



TO THE MEMBERSHIP OF THE PLAYERS BALL HOCKEY LEAGUE:

Welcome to our 15th Anniversary summer season!

This season brings many new and exciting changes and I'm happy to be a part of it. I very much look forward to our 2009 summer season and thank you all for your participation.

Have a safe and enjoyable season!

Players Ball Hockey League

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{Section 1}

STATISTICS AND PLAYOFFS

STATISTICS

i) STANDINGS:

Team standings and individual statistics will be updated and posted weekly. Statistics will be recorded and maintained by each League Director. The statistics are recorded by player's number; therefore it is up to the Team Representative to keep your League Director informed of any possible changes. **If you do not hand in a completed player roster before the game begins then your team will be assessed a two (2) minute penalty.**

ii) POINT SYSTEM:

WIN	-	2 Points
TIE	-	1 Point
LOSS	-	0 Points

iii) GAME DURATION:

Regular season league games are two (2) periods of fifteen (15) minutes Stop-Time.

iv) MERCY RULE:

If one (1) team falls behind by a total of five (5) goals, then the game becomes Running-Time where the clock will not stop. If the trailing team narrows the goal margin to less than five (5) goals then the clock will return to Stop-Time. The mercy rule is not in effect in the first period. Minor penalties are converted to three (3) minutes during running-time.

PLAYOFFS

i) PLAYOFF ADVANCEMENT:

ADVANCED / INTERMEDIATE DIVISION PLAYOFF FORMAT (14-Regular Season Game Schedule)

- Winning teams of each contest assume the higher seed. If the lower seeded team defeats the higher seeded team it attains that seeded position throughout the playoff tree.

Preliminary Round

8th Seed Vs 1st Seed
7th Seed Vs 2nd Seed
6th Seed Vs 3rd Seed
5th Seed Vs 4th Seed

Second Round

1st Seed Vs 4th Seed
2nd Seed Vs 3rd Seed

Friesen Cup Final

1st Seed Vs 2nd Seed

(2-Game Total Points Series)

(2-Game Total Points Series)

(2-Game Total Points Series)

MASTERS DIVISION PLAYOFF FORMAT

- Regular season fifth (5th) and sixth (6th) place finishers do not qualify
- Winning teams of each contest assume the higher seed. If the lower seeded team defeats the higher seeded team it attains that seeded position throughout the playoff tree.

Preliminary Round

4th Seed Vs 1st Seed
3rd Seed Vs 2nd Seed

Friesen Cup Final

2nd Seed Vs 1st Seed

(2-Game Total Points Series)

(2-Game Total Points Series)

MILTON DIVISION PLAYOFF FORMAT

- Winning teams of each contest assume the higher seed. If the lower seeded team defeats the higher seeded team it attains that seeded position throughout the playoff tree.

Preliminary Round

4th Seed Vs 1st Seed
3rd Seed Vs 2nd Seed

Friesen Cup Final

2nd Seed Vs 1st Seed

(2-Game Total Points Series)

(2-Game Total Points Series)

RECREATIONAL DIVISION PLAYOFF FORMAT

- Regular season first and second place finishers are awarded a 'bye' in the first round.
- Winning teams of each contest assume the higher seed. If the lower seeded team defeats the higher seeded team it attains that seeded position throughout the playoff tree.

Preliminary Round

6th Seed Vs 3rd Seed
5th Seed Vs 4th Seed

(1-Game Elimination)

Second Round

4th Seed Vs 1st Seed
3rd Seed Vs 2nd Seec

(1-Game Elimination)

Friesen Cup Final

2nd Seed Vs 1st Seed

(1-Game Elimination)

ii) PLAYOFF OVERTIME:

Teams play one (1) - Ten (10) minute Stop-Time period, sudden death to determine the winner of the game. If there is no winner after the overtime period then a shoot-out entails (see Shoot Out). There will not be a shoot-out in the final game of league championships.

There will be no overtime in the first game of a two game total points series. Overtime in the second game will occur only if the teams are tied in points after regulation time of the second game.

iii) SHOOT OUT:

Teams choose five (5) players for the shoot-out. Each player is entitled to one (1) breakaway opportunity. The team that has the most goals after the 5 selected shooters wins the game. If there is a tie in goals once again, the shoot out rounds will continue with one shooter per team until the tie is broken. Players may not shoot a second time until all players on one team or the other have participated.

iv) PLAYOFF QUALIFYING TIE-BREAKER ORDER:

In the event that two (2) teams are tied in points upon closure of the regular season the following format will be applied to determine qualifying and seeding for the playoff run.

