

8

BALL HOCKEY



CHAPTER 8 - BALL HOCKEY

1. TEAM COMPOSITION

- 1.1. A team shall be composed of a minimum of fifteen (15) athletes and a maximum of twenty (20). One (1) additional spot may be awarded to teams with a qualified coach to a maximum of twenty-one (21) participants.
- 1.2. All teams must have one (1) fully dressed goalkeeper. In the event of an injury, teams will have fifteen (15) minutes to dress another goalkeeper.
- 1.3. Each base (for Regionals) or region (for Nationals) may enter one (1) team in the CAF the CAF Ball Hockey Championship. The regional team shall be declared champions at the CAF Regional Championship and advance to the CAF National Championship.
- 1.4. The regional team may augment three (3) players from another B/W/U within the region who have the approval of their Commanding Officer.

2. OFFICIALS

- 2.1. A two (2) person official system will be used throughout the entire championship when feasible.
- 2.2. Minor and/or off rink officials will be used as goal judges throughout the championship and assist as timekeepers and scorekeepers if necessary.

3. RULES

- 3.1. Play shall be in accordance with the [Canadian Ball Hockey Association \(CBHA\) Rulebook](#) with the exception of [para 7](#), [8](#) and [9](#) in this chapter.
- 3.2. This paragraph relates to the format of the games and the use of “straight time” for the Championship, where;
 - a. Should the goal differential between teams be of seven (7) goals or more in the second period in any tournament game the remainder of that game shall be played as “straight time.” Play will not return to “stop time” should the score differential again become six (6) goals or less;
 - b. “Straight time” will begin when the official conducts the face-off following the scoring of the goal, which causes the differential of seven (7) goals or more where:
 - c. Minor penalties assessed during “straight time” will be three (3) minutes in duration, and Major penalties assessed during “straight time” will be seven (7) minutes in duration. During straight time, time penalties will start when play resumes and if a penalty ends during a stoppage of play, the penalized player cannot return to the floor until play resumes;
 - Any player serving a penalty which was assessed during “stop time” and would continue serving the penalty after the stoppage where the differential of seven (7) goals or more shall not have any additional time added to the penalty time; and

- In the event a player is serving a double minor at the time the seven (7) goal differential is reached and the first minor penalty is cancelled by the scoring of the goal, the second minor shall be served as a three (3) minute penalty.
- d. After a total of three (3) penalties, a player will be ejected from the game.

4. SUSPENSIONS

- 4.1. The minimum suspensions listed below will be applied when the following infractions occur during a Championship;

Rule	Description	Minimum of
HC-F22	Ineligible player – player or team official	Indefinite pending review
2.2c	Ineligible player – team officials	1 st offence - 5 games 2 nd offence – Indefinite
4.5c	Any player who is assessed a second 10 minute Misconduct in the same game shall automatically be assessed a Game Misconduct penalty	Game Misconduct
4.6c	Game Misconduct – Last 10 minutes	1 st offence – 1 game 2 nd offence – 2 games 3 rd offence – 4 games
4.7b	Gross Misconduct – Travesty of the Game – Player	1 st offence – 2 games 2 nd offence – 4 games 3 rd offence – indefinite
6.1a	Match Penalty – Deliberate attempt to injure or deliberately injures an opponent in any manner	1 st offence – 3 games 2 nd offence – 6 games 3 rd offence – Indefinite
6.1a	Match Penalty – Physical harassment of officials	Indefinite pending review
6.4a	Checking from Behind (when a major penalty and game misconduct is assessed)	1 st offence – 2 game 2 nd offence – 4 games 3 rd offence – Indefinite
6.5b	Checking to the Head/Head Contact (when a major penalty and game misconduct is assessed)	1 st offence – 1 game 2 nd offence – 2 games 3 rd offence - Indefinite
Fighting		
6.7a	Any player assessed a game misconduct for fighting	1 st offence – 2 games 2 nd offence - 4 games 3 rd offence - Indefinite
6.7b	Instigator/Aggressor	1 st offence – 1 game 2 nd offence – 2 games 3 rd offence - Indefinite
6.7h	Third and subsequent player into a fight	1 st offence – 2 games 2 nd offence – 4 games 3 rd offence - Indefinite
6.7h	Any player receiving a second fighting major during the same stoppage of play	1 st offence – 3 games 2 nd offence – 6 games 3 rd offence – Indefinite
9.2	Game Misconduct – Verbal abuse of an official	1 st offence – 2 games 2 nd offence – 4 games 3 rd offence - Indefinite
9.2f	Gross Misconduct – Discriminatory Grounds (Harassment)	Indefinite pending review
9.5b	Any player (or coach) identified as the first to leave the player's or penalty bench during a fight	1 st offence – 5 games 2 nd offence – Indefinite

