



YHL
RULEBOOK

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SECTION ONE: THE ARENA

1.1 ARENA PROPERTY

Any damage to Canlan Sports property will be paid for by the individual(s) responsible, prior to participation in any further League games. Non-compliance constitutes automatic indefinite suspension from the League and possible legal action. If the individual(s) responsible for the damage cannot be identified, the Team will be removed from the League until the damages are paid in full.

SECTION TWO: ALCOHOL, CONTAINERS AND SMOKING

As of May 1st, 2013 all Canlan Sports owned and operated facilities have adopted a ZERO tolerance policy on Alcohol consumption and transport as well as smoking in unlicensed areas of our facilities. This includes, but not limited to, lobbies, parking lots, arena playing surfaces, surrounding areas, and dressing rooms. Any parent/team found consuming or carrying alcoholic beverages or smoking in non-designated areas will receive a warning letter (1st offence) outlining the policy and expectations moving forward. A second offence by the same parent/team will result in a \$500 refundable performance bond that will be taken immediately. This will be returned in full at the conclusion of the season if no further incidents arise. If a 3rd offence occurs, the \$500 bond will not be returned and the parent/team will be suspended indefinitely from participation and must apply for reinstatement at a later date. No refunds will be issued for league fees under any circumstances.

We remind all members that the consumption of alcohol in unlicensed locations and smoking indoors is against the law and that serious liability issues may arise from this action.

2.1 ILLICIT DRUG USE

Illicit drug use in recreational facilities is strictly prohibited. Teams or individuals found in violation of this policy will be expelled from the League. No refund will be issued.

2.2 PERSONAL PROPERTY

The League accepts no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the Arena. Locks are not provided for dressing room doors so it is the Team's responsibility to lock their dressing room before going on the ice.

NOTE: Some facilities have dressing room keys/locks available in exchange for a deposit or car keys (contact your facility League Manager for verification)

2.3 NOTICES

All Team Representatives are responsible for checking email or voicemail when contacted by the league with updates. If you, as a team rep, do not check often we highly recommend appointing an alternate rep to ensure items are not missed. We also recommend checking your team information and site weekly for standings and League news. Team Representatives are encouraged to check in with the League Office before each scheduled game and communicate all concerns to the League Manager.

2.4 ACCIDENTS

All accidents and injuries must be reported to Arena Management immediately. An incident report must be completed and forwarded to the League Manager

SECTION THREE: ADMINISTRATION, COACHES AND ROSTERS

3.1 REGISTRATION

All players must sign the online waiver before their first game, whether they participate in the first game or not. This is a condition of eligibility. This is the responsibility of the coaches and or managers to enforce.

Players are required to have government issues ID showing the players name and date of birth available, at all times, upon request by Convenor. A team challenging another player's age must provide proof of birth at request.

Alternatively, the Team Coach or Manager can submit photocopies of all their players IDs ahead of time.

3.2 COACHING STAFF

Teams are restricted to have 3 Coaches (including trainers) on the bench. All coaches on the bench must be above the age of 21 years. For U17, U18 & U19 divisions, all coaches must be at least 5 years older than the oldest player on the team.

It is our objective to host a fair and competitive league.

All coaches are required to have a police clearance with the vulnerable sector. Police clearances need to be within the last (3) years.

3.3 ROSTERS

The coaching staff is responsible for ensuring that every player that participates in eligible (signed waiver, registered with proof of birth).

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- A maximum of 13 players dressed per game including goalies.
- A maximum of 25 players rostered per season including goalies.

Players cannot play in an age group lower than their birth year. (some exceptions will be handled case by case – requires league approval) * unless female.

A player must participate in at least one regular season game to be eligible for playoffs.

Any coach who plays a suspended or ineligible player will have all games played up to that point forfeited.

3.4 ELIGIBILITY

A team must have a minimum of 4 players (including the goalies) dressed for a game to avoid default.

- In regular season games, players from the other team will be asked to join the team short players to ensure everyone is getting ice time. The team that is short players will need to wear pinnies.

If a team has 5 or less skaters they may contact the 3on3 convenor to help find sub players to make up a roster of 6 skaters and a goalie.

Spectators are prohibited from viewing the game from the side of the rink where the players bench is.

3.5 HELMET STICKERS

All registered players will receive a CSA-approved 3on3 sticker to be worn on their helmet for the duration of the season. No player without a sticker will be permitted on the ice. Replacement cost of a lost sticker is \$10. In the event that a player purchases a new helmet, replacement will be free as long as the old helmet with the sticker is turned in. Stickers must be placed on a flat surface at the back of the helmet so on-ice officials can easily see it.

3.6 PAYMENT

The teams registration fee must be paid in full 1-month prior to the start of the leagues first game. For more information, please review our Registration Policy. Your team can be locked out of your dressing room due to delinquent payment.

3.7 GAME FORMAT

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3 periods, 13 minutes stopped time. 2 minute warm up at the start of every game.

3.8 SEASON FORMAT

At the start of the season, only the first 3 weeks will be posted in regards to scheduling. Parity is very important, after the 3 games have been played. We may shuffle around the division and players to ensure all teams are playing at the appropriate level.

