



Welcome to the 2017 Spring/Summer Season of the Players Ball Hockey League.

As the league continues to grow, exciting times are ahead for the sport of ball hockey and we thank you all for your participation.

The Players Ball Hockey League is dedicated to the players and teams.

Have a safe and enjoyable season!

# Players Ball Hockey League

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# STATISTICS AND PLAYOFFS

## **STATISTICS**

### **1) STANDINGS**

Team standings and individual statistics will be updated and posted weekly. Statistics will be recorded and maintained by each Division Convenor. The statistics are recorded by player's number; therefore it is the responsibility of the Team Representative to keep your Division Convenor informed of any possible changes.

### **2) POINT SYSTEM**

WIN : 2 Points  
TIE : 1 Point  
LOSS : 0 Points

### **3) GAME DURATION**

Regular season league games are two (2) periods of fifteen (15) minutes stop time.

### **4) MERCY RULE**

If one (1) team falls behind by a total of five (5) goals, then the game becomes running time where the clock will not stop. If the trailing team narrows the goal margin to less than five (5) goals, then the clock will return to stop time. The mercy rule is not in effect in the first period.

Minor penalties are converted to three (3) minutes during running time.

# **PLAYOFFS**

## **1) PLAYOFF ADVANCEMENT**

### **MONDAY**

### **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (5<sup>th</sup>) place finisher does not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

### **Semi-Finals**

1st Seed vs 4th Seed

2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

### **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*

# **TUESDAY TIER 5** **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) place finishers do not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

## **Semi-Finals**

1st Seed vs 4th Seed

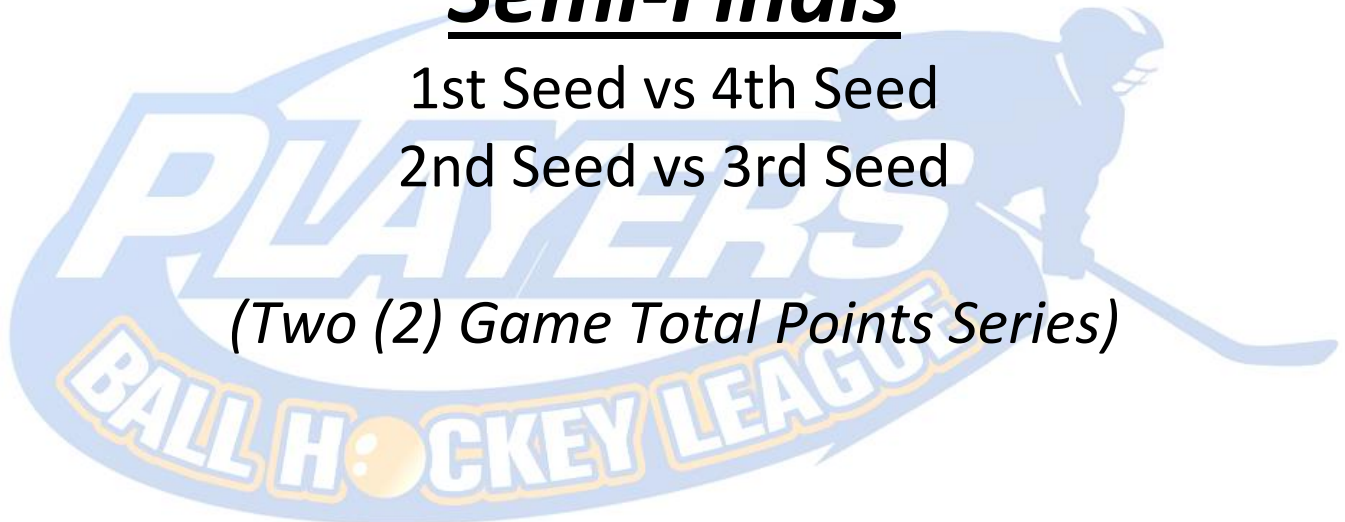
2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

## **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*



# **WEDNESDAY TIER 4** **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (9<sup>th</sup>) and tenth (10<sup>th</sup>) place finishers do not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