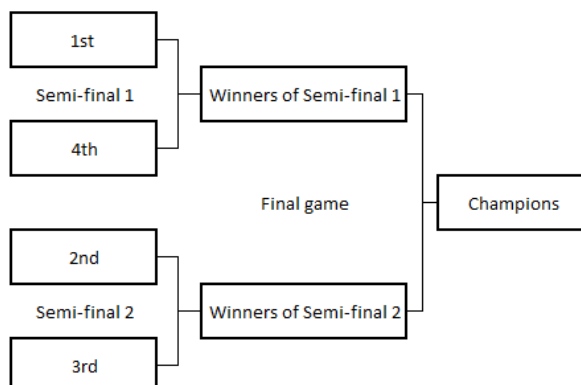
9.5b	Coach of a team whose players who leaves under 9.5b and 9.5c	1 st offence – 1 game 2 nd offence – 2 games 3 rd offence - Indefinite
9.5c	Any player identified leaving the player's or penalty bench during a fight	1 st offence – 7 games 2 nd offence – Indefinite
9.5c	Coach whose player leaves the player's / penalty bench, but not identified as the first player to leave the player's / penalty bench during an on-ice altercation	1 st offence – 1 game 2 nd offence – 2 games 3 rd offence - Indefinite
9.5f	Coach leaving the bench if game misconduct	Indefinite pending review
10.14a	Refusing to start play – team officials	Indefinite pending review
Pre/Post Game Altercations		
4.1b	Any team involved in a pre/post game brawl	Indefinite pending review
4.7, 6.7	Any player or coach involved where a major and a game misconduct penalties are assessed	Indefinite pending review

4.2. Reference [Chapter 5 – Suspensions](#), for infractions that may be applied to any sport.

5. CHAMPIONSHIP FORMAT

- 5.1. There will be a ten (10) minute warm-up prior to each game.
- 5.2. All games will be two (2) x 20 minute stop time periods with ten (10) minutes between periods.
- 5.3. Teams will be permitted one (1) x 30 second time-out per game.
- 5.4. The Championship shall be conducted as a single round-robin tournament, followed by a single elimination playoff. Points will be awarded as follows during Round Robin play;
 - a. Two (2) points for a win (regulation or overtime/shootout);
 - b. One (1) point for overtime/shootout loss; and
 - c. Zero (0) points for a regulation loss.
 - d. Should a tie exist following regulation time in round robin play, an overtime/shootout shall be conducted immediately following the game to determine the winner of the game. Points shall be awarded as per [para 5.4](#).
- 5.5. The overtime shall be conducted as follows;
 - a. Teams (3 on 3 plus goalies) will switch ends, and play a five (5) minute sudden victory overtime period;
 - b. If the game is still tied following the overtime period, a shootout shall be conducted as follows;
 - The teams shall identify three (3) players in full game uniform to the referee in the order that they shall shoot and;
 - The players will take alternating shots at the opposing goalkeeper, one (1) shot by each player to a total of three (3) shots for each team; and
 - If a tie still remains after the first three (3) shooters, a sudden victory will occur. All players on the roster/eligibility list (excluding goalies) must shoot before the original three-shooters/any player can shoot for a second time.

- 5.6. Upon completion of the round-robin, two (2) semi-final games will be played. The first (1st) place team will play the fourth (4th) place team and the second (2nd) place team will play the third (3rd) place team. The winner of each semi-final game will advance to the final game.



6. TIE BREAKING PROCEDURES

- 6.1. Ties in the final round robin standing that affect advancement to the playoffs shall be broken as follows:
- If two (2) teams are tied, the winner of the game played between the two (2) teams during the round-robin play, including the results from a shoot-out, shall advance to and/or be awarded the higher position, among the tied teams, in the playoff round;
 - If three (3) or more teams are tied, the team with the best win/loss record, in the round-robin games played between the tied teams, including the results from a shootout, shall advance to and/or be awarded the higher position, among the tied teams, in the playoff round;
- Note:** After the completion of step [6.1.b](#), [6.1.c](#), or [6.1.d](#) which determines the seeding/ranking of a team, if necessary, repeat the tie-breaking procedures from [6.1.a](#).
- If a tie remains, each team's total goals scored in the round robin games between the concerned tied teams shall be divided by their total goals against, excluding goals scored or surrendered during shootouts. The team with the highest quotient shall be awarded the higher position, among the tied teams.
 - If a tie still remains, each team's total goals scored shall be divided by total goals against during the entire round-robin tournament, excluding goals scored or surrendered during shootouts. The team with the highest quotient shall be awarded the higher position, among the tied teams.
- 6.2. Ties in the playoff round will be broken as follows:
- Teams (5 on 5 plus goalies) will remain at the same end, play a ten (10) minute sudden victory overtime period;
 - If a tie remains, teams will take a ten (10) minute break between periods and change ends. A twenty (20) minute sudden victory overtime period will be played; and
 - If a tie still remains, [para 6.2.b](#) format will continue until a goal is scored.

