



**The Edmonton Ice Box Men's EIBML
House Rules & Regulations**

**Section 1:
Game Format**

- 1) Playing times for all **Edmonton Ice Box Men's League (EIBML)** games shall be as follows:
 - a) 5 minutes for Warm-up
 - b) 15 minutes for each period
 - c) Ice flooding every second period
- 2) Rest periods will be no longer than **3** minutes, but may be adjusted at the referee's discretion.
- 3) Time-outs are limited to one **30** second break per team, per game, at the referee's discretion.
- 4) If one team is ahead by **5** or more goals, the clock will run at straight time for the remainder of the game. Stopped time will apply if the difference in score is less than **5** goals

**Section 2:
Rules**

- As per Hockey Canada rules except:
- 1) **Three** minor penalties or two of the following stick infractions in one game will result in game ejection: Slashing and Crosschecking. No further suspension will be added. A double-minor counts as two minor penalties.
 - 2) If a player contacts a puck with a high stick, the play will immediately be stopped and a face-off will take place in the defending zone.
 - 3) Any major penalty will result in an automatic game misconduct and automatic suspension for 2 games, with a fine, with the exception of an accidental high stick. Additional games may be added to suspensions, pending review by administration.
 - 4) Any player receiving a game misconduct will be automatically suspended for one game and the Captain/ Team Representative of the player involved will be notified if the suspension is to be longer than one game.
 - 5) Once a player has acquired three game misconducts in one season, the player will be suspended from play for the remainder of the season.
 - 6) If a player is wearing equipment improperly, the play will be stopped as soon as the offending player's team touches the puck. The player will be issued a warning and then a **2** minute penalty for any further offences.
 - 7) Any player playing while suspended will continue to serve his full suspension the following game, with an additional game added to his suspension. The team Captain or Assistant at that game will also receive a two game suspension.
 - 8) Any team playing with an ineligible player will forfeit that game.
 - 9) If a game is declared a forfeit, for any portion of the game that has been played, all penalties will still apply to both teams and all players' points will be counted for the non-offending team only.
 - 10) Any player receiving **100** penalty minutes or more before playoffs will not be allowed to participate in any further games for the remainder of the season.
 - 11) Intentional body-checking or rough play will not be tolerated. These infractions will constitute a minor or major penalty at the discretion of



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- the officials.
- 12)** In keeping with minor hockey, the EIBML has abandoned the red line for two-line passes entirely.
 - 13)** Any player receiving a match penalty before, during or after a game shall be suspended. The suspended player will not be eligible to participate in any further EIBML play until notified by the EIBML.
 - 14)** Those involved in intentional fighting, gloves on or off, will be given a **5** minute penalty and a game misconduct, accompanied by a fine, and a **3** game suspension, or more, will be given to those participating in any fights.
 - 15)** Any player who throws a 'sucker punch', with gloves on or off, will be given a **5** minute penalty and a game misconduct, accompanied by a **3** game suspension.
 - 16)** Any player or team official leaving the bench to join an altercation or act as a peacemaker shall be ejected from that game and will receive a **5** game suspension.
 - 17)** Third man in will be ejected from the game and receive an additional **3** game suspension and a fine.
 - 18)** Suspended players are not allowed on the player's bench or around the player area during their team's games.
 - 19)** All match penalties involving officials will result in the immediate suspension of the player or team official and will be dealt with by the EIBML Administration
 - 20)** Accidental high sticking major will be a **5** minute penalty. No game ejection will occur, unless a significant injury is caused.
 - 21)** Third man in, "peacemaker", with no fighting, will be given a **10** minute penalty with a game ejection. No suspensions or fines will be applied.
 - 22)** A schedule of offences with their corresponding fines and suspensions is attached as *Appendix A: EIBML Fines & Suspensions*.
 - 23)** EIBML reserves the right to impose further sanctions for players and teams after review of any infractions.



