



2019-2020 Greater Bay Hockey League Constitution

League Commissioner – Keith Fong

Referee in Chief (RIC) – Marc Benedetti

Board of Directors – Keith Fong, Greg Smyth, Melissa Deplaedt, Hau Hing Mo, Yan Dong

League Operations – China Hockey Group, Coastal City, Powerplay Sports & Entertainment

1. GENERAL INFORMATION –

- a. Games are played Friday nights and Saturday mornings – Total of 6 games each weekend during the regular season.
- b. Friday night game start times – 8:30pm and 9:30pm
- c. Saturday morning game start times – 8:00am, 9:00am, 10:00am and 11:00am
- d. Venue – Coastal City Ice Rink in Shenzhen, China.
- e. All league information will be posted on the website – www.greaterbayhockeyleague.com and iOS app.
- f. Facebook and Instagram pages – **greaterbayhockeyleague**

2. LEAGUE PAYMENTS –

- a. All accepted teams are required to pay a team fee of 85,000 RMB for the season.
- b. All players are required to sign a disclaimer form by their parents or legal guardian.
- c. No players will be allowed to play until the disclaimer form has been signed and acknowledged by the league organizers.
- d. No refunds will be given, no exceptions (includes injuries and suspensions)

3. STATISTICS –

- a. Statistics after each game will be final. Coaches should report to the Commissioner after each game if they feel that a point is reported incorrectly within reason. The league standings, schedule, results as well as players and goalie stats will be posted at www.greaterbayhockeyleague.com and also on the GBHL mobile app for iPhone.

4. EQUIPMENT:

- a. To help ensure the safety of all players in the GBHL, safety equipment standards must be followed without exception in order to play in the league.
- b. Mandatory equipment includes –
 - i. Full cage or full shield (no half visors)
 - ii. Neck guard
 - iii. Mouth guard
 - iv. Full protective gear including helmet, shoulder pads, elbow pads, shin guards, pants, gloves
- c. Helmets should be the standard colours such as black, white, red, or blue or otherwise approved by the Commissioner.
- d. GoPro type cameras are prohibited without the consent of the Commissioner.
- e. Players will not be allowed to play if they do not meet the equipment standards.

5. GBHL JERSEYS:

- a. All team jerseys and socks are the property of the GBHL.
- b. Players will not be allowed to play if they refuse to wear their team jersey and socks.



- c. A fine of 400RMB will be imposed for lost and non-returned uniforms.
6. GAME FORMAT:
 - a. 3 minutes – warm up
 - b. 3 periods of 13 minutes – running time
 - c. One – 30 seconds timeout per game, per team
 - d. If the game is tied after regulation, teams will play 3 on 3 for 3 minutes of sudden death overtime. If no goals are scored, the game will remain a tie except in the playoffs.
 - e. Penalties are 2 minutes for minors, 5 minutes for majors and 10 minutes for misconducts & game misconducts.
 - f. Standings will be based on most points, wins, head-to-head, lowest goals against, least penalty minutes, goal difference, and coin toss. 2 points for a win, 1 point for an overtime loss.
 - g. Playing rules will be under the International Ice Hockey (IIHF) Rules. There will be slight modifications to the rules due to the size / nature of the ice rink.
7. PLAYOFFS:
 - a. If a game is tied after regulation, a 5-minute sudden death overtime period will be played 3 on 3. If still tied after 5-minutes, a 3-player shootout will take place to determine the winner. The team that is the higher seed will have the choice of shooting first or second.
 - b. Teams must use 3 different shooters. If the shootout requires more than 3 shots, teams can re-use the same shooter until a winner is determined.
 - c. Players with time remaining on their penalty cannot participate in the shootout.
8. START OF GAME:
 - a. All teams must have the same team jerseys and matching socks. **Team players without matching socks may not be allowed to play.**
 - b. If a team does not have their goalie ready by the start of the game, they can play with an extra attacker (the player will be treated as an extra attacker and not a goalie).
9. PLAYER ELIGIBILITY / TEAM ROSTERS:
 - a. All players must play in their division according to their ages unless authorized by the Commissioner.
 - b. U8 – 2011 / 2012
 - c. U10 – 2009 / 2010
 - d. U12 – 2007 / 2008
 - e. Coaches or managers must submit their roster to the Commissioner at least a day prior to the scheduled games.
 - f. Only players who has registered with a team and signed the disclaimer are allowed to participate in the league.
 - g. Any coaches, managers, team leaders or other player(s) who threatens or asks any of their players not to show up or play, will be subject to a suspension.
10. LEAGUE POOL OF PLAYERS (LPP) RULES:
 - a. Teams are required to inform the Commissioner of any new or LPP players. Failure to do so may result in a forfeit of the game.
 - b. LPP players will be required a fee of 480 RMB per game.
 - c. LPP players will not have a permanent team jersey.



