



SECTION 2 TEAMS

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Rule 2.1 Composition of Team

- 2.1 (a) A team will have no more than six players on the ice at any one time while play is in progress. Any violation of this rule will be penalized as per Rule 10.7 - Too Many Players.
- 2.1 (b) A team will have no more than five team officials on the Players' Bench at any time, which must include at least one Hockey Canada Safety Person (HTCP in Ontario).

Rule 2.2 Players in Uniform

- 2.2 (a) Each team is entitled to a maximum of 20 players in uniform (up to 18 skaters and 2 goaltenders) for any game or pre-game warm-up, all of whom must be registered in accordance with Hockey Canada Regulations. The players registered as goaltenders are eligible to play as goaltenders only. Teams in regional competition must have both goaltenders in uniform and ready to play. A minimum of six (6) eligible players in uniform on each team (which may or may not include a goaltender) are required to start a game.
Note 1: If, at any time during the game, a team cannot place the correct number of players on the ice, whether due to injury or penalties, the game will be suspended and the Referee will report the details of the incident to the appropriate Member or league.
- 2.2 (b) Before the start of the game, the Team Official in charge of each team will give the Referee or Official Scorer a list of names and numbers of the players and goaltenders who will be eligible to play in that game. The Team Official in charge of the Visiting Team must be the first to list their lineup on the Official Game Report.
No change or addition to the line-up will be permitted after the commencement of the game except:
 - i. When a player has been inadvertently omitted from the Official Game Report, the Referee will permit the name to be added to the Game Report before the game has ended; providing such player was in uniform and on the ice or on their Players' Bench at the start of the game; or
 - ii. If a Referee notices a player with an open cut, or blood either on the skin or on the jersey, at the earliest opportunity the Referee should inform the player that the cut must be treated or the jersey changed before the player is eligible to return to the ice. If the player requires a new jersey, that new number must be noted on the Official Game Report.

Note 1: When a player is late and their name has been included on the Official Game Report prior to the game, they will be permitted to participate.

- 2.2 (c) Any team official who gives a false statement on the Official Game Report with regard to eligible players, will be dealt with by the appropriate Member or league.
- 2.2 (d) At any time, the Referee may request that a player remove their helmet or facial protection or request that any Team Official provide their name for the purposes of identification. Any player or team official who refuses to do so will be penalized under Rule 10.6 (f) - Illegal Equipment.
- 2.2 (e) Each player will wear an individual number of at least 25.40 cm (10 in.) in height on the back of their sweater.

Note 1: Each team will declare its colours to the appropriate Member or league at the beginning of each season. If these colours are accepted, they may not be changed during the season without the approval of the appropriate Member or league. In regional competition, it will be the responsibility of the Home Team to change its sweater and socks if the colours of the competing teams conflict. The decision in this matter will be left to the Referee in charge of the game.

- 2.2 (f) Each team will be allowed one goaltender on the ice at one time. The goaltender may be substituted for an additional skater. That substitute player will not be permitted the privileges of a goaltender.
- 2.2 (g) No player, other than a goaltender or their replacement, will be permitted to wear the equipment of a goaltender.
- 2.2 (h) When the alternate goaltender enters the game, they will take their position immediately and play will resume without delay. No warm-up will be permitted.
- 2.2 (i) When both teams are on the ice during the pre-game warm-up, players will be restricted to their own half of the ice. Where a team violates this rule, the Referee will report the violation to the appropriate Member or league, who may take appropriate action.
- 2.2 (j) The Referee will penalize any player who commits a violation of the rules during the pre-game warm-up. The penalty will be served at the start of the game.

Note 1: In the case of a Minor, Bench Minor, or Misconduct penalty, the offending player is permitted to complete the pre-game warm-up, prior to serving their penalty. In the case of a Major, Match, Game Misconduct, or Gross Misconduct penalty, the player will be removed from the ice immediately and any time penalty will be served by another player on the same team.

- 2.2 (k) During the pre-game warm-up, a total of 20 players can be dressed and participate in the warm-up. These 20 players do not have to be included on the Official Game Report for the game. If a player is assessed a penalty during the pre-game warm-up, then this player must be included on the Official Game Report. A player does not have to participate in the pre-game warm-up in order to be included on the Official Game Report. If a team has more than the 20 players in their pre-game warm-up, the incident must be reported to the appropriate Member or league, but no penalty is assessed. Players may be substituted during the pre-game warm-up, as long as the maximum of 20 players is not exceeded.
- 2.2 (l) No player under suspension may participate in the pre-game warm-up or occupy the Players' Bench.
- 2.2 (m) In Minor and Female, a player that is registered to a team roster but unable to participate in a game due to injury is permitted to take a position on the bench during the game, as long as they are listed as a player in uniform on the official game report and wearing the minimum equipment of a BNQ throat protector (minor and female), CSA approved Helmet and CSA facial protector, in accordance with the requirements for their registered category of play.

