



Islamic Institute of Toronto
Education for Virtuous Living

IIBHL



RULES & REGULATIONS

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A. IIBHL CODE OF CONDUCT

The IIBHL is a Muslim league. The following conduct is expected from everyone involved in the IIBHL:

- Sportsmanship, Sportsmanship, Sportsmanship.
- Respect for each other, the volunteers and spectators.
- Respect for the gym: use sticks with approved plastic blades (no wooden blades) and throw all trash in the garbage cans provided.
- Respect for the classrooms: no one is allowed in the classrooms or out in the hallways next to the classrooms.
- Respect for the building: no one is allowed anywhere on the second floor of the building without a valid reason.
- Respect for prayer times: when the azan is heard, all activities must stop IMMEDIATELY and everyone should prepare for Isha prayer.
- Respect for those still praying: after Isha, DO NOT START TALKING OR PLAYING until you are given the ok to do so.
- Islamic conduct and dress code (no shorts above knees allowed).
- Meeting in the middle for a short dua before games, and meeting again after games to shake hands.
- Helping out whenever needed (setting up before games, putting away equipment, cleaning up and returning the gym after games to an acceptable state before leaving).

*The following conduct is strictly prohibited for all IIBHL players:**

- Slap shots (raising your stick above the shoulder before taking a shot).
- Use of the stick in a dangerous manner during games.
- Excessive contact during a game, and any contact with someone against the wall.
- Fighting or any other aggressive behaviour.
- Swearing or trash-talking before, during or after games, or anywhere on IIT premises.
- Unsportsmanlike conduct contrary to the spirit of brotherhood that the IIBHL promotes.
- Hockey playing of any kind in the hallways or lobby outside of the gym.
- Bullying on IIT premises or electronically (text, email, social media).
- Smoking/drugs/alcohol.
- Vandalizing/defacing/damaging the building in any way.
- Being found alone with a member of the opposite sex not related to him in any part of the building.
- Any other anti-Islamic behaviour.

***The above violations will be dealt with severely and will entail disciplinary action ranging from suspension and/or ejection from the league to legal action.**

B. VOLUNTEERS

League Administration Group

Moving forward, Abdullaah Hamid (Director of Operations) will assist Khalid Raheem (President) with the high-level running of the league and in making all major decisions. Abdur-Rahman Hamid will support them as Senior Administrator, whose advice and opinion will be consulted on certain matters when necessary, and Umar Hamid will join the group as an Administrator in training. Administrators will be kept apprised of any decisions made by Khalid and Abdullaah. Faheem Hack remains as Webmaster and advisor. This Admin Group ensures the league is organized and runs smoothly.

Timekeeper

The timekeeper sits at the scorekeeper's table in the area behind the net dividing the gyms, responsible for timing the shifts, penalties and periods and blowing the whistle to indicate the end of a shift or period. See **Appendix A – Timekeeping** for more details on the timekeeper's duties.

Scorekeeper

The scorekeeper sits at the scorekeeper's table in the area behind the net dividing the gyms, and is responsible for getting the shift charts filled out by the coaches on time, filling out the scoresheets, recording the scoring plays and penalties during the game, and recording shots on each goalie. When shift charts have been handed in to the scorekeeper, he will notify the referees who will then ensure the coaches gather the players at centre. See **Appendix B – Scorekeeping** for more details on the scorekeeper's duties.

Referees

Referees need to be trained on and be familiar with the rules and regulations of the IIBHL listed in this Rules and Regulations. They are responsible for assessing penalties, determining the scoring plays, ensuring fair play and generally ensuring all rules and regulations are being followed. If a referee is unsure about a rule or regulation, it is recommended that he stop play and consult with the other ref(s). If still unclear, he should consult the Rules and Regulations in the binder. See **Appendix C – Refereeing** for more details on the duties of the referees.

Coaches

Coaches are responsible for contacting their players at least once a week and keeping them up to date at all times with any league news, gathering players to the middle before and after the game, mentoring, advising and encouraging their team, and promoting fair play and sportsmanship at all times. Coaches MUST submit their shift chart when requested by the scorekeeper or referee 5 minutes before game time and retrieve it from the scorekeeper before the game begins. See **Appendix D – Coaching** for more details on the duties of the coaches.

C. GENERAL RULES

Registration

Once registration begins, returning players will be guaranteed a spot until a certain date. That date will be clearly communicated to them when they register. This period where a guaranteed spot is reserved for them is to encourage players to come back and instill in them a sense of loyalty to the league. New players will go on a waiting list until the guaranteed period is over for the returning players. At this time, the remaining spots are filled from the waiting list starting from the top, with ABSOLUTELY NO EXCEPTIONS. No one should expect or request to be moved higher up the list. Returning players who miss the guaranteed period lose their privilege as a returning player and join the bottom of the waiting list.

Tryouts

All players who have submitted a registration form during the registration period are invited to Tryouts where they will be run through drills to show the coaches their level of skill. Standbys (those who submitted forms too late) may also be invited to the Tryouts in the event there are no-shows. Tryout dates will be given well in advance and attendance is mandatory. No-shows will be replaced by standbys. No excuses accepted, no exceptions made. Coaches are expected to take detailed notes on each player at the Tryouts and will be provided with guidelines on how to do so. Coaches not properly prepared for the Tryouts end up with weak teams as well as unhappy players and parents. This must be avoided at all costs.

Standbys

Anyone submitting their registration form after registration is full is considered a standby. Standbys are invited to the Tryouts and will take the place of a registered player who does not show up. If we have too many standbys, those who signed up earliest will be invited to the Tryouts.

Draft

Once the coaches have taken notes on the skill level of each player at the Tryouts, they will meet on Draft day to pick the players one by one onto their teams. The Draft order has already been determined by coaches pulling numbers out of a bag at the last Awards Dinner. See iibhl.ca > **Registration** > **Draft** for this year's draft order.

Divisions

The division breakdown for Tier 1 is:

<u>Tier 1 East</u>	<u>Tier 1 West</u>
Al-Falaah	Al-Ansaar
Al-Mu'minoon	Al-Fowz
At-Taqwaa	As-Sidq

The division breakdown for Tier 2 is:

<u>Tier 2 East</u>	<u>Tier 2 West</u>
Al-Eemaan	Al-Khaashi'oon
Al-'Aalimoon	Al-Mujaahidoon
Ar-Raashidoon	As-Sabr

Attendance and Manpower

- **Maximum:**
Tier 1: The maximum players on at any one time is 4 players plus a goalie or 5 players and no goalie.
Tier 2: The maximum players on at any one time is 5 players plus a goalie or 6 players and no goalie.
- **Minimum:**
Tier 1: The minimum players on at any one time is 2 players plus a goalie or 3 players and no goalie.
Tier 2: The minimum players on at any one time is 3 players plus a goalie or 4 players and no goalie.
- **Shorthanded:**
A team is allowed to play with up to two players short, which is considered minimum manpower. If a team cannot field the minimum at game time, they will be given an extra 5 minutes after which they will forfeit the game (see **Forfeit**).
- **Mercy Rule:**
The Mercy Rule goes into effect:
 - Whenever a team can only field the minimum, provided the other team is able to field the maximum. A 5-goal advantage by the other team ends the game immediately. The game will also end if, in the referee's opinion, the team with the advantage is deliberately prolonging the game.
 - Whenever one team plays without a goalie. A 5-goal advantage by the other team ends the game immediately.
 - Whenever neither of the conditions above are present and one team has an 8-goal difference after the first shift of the second period.
 - The score at the time of implementing the Mercy Rule will be considered the final score.
- **Forfeit:**
 - If a team cannot field the minimum 5 minutes after the official start the game.
 - If a team fielding the minimum has a player leave the game for whatever reason (ejection, injury, sick, goes home, etc.)
 - If a team cannot submit a properly filled out shift chart more than 10 minutes after the scheduled start of the game
- **Penalty Shot:**
 - If a team fielding the minimum gets a penalty (without a player being ejected from the game), a penalty shot will be awarded to the other team. The coach will choose someone on at the time of the penalty to take the penalty shot.
 - If a player is tripped up or interfered with on a clear breakaway and a goal is not scored, a penalty shot will be awarded to him.

Latecomer

A player arriving after the shift chart has been submitted to the scorekeeper is a latecomer. He must be sent immediately to the scorekeeper to be added to the team list on the scoresheet. It will also mean his coach needs to add him to all boxes on the shift chart and start using the next box above that is now full from the next shift onwards. If a latecomer has missed the entire first period, he will not be allowed to play in the second period. This goes into effect as soon as the whistle blows to end the first period. Coaches are expected to be very clear in their emails to parents about the problems brought about by players coming late.

Illegal Player

- A player who plays but has not registered and is therefore not on the scoresheet.
- A player who plays but it is not his shift.
- A player not wearing goggles, or not wearing it over his eyes.
- A player playing with an illegal stick.
- A player playing in the second period who has missed the entire first period.

During the game: Any goals scored or assisted on by an illegal player will be removed from the records as soon as it is discovered. The player will also be given a one-minute penalty. There will be no warning first.

