



BC Elite Hockey League (BCEHL)
U15, U17 & U18 AAA
RULES SUPPLEMENT 2021-2022 SEASON



BC Hockey Policy 14.02.10.06 - LEAGUE PLAY

The number of scheduled league games shall be based on the number of participating U18 AAA teams.

a) Time of Game

- i. Three (3) twenty-minute stop time periods will be included in regulation playing time with a (12) twelve-minute intermission between each period.
- ii. An eight-minute warm up will be used with no flood prior to the start of the first period.
- iii. Teams will be required to provide two and a half (2.5) hour game time slots.

b) Overtime

- i. Overtime is played should the game remain tied after regulation play.
- ii. There will be a two (2) minute break prior to the start of the five (5) minute sudden victory overtime period.
- iii. The teams will not change ends to start overtime as per Rule 10.16 (a) (1).
- iv. Overtime shall be played with each team at a numerical strength of three (3) skaters and one (1) goalie [3 on 3]
- v. If the game remains tied after the overtime period, it shall remain a tie.
- vi. In the event of a tie both teams will receive one (1) point each in the standings
- vii. In the event there is a winner in overtime the winning team shall receive two (2) points and the losing team shall receive one (1) point in the standings.

c) Penalties in Overtime

- i. When regulation time ends and the teams are five (5) on three (3):
 1. Teams will start overtime five (5) on three (3)
 2. Should player strength reach five (5) on four (4) by the next stoppage of play, player strength shall be adjusted to four (4) on three (3).
 3. Should player strength reach five (5) on five (5) by the next stoppage of play, player strength shall be adjusted to three (3) on three (3).
- ii. When Regulation time ends and the teams are five (5) on four (4) or four (4) on three (3):
 1. Teams will start over time four (4) on three (3)
 2. Should player strength reach four (4) on four (4) by the next stoppage, player strength shall be adjusted to three (3) on three (3).
- iii. When Regulation time ends and the teams are four (4) on four (4):
 1. Teams will start three (3) on three (3)
 2. Should player strength reach four (4) on four (4) by the next stoppage, player strength shall be adjusted to three (3) on three (3).
- iv. Teams shall never have less than three (3) skaters on the ice to start play.

d) No Change Icing

- i. A team that is in violation of the icing rule shall not be permitted to make any player substitutions prior to the ensuing face-off.
- ii. Should either team elect to utilize their team time-out at this stoppage of play, the team in violation of the icing rule is still not permitted to make player substitutions.
- iii. A team shall be permitted to make a player substitution when in violation of the icing rule:
 - (1) In order to replace a goaltender who had been previously substituted for an extra attacker
 - (2) In order to replace an injured player



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- (3) When a penalty has been assessed, which affects the on-ice strength of either team.
- iv. The determination of players on the ice will be made when the puck leaves the offending player's stick.
- f) **Puck Out of Play**
 - i. When any player (excluding the goaltender), with both skates inside his defending zone shoots or bats the puck (with stick, hand or skate) directly (not-deflected) outside the playing surface, except where there is no glass, the resulting face off shall ensue without the offending team being able to make a line change or player substitution.
 - ii. When the puck is shot directly into the players' bench, this rule shall not apply. However, should the puck be shot from the defending zone over the glass behind the players' bench, no line change or substitution shall be permitted. This rule shall also include situations where the puck is considered to be shot outside the playing surface from the defending zone and striking any overhead obstructions above the regular playing area such as; scoreboard, rafters, banners or roof etc.
 - iii. The Goaltender shall still be penalized with a minor penalty for delay of game as per Hockey Canada Rule 10.11 d) for shooting the puck out of the playing surface. Further, should a player delay the game deliberately by shooting, batting or throwing the puck out of playing surface, they shall be assessed a minor penalty under Hockey Canada Rule 10.11 b).