11. PLAYER ELIGIBILITY - PLAYOFFS:

- a. Players must be registered on a team and play a minimum of 3 games.
- b. LPP are not allowed in the playoffs unless with the approval of the Commissioner.

12. PLAYERS:

- a. NO LPP player(s) may enter a game once the puck has been dropped to start the second period.
- b. Team roster players are exempt from this rule and many enter the game at any time.

13. ICING – HYBRID RULE:

- a. A team that shoots the puck before gaining the red line, will be an icing situation.
- b. During a race for the puck, if the defence is deemed by the game official to have gained the defensive face off dot first – ICING will be called.
- c. During a race for the puck, if the offence is deemed by the game official to have gained the defensive face off dot first, – ICING is waved off.
- d. If the goaltender comes out of the crease without playing the puck or makes a motion towards playing the puck – ICING will NOT be called.
- e. If the puck contacts the goal frame and then crosses the icing line – NO ICING.
- f. The offending team will not be allowed to make any line changes.
- g. Teams that have iced the puck and try to change will be given a warning by the referee – continued efforts to change will result in a delay of game penalty.

14. BODY CHECKING:

- a. No body checking is allowed.

15. PUCK OUT OF BOUNDS:

- a. There have been further rule changes made relating to face-off location to avoid penalizing teams for plays intended to create bona fide scoring opportunities.
- b. Specifically, the following are "categories of plays" where face-offs will remain in the attacking zone despite the fact that the attacking team was technically responsible for the stoppage in play: Shots at the net by a player on the attacking team where: (i) the shot breaks the glass; (ii) the shot goes off the side of the net and deflects out of play; (iii) the shot goes off the dasher boards or glass and deflects out of play; (iv) the shot is tipped or deflected out of play by a teammate; and (v) the shot becomes wedged in or on the exterior of the goal net.

16. PENALTIES:

- a. A player who receives 4 penalties in a game will be ejected upon receiving their fourth penalty.
- b. Players receiving a game ejection will be allowed to play in the next game unless an Abuse of Officials Misconduct, Major or Match penalty is committed in which the player can be suspended after a review.
- c. Players that have time remaining in their penalty must stay in the penalty box during end of periods, OT, Shootouts & time-outs. Leaving the penalty box prior to the end of their penalty will be subject to a 2 min penalty and or 10 min misconduct (referee discretion).
- d. Penalties are 2 minutes for minors, 5 minutes for majors and 10 minutes for misconducts & game misconducts.



- e. Due to the rink facilities, players serving a penalty will remain on the team bench. At the expiration of the penalty, the team can put any player not still serving a penalty on the ice. If a penalized player steps onto the ice prior to the expiration of their penalty, an additional 2 minute – delay of game – penalty will be assessed to the penalized player. If this happens during the last 2 minutes of the 3rd period, or during overtime, a penalty shot will be assessed.

17. CHECKING FROM BEHIND:

- a. A player receiving a major penalty for checking from behind will result in an automatic 1 game suspension and will be reviewed by the Referee in Chief and Commissioner to determine suspension length.
- b. If a player receiving a 2nd major penalty for checking from behind will be suspended indefinitely and will be under review by the RIC and Commissioner to determine suspension length.