After the game: If it is discovered after the game that an illegal player was playing, all goals that he scored and assisted on will be removed from the records, and the final score will be adjusted accordingly. The player will also be given a penalty on his first shift of the next game he plays.

Illegal Stick

An illegal stick is one that does not conform to the definition of what is legally permissible by the IIBHL, as defined by IIT. All sticks must have a plastic blade (not wooden or composite), either screwed on, glued on or fused on. Tape of any kind on the blade is prohibited even if it does not cover the bottom of the blade. Blades with rough bottoms are also not permitted so it would be a good idea not to use your game stick outdoors. A player playing with an illegal stick will be considered an illegal player (see **Illegal Player**). Coaches are responsible for ensuring their players are using legal sticks. Referees will do random spot checks.

Slap Shots

It is illegal to raise the stick above one's shoulder when taking a shot. This will be considered a slapshot and will incur a penalty without warning.

Offside on Faceoffs

Players must be behind or in line with their team-mate taking the faceoff. The players taking the faceoff must ensure that their team-mates are not off-side, i.e. they are not ahead of them on the playing surface. Any time there is offside on a faceoff, the player taking the faceoff for that team is replaced for the ensuing faceoff. Coaches should remind players of this. The referees need to enforce this.

T-shirts

T-shirts are the property of the IIBHL and must be respected at all times. All players must wear their team t-shirt to every game.

- **Failure to bring t-shirt to game:** 1-minute penalty immediately to be served by that player. If more than one player on the same team has no t-shirt, the penalties will be served consecutively. T-shirts cannot be switched in the event of a missing t-shirt. The person without the t-shirt must serve the penalty.
- **Leaving t-shirt and going home:** Anyone leaving his t-shirt behind will be issued a fine starting at \$5 providing the t-shirt was found. The fine increases by \$5 with each offense. The player will serve a one-minute penalty to start the next game he plays, even if he's a goalie. This penalty goes up by a minute each game that the fine is not paid.
- **Losing t-shirt:** A t-shirt that is lost must be paid for by the player who lost it. It is the coach's responsibility to retrieve \$40 from the player.
- **Damaging t-shirt:** A t-shirt that is damaged must be paid for by the player who damaged it. It is the coach's responsibility to retrieve \$40 from the player. A player may continue to play with a damaged t-shirt until it is replaced, but he will serve a 1-minute penalty for every game he plays until the t-shirt is paid for. If the player does not serve the penalty one game, he will serve his entire first shift the next game. This increases by one shift every game.

Goggles

Tier 2 players must wear the goggles provided each game and return it to their coach after the game is done. Players may choose to buy their own. This is considered part of their mandatory equipment along with their t-shirts. Players wearing glasses are excepted from wearing goggles.

Sticks

Sticks with wooden blades are strictly forbidden. Sticks must have a plastic blade screwed on, glued on or fused on. Tape is not allowed on the blade of any stick. The blade of the stick must also be smooth at the bottom. It is recommended that sticks used in the gym are not used outdoors as that makes the blades very rough. Sticks violating any of these rules will be considered **illegal**. Coaches are required to check the sticks of their players before each game to ensure they are legal. Random checks will be made by the referees and penalties handed out for illegal sticks.

Home Team

Home team is the team mentioned last in any matchup on the schedule. The home team will have the advantage of deciding whether to go first or last in the event of a shootout and of filling in their shootout order on the scoresheet after the visiting team has done so. The home team will also fill in their overtime matchups on the scoresheet after the visiting team has done so. The advantage in any decisions that need to be made by both teams will be given to the home team.

Team Benches

These are at either end of the playing area, between the hockey gym and the badminton/ping pong gym. Parents and other spectators are strictly not allowed on the team benches. Coaches are expected to enforce this. Coaches may ask the referees to help them enforce this.

Penalty Box

This is the area 6 feet on either side of the scorekeeper's table. Other than penalized players, no one is allowed in the penalty box area including spectators. Referees are expected to enforce this. Entrance to the Penalty Box is under the net. Players will stand in the penalty box on the side closest to their team bench. When the penalty is over, penalized players **MUST** go back to their bench. Re-entering play under the net is strictly forbidden and will entail a Too Many Men penalty.

Restricted Zones

- **Administration zone:** The area around the scorekeeper's table and the penalty box should be clear of spectators. Referees will enforce this.
- **Scorekeeper's table:** NO ONE other than the scorekeeper or timekeeper is allowed to sit at the scorekeeper's table, except an Administrator of the league. No more than 3 chairs should be there at all times. Referees will enforce this.
- **Penalty box:** Only penalized players are allowed within this area. Referees will enforce this.
- **Team benches:** Parents and other spectators are not allowed on the team benches. Administrators are permitted on the team benches for administrative reasons, but it is best for them to stay neutral and not appear to be favouring one team over another. If requested by the other team, an administrator may be asked to leave by the referees after asking the administrator why he is there. Once the game begins, referees call the shots.

Spectator Areas

This is restricted to the area six feet away from the scorekeeper's table on either side and extends to just before the team benches. Spectators are not allowed to disrupt the badminton games in any way by sitting too close to or walking across the badminton court.

Hallway and Lobby

It is absolutely forbidden to play hockey or shoot around the ball in the hallway or lobby. This also applies to playing other sports. Doing this may lead to suspensions or ejection from the league. Coaches are expected to reinforce this with their players.

Faceoff Areas

There will be 9 faceoff areas. In addition to the centre faceoff area, each zone has two deep faceoff areas, one on each side of the goalie, and two neutral faceoff areas, one on each side of the playing area just inside the centre line.

Stats

Every effort will be made to prepare stats and post them on the website every week.

Website

Players are expected to visit the website often for all news, stats and information regarding the league. The website will be updated weekly throughout the season.

D. GAME DAY

Shift Chart (Playing Time)

The shift chart ensures equal or close to equal playing time for all players. The following steps must be taken to avoid delay of game penalties:

- Coaches should ask players to arrive 20 minutes before game time to be able to fill in the shift chart properly.
- **Any time before 10 minutes to game time:** the coach can switch players around depending on who shows up during that time.
- **10 minutes before game time:** the coach has 5 minutes to write in the final order of the players present in the same order in each box that can fit the players present. **No more switching of players is allowed during this 10-minute period.** The referees and scorekeeper will enforce this. Coaches can get another shift chart from the scorekeeper if needed.
- **5 minutes before game time:** coaches will be asked for the shift chart as is. It is crucial that all players present are listed in the same order in each box on the shift chart when it is submitted. This is the order that will be written in on the scoresheet.
- Coaches will be asked to redo the shift chart if not filled in exactly like this.
- If redoing the shift chart causes a delay in the game start time: Up to 5 minutes, the team will put one player from the first shift in the penalty box for 1 minute as chosen by the other team to start the game. If the delay is 5-10 minutes, two players chosen by the other team from the first shift will sit out for 1 minute to start the game. If the delay is more than 10 minutes, the team forfeits the game. These rules will still apply to your scheduled start time even if the game before yours is delayed.

This is how the shift chart must be filled out:

- **Pre-filled ideal shift chart:**
 - Coaches will be asked after a couple of games to submit their ideal shift chart if all players are present for a game. This will be preprinted so that if all players show up, the ideal shift chart may be used and the coaches don't have to fill anything out. This is a time-saving step and to be able to use it, all coaches need to ensure their players are all present early.
- **Filling out the shift chart:**
 - The names of the players who are there are added to each box on the shift chart. As players arrive, their names are added to each box. The players may originally be listed in a different order in each box as the coach makes adjustments, providing the 10-minute period before game time has not begun. However, **ten minutes before game time**, the coach will be reminded by the refs and the scorekeeper that he needs to start filling out the players present in each box in the same order. No more adjustments can be made even if someone shows up while he is filling out the boxes. Five minutes before game time, the shift chart must be submitted as is to the scorekeeper and the box on the shift chart that is most filled out at that time will be used for the game.
- **If all players are there when submitting shift chart to scorekeeper:**
 - The coach will inform the scorekeeper that he will be using the pre-filled ideal shift chart as is
 - If the coach wants to make adjustments to the pre-filled ideal shift chart, he must do so on his print-out and submit to the scorekeeper ASAP as the game will be starting soon. Delay of game penalties will apply.
 - It is in the best interest of the coaches to ensure all players show up before the shift chart is submitted so that this pre-filled ideal lineup can be used.
- **If all players are NOT there when submitting shift chart to scorekeeper:**
 - The coach will submit the shift chart as is to the scorekeeper 5 minutes before game time when the referee or scorekeeper asks for it.
 - The order of players listed will be considered final for that game even if latecomers arrive.
- **Once the shift chart is submitted:**
 - The coach cannot adjust the order of his players once the shift chart has been submitted.
 - The scorekeeper will fill out the scoresheet from the box that is most complete on the shift chart, and that box must be used for the shifts of that game by the coach.
 - The scorekeeper will fill out the scoresheet with the names in the same order as on the shift chart.

