

Ice Crushers – 4 on 4 Rules

All rules shall be consistent with the Hockey Canada Official Rule Book as adopted by Hockey Canada, Hockey Alberta and Hockey Edmonton with the following exceptions:

Game length - All games are straight running time – period lengths are two periods of 25 minutes. Warm up will be two minutes for all teams. All teams should bring their own warmup pucks. Both teams should update the score in Team Snap (this helps the organizers tier future games). Each team is responsible for one volunteer for each game to run the score clock and to update the game sheet. Game sheets are not required as the score will be kept on the score clock and all games are considered friendlies.

Each coach/team is required to pay one of the two officials prior to each game. The rate is \$25 for each Pre-Novice or Novice official and \$35 for each Atom official. The Edmonton Ice Crushers will cover all costs associated to officials and will pay each head coach a lump sum prior to the season. Please ensure that the officials are paid at the start of each game.

Zero Tolerance - During the course of the game, the referee's decision is final. A zero tolerance approach will be used by the referee towards aggressive and/or abusive coaches, players and spectators. A review of incidents involving inappropriate behavior will be conducted by the Organizing Committee with possible suspensions or expulsion from the league. All incidents will be properly documented and written up on official game sheets and forwarded to Hockey Edmonton and appropriate category directors.

Code of Conduct – Code of Conduct shall be as per Alberta Minor Hockey Play Fair Rules of Conduct

Stoppage of Play - Stoppage of play will be kept to a minimum. Face offs occur at the beginning of each period at center ice. Face off shall occur after penalties have been assessed.

Line Changes - Line changes will be done at 75 seconds with a buzzer.

Offside - When a player(s) is/are offside a whistle will be blown with a change of possession, all players from the attacking team must clear the offensive zone to the neutral zone before re-entering the offensive zone.

Puck out of Play - When the puck goes out of play, the team not responsible for the stoppage in play will be awarded the puck. A minimum of ten feet of clearance shall be given to resume play. No face off will occur.

Goal - When a goal is scored, the scoring team is required clear the offensive zone (Red line) until the puck is brought forward to the blue line by the team scored upon. If the scoring team touches the puck prior to it clearing the blue line, a penalty shot will be awarded. A team clearing the puck after being scored upon has only 10 seconds to proceed past the blue line, or delay of game penalty will be called.

Goalie Freezes the Puck - The goalie has 10 seconds to play the puck. If the goalie maintains possession of the puck for more than 10 seconds a delay of game penalty may be assessed at the discretion of the referee. The attacking team is required to clear the hash marks on the face-off circles until the puck is played forward. If the attacking team intentionally touches the puck prior to the other team advancing forward, a penalty shot will be awarded.

Icing – Icing will not be called by the referees.

Body Checking - There is no INTENTIONAL body checking allowed. Body checking will result in a penalty being assessed. This is a non-contact event in all divisions.

5 Goal Power Play – When a team is down by 5 or more goals, they can field an extra skater and play 5 on 4 until its less than 5 goal differential. This is called a “Power-Play”

Timeouts - No timeouts will be awarded during the game.

Pulling the Goalie - Teams may pull their goalie for an extra skater at any time during play. Goalies cannot cross the blue line except to be substituted for a skater or in the event of a delayed penalty.

Penalties - All minor penalties will result in a penalty shot. (All shots will be taken at the conclusion of the game.) All major penalties will be awarded 3 penalty shots and the player will be immediately ejected from the game.

Greater than 3 Penalties - Any individual receiving more than 3 separate penalties in one game will receive a game ejection.

Coincidental Penalties - Coincidental minor penalties will result in a penalty shots for both teams.

Penalty shots - Penalty shots shall be taken at the end of regulation time with each team alternating turns until all the penalty shots have been completed. In the event that the penalty shots can no longer change the outcome of the game, penalty shots will not be taken unless time permits and both Coaches agree to continue.

Shootout Protocol - Coaches may choose their players for the penalty shootout. No one player may shoot twice until every player (excluding Goalies) has taken a penalty shot on their team.