18. MAJOR PENALTIES:

- a. All Major penalties will receive an automatic Game misconduct penalty. The League will review all major penalties and will determine if further suspensions will be necessary.
- b. If the player receives his/her second Major penalty an automatic game misconduct will apply and the player may receive a 2-game suspension (league discretion) and will be under review by the RIC and Commissioner to determine the exact suspension length.
- c. A third time will result in a suspension for the remainder of the year (including playoffs). Should the third Major occur in the player's last game of the season, a 3-game suspension will carry over to the player's following season.

19. FIGHTING:

- a. Any player who fights will receive a fighting major and a game misconduct and be automatically suspended for a minimum of 5 GAMES pending the review from the RIC. A fighting major will be determined by the Referees depending on the severity of the altercation. (i.e. a punch to the head with or without gloves/blocker may be considered a fight, subject to referee discretion) Suspensions may carry over to the player's following season.
- b. Players who try to instigate a fight by throwing his/her gloves off will be assessed a 10-minute misconduct.
- c. A player involved in a second fighting incident will be suspended for the remainder of the season and further suspensions will be assessed upon the review by the RIC and Commissioner.

20. MISCONDUCTS:

- a. A player receiving a 10 Minute misconduct will serve the 10-minute penalty if time permits. A second 10 Minute misconduct in the game will result in a Game Misconduct.
- b. If a player receives a Misconduct penalty for Abuse of Officials in the last 5 minutes of the 3rd period or overtime or in the shootout, the player will receive an automatic one game suspension.
- c. If a player receives their second Misconduct penalty for Abuse of Officials of the season, the player will receive a two-game suspension.



- d. A third Misconduct penalty for Abuse of Officials in the season will result in a 5-game suspension. Further suspensions may be assessed upon the review by the RIC and Commissioner.
 - e. A fourth Misconduct penalty for Abuse of Officials will be a suspension for the remainder of the season.
 - f. Any coaches or team managers who are ejected from the game will be allowed to return for the next game.
 - g. Any coaches or team managers who receive their second game ejection at ANY time during the season will be suspended for 1 game. A third game ejection will result in a minimum of 5 games or for the remainder of the season.
21. MATCH PENALTIES:
- a. Any player or team official incurring a Match Penalty shall be ordered to the dressing room immediately for the balance of the game and will not be permitted to take part in any further games until his case has been dealt with by the RIC. Examples of a Match penalty attempt to injure another player or abuse of officials.
22. GAME MISCONDUCT:
- a. Game Misconduct penalties shall be assessed where a player conducts himself/herself in such a manner as to make a travesty of the game.
 - b. Any player or team official assessed a Game Misconduct Penalty shall be ejected from the game.
 - c. A total of ten minutes shall be charged in the records against a penalized player for a Game Misconduct penalty. The Referee shall report the offender and the full details surrounding the violation to the RIC who may assess further penalties.
 - d. Any player or team official who is assessed a Game Misconduct penalty may receive further suspensions from the League.
23. ABUSE OF OFFICIALS AND OTHER MISCONDUCT:
- a. Team Officials shall be responsible for their conduct and that of their players at all times. They must endeavor to prevent disorderly conduct before, during, or after the game, on or off the ice and any place in the rink. The Referee may assess penalties to any of the above officials for failure to do so and shall report full details of the incident to the RIC.
 - b. A Minor penalty shall be assessed to any player or team official who challenges or disputes the rulings of an official during the game or who displays unsportsmanlike conduct. If the person persists, he or she shall be assessed a Misconduct penalty for Abuse of Officials and any further disputes will result in a Game Misconduct penalty being assessed to the offending person.
 - c. Referees are not required to assess a Minor penalty under this rule before assessing the Misconduct or Game Misconduct and may assess either of these penalties initially.
 - d. Any player in an altercation with an official will be suspended indefinitely. The case will be further reviewed by the Director of Officiating and the league Commissioner to determine the exact suspension length.
24. A MISCONDUCT PENALTY shall be assessed to any player or team official who:
- a. Uses obscene, profane or abusive language or gestures to any person.
 - b. Persists in disputing or shows disrespect for the ruling of any official.