- If a player arrives after the shift chart is submitted but before the game starts, he will be considered a latecomer (see **Latecomer**) and must be sent to the scorekeeper immediately to be added to the bottom of the list on the scoresheet. He must also be added by the coach to the bottom of each box on his shift chart. The box that is full at game time will be used by the coach.
- If a player arrives after the game has begun, he will be considered a latecomer (see **Latecomer**) and must be sent to the scorekeeper immediately to be added to the bottom of the list on the scoresheet. He must also be added by the coach to the bottom of each unfilled box on his shift chart. This will of course mean using a new box on the shift chart. This switch of boxes will go into effect on the next shift regardless of who is on for the present shift, and coaches should inform the referees of this in the event the other team questions this.

Scoresheets

Must be filled out by the scorekeeper before the game based on the shift charts submitted by the coaches. The order of the players on the scoresheet must match the order of the players on the shift chart. Scoresheets are the property of the IIBHL and only the scorekeeper, the referee(s), and an Administrator may write on them.

Meeting in the Middle

The referee will blow his whistle 5 minutes before game time to gather the teams in the middle. Shift charts should already be handed in to the scorekeeper who will fill out the scoresheet during this time.

Start of Game

When the scorekeeper has finished filling out the scoresheet and the coaches have retrieved their shift charts, the referee will blow his whistle to start the game. When he drops the ball, time will start and the game will officially begin. The shift chart must be handed in 5 minutes before game time. Check the schedule for game times. If a previous game is running late and a coach has already handed in his shift chart, he may still add players, but he can't change them around. It will be the coach's responsibility to ensure his players are there before handing in the shift chart to the scorekeeper.

Intermission

One minute.

Retrieving Balls

When the ball goes out of play, the players on at the time should not leave the playing area to go for the ball as the time is still running. Coaches should enforce this. The whistle will be blown for a faceoff and players must line up immediately where indicated by the referee or the ball will be dropped before they get there. Coaches are expected to ask spectators to retrieve the balls and return them to the referees. Time does not stop for the retrieving of balls, or for the faceoff after the ball goes out of play. Anyone deliberately delaying will be given a Delay of Game penalty.

Shaking Hands

It is mandatory that all players and coaches meet in the middle after each game and shake hands. This promotion of brotherhood and sportsmanship must be observed regardless of the outcome of a game. Coaches and referees should enforce this strictly. Refusal to shake hands, or shaking hands with a bad attitude or trash talking, will result in disciplinary action which could involve penalties or suspensions for unsportsmanlike conduct.

Three Stars

The three stars will be chosen by the referees after each game and announced. First Star gets 5 points, Second Star gets 3 points and Third Star gets 1 point. The player with the most three star points at the end of the year receives an award and each first star will receive a medal.

Snacks

Snacks are a bonus and will be available only when we have a sponsor for them.

Cleaning Up

It is mandatory that you clean up your bench after your game and not leave any mess behind. Any team that sees mess left behind by another team should speak to the coach of that team who must get his players to clean the bench up. When snacks are provided, all garbage must be disposed of in garbage containers. **Anyone seen leaving garbage around will be warned first, then suspended for one**

game, then two games every time he does it again. Suspensions will carry over into Playoffs. A bench left behind with garbage will entail a penalty to that team the next time they play. Coaches should enforce this.

E. REGULAR SEASON

Length of Regular Season

The Regular Season is 16 weeks long, during which time each team in both Tiers will play 8 games, 2 games against each of the other 2 teams in their own division, 2 games against one team from the other division, and 1 game each against the other 2 teams from the other division.

Game Times

➤ ***Before the time change:***

1. 8:10-8:50
Isha Prayer
2. 9:35-10:15
3. 10:20-11:00

➤ ***After the time change:***

- Isha Prayer**
1. 8:35-9:15
 2. 9:20-10:00
 3. 10:05-10:45

Note: the date of the time change will be clearly shown on the game schedule.

Length of Games

- ***Regulation:*** Two periods of 10 minutes
- ***Overtime:*** 3 minutes, running time. Tier 1 plays 2 on 2, Tier 2 plays 3 on 3, shifting every minute. *See Sudden Death Overtime below*

Time-Outs

One 1-minute time-out per team per game.

End of Game

➤ ***Regular Season:***

- when the regulation time (2 ten-minute periods) has ended and one team is up by a goal or more
- when a goal is scored in sudden-death overtime
- when one team outscored the other in shootout
- when the Mercy Rule is in play and one team has the appropriate goal advantage
- when one team forfeits the game for any reason

Sudden Death Overtime

If the score is tied after regulation time (2 ten-minute periods), there will be 3 minutes of Sudden Death Overtime, to be played in 1-minute shifts, running time. Tier 1 will play 2 on 2 plus a goalie, and Tier 2 will play 3 on 3 plus a goalie. The scoresheet will be given to the coaches (starting with the visiting team) to indicate with a 1 in the OT column the players they want to go on for the first shift, with a 2 the players they want to go on for the second shift, and with a 3 the players they want to go on for the third shift. If manpower allows, 9 different players should be indicated. If manpower does not allow, players can be taken from the first shift to complete the second or third shifts. If one team has fewer players, the other team has the option of using the same number of players in OT.

Shootout

If the game has not been decided after regulation or sudden death overtime, the scoresheet will be given to the coaches (starting with the visiting team) to indicate in the SO column the order in which players will participate in the shootout. The first three players from each team will alternate taking breakaways on the opposing goalie. If no winner is decided after these three rounds, there will be

sudden death rounds where if one team scores and the other doesn't score in that round, the team that scores is the winner. If all players have participated without the game being decided, they restart from player 1 again.

Tie in Standings

- **1st Tiebreaker:** Most wins overall
- **2nd Tiebreaker:** Result of head-to-head matches – which team had the best record against the other team(s)
- **3rd Tiebreaker:** Goals for in games involving teams tied – which team scored more goals against the other team(s)
- **4th Tiebreaker:** Overall goals for/goals against difference
- **5th Tiebreaker:** Overall goals for – which team scored more goals overall
- **6th Tiebreaker:** Overall goals against – which team allowed the fewest goals against overall
- **7th Tiebreaker:** Fewest regulation losses

F. PLAYOFFS

Playoff Eligibility

All teams in both Tiers make the Playoffs.

Playoff Format

- **First Round: 2 games total goals**
 - 1st place team in the Regular Season in each division gets a bye.
 - 2nd place team in the Regular Season in East Division plays 3rd place team in West Division.
 - 3rd place team in the Regular Season in East Division plays 2nd place team in West Division.
- **Semi-Finals: 2 games total goals**
 - The 4 remaining teams are ranked 1-4 based on their overall finish in the Regular Season.
 - Team 1 plays team 4
 - Team 2 plays team 3
- **Finals: Best of 3**
 - The two Semi-Finals winners play each other for the Playoff Championships with the team ending higher in the Regular Season being the home team for games 1 and 3.

Game Times

- **After the time change:**
 - Isha Prayer**
 - 1. 8:35-9:15
 - 2. 9:20-10:00
 - 3. 10:05-10:45

Length of Games

- **Regulation:** Two periods of 10 minutes
NOTE: If the game tied in the first two total-goals rounds, it will end in a tie, unless a tiebreaker is needed after the two games. See Sudden Death Overtime below.
- **Overtime:** 10-minute periods until a goal is scored, maximum manpower.

End of Game

- **Playoffs:**
 - first two rounds which are total goals: when regulation time (2 ten-minute periods) has ended
 - finals which are best of three: when regulation time (2 ten-minute periods) has ended and one team is up by a goal or more
 - finals which are best of three: when a goal is scored in sudden-death overtime
 - when the Mercy Rule is in play and one team has the appropriate goal advantage
 - when one team forfeits the game for any reason

Sudden Death Overtime

If the score is tied after regulation time (2 ten-minute periods) in the Finals, or if the score is tied after two games in the first two rounds, there will be unlimited Sudden Death Overtime, to be played in ten-minute periods, until someone scores to end the game.

Time-Outs

One 1-minute time-out per team per game.

G. SPECIAL EVENTS

Training Camps

Players who need extra help will be invited to special training camps two Saturdays each month during the season starting in November*

All Star Day

The players who have had the best season will be chosen by the coaches to participate in All Star Day festivities after the Regular Season has ended. All Star Day will showcase the skills of the All Stars in skills competitions and All Star Games. All Star Day is Saturday Feb 1, 2020.

Awards Banquet

A formal dress-up night when all our awards and recognitions are presented, accompanied by dinner and dessert. The 2019-2020 Awards Banquet is on Saturday June 27, 2020.

* October is Black History Month and the gym will be occupied on Saturdays.

H. PENALTIES – GENERAL INFORMATION

Delayed penalty

When an infraction is committed by a player whose team is not in possession of the ball, the referee will raise his arm and will call the penalty as soon as the offending player's team regains possession of the ball or play is stopped.

Minor penalty

A minor penalty is 1 minute long. It ends when time expires or if the opposing team scores a power play goal.