7. EQUIPMENT

- 7.1. The official ball of the championship shall be the D-Gel Ball Pro (Model #330).
- 7.2. All members must wear the following equipment listed in the table below IAW [Canadian Ball Hockey Association \(CBHA\) Rulebook](#) unless otherwise stated:

MANDATORY	RECOMMENDED
Players	
<ul style="list-style-type: none"> ▪ CSA certified hockey helmet (sticker must be present), to which a CSA approved full face protector which must be attached and <u>not</u> altered in anyway; ▪ Elbow pads; ▪ Hockey gloves or approved ball hockey gloves (all others are <u>not</u> permitted); ▪ One-piece ball hockey shin pads that cover both shins and knees; ▪ Protective athletic cup; ▪ Shoulder pads of any kind are <u>not</u> permitted; and ▪ Only running shoe type footwear with a non-slip sole is permitted. (Steel-toed shoes are <u>not</u> permitted). 	<ul style="list-style-type: none"> ▪ Mouth guards; and ▪ Semi-rigid ankle brace.
Goalkeepers	
<ul style="list-style-type: none"> • CSA approved mask with drop down plastic throat guard. Face protector must be securely fastened. Goalkeeper 'cat's eye' type masks are <u>not</u> permitted; • Chest & arm protectors; must be completely covered by the jersey; • Blocker; • Catching glove; • Goalie pads; • Protective athletic cup; • Goalie pants; and • Goalkeeper's footwear is not restricted to running shoes; other types of shoes may be worn by goalkeepers. 	<ul style="list-style-type: none"> • Steel-toes shoes; • Mouth guards; and • Semi-rigid ankle brace.
Officials	
<ul style="list-style-type: none"> • CSA approved helmet with a minimum half visor. 	<ul style="list-style-type: none"> • Protective athletic cup; • Mouth guards; and • Semi-rigid ankle brace.

- 7.3. Sticks: The following rules must be applied when examining ball hockey sticks:
- a. All sticks (including goal keepers) may be made of wood, fibreglass, or aluminum. Attached plastic blades are not permitted;
 - b. The blade of the stick shall not be less than two (2) inches or more than three (3) inches in width; and
 - c. The stick blades may be of any curvature.
- 7.4. Any physical alteration to protective equipment is prohibited and subject to penalty in accordance with the [CBHA Rulebook](#).

8. INJURY PREVENTION

- 8.1. It is important that injury prevention strategies are reviewed by all members of the team, coaches, officials, athletic trainers and organizers. Please refer to [Chapter 6](#), for further injury prevention.

9. AWARDS

- 9.1. At the end of each national championship game, the Jury of Appeal will select two (2) game MVP's, one (1) from each team.
- 9.2. The winning team shall be awarded a banner and a trophy. Individual medals shall be presented to the members of the winning and runner-up teams.
- 9.3. At the end of the Regional/National Championships, the Jury of Appeal will select a Tournament MVP.
- 9.4. At the end of the National Championship, each team will select a Team MVP.
- 9.5. At the end of the National Championship, each team will nominate a player that has exhibited the highest level of sportsmanship including ethical & responsible behaviour, fair play, integrity and respect combined with a high standard of playing ability. The Jury of Appeal and/or Chief Official will select the recipient based on the nominations brought forward.
- 9.6. See awards breakdown in the table below;

<u>Awards / Recognition</u>	<u>Quantity</u>	<u>Nationals</u>	<u>Regionals</u>
Trophy	1	✓	TBD by regional constitution
Championship Banner	1	✓	TBD by regional constitution
Gold Medals	21	✓	✓
Silver Medals	21	✓	✓
Tournament MVP	1	✓	✓
Team MVP	4	✓	n/a
Game MVP	2 / game	✓	TBD by regional constitution
Sportsmanship	1	✓	TBD by regional constitution
Officials	11	✓	TBD by regional constitution
Trainers	3	✓	TBD by regional constitution
Jury of Appeal	3	✓	TBD by regional constitution
VIP's / Patrons	1	✓	TBD by regional constitution