team does not score, will be declared the winner. The same rules that are enforced for a penalty shot will apply here. The Home team will have the option of shooting first or last. Each team must use the same goalie that they ended the third period with. If it is necessary to change the goalie after the third period for something such as an injury, then that player will not be allowed to participate in the shootout at all. You are not permitted to change your goalie with less than 5 minutes remaining in the third period. The winner of the shootout will receive a WIN and two (2) points. The loser will receive a shootout loss (S.O.L.) and one (1) point. The goals scored in the shootout WILL NOT count towards any individual scoring, goaltending or team stats.

**SHOOTOUTS: (Playoffs)** When a playoff game ends in a tie after three periods of play has expired, there will be a shootout using the format above. If it is a Semi-Final Round game, there will be a 5 Minute period after regulation and then a shootout if necessary. In the Final Round games there will be consecutive 10 Minute periods after regulation until there is a winner.

46. **TIE-BREAKERS:** In the event that at the end of the season two or more teams are tied in POINTS in the standings the following tie-breakers will be used to determine who finishes ahead of the other.
- Most Wins - Of the teams that are tied in points, the team with the most wins for entire season, would win this first tie-breaker. If the teams are tied in points and wins then see #2.
  - Head to Head Results - The team with the most POINTS in head to head play against the team(s) they are tied with in Points and Wins would win this tie-breaker. If there are teams that are still tied after this then see #3.
  - LOWEST GOALS AGAINST - Of the teams tied in points, wins and head to head results, the team with the lowest goals against total as a team would win this tie-breaker.
  - One (1) Game Playoff - The tied teams would face each other in a one game, winner take all, tie-breaker game. This game would be played just as a playoff game, with a winner having to be declared.

47. **WEATHER** – Official Temperatures and conditions will be taken from our certified/official weather station located at the rink. Official results are also available from the weather station on our website [www.southwestballhockey.com](http://www.southwestballhockey.com). All games will be played weather permitting. The determination of this is to be by the commissioner and or league official on that day. It will be the responsibility of this person to contact each coach at least 1 hour prior to the scheduled game time if there is going to be a cancellation. Coaches, parents and anyone else not a league official will not be involved in this decision. If you do not receive a call you will be expected to be ready to play at the scheduled game time. **Debate over the weather conditions will not be tolerated.** Guidelines established by the Board will be followed by the league official making the determination of whether to play or not. It should be pointed out that there may be days when one division cancels games but other divisions do not.

**NOTE:** At any time there is lightning in the immediate area of the hockey rink, the commissioner, coach or referee will remove all players from the rink area. They will either be asked to leave the complex or told to sit inside their respective benches until the lightning has subsided. This applies to regular season games, playoff games and practices.

48. **CHALLENGE RULE-** If during the course of a game a coach feels the referee has made a mistake on a ruling they may at that time ask for a review of the rule in question. This must take place at the time of this occurrence. The coach must in a respectful manner advise the referee he is challenging that call. At that time the ref will refer to our rules and determine if indeed a mistake occurred. PLEASE NOTE: You cannot challenge a judgment call made by the referee only if in fact a rule was not followed correctly. (i.e. you cannot protest a tripping call as that is a judgment call by the ref). All challenges must be lodged at the time the call in question occurs. After that time or after the game it is too late to challenge and no action can be taken to change the call. As long as the coach asks in a respectful manner and the challenge concerns the content of a rule, the referee along with the commissioner or league official present will review the rules. After this review, their ruling will be final and if necessary a change will be made or the call will stand. **PENALTY** - If you challenge a rule and you do not win the challenge, you will lose your timeout. If you have already used or do not have a timeout, you will then be assessed a one minute minor penalty for delay of game.

49. Any rules not covered in these rules will be covered under the **DEK HOCKEY RULEBOOK.**