Bench minor penalty

A bench minor penalty is 1 minute long and is a penalty to the team, not a specific player. Usually a player on at the time of the penalty will serve it. It ends when time expires or if the opposing team scores a power play goal.

Double minor

A double minor is 2 consecutive 1-minute penalties. Each ends when time expires or if the opposing team scores a power play goal.

Major penalty

A major penalty is 3 minutes long. It ends only when time expires, and the opposing team can score as many power play goals as they can during that time. Major penalties are always reviewed for suspension and entail a signed written report from each referee.

Bench major penalty

A bench major penalty is 3 minutes long and is a penalty to the team, not a specific player. Usually a player on at the time of the penalty will serve it. It ends only when time expires, and the opposing team can score as many power play goals as they can during that time. Bench major penalties are always reviewed for suspension and entail a signed written report from each referee.

Game misconduct

A game misconduct entails immediate ejection from the game.

Suspension

All major penalties are to be reviewed for possible suspension. Suspensions can range from 1-5 games.

Ejection

Ejections entail being kicked out of the league with no chance of returning in the future. Reserved for the absolutely worst infractions.

Penalty shot

Reserved for specific infractions. The shooter starts at centre court and takes the ball in alone and tries to score on the goalie without stopping or moving backwards.

Anyone receiving ANY THREE **minor penalties** (1 minute) in the same game will be given a game misconduct penalty (ejected from the game).

Anyone receiving ONE **Roughing 2** major penalty (3 minutes) and ANY minor penalty (1 minute) in the same game will be given a game misconduct penalty (ejected from the game).

Anyone receiving ONE **Roughing 3** major penalty (3 minutes) will also be given a game misconduct penalty (ejected from the game), and suspended. Length of suspension will depend on the seriousness of the infraction. Roughing 3 can also cause ejection from the league.

I. PENALTIES – ROUGHING AND FIGHTING

ROUGHING

It is important for everyone to note (including referees) that the Roughing penalties are not designed to punish hard work and intensity, they are meant to punish dirty, careless or dangerous play.

There will be 3 levels of penalties for roughing:

ROUGHING 1: pushing, hitting or knocking someone over while fighting for the ball, no injury or intent to injure; continuing to play rough after warned by the referee.

minor penalty – 1 min

Referees should always warn players when they are playing rough. After one warning, they should assess Roughing 1 if the roughing continues, unless there is excessive force, injury or intent to injure. Referees should also be careful not to assess a Roughing 1 penalty just because someone is hustling or working hard for the ball. Very often, assessing coincidental Roughing 1 penalties to two players playing rough is appropriate. This gives them both a chance to cool down in the penalty box.

ROUGHING 2: pushing, hitting or knocking someone over with excessive force while fighting for the ball, no injury or intent to injure; hitting someone against the wall while fighting for the ball, no injury or intent to injure.

major penalty – 3 min

Refs should think carefully before assessing Roughing 2. This penalty has the potential to change the outcome of the game as the penalized player will be in the penalty box for 3 minutes. Referees should also be careful not to assess a Roughing 2 penalty just because there is minor contact against the wall when someone is hustling or working hard for the ball. When not sure after consultation with the other ref, assess Roughing 1. Refs may be requested to submit a written report with reasons for giving this penalty.

ROUGHING 3: throwing a punch at someone, whether you hit or miss; pushing, hitting or knocking someone down with excessive force with injury or intent to injure; pushing, hitting or knocking someone down dangerously or carelessly where that person could have been injured; hitting someone against the wall with force even without injury or intent to injure.

major penalty – 3 min, game misconduct, suspension

Refs should think EXTRA carefully before assessing Roughing 3 unless they are very sure after consulting with each other. When not sure after consultation with the other ref, assess Roughing 2. Roughing 3 will change the outcome of the game and the season for his team as the penalized player will be kicked out of the game and his team will be shorthanded for 3 minutes, and the player will be suspended. Refs may be requested to submit a written report with reasons for giving this penalty.

FIGHTING

It is important to note here that throwing a punch is considered roughing 3 not fighting. Fighting is actually grappling with someone and usually involves two or more people.

Immediate ejection from the league.

J. ALPHABETICAL LISTING OF PENALTIES

Abusive or obscene language or gesture – coach	bench major/game misconduct
Abusive or obscene language or gesture – player to himself.....	minor
Abusive or obscene language or gesture – player to other players/coach	double minor
Abusive or obscene language or gesture – player to referee.....	major/suspension
Arriving after first period has ended	ejection from game
Ball enters net – deflected off official	goal
Ball enters net – delayed penalty to defending team	goal/penalty nullified
Ball enters net – hit by high stick	no goal/minor
Ball enters net – hole in mesh	no goal
Ball enters net – time elapsed	no goal
Ball enters net – whistle blown	no goal
Ball enters opposition net – accidental deflection	goal at ref's discretion
Ball enters opposition net – delayed penalty to scoring team	no goal/penalty assessed
Ball enters opposition net – deliberate contact with goalie – pushed	no goal/minor
Ball enters opposition net – directed by part of body.....	no goal
Ball enters opposition net – directed by body (not shot) off player or goalie	no goal
Ball enters opposition net – goalie interfered with.....	no goal/minor
Ball enters opposition net – off or shot by defending player	goal
Ball enters opposition net – shooter's teammate in crease (no push)	no goal
Ball enters opposition net – shooter's teammate pushed into crease or goalie.....	goal
Ball on top of mesh or caught on outside of mesh	faceoff
Ball shot out of play.....	faceoff
Banging or throwing stick to show displeasure at a call.....	double minor
Biting	major/game misconduct/poss. susp.
Boarding (front)	major or major/game misconduct
Boarding (back)	major/game misconduct/poss. susp.
Both teams fielding minimum assessed minor (each team)	penalty shot to each team
Butt-ending.....	minor or double minor or major
Calling for stick check – legal stick.....	bench minor to challenger
Calling for stick check – illegal stick.....	bench minor/stick taken/points erased
Challenging call – player or coach	warning then misconduct
Charging	double minor or major
Closing hand on ball – illegal drop.....	faceoff deep in offender's zone
Closing hand on ball – running or turning	minor
Closing hand on ball – throwing it ahead, behind, through legs	minor
Closing hand on ball – in own crease (not goalie)	penalty shot
Coach challenging another coach of wrong shifting – correctly	dbl bench minor to opposing team
Coach challenging another coach of wrong shifting – wrongfully.....	dbl bench minor to challenging team
Coach stepping onto court during play	warning then bench minor
Contact with goalie (in or out crease) – deliberate.....	minor
Corralling ball in own crease (not goalie)	penalty shot
Cross-checking (behind)	major or major/misconduct
Cross-checking (front)	minor or double minor or major
Damaging/losing/destroying t-shirt	\$40 fine
Delaying game in any way – winning team	warning then minor then double minor
Delay of game – shift chart – after 5 minutes	bench minor
Delay of game – shift chart – 5-10 minutes.....	2 bench minors
Delay of game – shift chart – after 10 minutes	forfeit
Destroying/damaging/losing t-shirt	\$40 fine
Displacing net (clear shot on open net) – deliberate	goal
Displacing net – deliberate.....	minor
Displacing net by goalie during breakaway – deliberate.....	penalty shot
Displacing net – less than 1 minute to go – deliberate	penalty shot
Distracting player during penalty shot	2 nd penalty shot if first fails/minor

Diving.....	minor
Dropping ball on net (goalie) – deliberate	minor
Elbowing	minor or double minor or major
Faceoff technique – illegal.....	replacement
Failure to avoid deliberate contact with goalie – pushed	minor at ref’s discretion
Failure to field minimum -5 minutes after game time	forfeit
Falling on ball in own crease (not goalie)	penalty shot
Fielding minimum – penalty	penalty shot
Fighting.....	ejection from the league
Garbage – dropping/throwing.....	warning then minor
Gloving ball ahead/hand pass (from defensive to offensive zone)	faceoff
Gloving ball ahead/hand pass (within offensive zone).....	faceoff
Gloving ball ahead/hand pass (within defensive zone)	no stoppage of play
Goalie deliberately displacing net during breakaway	penalty shot
Goalie holding ball outside crease.....	warning then minor
Goalie holding ball behind net	warning then minor
Goggles – not wearing.....	minor
Goggles – not wearing over eyes	minor
Hand pass/gloving ball ahead – from defensive to offensive zone	faceoff
Hand pass/gloving ball ahead – within offensive zone	faceoff
Hand pass/gloving ball ahead – within defensive zone.....	no stoppage of play
Head-butting	major/game misconduct/poss. susp.
High sticking – contact or no contact with ball	minor
High sticking – contact with player – no injury or blood	major
High sticking – contact with player – injury or blood	major/game misconduct
Holding	minor
Holding ball in own crease – not goalie.....	penalty shot
Holding ball behind net – goalie.....	warning then minor
Holding ball outside crease – goalie.....	warning then minor
Hooking	minor
Illegal faceoff techniques	replacement off faceoff taker
Illegal player playing – discovered during game	minor/goals & assists erased from team total
Illegal player playing – discovered after game	minor next gm/goals & assists erased from tm ttl
Illegal stick during game	minor, goals and assists erased
Improper uniform – no team t-shirt or goggles	minor
Interference.....	minor
Kicking or attempting to kick.....	major/game misconduct/poss. susp.
Kneeing.....	major
Knocking away an opponent’s dropped stick.....	minor
Knocking stick out of opponent’s hand	minor
Latecomer plays without registering.....	minor/goals and assists erased
Leaving t-shirt and going home – found.....	\$5 fine
Leaving messy bench.....	warning then bench minor
Leaving penalty box before penalty over	minor
Losing/damaging/destroying t-shirt	\$40 fine
Moving backwards or stopping during penalty shot/shootout.....	whistle/no goal
Net deliberately displaced.....	minor
Net deliberately displaced – breakaway	penalty shot
Net deliberately displaced – clear shot on open net.....	goal by ref’s discretion
Net deliberately displaced – less than 1 minute left in game	penalty shot
Net out of position or knocked over in offensive zone	faceoff
Net out of position or knocked over in defensive zone	no stoppage, ref adjusts
Not wearing goggles.....	minor
Not wearing goggles over eyes.....	minor
Not wearing t-shirt	minor
Offside on faceoff.....	replacement
Offside on faceoff – by team winning	replacement/warning then minor then DM