1. Personal record between the teams
2. Total wins
3. Team with higher plus (+) rating
4. Team with fewest combined team penalty minutes

v) ONTARIO BALL HOCKEY ASSOCIATION CHAMPIONSHIPS:

At the conclusion to our playoffs the league winners will represent their respective division at the Provincial Championships (excluding Recreational league). Teams winning these events qualify for Eastern Canada Regional Championships in the following year.

To give more teams an opportunity to participate at provincials, the OBHA offers provincial qualifying tournaments in June & July at every level, including 'A', which its champ travels to the National Championship that same summer. See 'Tournaments' on our website or contact the OBHA for details.

vi) ROSTER ADDITIONS FOR OBHA PROVINCIAL CHAMPIONSHIPS:

Teams advancing to the provincial championship tournaments are allowed to add to their roster three (3) runners and one (1) goalie from any of the existing teams in the PBHL at their level or lower, if they choose. It is **mandatory** that an alternate goaltender be selected for the OBHA provincial championship tournament. If a player competes and wins more than one (1) PBHL division regardless of play level (B, C, etc.) that player must choose only one (1) team to represent. The playoff finalists would qualify in the

league forfeited, if the winning team had six or more players opting to play for its other winning team at a different level.

vii) NORTH AMERICAN BALL HOCKEY CHAMPIONSHIPS:

Each regular season division winner may opt to represent their league at the annual NABHC. This tournament is held in August of the same year. See 'Tournaments' on our website for details.

{Section 2}

PBHL LEAGUE RULES

TEAMS AND EQUIPMENT:

Rule 1.

REGISTRATION:

You may register a team or register as an individual and be placed on a team.

- i) **If representing a team** you act on behalf of the team. You are responsible for the collection of monies i.e. registration and fines as well as the organization of your team within the PBHL rules and regulations. As a representative of your team and the PBHL you are encouraged to lead by example and understand the bylaws of the PBHL and OBHA. You act as the communication link between the PBHL executive and the players you represent.
- ii) **If you register as an individual player** you will be placed on a team where positions may be available. The PBHL executive will monitor the 'Individual' team to make sure that you and your teammates are comfortable and understanding of the rules and regulations. A team representative will be chosen by your team or by the league.

RETURNING TEAMS:

What constitutes a team being considered a 'returning' team is a team containing six (6) or more players from the previous year. The 'returning' team is subject to applicable fines, or suspension carry-overs.

ROSTERS:

A team may have a minimum of twelve (12) and a maximum of twenty-two (22) signed players. ***The OBHA TEAM REGISTRATION FORM must be handed to a league official before the first regular season game.** There will be a designated team Addition/Deletion form at for players added after the first game. If a player is deleted from your roster then your team roster is reduced in size.

GAME DAY ROSTERS:

'Game Day' rosters are team rosters. These forms are to be used by the Timekeeper. By using this form the Timekeeper is made aware of players participating in that particular game as well as bench staff and/or suspended players. A player arriving late must report to the timekeeper prior to playing in that game. If the team rosters are not handed in to the timekeeper prior to the start of the team's game, then a 2-minute penalty will be assessed. The League Director has it within their rights to grant a team a loss by default (see Game Defaults) if a team continuously does not hand in their team roster (Game Day

Roster) before playing their games. Game Day roster forms are available to download from our website under our 'forms' section.

ROSTER CONFIRMATION:

Team rosters will be frozen (set) on June 1st. Trades may not be permitted beyond the 6th game of the regular season. All additions and deletions must be completed by the June 1st deadline.

PLAYOFF QUALIFICATION:

A player must participate in six (6) regular season games in order to qualify for playoff participation. It is very important that the team representatives check all game sheets immediately after game play to make sure that there is a match between your records and the leagues. If there is an error i.e. player participated and wasn't checked off on the game sheet and it is not reported to the league office within 24 hours then the error proceeds unchanged. The League Director will monitor player participation.

Rule 2.

