

## Fun League Playing Rules 2010-11

**CARHA rules, in general, will apply with the following exceptions:**

1. **3 periods, 15 minutes each, running time.** The final minute of the 1<sup>st</sup> and 2<sup>nd</sup> periods will be stop time, regardless of the score. The last 2 minutes of the 3<sup>rd</sup> period will be played 'stop time' if there is a 2 goal or less difference in the score. There will be a 3-minute 'warm-up' to start the game, beginning immediately after the zamboni doors are shut.
2. Minor penalties will be **2 minutes STOP** time, beginning when the puck is dropped to resume play.
3. Major penalties will result in a player being removed from that game and a review of the incident by the league organizers (which may involve further suspensions). The team will be required to put a substitute player in the penalty box to serve the major penalty (5 min). **\*\*We are making every effort to keep the league 'clean' and 'recreational'. Referees will not tolerate dangerous or reckless behaviour\*\***
4. No slap-shots (wind up above the knees) – a **2 minute minor penalty** will be assessed.
5. You must have a minimum of **5 players ready to start the game**. If a team is not ready to start the game on time, when they are ready, they will start with a 2-0 deficit. If the team is still not ready with 5 minutes left in the first period, that team will forfeit the game. (Officially a 5-0 win for the other team.) If one team is short players and both teams agree, players may be picked up from the opposing team temporarily or for the entire game. In this case, the captains must decide before the game if it will count as an 'official' or a forfeited game.
6. No body checking. (2minute minor or 5min + GM, at discretion of referee.)
7. **"Jersey Rule"** – No player is allowed to score more than 3 goals per game. Consequence: goals scored in excess of 3 by one player will not be allowed. Subsequent face-off will be at centre ice.
8. **"Hit the Showers Rule"** – any player receiving 3 penalties in the same game will be immediately ejected from that game (and another player from her team, who was on the ice at the time of her 3<sup>rd</sup> penalty, must serve her 3<sup>rd</sup> penalty.) Each 2 minute or 10 minute penalty will count towards the 3 game penalties. A double minor penalty (eg: 4 minutes for spearing) will count as 2 penalties. (Note that a 5-minute penalty will automatically send the player to the showers...)
9. **"See You at the Party Rule"** – Any player assessed the "Hit the Showers" penalty for a 3<sup>rd</sup> time in the season will be suspended from all play (and referee/timekeeping) for the duration of the season.
10. **NEW:** If a team has a suspended player, they may NOT replace that player with a pick up of the same calibre: a pick-up must be a lower-ranked player.
11. **NEW:** players must play a minimum of 10 regular season games to be eligible for playoffs.
12. **All behind-the-bench-staff must be at least 19 years old (even if they are just there to open the door.)**
13. **No player from outside the league may play in any league game.**

## **Fun League PICK UP RULE 2010-11**

It is the Captain's responsibility to ensure you obtain legal pick-ups! You may ask refs or timekeepers for their opinions but they won't lose by default if they are wrong!!

You must meet these requirements in order to properly pick up players for your games:

- 1. Pick up only to a maximum of 10 skaters.**
- 2. You must have a minimum of 6 Beginner players.**
- 3. You may not have more Intermediate players than listed on your original roster.**
- 4. You can only pick up the same player twice during the season. This includes goalies.**
- 5. Goalies can only be picked up from the Fun League, but may include any player from the Fun League. Your own team players may play goal any time (unlimited.) Goalies may NOT play 'out' without approval of the league organizers.**
- 6. The league statistician (Adele Nanne) will ensure that an ongoing Pick Up List is provided with the games sheets each week.**

**The Pick Up Rule is in effect for all regular season games and all playoff games but NOT for the Early Bird Tournament.** (For the Early Bird Tournament, you must pre-approve any pickups with the Tournament Convenor: Lorie Springall.)

*Please inform the timekeeper **BEFORE** your game that you have pick up players—especially pick up goalies—and ensure that it is written properly on the game sheet.*

It is NOT the responsibility of the refs/timekeepers or rink convenors to 'police' your pick-ups. If they see an illegal pick-up, they will let you know but it is ultimately the Captains who are responsible.

### **Warning!**

Consequences for "screwing up" the pick up procedure are harsh – your team will lose (5-0) by default for using an illegal player. So make sure you know what you're doing when you pick up players. If you're not sure, ask us. If we're unavailable, don't pick up players for that game! We'll help you sort it out for your next game.

## **Fun League Procedural Items 2010-11**

1. If there is a game cancelled or a location change, Sharon or Lorie will send out a mass e-mail to most players to let them know of the change/cancellation. We will also phone one Captain on each team. ***It is then the Captain's responsibility to inform players who may not regularly use e-mail about the game change.***
2. Timekeepers and refs will be provided by the league. When possible, there will be a Rink Convenor at games. If you have a problem, the Rink Convenor is there to help you out.
3. We will make every effort to NOT go over our allotted ice time. This means that ***the time-keeper will start the 3-minute warm-up clock as soon as the zamboni doors shut.*** After the warm-up buzzer and between periods, the 15-minute game clock will be ***immediately*** started. This will mean that the 2nd and 3rd periods will be more like 14-minute periods because we will allow the teams a 30-60sec break between periods (with the clock running...) Running the clock 'on time' like this will allow us to still play 'Stop-Time' at the end of all 3 periods if the score is close.
4. The referees will be using the ***'Line Change Procedure'*** after each whistle to speed up the next face-off and avoid wasted playing time. Make your changes quickly!  
(Ask any referee about this procedure if you are not sure how it works.)
5. Bring warm-up pucks for your team. ***Home team provides 2 game pucks.***
6. If there is a conflict of sweater colours (ie: both teams have similar sweater colours,) ***the HOME TEAM will be responsible for wearing a different jersey. Captains should check the schedule and plan ahead for this.*** Contact the League Equipment Manager, Heidi Morgan, [heidih3@hotmail.com](mailto:heidih3@hotmail.com) if you need to pick up an extra set of jerseys for these games.
7. All players (but NOT bench staff), are insured by CARHA (Canadian Adult Recreational Hockey Association.) A player with an injury requiring an insurance claim should call Lorie Springall for more info. 777-0782
8. **No player from outside the league may play in any league game.**