Offside on faceoff – repeated after warning any time during game by team winning ...	minor
Opposition player in crease – not pushed in – goal scored.....	no goal
Opposition player in crease – pushed in – goal scored	goal
Picking up ball during play – not goalie	minor
Picking up ball in own crease – not goalie.....	penalty shot
Player stepping unto court illegally (not his shift)	minor
Player not on bench or in penalty box during game	warning then minor
Player on shift receiving ball	team plays short-handed
Player on shift receiving ball – winning team.....	warning then minor on same play
Player playing without registering.....	minor/goals, assists erased when on
Player moving backwards or stopping during penalty shot/shootout	whistle/no goal
Playing hockey or anything else in hallway or lobby – IIBHL boys	warning then suspension
Playing with or carrying a broken stick.....	warning to drop then minor on play
Re-entering play under net from penalty box.....	minor
Ref abuse by coach – physical – intent or no intent to injure	game misc./susp or eject. from league
Ref abuse by coach – verbal	bench major/game misconduct
Ref abuse by player – physical	major/suspension
Ref abuse by player – physical – intent to injure	ejection from the league
Ref abuse by player – verbal	major/suspension
Ref blows whistle (mistake) – clear shot on open net.....	goal
Refusal by coach to meet in middle and/or shake hands after game	suspension/poss. ejection from league
Refusal by player to meet in middle and/or shake hands after game	suspension
Roughing 1.....	minor
Roughing 2.....	major/possible suspension
Roughing 3.....	major/game misc./susp. or ejection
Running or turning with ball in hand.....	minor
Shooting ball at player (intent to injure) – hit or miss.....	major/game misc./suspension
Shooting ball out of play – accidental	face off deep
Shooting ball out of play – deliberate	minor
Shooting ball out of play – deliberate when leading.....	double minor
Slap shot	minor
Slashing – accidental	minor
Slashing – deliberate – no injury or blood, no intent to injure.....	major
Slashing – deliberate –injury or blood.....	major/game misc./suspension
Spearing – accidental	minor
Spearing – deliberate – no injury	double minor
Spearing – deliberate – injury	major/possible suspension
Spitting at or towards someone	major/possible suspension
Stepping on ball deliberately.....	warning then minor on same play
Swearing.....	double minor
Swinging stick at someone – hit or miss.....	game misc./suspension/poss. ejection
Taking a dive.....	minor at ref's discretion
Throwing or banging stick to show displeasure at a call	double minor
Too many men.....	minor
Tripping or interfering with player on breakaway – no goal scored	penalty shot
Turning or running with ball in hand	minor
Uniform – improper	minor
Unnecessary contact with goalie (in or out of crease)	minor
Three minor penalties – same player, same game.....	game misconduct
One minor penalty and 1 major penalty – same player, same game.....	game misconduct, poss. suspension
Two major penalties – same player, same game	game misconduct, suspension
Game misconduct.....	ejection from game

K. APPENDIX A –TIMEKEEPING

A. BEFORE THE GAME:

1. Ensure you understand how the stopwatch works or have a stopwatch you can use. You will need to know how to (a) pause the time, (b) resume the time after a pause, and (c) reset the time to zero.

B. DURING THE GAME:

2. You will need to pay attention **at all times** to the game and not be distracted by anyone talking to you while the game is being played. You will also need a whistle. Ask for one if you don't have one. If you are a regular timekeeper, you will be given a whistle which you must bring each week.

3. When the referee drops the ball to start the game, you will start the time.

4. You will give a short whistle blow and stop the time at the 2, 4, 6 and 8-minute marks to indicate a shift change. When the referee drops the ball to resume the game, you will restart the time from where you left off.

5. At the 8-minute mark of each period, let the ref know there's only 2 minutes left.

6. At the 9-minute mark of each period, let the ref know there's only 1 minute left.

7. At the 10-minute mark of each period, you will give a long loud whistle blow to indicate the end of the period. You will then reset the stopwatch to zero for the second period.

When a goal is scored:

8. Stop the time and give the time of the goal to the scorekeeper. Restart the time from where you left off when the referee drops the ball for the faceoff.

When a penalty is assessed:

9. Stop the time and give the time of the penalty to the scorekeeper. The penalty area is the area next to the timer. Note that minor penalties for high-sticking, slap shots, tripping, holding, interference, goalie interference, roughing, and delay of game are 1 minute. Longer penalties will be indicated by the referees after consultation. Restart the time from where you left off when the referee drops the ball for the faceoff.

10. Note the time when the penalty should end and say loudly "**penalty over**" when the penalty ends and send the player back to his bench.

11. If the opposing team scores a goal while the player is serving his penalty, the penalty is immediately over. Send the player back to his bench.

12. If a second penalty is assessed before the first one is over, you will have to note the end time of each penalty and tell each player when his penalty is over. You will need to write these times down.

Overtime:

13. Start the time and let it run for 3 minutes, but blow the whistle at the 1 and 2-minute marks to indicate a shift. Do not stop the time during the shift change even though the play has stopped for a faceoff. At the 3-minute mark give a long whistle blow to indicate the end of the overtime.

C. SUMMARY OF WHEN TO STOP THE TIME:

1. At the 2, 4, 6 and 8-minute marks to indicate a shift. Blow short but loud whistle.

2. At the 10-minute mark to indicate the end of a period. Blow long, loud whistle.

3. Whenever a goal is scored.

4. Whenever a penalty is assessed.

5. At the 3-minute mark of overtime to indicate the end of overtime. Blow long, loud whistle.

6. For timeouts.

7. Any other time requested by the referee(s).

NOTE WELL: Do not stop the time for any other reason.

L. APPENDIX B –SCOREKEEPING

A. BEFORE THE GAME:

The scorekeeper is expected to be there at least 20 minutes before game time to prepare the scoresheet and hand out the shift charts to the coaches and get them to start filling them out. Scoresheets and shift charts can be found in the binder in the box. Here are the steps for filling out the scoresheet:

A1. Fill in Week # and Game # at the top.

A2. Fill in Date, Referee names, Scorekeeper name, Timer name in ADMINISTRATIVE box at bottom.

10 minutes before game time, remind coaches that they must start writing their final order in each box on the shift chart.

5 minutes before game time, ask coaches for their shift chart. They must give it to you.

A3. Fill in the rosters on the scoresheet in the same order as in the most complete box on the shift charts. The visiting team is always on the left of the scoresheet.

A4. Fill in the name of the goalies for each team.

B. DURING THE GAME:

If a player arrives after you have filled out the scoresheet, add his name to the bottom of his team's roster.

When a goal is scored, the referee will blow his whistle, the timer will stop the stopwatch and you will write the following under SCORING PLAYS:

B1. The time of the goal under TIME OF GOAL before the referee comes over. Ask the timer.

B2. The goal scorer's number under GOAL #.

B3. The number(s) of the player(s) getting an assist under ASSIST #. If there is only one assist, put a big X in the other box.

B4. The period # (1 or 2) under PERIOD #.

B5. The team name under TEAM NAME.

B6. The current score of the game under SCORE. For example, if the Visitors score the first goal, put a 1 under V and a 0 under H because the score is 1-0. If the Home team scores the second goal, the second row should have a 1 under V and a 1 under H because the score is now 1-1, etc.

B7. Change the score on the flip chart scoreboard every time a goal is scored. This must match score indicated in B6 column.

B8. Scores on the flip chart scoreboard must always correspond to whichever side of the gym teams are playing on. This will entail switching the scores when teams change sides for the second period.

When there's a penalty, the referee will blow his whistle, the timer will stop the stopwatch and you will write the following under PENALTIES:

C1. The time of the penalty. Ask the timer.