PLAYERS IN UNIFORM:

A team must have six (6) players in uniform by scheduled game time. If at the scheduled game time a team does not have six (6) players in uniform then the team loses by default. It is the discretion of the official to grant a five (5) minute grace period before calling a game default. **A defaulted game results in a 5 – 0 loss.** (see fines and suspensions)

If there are 6 players in uniform and no goalie dressed then a runner assumes the goalies position but may not cover up the ball in the goal crease or a penalty will be assessed. Teams are allowed to borrow goalies (except in the Elite division) provided the borrowed goalie is signed in the PBHL. You may not borrow goalies in the playoffs (except Recreational division)

Rule 3.

GOALTENDERS IN UNIFORM:

It is required that teams have a goaltender dressed for each game. A back-up goaltender dressed and ready for play is allowed. If a team decides to 'pull' their goaltender and does not have a back-up goaltender ready then they are allowed only one (1) minute before the game continues. A runner must assume the goaltender position. If a goaltender is injured and has to be replaced then a team is allowed ten (10) minutes before the game commences.

Rule 4.

BACK-UP GOALTENDERS:

Teams may use a roster spot to sign an alternate goaltender. This goaltender must be clearly indicated as being the 'back-up' goaltender for the team on their TEAM REGISTRATION FORM. The 'back-up' goaltender may participate for their team in the playoffs without having to play the minimum six (6) regular season games. In the playoffs the alternate goaltender may not play a position other than goaltender unless they have played the minimum of six (6) regular season games. A 'back-up' goaltender can only play for one (1) team per league.

TEAM UNIFORMS AND EQUIPMENT:

All players participating on a team must wear exactly the same coloured jersey. All team jerseys must be numbered from 0 – 99. Two (2) players may not wear the same number. Fraction additions or subtractions are not permitted. **Numbers MUST be legible**, no tape or other forms of temporary numbers are permitted. Teams must have ALL of their players in matching jerseys by the third (3rd) week or fifth (5th) game (whichever comes first). If not, then a \$10 fine per player without matching jersey or a maximum team fine of \$50, whichever is less will be assessed. Goaltenders are allowed to wear jerseys of a different colour. Only running pants or shorts are permitted for bottom wear. They do not have to match in colour. **Please note that pants and/or shorts must be of matching colour in all OBHA tournament play.**

MANDATORY EQUIPMENT:

The following equipment is mandatory in order to participate in game play.

- CSA approved ice hockey helmet (chin straps must be properly fastened at all times)
- Ice hockey gloves (no broomball, lacrosse, gardening, ball hockey gloves etc)
- Matching jerseys
- Running shoes
- Hockey sticks manufactured for ice hockey use

Goaltenders;

- CSA approved goal mask or helmet assembly (no “cats-eye” grilles allowed)
- Full legal goaltender equipment (no street hockey equipment allowed)
- Running shoes or boots that offer more instep and toe protection allowed

OPTIONAL OR RECOMMENDED EQUIPMENT:

The following equipment is not mandatory but recommended highly by the PBHL:

- Shin pads
- Knee pads
- Protective cup ‘jock’
- Soft elbow pads
- Mouth guard

Rule 5.

TEAM CAPTAINS AND ALTERNATES:

Each team must have a captain (does not have to be the Team Representative). A maximum of two (2) assistants are allowed. Captains and alternates must be clearly identified on the team’s roster. If there is a change or absence the Timekeeper must be notified before the game. If a team chooses not to identify their captains and alternates on their sweaters, then they must indicate their captains and alternates before each game to the timekeeper.

Only a team captain or assistant on the playing surface may enquire about rules being called in their team’s game with the officials. If a player other than the teams’ captain or assistant questions an official they may be assessed a penalty.

Rule 6. (optional)

DIVISIONAL ALIGNMENT:

If possible, at the conclusion of six (6) regular season games the league may move teams into a different division in order keep the level of play balanced (Masters excluded). This is not mandatory and is the sole discretion of the league executive.

These are the levels of play for the adult leagues:

Advanced – ‘C’; Intermediate – ‘D’; Milton – ‘D’; Recreational – ‘E’

If a team moves up their wins count as three (3) points. Win points for teams moving down are counted as one (1) point. Points for ties remain at one (1) point regardless of movement.

Rule 7.

PLAYERS COMPETING ON MORE THAN ONE (1) TEAM:

- i) Players can play for as many teams as they choose providing they are signed and registered on the OBHA Team Registration Forms pertaining to the teams they play for.
- ii) A player can only play down a maximum of two (2) levels.

Here are the levels listed from highest to lowest. (Masters excluded)

- Advanced
- Intermediate
- Recreational

This rule also applies if this player competes in other levels within the OBHA.

