



League games will be played on Sunday Afternoons at the Westwinds East gymnasium.

Be advised that participation in the CPS Ball Hockey League is completely voluntary, of your own free will, and at your own risk. You can not hold the CPS Ball Hockey League, any of its organizers, the referee, or the Calgary Police Service responsible for any injury that may result from your participation. If you are a CPS member, WCB does not cover you for any injury you may incur from playing.

There is also no requirement for minimum males/females per team.

Schedule, stats, league news, playoffs, and all pertinent information to the league will be posted on the website weekly.

League fees are \$50 per player (\$40 with referral). This will include equipment upkeep, website costs, jerseys, trophy(s) and possibly a year end party where there are some food costs absorbed. League fees will be re-evaluated yearly.

There is **ZERO** tolerance for fighting or any overly aggressive plays. Fighting is an automatic ejection from the league. Aggressive stick/body contact will be dealt with by a case-by-case situation, up to and including repeat offenders being kicked out of the league.

Games will be 50 minutes long (25-minute halves, with 5-minute break in between). There is no “mercy” rule, therefore all goals count and play till the end. In the event of a tie after 50 minutes we will go to a shootout (1v1). 3 Shooters will go per team. If tied after the first round of 3 players per team then it’s sudden death - the first player scores and if the next player misses, it’s over. We will repeat each 1v1 round until we have a winner.

Default structure of games will be 4 on 4 with one goalie each. If only 3 players and a goalie are present for a team, we will switch to a 3 on 3 with one goalie game. If teams cannot field a full team of 3-4 players (including substitutes/spares), or they cannot field a goalie, they forfeit the game.

Substitutes from other teams are allowed if they are agreed-upon by the opposing team and only in two circumstances:

1. To save a forfeiture.
2. To give your team a maximum of one extra player (5 runners) during the game. In neither circumstance, however, can you field a team with more substitutes than original players.

Lunch time rules will be adhered to, including physical play:

AFTER A GOAL IS SCORED

There will be a brief pause in the game so the ref can properly record the scorers. While they’re doing this, both sides are to return to their respective halves. Once the ref is ready, they will signal for play to resume. Once the signal for play to resume has

happened, it's game on like normal; the team that just scored does NOT need to wait for the other team to cross half before going after the ball, and the team that has the ball can score directly if they want to attempt that.

- No slapshots inside the half.**
- No intentional slapshots (or any other shots) at other players. Intentional is the key word here.**
- Minimal body contact is allowed. This will be monitored and STRICTLY enforced. We understand hockey is a contact sport and incidental contact occurs, but anything overly aggressive will be considered an automatic kick from the game. Repeat offenders (repeat being twice) will be automatically reviewed by the league and either given a final chance or be asked to leave the league.**
- No stick infractions: hooking, tripping, high sticks, slashing. Stick lifts are allowed.**

PENALTIES

Penalties will be called as in the NHL, with minor infractions (eg tripping, slashing, interference, etc) incurring the player a 2-minute penalty; the offending player's team will play short-handed for the full 2 minutes or until either team scores, whichever comes first. If a short-handed team incurs yet another penalty, the offending player will leave the game and only serve his penalty once the first one has expired. Thus, a team can only ever be down 1 player at any given time. Any other lesser violations in play (e.g. hand pass, throwing the ball, etc.) will be blown dead at the discretion of the referee and possession given to the other team. If a play in the corner or along the wall is deemed to be showing over aggression from one or both players, at the referee's discretion, they will blow the whistle and award possession to one team.

The referee has the discretion to bench any player or kick him out of the game entirely for any form of continued aggressive play. If it becomes a pattern of behaviour over the course of multiple games, further disciplinary action will be considered, such as suspension or dismissal from the league. We want fair play, we want competitive play, and we want FUN.

HAND PASS CLARIFICATION

If a hand pass occurs in the DEFENSIVE ZONE (your side of the half), even if the ball goes into the OFFENSIVE ZONE (your team's side of the half), this will be deemed ok. The hand pass must originate in the defensive zone. In the offensive zone, play will be called dead, and the other team will receive possession. Do not confuse this with grabbing the ball and throwing it, that is always a no-no.

LINE CHANGES/BENCH BALL

All spares are OUTSIDE the playing area (each side of the gym has corner doors). There be no spares on the court to interfere with the ball, it also eliminates the cheater line changes.

OTHER INFRACTIONS

It will be up to the referee to call an infraction. We understand there will be minor body contact throughout, but the goal is to provide a FUN and SAFE atmosphere for everyone. Do your best to respect each other, it's a long season and we all want to play the whole thing out. Don't go throwing your weight around, don't retaliate, we will work through these items and make them as smooth as possible.

No high sticking the ball (into the net or anywhere on the court). Play will be called dead, and the opposing team gets the ball

If the ball lands and STAYS on the net, it becomes goalie ball. If the ball gets tangled in the mesh (the doors leading outside), whomever gets there first gets the ball and will have possession initially. Let the player get the ball out of the mesh to continue play.

No “mercy” rules, game does not end at 10 goals.

Each team will be assigned a colour. Teams will be required to suit up to their colour. Season fee will include a customized jersey tee with your team colour and a small logo of the team’s choice.

It is highly recommended (possibly mandated, to be decided) that everyone wear gloves and shin pads. WCB will not cover any injuries incurred as although this occurs in a workplace environment, this is considered outside of working hours/duty.

Statistics will be tracked by referees if score keepers cannot be found. Goals and primary assists are what will be tracked. This will be done to the best of the ref’s/score keeper’s ability.

Playoff format will be 1 vs 4, 2 vs 3. Single game elimination. The first weekend of playoffs will have 1 vs 4 and 2 vs 3 and the second weekend will be the final game and if wanted, a game for third place. Playoff format will only expand if there are more than 5 teams and will remain at 4 teams, 6 teams, or 8 teams.

What this means:

- League has 5 teams, only 4 make playoffs.**
- League has 7 teams, only 6 make playoffs.**
- League has 9 or more teams, only 8 make playoffs.**

The team who wins the final playoff series will be deemed the champion and provided with a trophy.

TRADES

The only time a trade will be allowed will be by player request. This will then be decided upon by the team captains.

WEBSITE UPDATES

Every effort will be made to have the website updated within 48 hours of game play (Tuesday evening following the game). Website hosts the schedules, stats, information, with hopefully pictures and other items in the future.