C2. The player's number.

C3. His team (R for Red, SB for Sky Blue, etc.).

C4. The penalty name (HS for high sticking, TR for tripping, etc.).

C5. How long the penalty is (note that minor penalties are 1 minute).

C6. The period.

When there is overtime, give the scoresheet to the coaches, starting with the visiting team.

D1. In the OT column on the scoresheet, the coaches will number the players 1, 2 or 3 according to which of the three shifts they will play in overtime. Tier1 will number 2 players for each shift. Tier 2 will number 3 players for each shift. If players need to be repeated for lack of manpower, they are taken from the first shift.

D2. When a goal is scored: In the OVERTIME box at the bottom, fill in the information as given by the referee.

When there is a shootout, give the scoresheet to the coaches, starting with the visiting team.

E. The coaches will number their players 1-8 (Tier 1) or 1-9 (Tier 2) in the SO column on the scoresheet. When both teams have done this, call the first 3 players one by one, alternating teams, in the order written by their coaches and if they score, put a check mark, but if they don't score, put an X. If the teams are still tied after these 3 rounds, the other players will go in order, alternating teams, and the first team to score without the other team scoring in that round wins the game.

Shots on net

F. Every time there is a shot on one team's net, put a 1 in the blank space next to that team's roster. A shot on net is a shot that will go in the net if the goalie doesn't stop it. A shot that misses the net or hits the post or crossbar and stays out is not a shot on net. A shot stopped by the goalie that would not have entered the net is also not a shot on net.

C. AFTER THE GAME:

G. Write the final score under FINAL SCORE and give the clipboard to referees to pick the 3 stars of the game. The three stars will be announced by either you or the refs after each game.

If you are also scorekeeping the next game, prepare a new scoresheet as described above.

M. APPENDIX C –REFEREEING

GENERAL:

Referees have a big responsibility as they are in charge of ensuring the game is played fairly and in a sportsmanlike manner. During the game, they are the boss of the volunteer group that includes the scorekeeper, timekeeper and coaches. Referees are expected to be familiar with the Rules and Regulations of the League and to be fair at all times in applying them. Referees are also expected to not only understand where they need to be on the floor with respect to the play, but to actually be there. They always need to be prepared to run back and forth to get in position as we don't want a goal to be questioned because a referee was not in position to make the right call. Wearing referee shirts, referees are easily identifiable and should be able to command respect.

A. BEFORE THE GAME:

1. Make sure you have a whistle and a ball or two. Balls are in the box by the scorekeeper's table. You will be given your own whistle if you are a regular referee and you must bring it with you each week.
2. You are responsible for ensuring games start on time, so you will need to push the coaches to fill out and submit their shift chart no later than 5 minutes before the start of each game. For the first few weeks when Isha prayer is at 9:00 PM, first game should start at 8:10 sharp, second game should start at 9:35 and third game should start at 10:20. After that when Isha prayer is at 8:00 PM, first game should start at 8:35 sharp, second game should start at 9:20 and third game should start at 10:05.
3. Check the volunteer schedule and ensure you have a scorekeeper and a timekeeper for the game ready and sitting at the table before the game begins.
4. Ensure both teams have a coach.
5. When coaches have submitted their shift charts (you may have to take it from them 5 minutes before game time), call all the players and coaches to the centre and make any announcements you have.
6. Have someone read a short surah or dua.
7. When the players are lined up for the opening faceoff, ensure the scorekeeper and timekeeper are ready before dropping the ball.

B. DURING THE GAME:

One referee:

This is to be avoided at all costs as you will have to run back and forth to try and keep up with the play.

Two referees:

Each game should have at least 2 refs. Each ref is responsible for his half of the playing area. When the play is in your half, go to the side of the net and watch to see if any shots go in the net. When the play is not in your half, watch what goes on in front of the net from inside the centre mark. The referee closest to the scorekeeper's table will be the head ref and give the scoring plays.

Three referees:

This is the recommended number and will be used this season as often as possible. The head ref will be on the side closest to the scorekeeper and will keep track of scoring plays. He will run from red line to red line and keep a close look at any plays in front of either net. The other two refs will share the other side and take one net each, covering the same area as if there were only 2 refs.

End of a shift:

The timekeeper blows his whistle to indicate the end of a shift and you will blow your whistle to stop the play and take the faceoff at centre. Remind players and coaches that these shifts have to change fast or you will drop the ball at centre without them. If players are still slow arriving, drop the ball regardless of who is ready or not.

Faceoffs:

- There are 9 faceoff areas. In addition to the centre faceoff area, each zone has two deep faceoff areas, one on each side of the goalie, and two neutral faceoff areas, one on each side of the playing area just inside the centre line.
- Faceoffs are deep in a team's zone when any of their own players is responsible for the stoppage in play in their own zone or when the ball is shot from their own zone and goes out of play in the other team's zone.
- Whenever there is a penalty, the faceoff will be deep inside the penalized player's zone.
- Faceoffs are just inside a team's zone if a player from the opposite team shoots the ball out of play from that zone or if a player shoots the ball out of play from just inside his own zone.
- Faceoffs are at centre for the start of a period, or if a goal is scored.
- When in doubt where a faceoff should go, consult with the other ref. Faceoffs will be at centre if the two refs are not sure where it should go.
- Faceoffs to begin a new shift will be dropped promptly regardless of who is at centre to take it. You could give coaches 1 reminder before the game begins, but it's not necessary because they should already know this.
- Faceoffs inside a team's zone will be dropped promptly once the referee is in position and ready, regardless of who is ready to take it after 1 warning to the players. Appropriate offsides will be called.

Offside on faceoffs:

Players must be behind or in line with their teammate taking the faceoff. Kick out any player taking a faceoff if a teammate is off-side.

Following the play:

The ref closest to the scorekeeper's table is the head ref and is expected to follow the play in his mind so that if a goal is scored, he will know who assisted on it. It is up to the refs to decide who will be head ref for the game.

When a goal is scored:

The ref who saw the goal go in will blow his whistle to stop the play and point to the net to indicate a goal has been scored. The ref closest to the scorekeeper will give the scoring play (goal scorer and assists) to the scorekeeper. Refs may consult with each other if unsure about a scoring play. Always try to give two assists on a goal if possible.

When a penalty is given:

Raise your arm to indicate a penalty and blow the whistle to stop the play as soon as the penalized team gets possession of the ball. Then indicate to the player and his coach what penalty he is getting and for how long. Send the player under the net to the penalty area next to the timekeeper. Then tell the scorekeeper what penalty you just handed out and for how long. Typical penalties for 1 minute include high-sticking, slap shot, tripping, holding, interference, goalie interference, roughing 1, delay of game. Penalties for roughing 2 or 3 where there is danger to another player will be 2 to 3 minutes and may entail suspension or possible ejection from the game if done deliberately or if someone got hurt. Fighting is immediate ejection from the game, suspension, and possibly ejection from the league. When in doubt, consult the rule book in the folder at the scorekeeper's table.

Delayed penalty:

Raise your arm to indicate a penalty but do not blow the whistle if the opposing team has possession of the ball. During this time, the opposing team can pull their goalie and put their next player on the shift chart on. Note that this does not constitute a shift for that player, and he is eligible to still go on for his regular shift. Keep your arm up and you will only blow the whistle to stop the play when the penalized team regains possession of the ball or a goal is scored. At that time, call the penalty if it still applies. If a goal is scored by the opposing team during the delayed penalty, the delayed penalty no longer counts and you may lower your arm.

Restricted zones:

Spectators are not allowed within 6 feet to the right and left of the scorekeeper's table or on a team benches. You will need to enforce this.

Scorekeeper's table:

Clear people away from the scorekeeper's table. They are a distraction to the scorekeeper and the timekeeper from doing their duties properly.

Last shift left in a period:

The timekeeper will tell you when the last shift of a period is about to begin and you will announce it.

One minute left in a period:

The timekeeper will tell you when there is one minute left in a period and you will announce it.

End of a period:

Blow your whistle loud and long to stop the play as you hear the timekeeper's whistle to end the period. At the end of the 1st period, indicate to the players that they have a 1-minute intermission. Blow the whistle and remind them when they have 30 seconds left and players should start heading to centre court for the faceoff. Blow the whistle long and loud to let them know when intermission is over and the 2nd period is about to begin, and the teams must be ready and lined up for the faceoff or you will drop the ball without them after issuing one warning.

Issue with a team or player:

Discuss with the coach away from the team bench.

Coach calls you over:

When a coach calls you over, you must approach the team bench and hear him out once the play is dead. If he is calling you over while play is going on, wave him off and keep your eyes on the play.

Coach comes onto the playing surface anytime during the game including during stoppage of play to talk to you:

Give him one warning to get back to his bench and if he refuses, give his team a bench penalty to be served by someone on at the time. Let him know he has to call you over to the bench.

Referee time-out:

At any time, you may stop the play by blowing your whistle and indicating to the timekeeper with the time-out sign to stop the time. You may do this when a player is injured, you need clarification on something, you need to say something to the coaches, players or spectators, or any other time you feel it is necessary. This is always a referee prerogative and you should never be afraid or hesitant to use it.

