



## EXCELLENT ICE KIRKLAND YOUTH POND HOCKEY LEAGUE SPRING 2024 SEASON

Welcome to the Spring 2024 Youth Pond Hockey League. To make your season a success please ensure that all members of your team have read and understood all of the league rules.

### FORMAT

1. **11 GAMES:** 2 evaluation games, and 9 regular season games.
2. All rosters including **regular players and spares** must be completed by the registration deadline of March 9, 2024.
3. **MAXIMUM of 2 coaches/parents behind the bench at any time. (minimum age 20 years)**  
**PreNovice to Midget (coach/parent obligatory behind the bench)**  
**ONE** of the coaches/parents must **identify themselves as the HEAD coach. The HEAD coach** is the only person allowed to speak to the referee.
4. Please ensure that your team is ready for the start of each game, as the puck will be dropped on time. Once the Zamboni has resurfaced the ice, there will be a three-minute warm-up, after which the game will commence. **Late teams will be penalized one penalty shot for every two minutes that they are late.**
5. Line changes are permitted on the fly after a goal, penalty or injury only. (Novice 1 to Junior divisions)  
Pulling a goalie is **NOT** considered a line change. If the play is stopped for an injured player, that player must leave the ice.

**\*\* For Pre-Novice, Novice 4, 3 & 2 changes will be timed and indicated by the buzzer\*\***

**\*\*\*\*There will be NO off side calls for Pre-Novice and Novice divisions\*\*\*\***

All schedules can be found on our website at [www.excellentice-kirkland.com](http://www.excellentice-kirkland.com).



## Player Eligibility

1. Spare players must be of **EQUAL OR LOWER CALIBRE** than the team for which they are playing for. SPARES CANNOT BE TAKEN FROM OTHER TEAMS IN THE SAME DIVISION from the game prior or from another rink – The spare must be from the original roster!
2. Spares must be indicated on the team roster at time of registration online prior to March 9, 2024.  
**NO EXCEPTIONS WILL BE MADE.**
3. Please ensure that the score sheet is complete for each game (e.g. numbers filled out for present players, spare players' clearly indicated).
4. A spare who is not a regular player on any Y.P.H.L. team, who is suspended at all during the course of the season, will be barred from playing any more games for the remainder of the season.

## Discipline & Suspensions

1. **Body-checking is NOT PERMITTED.**
2. **Fighting - ZERO TOLERANCE** - Fighting will result in a **minimum 5 game suspension** with the possibility of expulsion from the league with no reimbursement.  
All infractions are subject to League Management's discretion. ANY FURTHER OFF-ICE FIGHTING WILL BE HANDLED BY THE POLICE.
3. **A team who's members are involved in 3 fights or more will be removed from the league with no reimbursement.**
4. Any player that becomes involved in a physical altercation in the stands, hallways, dressing rooms or parking lot of the arena with another player, spectator, official or arena staff will receive an automatic 5 game suspension. **A team in violation of arena rules may be barred from the arena for the remainder of the season with no refund.**



## Discipline & Suspensions

### 5. Suspensions:

- During game play: an effort will be made to prevent fighting between teams. At the first instance of a fight, whether it is gloves dropped, pushing in the corner, or general 'yapping', penalties will be assessed. In addition, ***players who do participate in a fight will be removed from a game and will automatically result in a 5 game suspension*** (even if no punches were thrown).
- **Suspensions: If a player is involved in an incident, a suspension will be issued**
  - **1 game suspension – First offence**
  - **3 game suspension – Second offence**
  - **Automatic expulsion from the league with no reimbursement – Third offence**

6. **VERBAL ABUSE OF AN OFFICIAL WILL RESULT IN AN AUTOMATIC GAME MISCONDUCT AND SUSPENSION. ANY PHYSICAL CONTACT WITH AN OFFICIAL OR EMPLOYEE WILL RESULT IN AN AUTOMATIC EXPULSION AND A LIFETIME BAN FROM THE BUILDING.** It is the responsibility of each team to control its players. Should you have a problem, please speak to the YPHL coordinator directly.
7. Discipline reports and suspensions will be emailed out to the entire league. Any penalties or suspensions are subject to the discretion of the league coordinators.
8. A spare that is not a regular player on any YPHL team and is suspended for any reason during the course of the season will be barred from playing any more games for the remainder of the season.
9. Teams are not permitted to bring alcoholic beverages or food into the building.



## Game Play

1. Please ensure that your team is ready for the start of each game, as the puck will be dropped on time. Once the Zamboni has resurfaced the ice, there will be a 3 minute warm-up, after which the game will commence. Late teams will be penalized one penalty shot for every 2 minutes that they are late.
2. Late players may enter the game up until the end of the 2<sup>nd</sup> period. This rule applies to regular players only, not spares. SPARES CANNOT BE TAKEN FROM OTHER TEAMS IN THE SAME DIVISION from the game prior or from another rink – The spare must be from the original roster!
3. Line changes are permitted on the fly, after a goal, penalty or injury only for the Novice 1 to Junior divisions. Pulling a goalie is not considered a line change. If the play is stopped for an injured player, that player must leave the ice. **\*\* For Pre-Novice, Novice 4, 3 & 2, changes will be timed and indicated by the buzzer\*\***
4. There will be **NO off-side** calls for the **Pre-Novice and Novice** divisions.
5. **Body-checking is NOT PERMITTED.**
6. **Fighting - ZERO TOLERANCE**
7. Three minor penalties will result in an expulsion from that game only.
8. A player receiving a minor penalty will be sent off the ice for one shift.
9. No penalty shots will be awarded for coincidental penalties. The players involved in the altercation will be sent off the ice for one shift.
10. If no goal is scored after a penalty shot, the face off will be in the offending team zone.
11. If the puck hits the goalie mask, the play is stopped and the face off is in the zone.
12. Intentional delay of game in the last 2 minutes will result in a penalty shot. (i.e.: late changes, putting too many players on the ice, faking an injury, shooting the puck over the boards, purposely dislodging the net, goalie taking off his mask, coach calling team to the bench etc.)
13. Standing tie-breakers: wins, plus/minus, goals for, head-to-head records, plus/minus in head-to-head games, coin toss.



## Game Play

14. All ties will be settled by a best-of-three shootout. A player may not shoot twice until each player on the team (except the goalie) has shot once, always maintaining the same shooting order. Ejected players may not participate in the shootout. If the score is still tied after 3 shooters, the shootout will then be sudden-death.

All participants accept the inherent risk involved in playing competitive ice hockey. All participants must wear proper protective equipment each game. Failure to do so exposes players to possible injury, and the potential for not being eligible to play the game.

**\*\*Neck guards are mandatory for all levels.\*\***

**\*\*\* A helmet with a minimum full cage must be worn at all times for PreNovice to Midget. \*\*\***

**Junior level must have a helmet with half visor minimum.**

For any inquiries and concerns, please contact the league coordinators,

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