



Adult Hockey League

Competitive Edge Hockey League

(CEHL) - LEAGUE RULES

The Mission for this league is one where players of all skill levels can play in safe and fun environment. These rules are in place to help ensure that happens.

ELIGIBILITY and PLAYER INSURANCE PROCESS:

Players will be eligible to play and will be covered by insurance only when said player has been approved by League Management.

Any player who does not obey this process will not have player insurance and will be playing at their own risk.

Any Team who uses a player that is not on their on-line roster, and this player receives a major or match penalty in that game, will result in the Team being suspended for a minimum of one game. The suspension will depend on the penalty.

All Teams must get approval from the CEHL to use a player who is not on their on-line roster.

PLAYOFF ELIGIBILITY :

To be eligible to play in the playoffs, a player must play in a **minimum** of 6 REGULAR SEASON GAMES. **If the roster is incorrect and games must be added because a player did not register, there will be a \$30 fee per player to verify old gamesheets and missed games.**

Injured players will have their missed games counted towards the minimum number of games required to play to be eligible for playoffs.

Any issues with eligibility please get in touch with your concerns.

FINAL TEAM ROSTERS:

Team Rosters must be 100% correct on line with the players **first and last name and jersey number**, by the end of the 5th game of the season. Any player not registered with the proper information by the sixth game will not be eligible to play in the playoffs!

No further players will be allowed to register after the sixth game unless **approved** by the CEHL.

Team Reps

Each team must have a team rep. Team reps are responsible to have their game sheets filled out and signed by all players playing. The main reason is for insurance coverage and secondly to get credited for games played and playoff eligibility. Team reps will be responsible to ensure all their players are eligible for playoffs. Make sure your players have played the minimum required number of games for playoffs.

DEFAULTED GAMES:

Games will be defaulted when:

- (a) A player plays that is not eligible to play
- (b) A player plays that has not registered

(c) A player plays while under suspension

(d) A team does not have enough players to play a game.

(A minimum of 5 eligible skaters and a goalie is required.) If a goalie is required a grace time, 12 minutes will be allowed by the timekeeper using the game clock. The team with enough players shall be deemed the winner. (1 -0 win) in Regular Season and (5-0) in the playoffs.

GOALIES:

Each team will supply their own goalie. It is up to each team to arrange for a backup goalie.

If unable to find a Goalie please check the CEHL website for the goalies page. Check to see who is playing before and after you for best results.

PLAYER OR PLAYERS EJECTED from the GAME:

Player(s) who are ejected from the game must go directly to their dressing room. NO EXCUSES

Any Player(s) who do not follow this rule could have their suspension increased.

There will be no appeal for any player who does not obey these rules.

The referee and/or convenor has the authority to call any game if an ejected player or players will not go to their dressing room and is causing problems

If a game is called, the team which the ejected player plays for will forfeit the game and this could lead to a suspension of one game for the whole Team.

SUSPENSIONS COMMUNICATION PROCESS:

The team rep will be notified of the player who is suspended and the length of the suspension.

As the Team Rep you are then responsible to notify your player.

PROTEST PROCESS:

A protest fee of \$50.00 will apply to all protests ie eligible players/forfeited games etc. This fee will be returned upon success of the protest.

Team Rep can raise concerns by reaching out to the convenor about any suspension.

Communication must be of a civil nature. If they become uncivil, the discussion will end and the suspension will remain the same.

SUSPENSIONS:

Any person that is suspended will not be allowed to play or be on any teams' bench during the game(s) for the duration of their suspension.

If a suspended person plays or is on the bench during a game, the game will be defaulted, and could be subject to possible ejection from the League.

This also could lead to suspension of the whole Team for a number of games or the remainder of the season.

Games suspended will be served consecutively.

1st suspension - 1 to 5 games.

2nd suspension – 3+ games or remainder of the season.

Penalty rules:

- If a player receives 3 penalties in one game they are ejected from the current game.

MINOR & MAJOR PENALTIES:

- All minor penalties are 2 minutes.

- Body checking is not allowed and will result in a minor or major penalty depending on the referees discretion
- Major penalties are 5 minutes and the player will be ejected from the game.
- **ALL** major penalties (fighting or any other) will be dealt with on an individual basis to determine the length of the suspension.
- **If a fight occurs, all players not involved must retreat immediately to their bench areas or as directed by the referees. Failure to retreat to your bench area or as directed by the referees will result in additional penalties at the discretion of the referees.**
- All other minor or major penalties according to the C.A.H.A. rules will apply to our League along with the listed above.
- No Beer, Tobacco Chew or Vaping Products are allowed on the bench, any player with any of these will be asked to leave the game.
- Any player using anti-gay, homophobic or racial slurs will be ejected immediately from the game. CEHL will not tolerate this behavior in any manner.

REFEREES:

- All calls made on the ice during a game will not be overturned by League officials throughout the duration of the game
- The referees and/or convenor has the authority to call any game at any time if they feel the safety of any player involved is at risk.
- Any player who has a confrontation with a player on the other Team or the Referee while off the ice will be suspend until further notice.
- Physical abuse of any Referee will not be tolerated and could lead to suspension for the remainder of the season or life.
- We will not tolerate any confrontation with the Referee on or off the ice. No player is allowed to enter the Referee dressing room.

JERSEY CONFLICT:

- When sweater colours conflict, the visiting team will change jerseys.

TEAM, INDIVIDUAL REFUND PROCESS:

Team Refund – any team refunds will be handled on a case by case basis and a \$250 admin charge will be added.

Individual Refunds – are handled on a case by case basis

CEHL PERIOD FORMAT:

3 Periods – stop time

1st Period:

The clock will be set at 15 minutes and will start to run as soon as the Zamboni door is closed.

The players have a 3-minute warmup.

The timekeeper will run the clock if the teams are not ready @ 12 minutes for the first faceoff. If the referees are not on the ice the time will stop at 12:00. If one of the teams is not ready the time will continue to run. If the unprepared team is not ready by 8:00 minutes they will receive a minor penalty. If the 1st period runs out before the unprepared team is ready, they will forfeit the game.

2nd Period and 3rd periods:

10-minute stop time periods.

If a team is up by five or more goals in the third period, the final five minutes will be run time.

FINAL NOTES:

CEHL has the right to remove any team or player who does not obey by the rules of CEHL.

Any Team or player ejected from the CEHL will not receive a refund.

All Players or Teams are responsible for any damage they cause to the arena they are playing in.