



**CEWHA TORONTO
DIVISION**

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<http://toronto.cewha.ca>

OFFICIAL RULEBOOK

NOTE: With the exception of the following outlined rules, the CEWHA Toronto Division will follow the rules of the National Hockey League.

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[Section I]

PLAYING AREA

A. The playing area for electric wheelchair hockey games shall be the entire floor surface of the gymnasium being used (or as determined by the governing board in uncertain situations).

B. The goal nets should measure 3 feet (91cm) high by 6 feet (72cm) wide by 1½ - 2 feet (46-61cm) deep. The nets shall be placed at each end of the gymnasium and centred between the rectangular goal creases that measure 3 feet (91cm) outward from the goal line by 6 feet (72cm) wide (along the goal line), marked on the floor. It is the referee's responsibility to ensure that the nets remain properly positioned during the game.

C. There will be a total of five (5) face-off areas located on the playing area, one in the centre of the playing area and two in front of each net. All face-off areas will be clearly marked.

D. The timekeeper, scorekeeper, penalty areas, and team benches will be located along one wall of the gymnasium.

E. Only two (2) teams will be allowed to be on the playing area, at their benches or at play, at any time. All other players, coaches and spectators must be on the bleachers or in the entrance ways to the gymnasium.

F. All coaches and players must stay at their designated team areas throughout the game.

[Section II]

EQUIPMENT

A. Stick shafts and blades 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. Goaltenders may use plastic goaltender sticks, but they must be attached to the wheelchair.

Any player attaching a stick to their wheelchair must mount it so that the heel of the blade is forward of the front wheels. A goaltender is permitted to hold only a standard type stick.

A dowel or T-blade may be inserted through the blade, but may be no more than 3 inches (7.6cm) in length perpendicular to the main stick blade and the dowel no more than 1 1/2 inches (3.8cm) in diameter. A dowel or T-blade may be curved to a maximum length of four (4) inches on each side. No other modifications may be made to the blade. Any other modifications to the stick must be subject to League approval. Sticks may be secured by tape or an approved bracket to a players' wheelchair if they are unable to hold the stick.

B. All players must use electric wheelchairs. Manual wheelchairs and electric scooters are not permitted. No special attachments or modifications will be allowed on any wheelchairs that may prevent the ball from travelling underneath or around the chair. All bags/backpacks must be removed from the wheelchairs before games.

C. The official game ball is a hollow plastic ball 2 7/8" (7.3cm) in diameter with holes in it, and is to be used in all games.

D. Each team must have proper team jerseys. Each team's jersey must be a different colour and be fully distinct from the other teams. Each player must wear their team jersey during all games. Players who show up without their proper jersey may not be permitted to play.

E. All players must wear a seatbelt.

F. All players must wear protective eye wear. Prescription glasses are permitted. It is the responsibility of each player to ensure that they are equipped with and wearing appropriate eye wear. No player will be permitted to play without proper eye wear.

G. All goaltenders must wear foot pedals.

[Section III]

TIMEKEEPING AND SCORE KEEPING

A. It is the Manager of Operations responsibility to ensure that a timekeeper, scorekeeper, and referees are available and ready for each game. It is the timekeeper's responsibility to keep track of and verify the times of each period, the times of the penalties, and any time outs taken. The official clock to be used is the large score clock located in the gymnasium, or that of the designated referee, when there is no clock available.

B. Each game will consist of three, fifteen minute periods to be played on a non-stop time basis. The final two minutes of the third period will be played on a stop time basis unless the score is 6 or more goals apart. At the end of each period the teams will change ends. There will be a two minute break between periods. Each team is allowed one time out per game. Time outs will be one minute in length.

C. It is the referee's responsibility to inform both the timekeeper and the scorekeeper of all penalties that are handed out. This includes who the penalized player is, the time of the penalty(s), the nature of the penalty(s), and the duration of the penalty(s). It is the responsibility of the timekeeper to keep track of the penalty(s) time and to indicate when the player may return to the game. All penalties will be served on a stop-time basis.