Overtime:

Remind coaches that overtime is 2 on 2 for Tier 1 and 3 on 3 for Tier 2. Stop the play and drop the faceoff at centre when the timekeeper blows his whistle at the 1-minute and 2-minute marks for a shift change. This must be done quickly as time is running.

Shootout:

Stand by the net and blow your whistle to allow each player to go. One net will be used. Point to the net if a goal is scored. Wave your arms if no goal is scored.

C. AFTER THE GAME:

Meeting in the middle:

Remind the player and coaches that they **MUST** meet in the middle to shake hands. Any parent seen taking his son away before he can shake hands must be told that this is against League rules and his son must stay or be penalized.

3 Stars of the Game:

Pick the 3 Stars of the game after looking at the scoresheet. Consideration should be given to anyone who had a great game even if they didn't get many points, especially to players who are not normally considered stars. This may be the only award they receive at the Awards Banquet so it's important to them to be recognized for an exceptional game. This year, you or scorekeeper will announce the 3 Stars after each game. You may need to get everyone's attention first by blowing the whistle.

NOTES:

- 1. Before dropping the ball for a faceoff, ALWAYS make sure the timekeeper and scorekeeper are ready.**
- 2. When unsure about a goal, penalty, etc., consult with the other referee(s).**
- 3. When unsure about a rule, consult the Rules and Regulations in the binder at the scorekeeper's table.**

N. APPENDIX D – COACHING

A. BEFORE THE SEASON

1. Tryouts:

You must attend both Tryouts for the Tier you will be coaching and take notes on every single player. You should also attend the Tryouts for the Tier you are not coaching to help with the drills. The players will be tested for speed, stickhandling and shooting. Goalies will be tested for quickness on shots and ability on breakaways. Your scouting and notes at the Tryouts will determine what kind of team you pick at the Draft. The more detailed your notes on every player are, the better your team will be.

2. Draft:

All the coaches will get together and pick their teams, one player at a time, at the Draft on September 22. The Draft should take about 2-3 hours and ALL coaches are expected to put aside the time and show up and pick their teams. The order that each team picks has already been determined at the Awards Banquet. The order of picks will be 1 to 6 then 6 to 1 for both Tiers, and will continue like that until all players have been picked. There will be 10 rounds of picks for Tier 2 and 9 rounds for Tier 1. Tier 1 and Tier 2 will be alternating picks. Coaches are expected to put aside this time as they are being given ample notice. Trading of Draft order may be done up to Friday September 20, but MUST be reported to Khalid by midnight. Trading of players will be allowed at the Draft this year. All coaches will be provided with updated Draft Rules before Draft day.

3. After your team is picked:

Once you have picked your team, you will need to contact your players, introduce yourself and welcome them to your team. All team members must be listed by first and last name in your email. Attached to your first email should be a game schedule, the Code of Conduct and the Stick document.

B. BEFORE EACH GAME:

1. Contacting your players EVERY week:

You will need to email and/or call your players every week to remind them of their game time for that week if they have a game and to insist that they call you if they will not be showing up or will be late. Remind players to always be at least 20 minutes early and to bring their t-shirts and sticks to every game. Even if you don't have a game that week, send a reminder email that you have the week off.

2. Gathering your players:

As soon as you arrive, gather all your players together or send your captain to gather them ASAP. Your players should be told that once you've arrived, they must gather around you immediately. Too much time is wasted rounding up players. This must stop, so you will have to enforce it or you will be submitting your shift chart with players missing.

3. Submitting order of full line-up:

After a few games, each team submits a shift chart with the ideal order they want their players to line up if everyone shows up before the shift chart is submitted to the scorekeeper. Print-outs of these 'ideal shift charts' will be in the binder on the scorekeeper's table and coaches will have the option of adjusting this order each game or sticking to it.

4. Shift chart (playing time)

The shift chart ensures equal or close to equal playing time for all players. The shift chart must be submitted 5 minutes before game time to the scorekeeper and followed precisely. A player who is

playing when he shouldn't be will be considered an illegal player and have any goals he scored or assisted on in that shift wiped from the game sheet. He will also receive a minor penalty. This is how the shift chart must be filled out:

A. *Filling out the shift chart:*

- Before the 10-minute mark before game time: Add all players present in whatever order you want in each box. As they arrive before this 10-minute mark, you may adjust players.
- At the 10-minute mark before game time: The scorekeeper or referee will remind you that the final order of the players present must now be inserted in each box that has enough space, **in the same order in each box**. No more player adjustment is allowed. If you need another shift chart, ask the scorekeeper for one. If players arrive during this 5-minute period before you hand the shift in, their names are added to the bottom of each available box.
- At the 5-minute mark before game time: The shift chart must be submitted as is to the scorekeeper and the box on the shift chart that is most filled out at that time will be used for the game. Ensure that the numbers of the players have been written in, including the goalie.

B. *If all players are there before submitting shift chart to scorekeeper:*

- You will inform the scorekeeper that you will be using the pre-filled ideal shift chart as is. The scorekeeper will have printed copies.
- If you want to make adjustments to the pre-filled ideal shift chart, you must do so on a print-out and submit to the scorekeeper at least 5 minutes before game time.
- It is in your best interest to ensure all players show up before the shift chart is submitted so that this pre-filled ideal lineup can be used.

C. *If all players are NOT there before submitting shift chart to scorekeeper:*

- You will submit the shift chart as is 5 minutes before game time.
- The order of players listed will be considered final for that game.

D. *Once the shift chart is submitted:*

- You cannot adjust the order of your players once the shift chart has been submitted regardless of who shows up.
- The scorekeeper will fill out the scoresheet from the box that is most complete on the shift chart, and that box must be used for the shifts of that game, unless a player arrives late.
- Anyone arriving after the shift chart is submitted will be considered a latecomer. See **Latecomer** below.

5. Latecomers:

- A player arriving after the shift chart has been submitted to the scorekeeper is a latecomer.
- *If a latecomer comes **before** the game begins*, he must be sent to the scorekeeper to be added to the bottom of the list on the scoresheet, and you must add them to the bottom of each box on your shift chart that has space.
- *If a latecomer comes **after** the game begins*, he must be sent **immediately** to the scorekeeper to be added to the bottom of the list on the scoresheet. It will also mean using a new box in the shift chart. This will go into effect on the very next shift regardless of who is on for the present shift and you must inform the referees of this.
- If a latecomer plays but is not on the scoresheet, he is an illegal player and all his goals and assists before he is discovered to be illegal will be erased from the records. He will also get a 1-minute minor penalty after which he may legally play. See Rule book for the definition of an illegal player.
- If a latecomer misses the entire first period (i.e. the whistle has been blown to end the first period), he will not be allowed to play in the second period. Please inform the parents of all your players of this.

6. Equipment:

- A. Check that all sticks are legal before the game begins.
- B. Check that everyone is wearing his team t-shirt and remind them to take it home.
- C. If Tier 2, pick up protective goggles from scorekeeper's table and ensure all players are wearing them when the game starts. A penalty will be given to anyone caught playing without it and he will be considered an illegal player. Players wearing glasses are exceptions.

C. DURING THE GAME:

1. Shifting:

Each period is broken up into 5 shifts of 2 minutes each. Using the shift chart, any player with an **x** next to his name for that shift goes on. You will always have to keep track of which shift is playing. Marking each shift off with a pen is a good idea. This way, you should know who to call off in advance, and who to put on before the whistle blows to end the shift and start the next shift. The better you get at doing this, the faster the games will go. Any player on when he isn't supposed to is considered an illegal player and any goal or assist he scores is nullified, and that player will be assessed a penalty. If a team has no players on the bench, there will of course be no shifting.

2. Faceoffs:

- You are responsible for sending out players promptly for a shift change as the referees will drop the ball with or without your player(s) there. Referees may remind you at the beginning of the game.
- When there's a faceoff in any team's zone, remind your players to have someone line up promptly to take the faceoff or the referees will drop the ball without him.
- Teach your players about lining up properly for faceoffs to avoid offsides as this wastes time. Referees will give you one warning.
- Repeat off-sides by a team winning at the time will warrant a Delay of Game penalty at the referee's discretion.
- Referees may check to see if your goalie is ready before dropping the faceoff but it is YOUR responsibility and the goalie's to be ready once the referee is about to drop the ball.

3. Retrieving balls:

When the ball goes out of play, tell the players on at the time not to leave the playing area to go for the ball as the time is still running and they must be ready for the faceoff. Ask spectators or players on your bench to retrieve balls and return them to you to give to the referees at the next stoppage of play.

4. Team benches:

Parents and other spectators are not allowed on the team benches. Coaches are expected to enforce this or they can ask the referees to enforce this. An administrator may be on a team bench for administrative purposes, but will have to leave if the other coach requests it. Referees have the right to ask the administrator to leave the bench.