- c. A player who, after receiving a Misconduct penalty, persists in any of the actions of above shall be assessed a Game Misconduct penalty.
- d. Intentionally knocks or shoots the puck out of the reach of an official who is retrieving it.

25. GOALTENDERS:

- a. If a goalie is assessed a Major or Match penalty, he/she will be ejected from the game. If there is no backup goalie, the team is allowed 10 minutes to dress a player from their roster to replace him.
- b. If a goalie is hurt during the game and there is no back up, the team is allowed 10 minutes to dress a player from their roster to replace him.
- c. During playoffs, a player can only substitute as the goalie if the goalie is hurt during the game. The player cannot start as the goalie.

26. SUSPENSIONS:

- a. The RIC and Commissioner will handle all suspensions. Referees will report the incident(s) to the RIC. The RIC may or may not need to hear from the players involved in the incident.
- b. It is the responsibility of the team managers to contact the league if clarification is required on the suspension.
- c. Suspensions will carry over to the next season or affiliate leagues or tournaments.

27. SUSPENDED PLAYERS:

- a. Suspended players are not allowed to play in the GBHL until their suspension is over.
- b. Players who are suspended and are playing in 2 divisions, are not allowed to play in either divisions until the suspension is served.
- c. Any players suspended by any League(s) outside of the GBHL will be reviewed by the RIC and Commissioner. The league reserves the right to suspend that player until the entire suspension has been served from the other League(s).

28. GAME OFFICIALS have the right to eject anyone (players, coaches, spectators) out of the arena or surrounding areas of the rink.

29. APPEALS AND COMPLAINTS:

- a. All appeals and complaints must be submitted in writing, typed or e-mailed to the League Commissioner within 24 hours of notification of the ruling. Referee reports are kept confidential.

30. ALTERCATIONS OFF THE ICE:

- a. Any players or team officials taking part in an altercation off the ice such as dressing room area, concourse, food court or any area in the shopping mall, will be subject to an indefinite league suspension as well as suspension from the property owners and management.
- b. Any parents or spectators that are involved in any altercations will not be allowed back into the ice rink and will be reported to the authorities.

31. PLAYERS' RESPONSIBILITIES:

- a. Players are responsible for their own actions. If a player damages any property at the rink or anywhere in the shopping mall, he or she will be responsible in paying for the damages.
- b. Any player that causes bodily harm to another player, officials or staff in any manner will be reported to the Authorities.



- c. The league reserves the right to discipline players for inappropriate or disrespectful comments, interviews or behavior which is seen a damaging to the league, league operations, league rules, specific teams, players or the game of hockey in general. Disciplinary action can include suspension or removal from the league.

32. TRADES:

- a. All trades or roster movements must be approved by the League Commissioner.
- b. Roster freeze deadline is the Thursday – 6pm prior to the team’s final regular season weekend. No roster movements are allowed in the playoffs.

33. COMPLETION OF GAME:

- a. If a team decides not to complete the game for any reasons, the team manager, coach or team official will be suspended indefinitely.
- b. Any team (or player) who does not use their best efforts to win a game will be suspended indefinitely. The team or player may be suspended all or any remaining games including playoffs.
- c. Any forfeits results will be decided by the Commissioner.

34. UPDATES AND CHANGES:

- a. The League reserves the right to update or change the constitution from time to time and will inform the teams if there are changes.

35. INTERPRETATION:

- a. Should there be any discretion on misinterpretation of the rules; the Commissioner shall have the final decision.
- b. The IIHF Rulebook will be used for all or any other rules not covered in this Constitution.

October 1st, 2019

Commissioner of the GBHL
Keith Fong