Rule 2.3 Team Captains

- 2.3 (a) Each team may appoint a Captain and a maximum of three Alternate Captains. Prior to the start of the game, the Manager or Coach of each team will note the names and numbers of the Captain and Alternate Captain(s) on the Official Game Report.
- A team will be penalized under Rule 10.6 (a) – Illegal Equipment if they have more the appropriate number of players wearing “C”s or “A”s.
- 2.3 (b) The Captain will wear the letter “C” and the Alternate Captain(s) the letter “A” clearly on the front of their jersey. The letters should be a contrasting colour to the jersey and be approximately 7.62cm (3 in.) in height. If the letters are not worn, Captain and Alternate Captain privileges will not be permitted, including but not limited to, communication privileges and requesting measurements.
- 2.3 (c) When the Captain or Alternate Captain receives a penalty, they will lose their privileges for the duration of the penalty and must proceed directly to the Penalty Bench. Any player who fails to do so will be penalized under Rule 11.1 (d)(iv) – Unsportsmanlike Conduct.
- 2.3 (d) Goaltenders, or a replacement for a goaltender, as well as a playing Coach or Manager cannot be selected or named Captain or Alternate Captain.

INTERPRETATIONS**Interpretation 1 Rule 2.3 (a)**

If a team has more than the appropriate number of players wearing “C”s or “A”s, one or more of the players must remove or cover the “C” or “A” or switch jerseys.

Rule 2.4 Injured Players

- 2.4 (a) When a player, other than a goaltender, is injured or required to leave the ice during a game, they must be replaced by a substitute, and play will continue.
- 2.4 (b) When a player is injured so that they cannot continue play or go to their bench, the play will not be stopped until the injured player’s team has secured possession and control of the puck. If the injured player’s team is in possession of the puck at the time of the injury, the play will be stopped immediately unless their team is in scoring position, at which time the Referee will allow the play to be completed.

Note 1: Where there is suspicion that a player has sustained serious injury, any On-Ice Official may stop play immediately.

Note 2: Where play has been stopped due to an injured player, excluding the goaltender, the injured player will leave the ice and may not return to the ice until the play has resumed. If the player refuses to leave the ice, they will be penalized under Rule 10.1 (a) – Delay of Game. When the Referee stops play due to a suspected injury and then notices that there is no injury, this rule still applies. This is a judgement call and the player must leave the ice until play resumes.

- 2.4 (c) If a goaltender goes to the Players’ Bench due to an injury and an alternate goaltender is dressed, they must be replaced by the alternate goaltender, so that play may resume immediately. No warm-up will be permitted for the alternate goaltender.

In cases where an alternate goaltender is not dressed, the injured goaltender will be allowed 10 minutes to recuperate. If a replacement is necessary for the injured goaltender, an additional five minutes will be allowed, for a

total of 15 minutes. Once the additional 5 minutes is allowed, the injured goaltender must remain off the ice until the next stoppage of play. For a violation of this rule, the goaltender will be penalized under Rule 10.1 (a) – Delay of Game.

- 2.4 (d) A player replacing the goaltender will be subject to the rules governing goaltenders and be allowed the goaltender's full equipment. They must also conform to the following:
- At minimum, the player replacing the goaltender must use a helmet, proper facial protection, and a goaltender's stick (See Rule 3.3 – Sticks and Rule 3.6 – Protective Equipment). In divisions of U13 and above, goaltender's leg pads are mandatory.
 - In divisions of U13 and below, after a player has been designated as a goaltender, they may return to a non-goaltender position. In divisions above U13, the player must remain as a goaltender once they have been designated as such.

Note 1: The only exception to this rule is when a team is awarded a Penalty Shot and the opposing team does not have a goaltender dressed. In this instance, a player may be designated as a goaltender for the purposes of defending the Penalty Shot, without having to wear the equipment mandated above.

- 2.4 (e) When a goaltender or player is seriously injured, the Referee may permit players to leave the ice, but must be ready to resume play immediately, when notified by the Referee.
- 2.4 (f) A penalized player who must serve a time penalty and who has been injured may go to the dressing room, if they are replaced on the Penalty Bench by a substitute who was on the ice at the time of the infraction.

A penalized player who does not have to serve a time penalty and who has been injured may go to the dressing room without having to be replaced by a substitute on the Penalty Bench.

If the penalized player recovers from their injury and returns to the Players' Bench prior to the expiration of their penalty, they must replace the substitute in the Penalty Bench at the first opportunity. If the penalized player participates in the play before the expiration of their penalty, they will be penalized under Rule 10.4 – Leaving the Players' or Penalty Bench.

INTERPRETATIONS

Interpretation 1 Rule 2.4 (b)

As a guideline in the application of this rule, anytime a Trainer/Safety Person comes onto the ice to attend to a player, the player (excluding a goaltender) will be classified as injured and must leave the ice until play resumes.

Interpretation 2 Rule 2.4 (b)

At a stoppage of play, it becomes apparent that a player is injured. Play was not stopped as a result of the injury.

QUESTION:

Does this player have to leave the ice prior to the resumption of play?

ANSWER:

No, they may remain on the ice. However, if the injured player causes a delay in the resumption of play or if the Trainer/Safety Person comes onto the ice, the injured player (excluding a goaltender) must leave the ice until the play resumes.

Interpretation 3 Rule 2.4 (b)

QUESTION:

A player has a breakaway in the neutral or attacking zone, but the goaltender is apparently hurt. Assuming an injury, the Referee stops the play. What is the ruling?

ANSWER:

Award a Penalty Shot.