## **Quarter-Finals**

1st Seed vs 8th Seed

2nd Seed vs 7th Seed

3rd Seed vs 6th Seed

4th Seed vs 5th Seed

*(Two (2) Game Total Points Series)*

## **Semi-Finals**

1st Seed vs 4th Seed

2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

## **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*

# **THURSDAY TIER 5** **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) place finishers do not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

## **Semi-Finals**

1st Seed vs 4th Seed

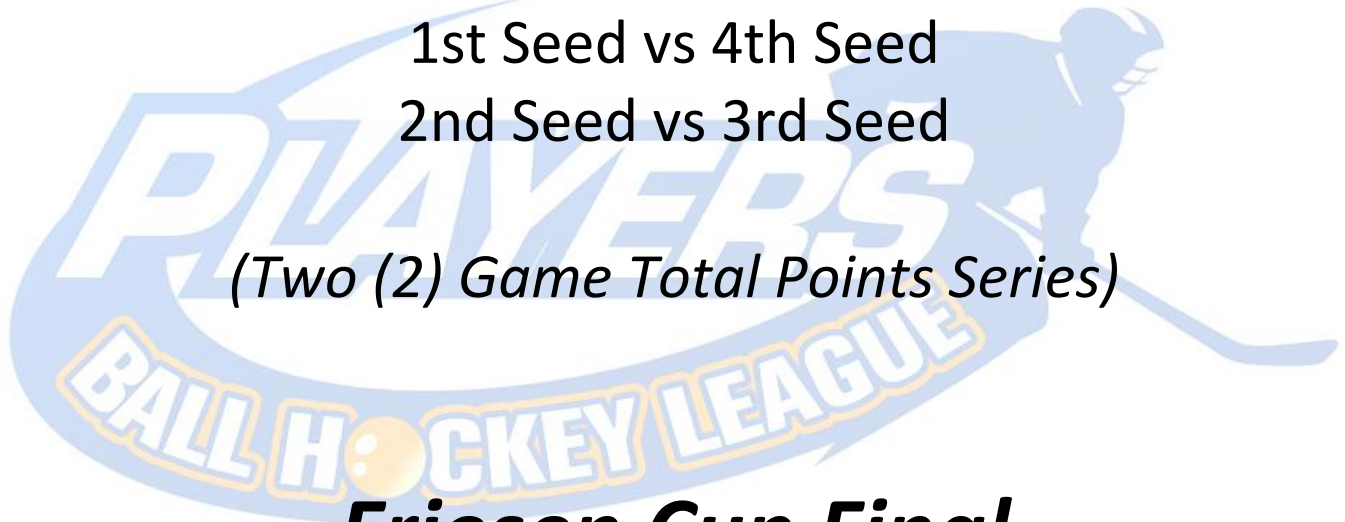
2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

## **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*



# **SUNDAY TIER 4**

## **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) place finishers do not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

### **Semi-Finals**

1st Seed vs 4th Seed

2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

### **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*





# **SUNDAY TIER 5A** **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (5<sup>th</sup>) place finisher does not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

## **Semi-Finals**

1st Seed vs 4th Seed

2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

## **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*





# **SUNDAY TIER 5B** **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) place finishers do not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

## **Semi-Finals**

1st Seed vs 4th Seed

2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

## **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*



# **SUNDAY TIER 5C** **DIVISION PLAYOFF FORMAT**

(10 Game Regular Season Schedule)

*(Regular season fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) place finishers do not qualify)*

The highest seeded team will play the lowest seeded team throughout the playoffs.

## **Semi-Finals**

1st Seed vs 4th Seed

2nd Seed vs 3rd Seed

*(Two (2) Game Total Points Series)*

## **Friesen Cup Final**

1st Seed vs 2nd Seed

*(Two (2) Game Total Points Series)*



## 2) PLAYOFF OVERTIME

Teams play one (1) ten (10) minute stop time period, sudden death to determine the winner of the game. If there is no winner after the overtime period then a shoot-out will decide the winner (see Shoot Out).

There will not be a shoot-out in the final game of league championships. There will be no overtime in the first game of a two game total points series. Overtime in the second game will occur only if the teams are tied in points after regulation time of the second game.

