



2024-2025 SCIHL Constitution

Managed by the CHG

Contacts

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GENERAL INFORMATION:

- a. Games are played on:
 - i. Division 2 – Thursday nights in Discovery Bay – one game per night
 - ii. Division 3 – Thursday nights at Megalce – three games per night
 - b. Division 2:
 - i. Game starts at 8:30 PM
 - *Warm Up starts at 8:30 pm*
 - c. Division 3:
 - i. First game starts at 8:30 PM
 - *Warm Up starts at 8:30pm*
 - ii. Second game starts at 9:30 PM
 - *Warm Up follows after the ice is cleaned.*
 - iii. Third game starts at 10:30 PM
 - *Warm Up follows after the ice is cleaned.*
 - d. All League information will be posted on the website – www.SCIHL.com
 - e. The SCIHL app on iOS and Android is available for download.
 - f. Facebook – add SCIHL League.
 - g. Instagram – add SCIHL
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2. LEAGUE PAYMENTS:
 - a. The cost (league fee) for players to play in the SCIHL is:
 - i. Division 2: HKD \$8,888 (7,888 early bird)
 - ii. Division 3: HKD \$9,888 (8,888 early bird)
 - b. No player will be added to the “available to draft list” until paid and registered.



- c. All players will be asked to sign a standard league disclaimer form and anyone under the age of 18 will require the disclaimer form to be signed by a parent or legal guardian.
- d. No players will be allowed to play until the disclaimer form has been signed and acknowledged by the league organizers.
- e. No refunds will be given, no exceptions (includes injuries and suspensions)

3. STATISTICS:

Statistics after each game will be final. GM's 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.SCIHL.com and also on the SCIHL mobile app.

4. EQUIPMENT:

- a. To help ensure the safety of all players in the SCIHL, safety equipment standards must be followed without exception in order to play in the league. Mandatory items include elbow pads, pants, gloves, and helmets (with half visor, full visor, or cage), and chinstraps must always be on.
- b. All players must wear either a half visor or full cage... a helmet with no facial protection is not allowed.
- c. All U18 players (under the age of 18) are required to wear the following items:
 - 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
- d. Helmets should be the standard colours such as black, white, red, or blue or otherwise approved by the league organizers.
- e. Neck guards are highly encouraged for players 18 years of age and above.
- f. GoPro type cameras are prohibited without the consent of the league organizers
- g. Players will not be allowed to play if they do not meet the equipment standards.



5. SCIHL JERSEYS:

- a. All sponsored team jerseys and socks are the property of the SCIHL.
- b. Players will not be allowed to play if they refuse to wear their team-sponsored jersey and socks.
- c. Fines (HK\$500) will be imposed for lost and non-returned uniforms.

6. GAME FORMAT:

- a. 2-minute warm up
- b. Game duration:
 - i. Division 2 – 3 x 20 min periods – running time
 - ii. Division 3 – 3 x 15 min periods – running time
- c. 1 (30 second) 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. For Division 2 & 3 – OT during the regular season – will be played with no icing and no offsides. If still tied, then a 3-player shootout will take place, until a winner is determined. Only regular roster players are allowed to participate in the shootout. LPP players are not allowed to take part in the shootout. Only after all roster players have taken their shots from the team with fewer regular roster players can a player start re-taking shootout opportunities.
 - i. The team that scored the first goal will have the choice to shoot first or second. In the event the game is a 0-0 tie, then the home team will determine who has the choice.
 - ii. The first three shooters of each team must be taken from a different player.
 - iii. Should the shootout remain a tie after the first three shooters, the teams will change the order. i.e. if Team A shoots first then on the fourth shot, Team B would shoot first.
- e. If a player has remaining time on his/her penalty when overtime expires, he or she will also NOT be allowed to take part in the shootout and must stay in the penalty box.
- f. Penalties are 2 minutes for minors, 5 minutes for majors and 10 minutes for misconducts & game misconducts.
- g. 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.