5. Penalty:

Minor penalties are 1 minute. When your player is in the penalty box, your team will play one man short. If the penalized player's penalty is over before his shift is over, he will return to his bench and you will send him back out to finish his shift. If the penalized player's penalty is over after his shift is over, and he is also playing the next shift, you will play one man short for the next shift until the penalized player returns to the bench and you will send him back out to complete his shift. If the penalized player's penalty is over after his shift is over, and he is not playing the next shift, you will sit out one player from the next shift until the penalized player returns to the bench. You can then send the player sitting out to complete his shift. If this player gets less than half of his shift only, he should be given the next shift belonging to the penalized player as compensation. Inform the referee if this happens.

6. Problem during game:

During the game, if an issue arises, call the referee over when the play is dead and discuss it away from the players. It is the referee's duty to come over and hear you out and he can't refuse to do this, but coaches are advised not to abuse this privilege. Coaches are not allowed to step on the court or approach a referee. Referees will issue a bench minor penalty after one warning to the coach to step off the court. Do not loudly show your displeasure at the referee or anyone from the other team including the opposing coaches. This is a serious matter that will be dealt with severely.

7. Pulling the goalie:

You may pull a goalie any time you want. When you do so, the next person on your shift chart for the next shift MUST take the goalie's place for that shift, then when the shift is over, that person still gets his usual shift. If the goalie is pulled with 30 seconds or less left in the game, the coach has the option of replacing him with any player currently on his bench regardless of whose turn it is on the shift chart. The Mercy Rule is in place as soon as a goalie is pulled. See [page XX](#) for definition of Mercy Rule.

8. Overtime:

If the score is tied after regulation time (2 ten-minute periods), there will be 3 minutes of Sudden Death Overtime, to be played in 1-minute shifts, running time. Tier 1 will play 2 on 2 plus a goalie, and Tier 2 will play 3 on 3 plus a goalie. The scoresheet will be given to the coaches (starting with the visiting team) to indicate with a 1 in the OT column the players they want to go on for the first shift, with a 2 the players they want to go on for the second shift, and with a 3 the players they want to go on for the third shift. If manpower allows, 9 different players should be indicated. If manpower does not allow, players can be taken from the first shift to complete the second or third shifts.

9. Shootout:

If you are the home team, you will be asked whether you want to go first or last in the shootout. The scorekeeper will give you the scoresheet to indicate the order you want your players to participate in the shootout. This is done by putting the number you want each player to go in the SO column on the scoresheet next to their names. If you are the visiting team, you will be asked to do this first.

D. AFTER THE GAME:

1. Shaking hands:

It is mandatory to bring your players to centre court to shake hands. Failure to do so by any player or coach will result in one warning for the season. If it happens again, disciplinary action will be taken. Promoting sportsmanship and brotherhood at all times is not a request, it is an obligation if you wish to be involved in this league.

2. Returning goggles:

Ensure all goggles are returned to the scorekeeper's table. Do not give them directly to the next team.

3. Snacks:

If snacks are provided by a sponsor, bring your team over in an orderly fashion to get them and emphasize to them that no garbage must be left lying around. Penalties will be given to anyone doing so. A team leaving garbage on their bench will also be penalized.

4. Playing outside of the gym:

It is strictly forbidden for players to be found playing hockey or shooting around the ball in the hallway or lobby. This also applies to playing other sports. Warn your players of the seriousness of this as it may lead to suspensions or ejection from the league.

O. APPENDIX E – DRAFT RULES: 2019-2020

[WITH COMPENSATION]

When: Sunday Sep 22 from 2:30 PM sharp to approx. 5:30 PM. Please put aside this time now as we will NOT rush through the draft because people want to leave early. We will be starting right after Zuhr prayers.

Where: IIT classroom TBD. There will be signs posted.

Draft order:

TIER 2

1. **AL-'AALIMOON** (HUZAIFA/HAMDAN)
2. **AS-SABR** (HISHAM/UTHMAN)
3. **AL-EEMAAN** (OWAIS/HASAAN)
4. **AL-KHAASHI'OON** (ALTAF/TALIB)
5. **AR-RAASHIDOON** (AHAD/YASEEN)
6. **AL-MUJAAHIDOON** (ABDULLAH/SHAHEED)

TIER 1

1. **AT-TAQWAA** (HASEEB/USAMAH)
2. **AS-SIDQ** (ZAFFAR/IBRAHEEM)
3. **AL-FALAAH** (UMAR/ILYAS)
4. **AL-MU'-MINOON** (ABDUR-RAHMAN)
5. **AL-ANSAAR** (AFTAB)
6. **AL-FOWZ** (AMMAR)

Draft procedure:

1. The Draft will go 10 rounds for Tier 2 and 9 rounds for Tier 1 until all players are picked.
2. Tier 2 will pick first and complete the first round, then Tier 1 will complete their first round. Alternating between tiers will continue until all players have been picked. Use the other Tier's time to think about your picks.
3. Picks will go 1-6 then 6-1 in the first two rounds, and this snaking system will continue for all rounds.
4. Each team will have 2 minutes to make its pick when their turn comes. The timer will tell you when one minute is left, and will remind you when 30 seconds are left. You must make your pick at the end of the 2 minutes or lose it.
5. All teams will be provided with a Draft Grid to keep track of each team's picks.

Player restrictions:

1. A player whose dad is coaching is designated a round where he MUST be picked up by his dad, or he will be made available to other teams. This player cannot be drafted by any other team before his designated turn has come. NOTE: A player considered by the other coaches and the league Admin to be a first round pick cannot be protected by a parent but must be acquired through a trade (see **Compensation**).
2. A team is not allowed to pick two of the goalies that tried out in the first 4 rounds. After the first 4 rounds, this restriction no longer applies.

Trades:

1. BEFORE THE DRAFT: Teams were allowed to trade their Draft position until Friday Sep 20 and report the trade to Khalid either by text, email or phone. All teams declined.

2. DURING THE DRAFT: Trades involving swapping the order of picking will only be allowed if the order is also swapped in the next round. For example, if team A and team B swap 3rd round picks, they must also swap 4th round picks to even it out. If wishing to make a trade when your turn comes, indicate to the Admin that you wish to make a trade offer. You will have two minutes to approach another team with the offer and report a trade in writing to Admin. If not done within 2 minutes, the trade is null and void and you will have your usual 2 minutes to make your pick. Every team will be allowed one opportunity to swap order.

3. AFTER THE DRAFT: Trades involving players will be allowed this year after the Draft. Every team is allowed one trade offer to another team. So think carefully before doing it. Every team, by draft order, will be given a chance to make a trade offer to another team and will have 2 minutes. If a trade is reported to Admin within the 2 minutes, Admin will assess the fairness of the trade and either accept or reject it. Do not waste everyone's time with lopsided trades. All trades involving players have to be approved by Admin (Khalid & Abdullaah).

Compensation:

1. If the son of a coach is considered by the other coaches and league Admin to be a first round pick, he cannot be protected by his dad. Instead, any team picking him up before his dad picks has to trade him to his dad, in exchange for compensation as determined by league Admin. Below is the compensation determined for this year's draft.

A. Compensation for Azeem Patel, Tier 2

Azeem is ranked 1st overall and his dad Altaf of Al-Khaashi'oon is picking 4th.

(a) If Team 1 (Al-'Aalimoon) picks Azeem 1st overall

1. Team 2 (As-Sabr) makes their pick
2. Team 3 (Al-Eemaan) makes their pick
3. When Al-Khaashi'oon's turn comes, they trade the 4th pick overall to Team 1 (Al-'Aalimoon) for Azeem, and switches 2nd and 4th round picks with them
4. Al-'Aalimoon picks a player with the 4th pick overall just received from Al-Khaashi'oon
5. The draft is then completed as normal

(b) If Team 2 (As-Sabr) picks Azeem 2nd overall

1. Team 3 (Al-Eemaan) makes their pick
2. When Al-Khaashi'oon's turn comes, they trade the 4th pick overall to Team 2 (As-Sabr) for Azeem, and switches 2nd and 4th round picks with them
3. As-Sabr picks a player with the 4th pick overall just received from Al-Khaashi'oon
4. The draft is then completed as normal

(c) If Team 3 (Al-Eemaan) picks Azeem 3rd overall

1. Al-Khaashi'oon trades the 4th pick overall to Team 3 (Al-Eemaan) for Azeem, and switches 2nd and 4th round picks with them
2. Al-Eemaan picks a player with the 4th pick overall just received from Al-Khaashi'oon
3. The draft is then completed as normal

(d) If no one picks Azeem before Al-Khaashi'oon picks

1. Al-Khaashi'oon picks up Azeem with the 4th pick
2. The draft is then completed as normal

B. Compensation for Shakir Sufi, Tier 2

Shakir is ranked 6th overall but since his dad Shaheed of Al-Mujaahidoon is picking 6th, he will be protected without compensation.

C. Compensation for Yusuf Siddiqui, Tier 1

Yusuf is ranked 3rd overall but since his dad Zaffar of As-Sidq is picking second overall, he will be protected without compensation.