Rule 7.

EQUALIZATION OF TEAMS (RECREATIONAL DIVISION)

The Recreational division is made up of individual signees and teams that are of beginner skill level. If a team (See returning teams – Section 2) signs up to compete in the Recreational division and are “dominating” the competition, after 5 games, the league executive reserves the right to equalize teams to ensure more fair competition.

Rule 8.

DEFAULTED GAMES:

If a team fails to show up for their game, the game is recorded as a 5-0 loss in favour of the opposing team. A fine of one-hundred (\$100) is applied to the defaulting team. A second default by a team accrues a fine of one-hundred & fifty (\$150). A third default is an automatic expulsion from the league for all members of the defaulting team.

{Section 3}

PENALTIES

The penalties and their infraction time listed below are approximate and are listed merely as an indicator. It is within the discretion of the Referee and according to the CBHA rules for the penalties assessed.

MINOR PENALTIES (2 Minutes):

A minor penalty *may* apply for tripping, holding, interference, roughing, delay of game, and body contact. (Depending on situation and/or officials interpretation)

A minor penalty is two (2) minutes in a stop-time formatted game. Three (3) minutes will be served for a minor penalty in a running-time formatted situation.

WARNING COACHES OR CAPTAINS:

- i) A coach or captain will be warned if their team is getting 'out of hand'. A second warning by the referee will result in a two (2) minute penalty having to be served. If a team persists to be 'out of hand' after their two (2) warnings by the referee then the team(s) will be awarded a loss.
- ii) A minor penalty will be assessed to a team that argues with each other from their respective benches.

DOUBLE MINOR PENALTIES (4 Minutes):

Any stick infraction may result in a double minor penalty (4 minutes) being assessed.

OBHA RULE *NEW (4 Minutes):

If a player is assessed a 4-minute penalty for a stick infraction they must serve the full 4 minutes regardless if their team has been scored upon during the time of the penalty.

MAJOR PENALTIES (5 Minutes):

Major penalties *may* be assessed for high-sticking, slashing, or cross-checking upon interpretation of the referee. Misconduct's will result larger periods of penalized time. All major penalties will result in fines.

ACCUMULATIVE PENALTIES:

Per Game;

A player will be ejected from a game if they receive 3 minor penalties or more during the course of the game. A \$10 fine applies.

Game Ejection:

A player can be given a 'Game Ejection' in lieu of a misconduct penalty. 2 Minutes will be recorded against the player given a 'game ejection'. There is a \$10 fine for a player assessed with a 'game ejection'.

If a player is ejected from a game they must immediately go to their respective change room. They cannot view the game. Failure to comply with this rule results in an additional game suspension and possible default for their respective team.

Per Season:

ADOPTION OF 'SAFE-PLAY' RULES (2003):

If a player accumulates **thirty (30) minutes in penalties** (same season) that player will be suspended for one (1) game and assessed a fine of \$20 dollars. The \$20 fine MUST be paid PRIOR to participating in the next game. If a player accumulates **fifty (50) minutes in penalties** (same season) they are suspended for the balance of the season (playoffs included).

***All fines must be paid to the League Director prior to participating in the following game. If the suspended player participates before paying the fine then both the fine and suspension are doubled and the game is considered a default loss. Recorded as 5 – 0 loss.**

Fighting, Misconduct and Match Penalties; (See PBHL Fines and Suspensions)

PENALTY SHOT:

A penalty shot is granted at the referee's discretion in most cases. A penalty shot will usually be called if an opposing player is tripped on a clear breakaway attempt towards their opponent's goal. A penalty shot may also be called on the defending team if a player from the defending team intentionally dislodges the net to prevent a scoring attempt by the opposing team or if a player covers up the ball in the crease. The referee may call a second penalty shot if the opposing team makes noise during the penalty shot.

GOALTENDER PENALTIES:

- i) *MINOR PENALTY*; If a goaltender receives a minor penalty, or a ten (10) minute misconduct penalty then a runner must serve the two (2) minute penalty in place of the goaltender.
- ii) *MAJOR PENALTY*; If a goaltender receives a major penalty they will automatically be ejected from the game and would serve the suspension that would normally apply.
- iii) *WHEN A GOALTENDER LEAVES THEIR CREASE DURING A FIGHT OR ALTERCATION*; Goaltender will be assessed a minor penalty. If a fight takes place in the goaltenders crease, then the goaltender must leave their crease area and go to a corner in their own end of the rink.
- iv) A goaltender is not allowed to 'drop-kick' the ball or throw the ball in the direction of the opponents' teams' net or a minor penalty for 'handling the ball' will be applied.
- v) A goaltender is not allowed to fall on the ball behind their net unless their body 'inpart' is beyond their own goal line otherwise a minor penalty will be called for 'delay of game'.
- vi) There is 'no contact' allowed against a goaltender nor is the goaltender to make 'contact' with an opposing player if so a minor penalty for 'body contact' will be applied.