## 3) SHOOTOUT

Teams choose five (5) players for the shootout. Each player is entitled to one (1) breakaway opportunity. The team that has the most goals after the 5 selected shooters wins the game. If there is a tie in goals once again, the shoot out rounds will continue with one shooter per team until the tie is broken. Players may not shoot a second time until all players on one team or the other have participated.

## 4) PLAYOFF QUALIFYING TIE-BREAKER ORDER

In the event that two (2) teams are tied in points upon closure of the regular season the following format will be applied to determine qualifying and seeding for the playoffs:

1. Personal record between the teams
2. Total wins
3. Team with higher plus (+) rating
4. Team with fewest combined team penalty minutes

## 5) PROVINCIAL CHAMPIONSHIPS

At the conclusion to our playoffs the league winners will represent their respective division at the Provincial Championships (excluding Recreational league). Teams winning these events qualify for Eastern Canada Regional Championships in the following year.

To give more teams an opportunity to participate at provincials, provincial qualifying tournaments in June and July may be offered at most levels.

## 6) ROSTER ADDITIONS FOR PROVINCIAL CHAMPIONSHIPS

Teams advancing to the provincial championship tournaments are allowed to add to the team roster three (3) runners and one (1) goalie from any of the existing teams in their PBHL division.



# PBHL LEAGUE RULES/PROCEDURES

## TEAMS AND EQUIPMENT

### 1) REGISTRATION

You may register a team or register as an individual and be placed on a team.

If representing a team you act on behalf of the team. You are responsible for the collection of all funds, i.e. registration and fines; as well as the organization of your team within the PBHL rules and regulations. As a representative of your team and the PBHL, you are encouraged to lead by example and understand the bylaws of the PBHL. You act as the communication link between the PBHL executive and the players you represent.

If you register as an individual player you will be placed on a team where positions may be available. The PBHL executive will monitor the 'Individual' team to make sure that you and your teammates are comfortable and understanding of the rules and regulations. A team representative will be chosen by your team or by the league.

### 2) RETURNING TEAMS

What constitutes a team being considered a 'returning' team is a team containing six (6) or more players from the previous year. The 'returning' team is subject to applicable fines, or suspension carry-overs.

### **3) ROSTERS**

A team may have a minimum of twelve (12) and a maximum of twenty-two (22) signed players. The TEAM REGISTRATION FORM must be handed to a league official before the first regular season game. There will be a designated team Addition/Deletion form for players to be added after the first game. If a player is deleted from your roster, then your team roster is reduced in size.

### **4) GAME DAY ROSTERS**

The roster on the official game sheet will be the official roster used by the Timekeeper. By using this form, the Timekeeper is made aware of players participating in that particular game as well as bench staff and/or suspended players. A player arriving late must be on the team roster AND report to the timekeeper prior to playing in that game.

### **5) ROSTER CONFIRMATION**

Team rosters will be frozen (set) as of Game 6 of the regular season. All additions and deletions must be completed by the Game 6 deadline.

### **6) PLAYOFF QUALIFICATION**

A player must participate in five (5) regular season games in order to qualify for playoff participation. It is very important that the team representatives check all game sheets immediately after game play to make sure that there is a match between your records and the leagues. If there is an error (i.e. player participated and wasn't checked off on the game sheet) and it is not reported to the league office within 24 hours then the error proceeds unchanged. The League Executive will monitor player participation.



## **7) PLAYERS IN UNIFORM**

A team must have six (6) players in uniform by scheduled game time. If at the scheduled game time, a team does not have six (6) players in uniform then the team loses by default. It is the discretion of the official to grant a five (5) minute grace period before calling a game default.

A defaulted game results in a 5 – 0 loss. (see fines and suspensions)

If there are 6 players in uniform and no goalie dressed then a runner assumes the goalies position but may not cover up the ball in the goal crease or a penalty will be assessed. Teams are allowed to borrow goalies (except in the Elite division) provided the borrowed goalie is signed in the PBHL. You may not borrow goalies in the playoffs (except Recreational division)

## **8) GOALTENDERS IN UNIFORM**

It is required that teams have a goaltender dressed for each game. A back-up goaltender dressed and ready for play is allowed. If a team decides to 'pull' their goaltender and does not have a back-up goaltender ready then they are allowed only one (1) minute before the game continues. A runner must assume the goaltender position. If a goaltender is injured and has to be replaced then a team is allowed ten (10) minutes before the game commences.