- h. PLAYOFFS (Division 2): - The season includes two x 10 game seasons, including playoffs (20 games in total). After the first 10 games (9 regular games & 1 championship) – teams will re-draft and play a 2nd season.
 - i. PLAYOFFS (Division 3): - Only the top 4 teams based on the regular season standings will make the Playoff semi-finals. The bottom 2 teams will play a best of 2 series consolation round. The top 4 teams will play a single game 1v4 & 2v3. Winners of the respective series will play a one game Championship final.
 - j. PLAYOFFS: – 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. In the Championship Final, a second 5-minute sudden death overtime period will be played. A 3-player shootout will follow if still tied.
 - k. Playing rules will be under the Canadian Hockey Association Rules. There will be slight modifications to the rules due to the size / nature of the ice rink.
7. 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).
8. PLAYER ELIGIBILITY / TEAM ROSTERS:
- a. All players must register and sign the SCIHL disclaimer form prior to their first game if they have not accepted online at the time of registration. Any player playing without a completed disclaimer form/contract is considered an ineligible player and may cause his/her team to forfeit game(s) played in. Also, any game the player has played in without the completed disclaimer form, will not count towards the League stats.
 - b. Drafted players cannot be 'cut' from the team.
 - c. Any GM's or other player(s) who threatens or asks any of their players not to show up or play, will be subject to a suspension.
 - d. Players must be of 16 years of age to play in the SCIHL however the league will grant exceptions on a case-by-case situation.



9. LPP rules – Regular season:

- a. Teams can only request LPP players after they fall below:
 - i. Division 2: 10 roster players.
 - ii. Division 3: 11 roster players.
- b. Teams can only replace missing players with LPP players up to a maximum of:
 - i. Division 2: 10 players dressed per game.
 - ii. Division 3: 11 players dressed per game.
- c. Players will be replaced against the league ranking (based on draft position – 6, 5, 4, 3, 2). An LPP player can only replace a missing roster player that is ranked the same or higher than the LPP's own ranking.
- d. Goalies can LPP for any other goalie in the league.
- e. LPP players registered in the league must pay a game fee of \$150 HKD per game. Non-registered LPP's must pay \$550 HKD per game.

10. PLAYER ELIGIBILITY - PLAYOFFS:

- a. Any drafted SCIHL player is eligible for the playoffs regardless of the number of regular season games he/she has played in.
- b. During playoffs, there will be no LPP's allowed, except for a goalie. An LPP goalie from a lower division or at the discretion of the league will be allowed to play. Goalies from teams in the same division are ineligible to LPP during the playoffs for another team in the same or lower division except if the goalie belongs to the 2 teams in division 3 that did not make the playoffs.

11. PLAYERS:

- a. NO LPP player(s) may enter a game once the puck has been dropped to start the second period unless authorized by the league organizers.
- b. Drafted players are exempt from this rule and may enter the game at any time.
- c. Players can dress as a goalie, but goalies cannot dress as a player. When a roster player dresses as a goalie, the player will not be counted as a 'missing' player in terms of LPP requirements. (See paragraph 41. Goaltenders for more information)



12. ICING – HYBRID RULE:

- a. Pucks shot out from before the center line in Division 2 & 3 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 – No ICING.
- 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.
- h. On a delayed penalty, if the non-offending team ices the puck – the faceoff will now be in the offending team's zone. All faceoffs will be in the offending team's zone at the start of the powerplay.
- i. The non-offending team can decide which side the ensuing faceoff will take place.

13. SLAP SHOTS:

- a. Full slap shots are allowed.

14. BODY CHECKING:

- a. No body checking is allowed.

15. GOAL WITH THE SKATE:

- a. A goal CANNOT be scored by an attacking player who KICKS a puck that deflects off any player, Goalkeeper or official and into the net.
- b. A goal CAN be scored when a puck DEFLECTS into the net off an attacking player's skate/foot, as long as no kicking motion is evident. A deflected puck is an accidental movement of the puck by a skate.
- c. A goal CAN be scored when a puck is DIRECTED into the net by an attacking player's skate/foot, as long as no kicking motion is evident. A directed puck is an intentional movement of the puck by a skate.