DISORDERLY CONDUCT:

- i) If a team is ordered to their dressing room by a league official they must do so immediately or a team fine of fifty (\$50) will be assessed.
- ii) Any team involved in questionable conduct on arena property (including parking lot) will be suspended from further league play for the balance of the season.

{Section 4}

FINES

Applicable fines have been listed in the **penalties section**. See Section 3, under sub-heading Accumulative penalties for further information.

*It is the responsibility of the Team Representative to check the gamesheet after each game to monitor fines and suspensions that may be applicable. (A final ruling on major incidents under review by the PBHL Executive must be acknowledged and appropriate remedies taken before said player or team may compete in next scheduled game.) In most cases, all applicable fines and or suspensions will be marked on the gamesheet, however it is still the responsibility of the Team Representative to know the PBHL bylaws and to adhere to its' fines and suspensions in the event it is not marked down on the gamesheet correctly.

{Section 5}

ASSIGNMENTS

There will be two (2) referees and a Timekeeper assigned to each game. In most cases a senior official will be present.

The senior officials i.e. League Director, Technical Director, Referee-In-Chief and League President may be approached by a Team Representative regarding most league related issues, however if the issue relates to a judgement made by a game referee then those issues should be discussed only with the *Technical Director*

{Section 6}

PLAYING RULES

ALCOHOL & SMOKING:

ALCOHOL AND SMOKING ARE NOT PERMITTED. PLAYERS MUST BE AWARE THAT WE PARTICIPATE ON CITY OWNED PROPERTY AND THIS POLICY IS IN FULL EFFECT.

PLEASE NOTE: THERE WILL BE NO WARNINGS. IF A PLAYER IS CAUGHT SMOKING OR DRINKING ON CITY PROPERTY THEY WILL BE IMMEDIATELY REMOVED FROM FURTHER PARTICIPATION WITHIN THE PLAYERS BALL HOCKEY LEAGUE AND POSSIBLY FINED BY THE CITY.

BOARDING:

A minor penalty and/or a major penalty will be called to a player that checks an opponent into the boards from outside a distance of approximately three (3) feet from the boards.

CHECKING FROM BEHIND:

A major penalty may be assessed to a player who hits or pushes an opposing player from behind or from the opposing player's blind side.

GOLF SHOT:

A golf shot is when a player places both hands near the top of their stick and slices at the ball 'Golf style'. A minor penalty will be assessed for this type of shot/swing.

HANDLING THE BALL WITH HANDS:

The ball cannot be intentionally directed towards a teammate with the use hands. A face-off will take place where the ball was illegally passed from. If in the referee's opinion the ball was passed with hands unintentionally, then play would resume.

HOME/VISITORS BENCHES:

Teams are to start the game on the respective benches indicated on the season schedule. (If not marked on the season schedule clearly then the team listed on the left side of the opponent's team on the schedule is considered the visiting team)

The goaltender will switch ends at the end of the period. It is recommended that runners start on the opposite end of the playing surface from their benches to make it easier to 'pull' the goaltender if needed during the final period.

GAME START TIMES:

The clock shall indicate eighteen (18) minutes. At approximately sixteen (16) minutes the referee will blow their whistle to warn teams to get ready. At fifteen (15) minutes the game will start.

FLOATING BLUE-LINE:

An attacking player must be the *first* player on their team over their opponents blue line; they must also be in possession and have control of the ball. It is then, that the offensive zone becomes the red line (center line). The defending team must 'carry' or shoot the ball over the red (center) line to reset the zone.

SHAKING HANDS:

Although not enforced, in an act of sportsmanship teams are encouraged to shake hands with their opponents at games end.

TIMEOUTS:

Each team is allowed one (1) timeout per period. There are no timeouts allowed in regular season overtime play. Timeouts are generally thirty (30) seconds in duration.