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**Section 3:
Goaltender
Responsibility**

- 1) If a goaltender through ejection/suspension is not able to complete a game, the team has the following options:
 - a) Borrow a goaltender from one of the teams waiting to play the next scheduled game. (This goaltender must be in the same division or lower). If time permits, the team may have up to **5** minutes to make arrangements, otherwise play will continue with **6** skaters (barring any penalties) while a team representative makes arrangements to borrow a goaltender from another team. In all cases, replacement goaltenders are not entitled to a warm-up.
 - b) Dress a player – with the clock running and a goal being awarded every **5** minutes of time that it takes to dress this player in full goaltender equipment.
 - c) The team may also choose to continue the game with **6** skaters instead of **5** players and a goaltender, during which time a player may change into goal equipment. In this case the automatic goal against *will not* be awarded every five minutes.
- 2) Once a team has chosen an option, they cannot change their minds. For example, they cannot choose to run almost **5** minutes off the clock and, shortly before this time ends, decide not to resume play until the replacement goaltender is ready.
- 3) If, as a result of automatic goals being awarded every **5** minutes, the game is tied at the end of regulation time, there will not be a shoot-out.
- 4) If there are less than **5** minutes left on the clock, the team without the goaltender must either immediately arrange for a replacement, or finish the game with **6** skaters.
- 5) If a goaltender through injury is not able to complete a game, the team may still use the option of borrowing a goaltender. (This goaltender must be in the same division or lower). However, if a goaltender is not readily available, the team must then dress a replacement goaltender or play the game with **6** skaters. There will not be any automatic goals awarded during the time it takes to dress the replacement goaltender; however, the goaltender is allowed **10** minutes running time to dress, if time allows. After the **10** minutes runs out and the replacement is not ready, the game is to recommence with the team allowing **6** skaters on the ice. The replacement goaltender would then be able to enter the game at the next stop of play. Again, replacement goaltenders are not entitled to a warm-up.
- 6) In the case of an injury to a goaltender with less than **10** minutes remaining, the game will be played with one team playing **6** skaters while the replacement goaltender dresses. If the replacement



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goaltender becomes available before the end of the game, he may enter the game at the next stop of play.

- 7) In the case of an injury to goaltender, the officials have the option of making any necessary adjustments to the remaining game time, to be based on the time remaining in the ice-slot. All games will end at the scheduled end time, regardless of any situation that takes place during the timeframe.
- 8) If the regular goaltender for a given team is unavailable to play a EIBML game during the regular season, the team has several choices:
 - a) Use the backup goaltender registered on the roster
 - b) Use any goaltender from the same division or lower
 - c) Dress a player in full goaltender equipment
- 9) Backup and any other replacement goaltenders are exempt from the EIBML uniform policy; however, the regular goaltender must have a fully compliant jersey. All goaltenders must also wear a CSA – certified mask or helmet-cage combination.
- 10) During playoffs, if the regular goaltender is unavailable, the team has the following choices:
 - a) Use the backup goaltender registered on the roster
 - b) Dress a player in full goaltender equipment

**Section 4:
Referee
Responsibility**

- 1) Referees should be aware of all EIBML House Rules and Regulations which they will enforce in conjunction with the current Hockey Canada rules.
- 2) All reports of misconduct by referees shall be fully investigated by the Discipline Committee and such officials may be assured that every necessary action will be taken.
- 3) Referees will insist on proper dress by the players of all teams in order that they may be identifiable during play.
- 4) In the case of a dispute of player's eligibility, the referee may require the player or players in question to show I.D.
- 5) All referees must have their own insurance. The EIBML does not have coverage for officials.

**Section 5:
Timekeeper
Responsibility**

- 1) The timekeeper shall abide by the rules as set down in the current Hockey Canada rule book under the headings so designated for:
 - a) Penalty timekeeper
 - b) Official scorer
 - c) Game timekeeper
- 2) Timekeepers shall ensure that all game sheets are properly completed.
- 3) Timekeepers shall ensure that I.D. cards are handed in before the game commences.
- 4) Timekeepers shall identify any uniform and equipment that does not comply with EIBML standards to the referees.



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- 5) At the start of each game, timekeepers must note, on the game sheet, three players from each team that will participate in a shoot-out in the event of a tie.
- 6) Timekeepers will maintain a written log of player incidents.
- 7) Timekeepers must have their own insurance. The EIBML does not have coverage for officials.