## **9) BACK-UP GOALTENDERS**

Teams may use a roster spot to sign an alternate goaltender. This goaltender must be clearly indicated as being the 'back-up' goaltender for the team on their TEAM REGISTRATION FORM. The 'back-up' goaltender may participate for their team in the playoffs without having to play the minimum three (3) regular season games. In the playoffs the alternate goaltender may not play a position other than goaltender unless they have played the minimum of three (3) regular season games. A 'back-up' goaltender can only play for one (1) team per league.



# **10) TEAM UNIFORMS AND EQUIPMENT**

All players participating on a team must wear exactly the same coloured jersey. All team jerseys must be numbered from 0 – 99. Two (2) players may not wear the same number. Fraction additions or subtractions are not permitted. Numbers MUST be legible, no tape or other forms of temporary numbers are permitted. Teams must have ALL of their players in matching jerseys by the third (3rd) week or fifth (5th) game (whichever comes first). If not, then a \$10 fine per player without matching jersey or a maximum team fine of \$50, whichever is less will be assessed. Goaltenders are allowed to wear jerseys of a different colour. Only running pants or shorts are permitted for bottom wear. They do not have to match in colour. Please note that pants and/or shorts must be of matching colour in all OBHA tournament play.

# **11) MANDATORY EQUIPMENT**

The following equipment is mandatory in order to participate in game play.  
CSA approved ice hockey helmet (chin straps must be properly fastened at all times)  
Ice hockey gloves (no broomball, lacrosse, gardening, ball hockey gloves etc)  
Matching jerseys  
Running shoes  
Hockey sticks manufactured for ice hockey use  
Goaltenders:  
CSA approved goal mask or helmet assembly (no “cats-eye” grilles allowed)  
Full legal goaltender equipment (no street hockey equipment allowed)  
Running shoes or boots that offer more instep and toe protection allowed

## **OPTIONAL OR RECOMMENDED EQUIPMENT**

The following equipment is not mandatory but recommended highly by the PBHL:

Shin pads  
Knee pads  
Protective cup ‘jock’  
Soft elbow pads  
Mouth guard

## **12) TEAM CAPTAINS AND ALTERNATES**

Each team must have a captain (does not have to be the Team Representative). A maximum of two (2) assistants are allowed. Captains and alternates must be clearly identified on the team's roster. If there is a change or absence the Timekeeper must be notified before the game. If a team chooses not to identify their captains and alternates on their sweaters, then they must indicate their captains and alternates before each game to the timekeeper.

Only a team captain or assistant on the playing surface may enquire about rules being called in their team's game with the officials. If a player other than the teams' captain or assistant questions an official they may be assessed a penalty.

## **13) DIVISIONAL ALIGNMENT**

If possible, at the conclusion of six (6) regular season games the league may move teams into a different division in order keep the level of play balanced (Masters excluded).

This is not mandatory and is the sole discretion of the league executive.

These are the levels of play for the adult leagues:

Tier 1 – 'A'; Tier 2 – 'B'; Tier 3 – 'C'; Tier 4 - 'D';

Tier 5 and Tier 5A – 'E'; Tier 5B/5C – 'Recreational'

If a team moves up their wins count as three (3) points. Win points for teams moving down are counted as one (1) point. Points for ties remain at one (1) point regardless of movement.

## **14) PLAYERS COMPETING ON MORE THAN ONE (1) TEAM**

i) Players can play for as many teams as they choose providing they are signed and registered on the OBHF/CBHA Team Registration Forms pertaining to the teams they play for.

Please refer to the Ontario Ball Hockey Federation ([www.ontarioballhockeyfederation.ca](http://www.ontarioballhockeyfederation.ca)) for player eligibility guidelines in the 'A', 'B', 'C', 'D' AND 'E' levels.

This rule also applies if this player competes in other levels within the Provincial Leagues.

## 15) EQUALIZATION OF TEAMS (RECREATIONAL DIVISIONS)

The Recreational division is made up of individual signees and teams that are of beginner skill level. If a team (See returning teams – Section 2) signs up to compete in the Recreational division and are “dominating” the competition, after 5 games, the league executive reserves the right to equalize teams to ensure more fair competition.