A player serving a minor penalty may return to the game if a goal is scored by the opposing team, unless that player is serving part of a "match" penalty (two players penalized at the same time). Major penalties are to be served in their entirety.

D. It is the referee's responsibility to inform the scorekeeper of who scored the goal, and those who have assisted on any goal scored. The scorekeeper is also responsible for recording all information regarding penalties.

E. Rules for the recording of League statistics will be determined at the start of each season.

[Section IV]

PLAYOFFS

A. Playoff games will consist of three fifteen minute non-stop time periods. The last two minutes of the third period will be played on a stop-time basis.

B. If the score is tied at the end of regulation time, there will be a five minute overtime period. The overtime period will be played on a non-stop time basis and the first team to score wins the game.

C. If the score remains tied at the conclusion of the overtime period, the game will be decided by a shootout. Both teams will select three shooters who will each shoot once, alternating back and forth. The Home team decides whether they shoot first or second. If the score is tied after each team has shot three times, the shootout will continue in a sudden-death format. A team must select different shooters than one of the shooters in the first three rounds, until the end of the fifth round. If it's tied after five rounds, teams may reuse the shooters who previously shot. The sudden-death shooter selection format will continue in five round increments. The team who scores the first go-ahead goal, after both teams have had the same number of shots, will be declared the winner. The goalie who was in net for the majority of the third period and overtime period must continue in net for the shootout. The goalie cannot be one of the chosen shooters.

D. No new players may be added to a team during the playoffs.

E. A player must have played in at least 50% of the regular season in order to be eligible for the playoffs.

F. Only players on a team's roster are permitted to play for that team in playoffs

[Section V]

GAME RULES

A. Five players are required to field a team.

B. If a team does not have enough players to field a competitive team, they may be permitted to substitute one player, upon approval of the game's Convenor.

1. The substituted player should be of equal ranking or less, but not greater than that of the player being substituted for. For a team to be eligible for a substitution they must meet the requirements outlined in the *Team Eligibility for Substitution List*, found at the score table. Substitution is contingent on the opposing coach agreeing to permit the substitution. If the opposing coach does not agree to the substitution, the game should be played, regardless, under protest. At a later date, the Toronto Division President will review the circumstances and determine what, if any, appropriate action should be taken. This may result in the game being replayed at a later date. Coaches should allow substitution whenever possible.
2. Points accumulated (goals and/or assists) by a substitute player will not be recorded on their individual statistics, but will count in the score of the game that they are playing in.

3. If more than one player is needed for substitution by the same team, in order to have the required number of players. The game will be forfeited. The final score will be officially recorded as 1-0 and the winning team will receive two points.

C. All trades must be made and approved by the Toronto Division President before the remaining three games of the regular season.

D. A team may not play two Level 1 ranked players at the same time. This includes having one play in goal while the other plays in a forward or defence position. A Level 1 ranked player may not play in goal unless his/her stick is attached to their wheelchair.

E. Each team must have a Level 4 or 5 ranked player on the floor at all times. This does not include the goaltender.

F. A team may change their players at any time during the play of the game.

G. Goaltenders are not allowed to cross the centre line. If a coach wishes to pull the goaltender in order to play another attacker, the goaltender must go to their team's bench area before the extra attacker may join the play.

H. The game will begin with a face-off at the centre face-off circle. The referee will make certain that the two players taking the face-off have their sticks lined up and that all the other players are lined up properly. On all face-offs the ball will be placed on the floor at one of the five face-off dots. The stick blades of the players taking the face-off will be placed 6 inches (15cm) on opposite sides of the ball. The Home team will have preference on every face-off as to which side of the ball they place their stick. All periods begin with a face-off at the centre face-off circle. After a goal has been scored, play will resume with a face-off at the centre face-off circle.