** If applicable** Once the remainder of the games have been posted for the season, we will withhold the last game of play. The last game of play will be a "Championship" finale.

- 1st place vs 2nd place
- 3rd place vs 4th place
- 5th place vs 6th place
- 7th place vs 8th place and so on.

3.9 BODY CHECKING

All divisions are non-contact. No exceptions.

3.10 EQUIPMENT REQUIREMENTS

All players must wear a full face mask or cage and a neck guard to participate.

SECTION FOUR : STANDING AND POINTS

4.1 GOAL SPREAD

If a difference of 5 goals or more exists at any time during the THIRD period, run time will commence. The time will not stop again until the difference is reduced to 4 goals or less.

The officials have the authority to stop the clock until the next puck drop if it is seemed that a team is intentionally delaying or if their discretion an injury timeout is warranted.

If a difference of 5 goals or more exist at any time during any point, the team that is down in points is permitted to add an extra player on the ice. The player is permitted to stay on the ice 5 v 4 until the goal differential have been reduced to 4 goals

4.2 SEASON POINTS

Teams receive two points for a win, one point for a tie, zero points for a loss.

4.3 STANDINGS- AFTER PRELIMINARY PLAY (IF APPLICABLE)

Regular season standing will be determined by the following if ONLY 2 teams are tied in points.

1. Head-to-Head
2. Teams winning percentage (points per game)
3. Most wins
4. Goals percentage: Goals for divided by total goals (GF/GF+GA)
5. Least penalty minutes
6. Coin flip

Regular season standings will be determined by the following if 3 or more teams are tied in points.

- Goals percentage: Goals for divided by total goals (GF/GF+GA)
- Least goals against
- Most goals for
- Least penalty minutes

Please note: All teams tied in the division will be seeded based on this procedure. When the final 2 teams remaining are to be seeded, the tiebreaker does not recert to the 2- team tie breaker procedure.

4.4 PARTICIPATION IN GAMES

A team that does not present itself for a game will forfeit that game and will be subject to expulsion from the league (at the discretion of the league staff). No refunds will be given..

4.5 FORFEITS

All forfeit games (for any reason) will be recorded as a 5-0 score.

4.6 SWEATER CONFLICT

If a jersey colour conflict arises, the visiting team will be asked to wear their alternate jerseys. If they do not have an alternate, the home team will be asked to wear their alternates.

SECTION FIVE: GAME PLAY

CANLAN YHL FOLLOWS THE CURRENT [Hockey Canada Rule Book](#) (EXCEPTIONS ARE THE FOLLOWING BELOW)

5.1 MAJOR PENALTIES

Any team official or player who received a gross misconduct or match penalty

before, during or after a game will be automatically be ejected from the league. With no refund applicable.

5.2 GROSS MISCONDUCTS OR MATCH PENALTIES

Any team official or player who received a gross misconduct or match penalty before, during or after a game will be automatically ejected from the league. No refunds will be given.

If an official hears a player or coach use any discriminatory slurs, they will be assessed a league ejection. The individual assessed this penalty will be suspended indefinitely.

5.3 FIGHTING

There is a zero tolerance for fighting. Any player incurring a fighting penalty will be expelled from the league. No refunds will be issued.

5.4 HITTING FROM BEHIND

If a player is assessed a hitting from behind penalty they will be immediately ejected from the game.

- Player will also be assessed a two game suspension. If the penalty is called within the last five minutes of the game, they will sit an additional game.

5.5 HEAD CHECKING

A player must be removed from the ice if the official suspects a possible head injury. The team trainer must evaluate the players condition before they can return to the player surface.

5.6 PENALTY FREQUENCY - 3 STRIKE RULE

A player receiving 3 minor penalties will receive an automatic game ejection penalty unless the 3rd minor is a coincidental penalty. In this case, a 4th minor penalty will result in the game ejection penalty) regardless of the 4th being coincidental). Double minors count as 2 penalties towards their 3-strike rule. Players that are ejected from the game under this rule will not receive an additional games suspension.

5.7 GAME EJECTION

A player who is deemed by the referee to be detrimental to the safety and/ or sportsmanship of the game may be assessed a balance of game ejection penalty, which carries no additional suspension. A minor penalty does not have to accompany this.

5.8 SUSPENSIONS

Suspension can be carried over to another season by staff.

5.9 REFEREES

The league organizers will not overrule a referees' call.

5.10 PROTESTS

No protests will be accepted, including video footage.

5.11 SPECTATORS

Any spectator deemed by either the referee or the League Convenor to be acting in a manner detrimental to maintaining a fun and safe environment will be subject to ejection from the rink area and/or premises. This includes but is not limited to: swearing and profane language, verbal attacks directed towards players, game officials, league staff, or other fans, fighting or threatening to fight. Failure to comply with an ejection may result in a delay of game penalty being assessed to the spectators team at the referees discretion.

Please note that in extreme circumstances games can be stopped and/or forfeited by league staff. U7 will have a buzzer system for line changes. If applicable.

HELPFUL RESOURCES

Canlan Website: www.canlansports.com

Customer Care Centre: <https://faq.canlansports.com/hc/en-us/articles/4403843896091-Customer-Contact-Centre>

Help Centre: <https://faq.canlansports.com/hc/en-us>