

**Dakota Community Centre
2012 4x4 Youth Hockey League
Rules & Regulations**

This information sheet is provided to ensure that all players are fully aware of the league rules.

1. **Hockey Canada** rules will apply with the following changes:
2. **Timing of Games** - All games are 3 - 17 minute run time periods,
3. **Signing In** – All players must be signed in on the gamesheet, and have the gamesheet returned to the timekeeper.
4. **Helmets and Proper Equipment** - Players without proper equipment will not be allowed onto the ice surface.
5. **Slapshots** – All Divisions will have Slap-Shots.
6. **Body Checking** – Will not be tolerated in any division. Distinct attempt to body check will result in an immediate game ejection and possible suspension.
7. **Centre Red Line Rule** – The red line will only be used for icing only, 2 line passes are permitted.
8. **Penalties** – All minor penalties will result in a penalty shot for the player interfered with. Opposing players must start on the far blue line on their knees. When the ref blows the whistle play becomes live, with all players trying to chase down the player taking the penalty shot. After the shot, play remains live.
9. **Fighting or Match Penalties (butt-ending, spearing, spitting)**
This type of behaviour will not be tolerated. 1st offence will result in suspension, 2nd offence will result in termination from the league without refund.
10. **Suspended Players** - Any team guilty of allowing a suspended player to participate in further competition will be expelled from the league without refund.
11. **Complaints** - Any problems should be directed to the program manager. Only referees are allowed in the officials room.
15. **No Goalie/Shooter Tutor Rule** – If a goalie does not arrive for game time, using a “Shooter Tutor” is an option to complete the game. The shooter tutor is in the back zamboni room.

16. **Timeouts** – No timeouts are given to either team.

Contact Anthony Knapp, Program Manager at 254-1010 (201) or email at dakotaccpm@shaw.ca