I. The whistle will be blown by the referee if the ball becomes non-playable by a) rolling under players chairs, b) at the team bench area, or c) if the ball rolls into a non-playable area such as the spectator area. The face-off will take place at the closest face-off dot to where the play of the game was stopped. This also applies when resuming play after a) a penalty is called, b) a time out is called, c) a dead ball, or d) after a save has been made and the referee has blown the whistle. If a shot is taken with the player's wrist above the shoulder, the play will be blown dead. The play will also be blown dead if the continuous motion of the ball is stopped while under the goalie's chair.

J. A goal is scored when:

1. The ball completely crosses the goal line, and
2. The ball enters the net below the crossbar.
3. A goal will be disallowed if it is intentionally deflected with a body part without making contact with a stick prior to entering the net.
4. A goal will not be counted if it is deflected off a coach, assistant coach, player, or other volunteer on a team bench, as well as a spectator.

K. Players are not allowed to use their feet or hands to carry or hold the ball while it's in play, but may use their feet to stop the ball.

L. An offensive player is offside if they cross the centre line prior to the ball. If the ball leaves the offensive zone, all offensive players must clear the zone before the ball can be carried or shot back into the zone.

M. If a player's wheelchair becomes inoperable during play, the play will not be blown dead until their team takes possession of the ball, unless there is a danger to the player.

N. Players are permitted to have their sticks in the goal crease only if the ball enters the goal crease first. If an attacking player's stick is in the crease before the ball, the whistle is blown and a face-off will occur in the attacking player's defensive zone and any goal scored on the play will be disallowed. No player may reach under a goaltender's wheelchair in an attempt to score a goal. 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.

O. A team must not play a Level 1 ranked player if winning by 5 goals.

P. If a goalie is hit in the head with the ball, the whistle will be blown and play will be stopped.

[Section VI]

PENALTY STIPULATIONS

A. Two (2) minutes will be assessed for minor penalties and five (5) minutes will be assessed for major penalties.

B. Any player, including the goaltender, shall be ejected from the game if they receive three (3) penalties of any kind during the game. A player who is ejected from the game must leave the gym area. They will not be permitted to watch the game from the spectator area.

C. For play to resume 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.

D. If a goaltender receives a minor penalty it will be served by a teammate that was on the playing surface at the time of the penalty. The player who will serve the penalty will be determined by the penalized team.

E. 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. In addition, a major penalty may be assessed for any minor penalty based on its severity, at the discretion of the referee.

F. Goaltenders must serve all major penalties they incur. A teammate will be allowed to play the position of goal until the expiration of the penalty.

G. 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.

H. If a player receives three game misconducts in one season the League will review their status as an active player and he/she may be suspended for the remainder of the season.

I. All penalty minutes shall be served consecutively (ex. if a player receives a penalty for unsportsmanlike conduct (2 minutes) and another for slashing (2 minutes) they will serve a total of 4 minutes in penalties).

[Section VII]

GENERAL CONDUCT

The use of alcohol or illegal drugs before or during a game will not be tolerated. Such incidents will lead to a suspension.

Any unsportsmanlike conduct will not be tolerated on or off the playing surface. This includes obscene language, verbal abuse, threatening or inciting behaviour, physical abuse or abuse of equipment. Spectators who engage in this behaviour 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 CEWHA player the incident will be subject to review by the Board of Directors and may result in further disciplinary action.

[Section 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. Only the team captain or assistant captain may discuss calls with the referee. Coaches are not allowed on playing surface to discuss calls made by officials. (2 minute penalty)
(Note) Coaches will be given one warning for verbal abuse. This includes questioning calls or complaining about penalties not being called. The second case 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.
- 2) Boarding: Recklessly riding a player into the boards with excessive force. (2 minute penalty)
- 3) Dangerous Driving: Making unnecessary contact with other players in a dangerous and reckless manner. (2 minute penalty)
- 4) Delay of Game: A player stops the play without cause, such as holding the ball in the corner with no player nearby or closing his or her hand on the ball. A goaltender leaves the crease and crosses over the centre line. (2 minute penalty)
- 5) Elbowing: Making contact on another player above the armrest of the wheelchair using one's elbow in a swinging motion. (2 minute penalty)
- 6) High Sticking: Making contact with a stick on another player over the armrest of their wheelchair, but below the shoulders, regardless of intent. This includes the windup or the follow through from shooting or passing. (2 minute penalty)
- 7) Holding: Impeding someone's progress by person, wheelchair or stick. (2 minute penalty)
- 8) Hooking: Impeding the progress of an opponent by hooking with the stick around a player, their stick, or their wheelchair. (2 minute penalty)