## 16) DEFAULTED GAMES

If a team fails to show up for their game, the game is recorded as a 5-0 loss in favour of the opposing team. A fine of one-hundred (\$100) is applied to the defaulting team. A second default by a team accrues a fine of one-hundred & fifty (\$150). A third default is an automatic expulsion from the league

## 17) ACCUMULATIVE PENALTIES

**Per Game:** A player will be ejected from a game if they receive 3 minor penalties or more during the course of the game.

**Game Ejection:** A player can be given a ‘Game Ejection’ in lieu of a misconduct penalty. Two (2) minutes will be recorded against the player given a ‘game ejection’.

If a player is ejected from a game they must immediately go to their respective change room. Failure to comply with this rule results in an additional game suspension and possible default for their respective team.

### **Per Season: ADOPTION OF ‘SAFE-PLAY’ RULES (2003):**

If a player accumulates thirty (30) minutes in penalties (same season) that player will be suspended for one (1) game (playoffs included) and assessed a fine of \$20 dollars. The \$20 fine MUST be paid PRIOR to participating in the next game. If a player accumulates forty (40) minutes in penalties (same season) that player is suspended for three (3) games (playoffs included) and assessed a fine of \$30 dollars. The \$30 fine MUST be paid PRIOR to participating in the next game. If a player accumulates fifty (50) minutes in penalties (same season) they are suspended for the balance of the season (playoffs included).

\*All fines must be paid to the League Convenor prior to participating in the following game. If the suspended player participates before paying the fine, then both the fine and suspension are doubled and the game is considered a default loss. Recorded as 5 – 0 loss.  
Fighting, Misconduct and Match Penalties; (See PBHL Fines and Suspensions)

## **18) DISORDERLY CONDUCT**

- i) If a team is ordered to their dressing room by a league official they must do so immediately or a team fine of fifty (\$50) will be assessed.
- ii) Any team involved in questionable conduct on arena property (including parking lot) will be suspended from further league play for the balance of the season.

## **19) FINES**

It is the responsibility of the Team Representative to check the game sheet after each game to monitor fines and suspensions that may be applicable. (A final ruling on major incidents under review by the PBHL Executive must be acknowledged and appropriate remedies taken before said player or team may compete in next scheduled game.) In most cases, all applicable fines and or suspensions will be marked on the game sheet, however it is still the responsibility of the Team Representative to know the PBHL bylaws and to adhere to its' fines and suspensions in the event it is not marked down on the game sheet correctly.

## **20) ASSIGNMENTS**

There will be two (2) referees and a Timekeeper assigned to each game. In most cases a senior official will be present. The League Executive may be approached by a Team Representative regarding most league related issues, however if the issue relates to a judgement made by a game referee then those issues should be discussed only with the Division Convenor.

## **21) ALCOHOL & SMOKING**

ALCOHOL AND SMOKING ARE NOT PERMITTED. PLAYERS MUST BE AWARE THAT WE PARTICIPATE ON CITY OWNED PROPERTY AND THIS POLICY IS IN FULL EFFECT. PLEASE NOTE: THERE WILL BE NO WARNINGS. IF A PLAYER IS CAUGHT SMOKING OR DRINKING ON CITY PROPERTY THEY WILL BE IMMEDIATELY REMOVED FROM FURTHER PARTICIPATION WITHIN THE PLAYERS BALL HOCKEY LEAGUE AND POSSIBLY FINED BY THE CITY.

## **22) HOME/VISITORS BENCHES**

Teams are to start the game on the respective benches indicated on the season schedule. (If not marked on the season schedule clearly then the team listed on the left side of the opponent's team on the schedule is considered the visiting team)

The goaltender will switch ends at the end of the period. It is recommended that runners start on the opposite end of the playing surface from their benches to make it easier to 'pull' the goaltender if needed during the final period.

## **23) GAME START TIMES**

The warm up clock shall indicate three (3) minutes. At approximately one (1) minute the Referee will blow their whistle to warn teams to get ready. The game will commence with fifteen (15) minutes set on the game clock.

