



Knights Spring Session Game Rules - 2023

In order to keep the program costs down we request parents to volunteer within the program. This includes volunteer assistant coaches, and time/score keepers.

Each team will be assigned a nonparent coach. For game play we request each team provide 2 volunteer assistant coaches. Parents are requested to run the score clock. Each team shall assign a parent to coordinate a clock schedule assigning one parent to be in the score-keepers area and run the clock and keep score for each game.

Referees will provide assistance and guidance prior to each game to ensure that the clock is set up correctly. The parents assigned (one from each team) will be expected to control the score clock and start and stop the time clock when a penalty is called.

Volunteer Coaches, Managers

The spirit and intent of the program is to provide a fun and safe atmosphere for the kids and to enhance their skills.

- (a) Each team is requested to assign a volunteer to schedule the timekeeper volunteers for each game.
- (b) we may need volunteer coaches on the benches. All bench personnel must have a player assigned to the team.
- (c) Volunteer coaches are required to support the instructors that have been assigned to each team.
- (d) Opening of the gate to allow players on to the ice must only happen at the sound of the buzzer, not before. Have players enter ice from door closest to your goalie, enter bench at door closest to center ice. (this is for the U7-U11 age groups)
- (e) Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for the remainder of the year.

INAPPROPRIATE BEHAVIOUR, CONDUCT, OR LANGUAGE by PLAYERS, COACHES, MANAGERS, OR PARENTS WILL NOT BE TOLERATED.

Teams

- (a) Only registered players on team rosters may play.
- (b) Each team will play with three (3) players on the ice, plus a goalie or four (4) players plus a goalie. (The U15 age group will play 4on4)
- (c) It is the responsibility of the goalie to find a replacement if he / she will not make a scheduled game. The replacement goalie must be a registered goalies within the program and in the same division. If you can not find a replacement goalie contact the Director or Development at development@knightsHC.ca and we will assist in finding a replacement.
- (f) In the event a teams will have 6 or less skaters for a scheduled game they are allowed to pull replacement players from other teams in the same age group to ensure they have enough skaters for the game. You may not pull up more players than on your official roster. If you require players to meet the minimum to allow a game they MUST be registered in the Knights Spring program. No stacking of your team.



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Rules of Play

- (a) All games will be NON CONTACT.
- (b) All games will consist of a 3-minute warm up followed by a 2 – 27 minute periods running time period. If for any reason there is time remaining on the clock, the game will end at the originally scheduled time.
- (c) Face-offs will occur only at the beginning of the game or in case of coincidental penalties (see Minor Penalties).
- (d) When play is stopped due to the goalie controlling the puck, a whistle will signal the attacking players to vacate the zone (outside the ringette line). Once all the attackers have exited the zone at the same time, the players may re-enter to resume play immediately (same as a delayed off side). They may not challenge the opposition until they have all exited the zone (outside the ringette line). Attacking prematurely may result in a penalty for the offending player.
- (e) Tag up Rule on each goal – All players must simultaneously tag up (come on their defensive side of the redline) to the center red line after each goal is scored. This will allow the team that was scored on the opportunity to break out of their zone. Attacking prematurely may result in a penalty for the offending team. The team with puck possession shall not be allowed to make a two- line pass until such time as the defensive team has tagged up on their defensive side of redline
- (f) There is no centre ice (red) line, and therefore no icing calls. Teams must leave the puck where it is when the Buzzer goes with no shooting or passing of the puck after the buzzer sounds. Teams will be warned once regarding icing the puck at the horn and continued, infractions will result in a penalty shot for the opposing team
- (g) All offside plays at the blue line will be deemed delayed offside and the referee will call for the offending players to release the puck and exit the zone. The team going offside must immediately give possession of puck to the other team. Once all the offending players have exited the zone together, they may re-enter the offensive zone.
- (h) The goalies shall not cover the puck at the sound of the horn / line change – a penalty shot maybe assessed for this infraction
- (I) The goalie cannot freeze the puck behind the goal line – they must keep the play in motion.
- (j) If the puck hits the mesh (above the glass) and remains in play it remains live...play on. If the puck leaves the ice surface one of the coaches can immediately throw a puck on the ice to resume play. No face-offs.

Shifts

- (a) Player shifts will be managed by the coach/volunteer on the bench. Players are expected to get equal playing time (as closely as possible). Players will naturally rotate through playing partners.
- (b) for the U7-U11 age groups a whistle or horn will sound every 60 seconds as is described in the clock set up at each rink to signal a line change. All players on the ice at the time of the horn sounding must change.
- (c) Players entering on to ice to begin their shift MUST enter the ice from the door closest to their goal net. Players entering the bench after their shift is over must enter the door closest to center ice line.
- (d) For the U13-U18 players will change on the fly



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5-4-3-2 Rule

(a) In the event that one team attains a 5 goal advantage (i.e. 8-3) the disadvantaged team can add a 4th player to the ice on the very next shift. The team can keep an additional skater on the ice until the goal differential gets down to a 2 goal differential (for example: 8 – 6). The 4th player can stay on the ice until the shift is over in which the goal was scored to get to the 2 goal differential. The next shift will be played with 3 on 3 again. Repeat as needed.

Minor Penalties

(a) All penalties will result in an immediate penalty shot for the offended player. The referee will place the puck on the centre faceoff spot. The penalized player will be given the opportunity to chase the penalty shooter. All remaining players on the ice will be allowed to rejoin the play once the puck has been released from the penalty shooters stick. The play will be deemed live if a goal has not been scored and or the puck has not been covered by the goalie

If the offended player is injured and unable to perform the breakaway, the coach will assign one (1) player from the ice to replace that player. If the buzzer is to sound during the course of a penalty shot, the play shall continue and the goal will stand if scored.

Upon the penalty infraction the referee will blow whistle immediately as there are no delayed penalties. The scorekeeper will stop the time clock immediately on the whistle indicating a penalty has been called. The scorekeeper will start the clock only after the shot or deke is taken on the penalty shot.

(b) Coincidental penalties shall result in a faceoff at centre ice and no penalty shots will occur.

(c) Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game.

(d) If a player is ejected from a second game due to penalties – the volunteer on the bench will discuss the situation with the parents and the player and provide a warning of further suspensions if another game ejection occurs (the 3rd game ejection will result in a minimum 3 game additional suspension, in addition to the game played). A third ejection will result in a disciplinary hearing with the directors for further suspension or possible expulsion from the league.

(e) Body checking penalties will be deemed as two (2) offences. Two (2) body checking penalties in the same game will result in the immediate ejection from that game plus a further game misconduct.

Major Penalties

(a) Major penalties will result in the immediate ejection of the offending player(s) and suspension pending further review by the directors.

(b) Fighting majors will result in the penalized players being expelled from the league indefinitely pending further review by the directors.