9) In the Crease: No player other than the goaltender is allowed to be stopped in the crease at any time. Defensive players may go into the goal crease in an attempt to clear the ball, if the ball is in there first, but must immediately attempt to exit the goal crease by driving through or backing out of the crease.

Players are permitted to have their sticks in the goal crease only if the ball enters the goal crease first. If an attacking (offensive) player's stick is in the crease before the ball, a whistle is blown and a face-off will occur in the attacking (offensive) player's zone and any goal scored on that play would be disallowed. No player may reach under a goaltender's chair to try and score a goal. 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. No part of an offensive player's wheelchair is permitted in the crease at any time. No player is permitted to pass through the crease at any time. Any of the above violations it will result in a penalty. (2 minute penalty)

10) Interference: Making physical contact, interfering with or impeding the progress of an opponent who is not in possession of the ball. (2 minute penalty)

11) 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. (2 minute penalty)

12) Slashing: Deliberate contact with the hockey stick on another player's body, below the shoulders. (Note) Non-aggressive stick contact to a wheelchair or stick should not be penalized as slashing. (2 minute penalty)

13) Two Hands On The Stick: Players are not permitted to play the ball with two hands on their stick. (2 minute penalty)

14) Unsportsmanlike Conduct: Unsportsmanlike conduct includes (but is not limited to) obscene language, arguing or abusing other players, officials or equipment. (2 Minute Penalty)

15) Throwing/Dropping: A penalty will be called if a player deliberately throws, drops, or shoots a stick (or any other object) at the ball to prevent a goal, or a player from advancing with the ball. (2 minute penalty)

If the player with the ball is advancing towards the goaltender with no defender between him/her and the goaltender, and a stick is thrown or shot at the ball, thus preventing a goal, a penalty shot will be awarded to the advancing player. If the player with the ball is advancing towards an empty net, and a stick is thrown, dropped, or shot at the ball, thus preventing a goal, the referee will award the advancing player a goal.

[Section IX]

MAJOR PENALTIES

Note: One 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). *Note: League will review incident and may impose further penalty if warranted.*
- 2) Butt Ending: Using the end of the shaft during contact with another player. (5 Minute Penalty & Game Misconduct Penalty)
- 3) Charging: Deliberately striking another player with one's wheelchair with a run of more than two wheelchair lengths. (5 Minute Penalty & Game Misconduct Penalty)
- 4) Drawing Blood: If a player bleeds after a minor penalty, a major penalty is then assessed. (5 Minute Penalty & Game Misconduct Penalty)
- 5) Fighting: Using body or wheelchair to fight with or injure another player. (5 Minute Penalty & Game Misconduct Penalty)
- 6) High Sticking Above The Shoulders: Making contact with a stick on another player above the shoulders regardless of intent. This includes the windup or the follow through from shooting or passing. (5 Minute Penalty & Game Misconduct Penalty)
- 7) Slashing: Deliberate contact with the hockey stick on another player's body with undo force, or in an attempt to injure. (5 Minute Penalty & Game Misconduct Penalty)
- 8) Spearing: Using the blade of the stick during contact with another player. (5 Minute Penalty & Game Misconduct Penalty)
- 9) Unsportsmanlike Conduct: A player throwing their stick at another player, official, or volunteer in anger. (5 Minute Penalty & Game Misconduct Penalty)