



## WAVE SPORTS GAME PROCEDURES

**Structure:** All games will be played in 1-hour game-slots with games featuring a five (5) minute warm-up, followed by two (2) 22-minute, run-time periods, where the clock will not stop under any instances. If a game is tied after regulation, the game will be recorded as such with no overtime or shootout taking place.

**A 3 goal-per-period rule is in effect.** No player can score more than 3 goals per period. Timekeepers will track goal scorers at the time keeper box. If a player scores a 4th goal in a period a penalty will be called. If a team falls behind by 3 or more goals at any time during the game then the **3 goal per period rule** is waived (until the the gap is again closed to less than 3 goals behind) for the rest of that game. The 3 goal rule is also waived if a player with 3 goals is awarded a penalty shot (waived for that penalty shot only).

**Division Rules:** Divisions may be shifted to allow parity within league.

**Switching Ends/Line Changes:** Teams *will not* change ends for the second period. Line changes will be permitted either on the fly, or during a re-start after a whistle has been blown.

**Gloves:** Participants will be required to wear gloves on the ice at all times. In the event of a lost glove, that player will be required to retrieve their glove immediately from the ice.

**Water Bottles:** Participants will be required to have an individual water bottle while at the arena, keeping it on a designated spot on the bench.

**Handshakes:** Until further notice, handshakes and first-bumps shall not occur before, during, or after the game.

**Spitting:** Given our current circumstances, spitting will be prohibited at any time while in the facility. Violators will be issued one (1) warning before being asked to leave the facility, should a second offense occur. Don't spit, its gross.

**Pulling Goaltender:** Pulling your goaltender for an extra attacker will not be permitted.

**End of Game:** *If a team is losing or tied at the end of game and is awarded one (1) or two (2) penalty shot attempts, even if the clock reads 0:00, the team will be permitted to take the attempts if the sum of the attempts allows for the team to either tie or win the game. (e.g. A team is losing 3-1 and is awarded two penalty shot attempts. They would be awarded the two attempts, and assuming they score on the first goal, they would subsequently be able to take the second attempt to try and even the score at 3-3.)*

# WAVE SPORTS

This summer session may look very different, that's okay! New ways to play that enables us to play the game we love, works for us!

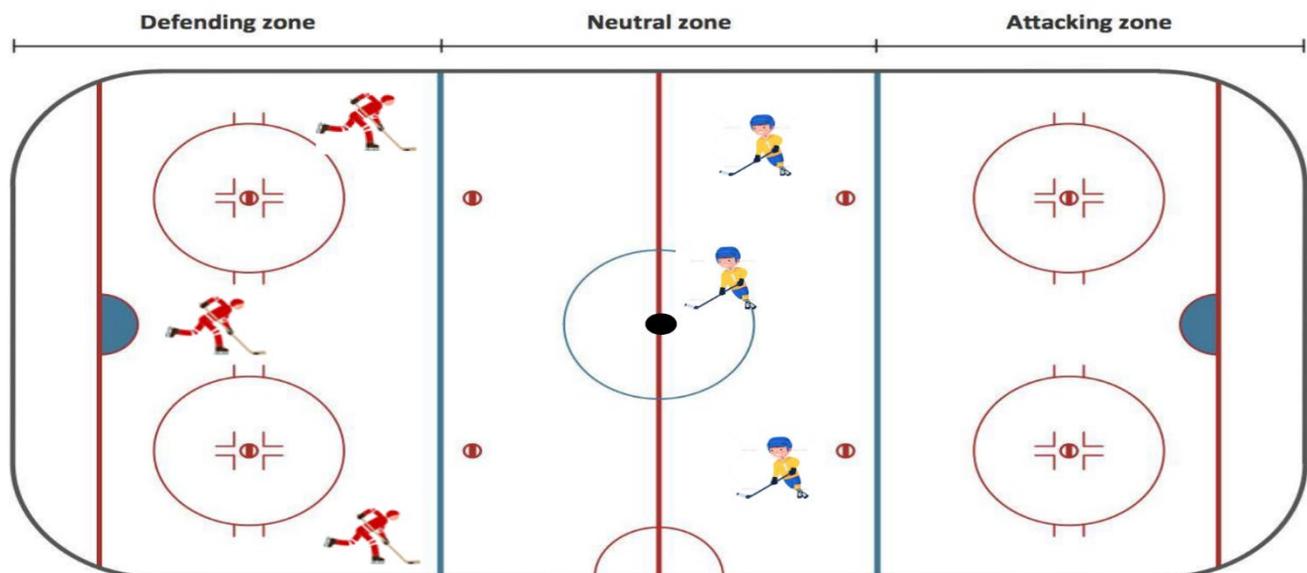
**The New Offside:** the blue-line remains as the line of entry for the purposes of the offside rule. Once the line has been gained and possession has been established, the red line now becomes the clearance line. Until the defending team clears the puck past the red line, the puck remains in the attacking zone.