16. PENALTY SHOTS:

- a. The 'Spin-O-Rama' move will no longer be permitted either in Penalty Shot situations or in the Shootout.
- b. Any player is allowed to take a penalty shot for their team – regardless if the player is on the ice at the time of the penalty or on the bench.
 - i. A player who is fouled and awarded a penalty does not have to take the penalty shot – any player on the team is allowed to take the shot for the team.

17. OFFSIDE:

- a. The blueline is to be seen from a 3D perspective that covers both the ice surface and the surface above it when the player is entering the zone.
- b. The skate does not have to touch the ice.

18. FACE-OFFS:

- a. To curb delay tactics on face-offs after icing infractions, in situations where the defending team is guilty of a face-off violation, following an icing, the defending player who is initially lined up for the face-off will be given a warning, but will be required to remain in the circle to take the face-off. A second face-off violation by the defending team in such situation will result in a two-minute minor bench penalty.
- b. The attacking team in the offensive zone can choose the side where the faceoff will take place on two situations –
 - i. After an icing call
 - ii. At the start of their powerplay

19. DELAYING THE GAME:

- a. In the event that the Goal Post is displaced accidentally by a defending player (including the Goalkeeper) causing a stoppage in play, the ensuing "face-off" shall be conducted at one of the End Zone Face-off Spots in the Defending Zone.
 - i. The offending team shall NOT be permitted to make any player substitutions prior to the "face-off"
- b. In the event that the puck is shot into the End Zone by the attacking Team from their own side of the Center Line, and the opposing Goalkeeper freezes the puck (inside OR outside of the goal crease) resulting in a stoppage of play, the ensuing "face-off" shall be conducted at one of the End Zone Face-off Spots in the Goalkeeper's Defending



Zone decided by the non-offending team.

- i. The defending Team shall NOT be permitted to make any player substitutions prior to the "face-off".
- ii. However, a Team shall be permitted to make a Player substitution to replace an injured Player, or when a penalty has been assessed which affects the "on-ice strength" of either team.

20. 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. 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 puck is wedged in or on the exterior of the goal net.

21. COINCIDENTAL PENALTIES:

- a. Teams will play even strength (Division 2 & 3: 4 on 4) in the event of coincidental penalties if the numeric strength is 5 on 5 (Division 2 & 3) at the time the penalties are called.

22. 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.

23. HELMET:

- a. Should the helmet of a skater come off during game action, the player:
 - i. Must go directly to the players' bench.
 - ii. Is NOT allowed to touch the puck or participate in game action.
 - iii. Is NOT allowed to put it back on securely, even if he is not participating in game action.
 - iv. Any attempt to play once the helmet has come off or any attempt to pick up the helmet will result in a minor penalty (illegal equipment).

24. BENCH MINOR PENALTY:

- a. Any Player except a Goalkeeper of the Team may be designated to serve the penalty by the Coach through the playing Captain and such player shall take their place in the Penalty Box promptly and serve the penalty as if it was a Minor Penalty imposed upon them.

25. ILLEGAL CHECK TO THE HEAD:

- a. For Situations that are ruled to fall under illegal check to the head or neck the following penalties can be called is a minor penalty or a match penalty.
- b. There is no possibility to call either 2+10 or 5+GM for checking to the head.**
- c. A player receiving a match penalty for check to the head will result in an automatic 1 game suspension and will be reviewed by the league Commissioner to determine suspension length.
- d. A player receiving a 2nd match penalty for a check to the head will be suspended indefinitely and will be under review by the league Commissioner to determine suspension length.