## **24) SHAKING HANDS**

Although not enforced, in an act of sportsmanship teams are encouraged to shake hands with their opponents prior to the game or at game's end as determined by the league.

## **25) TIMEOUTS**

Each team is allowed one (1) timeout per period. There are no timeouts allowed in regular season overtime play. Timeouts are generally thirty (30) seconds in duration.

## **26) AWARDED GOALS**

In the event that a team already has their goaltender pulled in favour of an extra attacker and then creates a foul on their opponent during a clear scoring attempt, then a goal will be awarded to the defending team.



## **27) UNIQUE SITUATION**

In the event that a unique situation arises and it is not covered in the PBHL bylaws, the League Executive or possibly the Division Convenor will make the best decision as they see fit.

## **28) TEAM REGISTRATION FEES**

Team registration fees are due in full prior to the first game. There is a \$50 team fine if the team registration fee is not paid in full on or before the first game. An added fine of \$50 will be assessed per game for the next two (2) games if the full registration fee is not paid. If the team registration fee is still not paid in full prior to the start of the fourth (4th) game then the team is banned from further play. Any fees the team may have paid the league up until then will not be returned to them. If this team decides to compete in future competition their balance must still be paid in order to participate.

## **29) APPEALS**

All decisions regarding an appeal must be ratified before a player/team can compete in their next scheduled game. A mid-season Team Representative meeting will be scheduled if time permits. All team payments must be paid in full by the final meeting scheduled. It is up to the League Executive to inform Team Representatives when the final meeting will take place. Teams that are not fully paid on that final meeting date may be subject to expulsion from the league or fined fifty (\$50) dollars per week up to the start of the first regular season game.

If in the opinion of the League Executive, a player or team acts beyond the appropriate conduct necessary to the PBHL rules and regulations, the player or team will be released from participating in the PBHL and may only return subject to review.

If an appeal is to be made, it must be accompanied by a non-refundable payment of twenty-five (\$75) dollars. The appeal fee (\$75) may not be placed towards the fine in question. There are no appeals permitted for fighting majors.

## **30) SPECIAL MASTERS ROSTER REGULATIONS**

For league play only the Masters League, which is a 30+ division, will allow the following exceptions:

A maximum of 3 players as young as 27; plus a maximum of 1 goaltender as young as 18

Individual team entered by the league may have age exceptions to be able to compete within the division.

Please be advised that these underage allowances are for league play only, and teams qualifying for the Masters Provincial Championships may not use any players under the age of 30. Provincial rules allow pickups for provincial championships to a maximum of 5 players of which at least 1 must be a goaltender.

## **31) FINES & SUSPENSION SCHEDULE**

Misconduct 10 minutes - No Fine

Two majors in one game - additional 1 game suspension \$25

Two misconducts in one game - 1 game suspension \$25

Game misconduct 10 minutes - 1 game suspension \$25

Gross misconduct 10 minutes - 2 game suspension \$40

Match penalty 5 minutes - 5 game suspension; 20 minutes recorded \$50

Fighting major 5 minutes 5 game suspension; 20 minutes recorded \$50

Fighting instigator or aggressor 5 + 2 minutes - 7 game suspension; 25 minutes recorded \$50

Self-defence fighting when aggressor assessed - 5 minutes Game ejection No Fine

Third-Man-In - 10 + 2 minutes 1 game suspension \$25

1st player off the bench - 6 minutes 5 game suspension; 20 minutes recorded \$50

1st player off opposing bench - 6 minutes 2 game suspension; 15 minutes recorded \$25

Fighting off the playing surface - 10 minutes 7 game suspension; 25 minutes recorded \$100

Verbal abuse of official - 5 minutes 5 game suspension; 20 minutes recorded \$50

Striking/attempt to strike official - 5 minutes Life suspension \$100

2 Match penalties, or 3 Game Misc., or 3 Gross Misc. - 1 year suspension No Additional Fine

Use of an ineligible player -Game Loss; Possible suspension \$50

Failure to proceed to dressing room- Possible 1game suspension \$50

Unsportsmanlike conduct for racial comments -

10 minutes Gross Misconduct (2 game suspension); 20 minutes recorded \$40

Failure to return a league trophy - Possible suspension of team \$150

Team default - \$100 / Second default \$150