**Section 6:
Coaches**

- 1) Coaches must register with the EIBML and must complete and sign the EIBML Waiver form.
- 2) Coaches will be held accountable for their actions and are subject to the same suspensions as players.
- 3) Only one coach is permitted on the players' bench.
- 4) No persons under the age of **18** years will be allowed on the players' bench.
- 5) Coaches must have their own insurance. The EIBML does not have coverage for teams or officials.

**Section 7:
Player Entry
& Continued
Participation**

- 1) The **EIBML** reserves the right to:
 - a) Refuse any player into the EIBML without explanation
 - b) Move any team with dominant players to a different division, or require the dominant players to be replaced.

**Section 8:
Conduct**

- 1) Any players, coaches, captains, teams, etc will be held accountable for their actions to referees, administration, and other players. This pertains to actions on or off the ice.
- 2) Any objectionable conduct may result in suspension by the EIBML.
- 3) No refunds will be issued to players or teams for any reason.

**Section 9:
Additions**

- 1) The EIBML reserves the right to change, add, or modify any part of these regulations.



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**Section 10:
EIBML
Meetings**

- 1) Meetings for the EIBML will be held the 1st of the selected months from **November 2007, February 2008**
- 2) Teams having membership in the EIBML shall be eligible to have one **(1)** vote on matters discussed at the meetings.
- 3) Playoff meetings will also be held prior to the playoff season.

**Section 11:
Team Colors &
EIBML Jerseys**

- 1) All teams are required to register their jersey colors with the EIBML prior to commencement of the season.
- 2) All players of the same team are required to wear jerseys of identical color and style.
- 3) All team crests and sponsor logos must have EIBML approval.
- 4) Registered players not having the proper team colors for that game will not be allowed to play until the player conforms to the team colors.
- 5) If the rule is violated a second time, the player violating this rule will be asked to leave the game.

**Section 12:
Team Rosters**

- 1) A team may register up to **25** players, but may only dress **18** per game, including the goaltender. Any more than **18** players on a roster must be designated as spares.
- 2) Each player must be assigned a number that will be registered as his for the entire season, including playoffs. All players must be registered on the roster form.
- 3) Before each game, a roster sheet for that game must be turned in. Any team not handing in a roster sheet will forfeit that game.
- 4) All rosters will be frozen on **December 21, 2007**. Teams may petition the EIBML to replace a given player after the deadline if extenuating circumstances exist, ie) season ending injury, job related move, etc.
- 5) Every player registered on the roster must play a minimum of **12** games to be eligible for playoff games for that season.
- 6) Any registered player on a team roster may spare or play (subject to EIBML approval) on other teams in the EIBML, up to and including December 21 2007. At which time this player will have to make a decision on what team he will play for.

**Section 13:
Age of Players**

- 1) All players competing in the EIBML must be over the age of eighteen **(18)** years.
- 2) No person under the age of eighteen will be permitted on the player's bench.



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**Section 14:
Player
Registration/
Waiver Forms**

- 1) All players, including substitute or spare players, must have read and signed the form **Schedule B – Waiver of Liability, Assumption of All Risks and Indemnity Agreement** before competing in their first game.
- 2) All player forms are to be filled out in their entirety to be accepted by the EIBML.
- 3) All player forms are to be submitted to the EIBML immediately after completion.

**Section 15:
Ineligible
Players**

- 1) Any player not registered with the EIBML is deemed *ineligible*.
- 2) Any player, who is suspended, is deemed *ineligible* until the full term of the suspension is served,
- 3) Any player not wearing his own EIBML-approved jersey is deemed *ineligible*.
- 4) Any team who plays an ineligible player will automatically forfeit that game. Statistics will only be counted for the winning team.
- 5) Any team aware of a player's ineligibility, which allows that player to participate in a game, is subject to a **3** game suspension of their team Captain/Representative.