26. CHECKING FROM BEHIND:

- a. A checking from behind can be penalized with either a major penalty + GM or a match penalty.
- b. There is no possibility to call 2+10 for checking from behind.**



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

27. BOARDING:

- a. A boarding can be penalized with:
 - i. A minor penalty, a major penalty, a major penalty+ GM and a match penalty.
 - ii. NOTE that 2+10 is not an option

28. SLEW-FOOTING:

- i. Only penalty option is MATCH PENALTY

29. TRIPPING:

- a. The rule relating to "tripping" will be revised to specifically provide that a two-minute minor penalty will be assessed when a defending player "dives" and trips an attacking player with his body/arm/shoulder, regardless of whether the defending player is able to make initial contact with the puck.
- b. But, in situations where a penalty shot might otherwise be appropriate, if the defending player "dives" and touches the puck first (before the trip), no penalty shot will be awarded. (In such cases, the resulting penalty will be limited to a two-minute minor penalty for tripping.)

30. STICK INFRACTIONS:

- a. If a player receives three (3) stick infractions in the same game, he/she will be given a game ejection. A game ejection penalty removes the player from the game; however, no further suspension will be incurred unless the third penalty is a major.
- b. Stick infractions are: High Sticking, Cross-Checking, Spearing, Butt-Ending and Slashing.
- c. In cases where double minors (Spearing and Butt-Ending) are called, they will be considered as one (1) infraction.



31. BUTT-ENDING/SPEARING:

- a. Options when calling a butt-ending/spearing incident occur are:
 - i. Double minor
 - ii. Major and automatic GM
 - iii. Match penalty if reckless endangerment

32. HIGH-STICKING:

- a. Options when calling a high-sticking incident occur are:
 - i. Minor penalty
 - ii. Double-minor penalty (accidental harm)
 - iii. Match penalty (recklessly endangers an opponent)
- b. Winding up to shoot or follow-through on a shot or pass is NOT considered high-sticking.

33. 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 league 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.
- d. A high sticking penalty that draws blood accidentally will receive a double minor penalty.

34. FIGHTING PENALTY:

- 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 league. 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 Commissioner.

35. 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 Commissioner.
- e. A fourth Misconduct penalty for Abuse of Officials will be a suspension for the remainder of the season.

36. 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 Commissioner. Examples of a Match penalty attempt to injure another player or abuse of officials.

37. 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 Commissioner 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.

38. ABUSE OF OFFICIALS AND OTHER MISCONDUCT:

- a. Team Officials shall always be responsible for their conduct and that of their players. 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 Commissioner.
- 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.

39. 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.



40. 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 the regular season, players on the roster may substitute for their goalie. If this happens, they do not count towards the minimum 8 skaters and an LPP can be arranged for one of the other missing skaters based on rank.
- d. 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.

41. SUSPENSIONS:

- a. The Commissioner will handle all suspensions. Referees will report the incident(s) to the Commissioner. The Commissioner 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.

42. SUSPENDED PLAYERS:

- a. Suspended players are not allowed to play in the SCIHL until their suspension is over.
- b. Any players suspended by any League(s) outside of the SCIHL will be reviewed by the Commissioner. The SCIHL reserves the right to suspend that player until the entire suspension has been served from the other League(s).

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

44. APPEALS AND COMPLAINTS:

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.



45. ALTERCATIONS OFF THE ICE:

- a. Any players 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.

46. 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.

47. ALL TRADES must be approved by the League Commissioner.

48. TRADE DEADLINE:

- a. The deadlines for player trades are:
 - i. Division 2: November 20, 2024 (season 1) & March 5, 2025 (season 2)
 - ii. Division 3: February 19, 2025

49. COMPLETION OF GAME:

- a. If a team decides not to complete the game for any reasons, the GM, Captain 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 forfeit all or any remaining games including playoffs.

50. UPDATES AND CHANGES:

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



51. INTERPRETATION:

- a. Should there be any discretion on misinterpretation of the rules; the League shall have the final decision.
- b. The League will revert to the IIHF and Hockey Canada Rulebook for all, or any other rules not covered in this Constitution.

xx September 2024