AWARDED GOALS:

In the event that a team already has their goaltender pulled in favour of an extra attacker and then creates a foul on their opponent during a clear scoring attempt, then a goal will be awarded to the defending team.

UNIQUE SITUATION:

In the event that a unique situation arises and it is not covered in the PBHL bylaws, the League Director or possibly the chief referee on-hand will make the best decision as they see fit.

TEAM REGISTRATION FEES:

Team registration fees are due **in full** prior to the first game. There is a \$50 team fine if the team registration fee is not paid in full on or before the first game. An added fine of \$50 will be assessed per game for the next two (2) games if the full registration fee is not paid. If the team registration fee is still not paid in full prior to the start of the fourth (4th) game then the team is banned from further play and will be reported to the OBHA. Any fees the team may have paid the league up until then will not be returned to them. If this team decides to compete in future OBHA competition their balance must still be paid in order to participate.

APPEALS

All decisions regarding an appeal must be ratified before a player/team can compete in their next scheduled game.

A mid-season Team Representative meeting will be scheduled if time permits.

All team payments must be paid in full by the final meeting scheduled. It is up to the league President to inform Team Representatives when the final meeting will take place. Teams that are not fully paid on that final meeting date may be subject to expulsion from the league or rather fined fifty (\$50) dollars per week up to the start of the first regular season game.

If in the opinion of the league executive committee a player or team acts beyond the appropriate conduct necessary to the PBHL rules and regulations. The player or team will be released from participating in the PBHL and may only return subject to review.

If an appeal is to be made, it must be accompanied by a non-refundable payment of twenty-five (\$25) dollars. The appeal fee (\$25) may not be placed towards the fine in question.

There are no appeals permitted for fighting majors.

SPECIAL MASTERS ROSTER REGULATIONS

For league play only the Masters League, which is a 31+ division, will allow the following exceptions:

- A maximum of 3 players as young as 27; plus
- A maximum of 1 goaltender as young as 18
- Individual team entered by the league may have age exceptions in order to compete

Please be advised that these underage allowances are for league play only, and teams qualifying for the Masters Ontario Championships may not use any players under the age of 31. OBHA rules allow pickups for provincial championships to a maximum of 5 players of which at least 1 must be a goaltender.

Have fun and play safe!

FINES & SUSPENSION SCHEDULE

INFRACTION	PEN. TIME	SUSPENSION / RECORDED MINS.	FINE
Any major	5 minutes	See below re. type of major	see below
Misconduct	10 minutes	None	None
Three penalties in one game	as per above	Game ejection	\$10
Two majors in one game	as per above	1 game suspension	\$25
Two misconducts in one game	as per above	1 game suspension	\$25
Major for stick infraction	5 minutes	Game ejection	\$10
Major causing injury	5 minutes	1 game suspension	\$25
Game ejection	None	Game ejection	\$10
Game misconduct	10 minutes	1 game suspension	\$25
Gross misconduct	10 minutes	2 game suspension	\$40
Match penalty	5 minutes	5 game suspension; 20 mins recorded	\$50
Fighting major	5 minutes	5 game suspension; 20 mins recorded	\$50
Fighting instigator or aggressor	5 + 2 minutes	7 game suspension; 25 mins recorded	\$50
Self-defence fighting when aggressor assessed	5 minutes	Game ejection	None
Third-Man-In	10 + 2 minutes	1 game suspension	\$25
1 st player off the bench	6 minutes	5 game suspension; 20 mins recorded	\$50
1 st player off opposing bench	6 minutes	2 game suspension; 15 mins recorded	\$25
Fighting off the playing surface	10 minutes	7 game suspension; 25 mins recorded	\$100
Verbal abuse of official	5 minutes	5 game suspension; 20 mins recorded	\$50
Striking/attempt to strike official	5 minutes	Life suspension	\$100
2 Match penalties, or 3 Game Misc., or 3 Gross Misc.	As per above	1 year suspension	None
Uniform violation (player)	None	None	\$10
Uniform violation (Team max.)	None	None	\$50
Team default	None	None	\$100
Use of an ineligible player	None	Game Loss; Possible suspension	\$50
Failure to proceed to dressing room	None	Possible 1-game suspension	\$50
Unsportsmanlike conduct for racial comments	10 minutes	Gross Misconduct (2 game suspension); 20 mins recorded	\$40
Late payment of league fees	None	Possible suspension of team	\$100
Failure to return a league trophy	None	Possible suspension of team	\$150