**Section 16:
Game Forfeit**

- 1) Each team must have a minimum of **6** players in order to play an EIBML game, one of which must be a goalie in full goaltender equipment.
- 2) If a team shows up with less than **6** registered players, the other team will be awarded the win. The game sheet will be filled out as standard, with the winning team awarded **3** goals. Ice time can then be used as a practice by both teams.
- 3) If, at the beginning of the game, the goaltender is late, the game clock will start the first period, but the players will not be allowed to start the game until the goaltender is on the ice. The following penalty/goals shall be used if the goaltender is not on the ice at the start of the game:
 - a) **15:00 – 10:01** 2 minute delay of game penalty when play starts.
 - b) **10:00 – 05:01** 1 goal total against after **5** minutes
 - c) **05:00 – 00:01** 2 goals total against after **10** minutes
 - d) **00:00** 3 goals against. If a goaltender is available for the second period, the score will start at **3 – 0**.

This gives the team time to dress another player in goaltender's equipment without forfeiting the game at the beginning of the first period.

**Section 17:
Equipment**

- 1) All players must be fully equipped.
- 2) All helmets must be **CSA** approved and cannot be painted.
- 3) Goaltenders can use either regular helmets or the new form fitting helmets, but still must be **CSA** approved.



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- 4) Cages on helmets must be **CSA** approved for both goaltenders and regular players.

The EIBML assumes no responsibility for ensuring that the players are wearing the proper equipment. The EIBML also assumes no responsibility for the quality of protection provided by the equipment used by each player.

**Section 18:
Days of Play**

- 1) The EIBML will operate **7** days and nights per week.
- 2) Operation will run through Monday - Friday nights, Saturday and Sunday mornings and evenings.

**Section 19:
Games**

- 1) There will be **36** regular season games this winter season.

**Section 21:
Schedule**

- 1) The **EIBML** will attempt to balance the schedule for everyone. An equal ratio of early, mid, and late games will be assigned

**Section 22:
Playoff Format**

- 1) Each team is guaranteed a first-round, best-of-five series.
- 2) In the case that there is an odd number of teams within a division, the team in first place will be given a first-round bye.
- 3) Team placement is determined in the following manner:
 - a) If teams are tied in points, then the team with the most wins will receive the higher placement.
 - b) If a tie still exists, the team with the better record in head to head competition during the regular season will receive the higher placement.
 - c) If a tie still exists, the team with the best goal statistics (for/against) will receive the higher placement.
 - d) If a tie still exists, the team with the least penalty minutes will receive the higher placement.
 - e) If a tie still exists, a coin toss will decide which team will receive the higher placement.
 - f) Game format will be the same as regular season. Playoff rounds will consist of best of **5** games each.

**Section 23:
Insurance**

- 1) All players are responsible for their own medical insurance coverage. The EIBML does not have insurance coverage for players or officials.

**Section 24:
Liability**

- 1) EIBML and/or it's agents, directors or employees assume no responsibility for players, coaches, managers, stick boys, officials, and/or spectators' injuries or other liability incurred before, during, and/or after any EIBML activity.



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Appendix A: Schedule of Suspensions and Fines

Infraction	Penalty	Suspension	Fine
Minor	2 Minutes	N/A	N/A
Double Minor	4 Minutes	N/A	N/A
3 Penalties in a Game	EJECTION	N/A	N/A
Game Ejection/ Balance of Game	EJECTION	N/A	N/A
Major	5 Minutes	2 Games Plus Review	\$40.00
Misconduct	10 Minutes	N/A	N/A
Game Misconduct	10 Minutes	N/A	N/A
Game Misconduct in the Last 10 Minutes	10 Minutes	1 Game	\$20.00
Gross Misconduct	10 Minutes	3 Games	\$50.00
Match – Without Injury	5 Minutes	4 Games Plus Review	\$80.00
Match – With Injury	5 Minutes	6 Games Plus Review	\$100.00
Peacemaker – 3 rd Man In No Fighting	10 Minutes EJECTION	N/A	N/A
Peacemaker – 3 rd Man In Fighting	10 Minutes EJECTION	3 Games	\$50.00
Instigator	2 Minutes	2 Games	\$50.00
Fighting Major	5 Minutes	3 Games	\$50.00
2 nd Fight in the Season	5 Minutes	GONE FOR SEASON Probation Next Year	\$100.00
1 st Player(s) Off Bench	10 Minutes	3 Games	\$50.00
Team Bench Clearing	GAME DEFAULTED	League Review	\$100.00
Match on Official	5 Minutes EJECTION	LIFETIME	\$100.00