**No Face-offs:** For the Summer '20 season there will be no face-offs.

## **Start of Period:**

**1st Period:** The designated *visiting team* will start the 1st period with possession of the puck at the centre-ice dot. The three players on the *visiting team* will be required to set up behind the red line, while the three players on the designated *home team* will be required to set up behind their defensive blue line. Once the whistle goes, teams on both sides will be permitted to engage the puck.

**2nd Period:** The same scenario shall apply, with the change being that the designated *home team* shall retain possession to start the period.

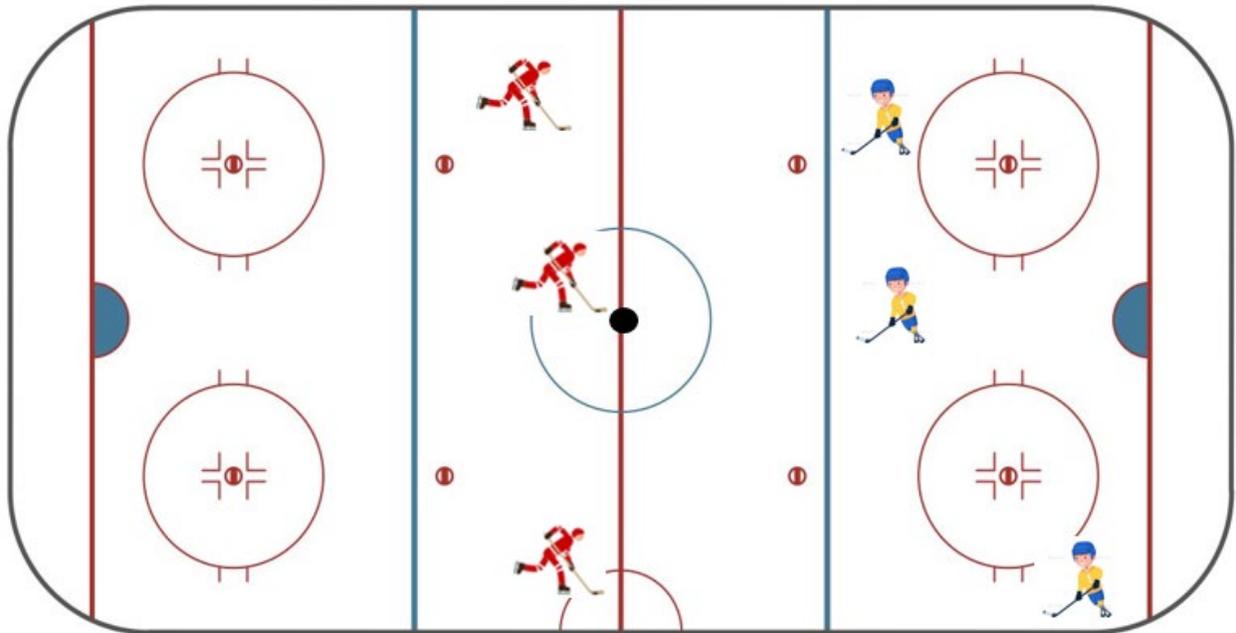


# WAVE SPORTS

## **OffSide & Icing**

**Situation:** Team going offside or racing to an icing, the non-offending team will be given the puck at centre ice dot and will be considered to be in offensive zone and will not be required to gain the glue line.

**Opposing Team:** will be required to take the position behind their own defensive blue line before being able to reengage the puck on a re-start after icing or offside.

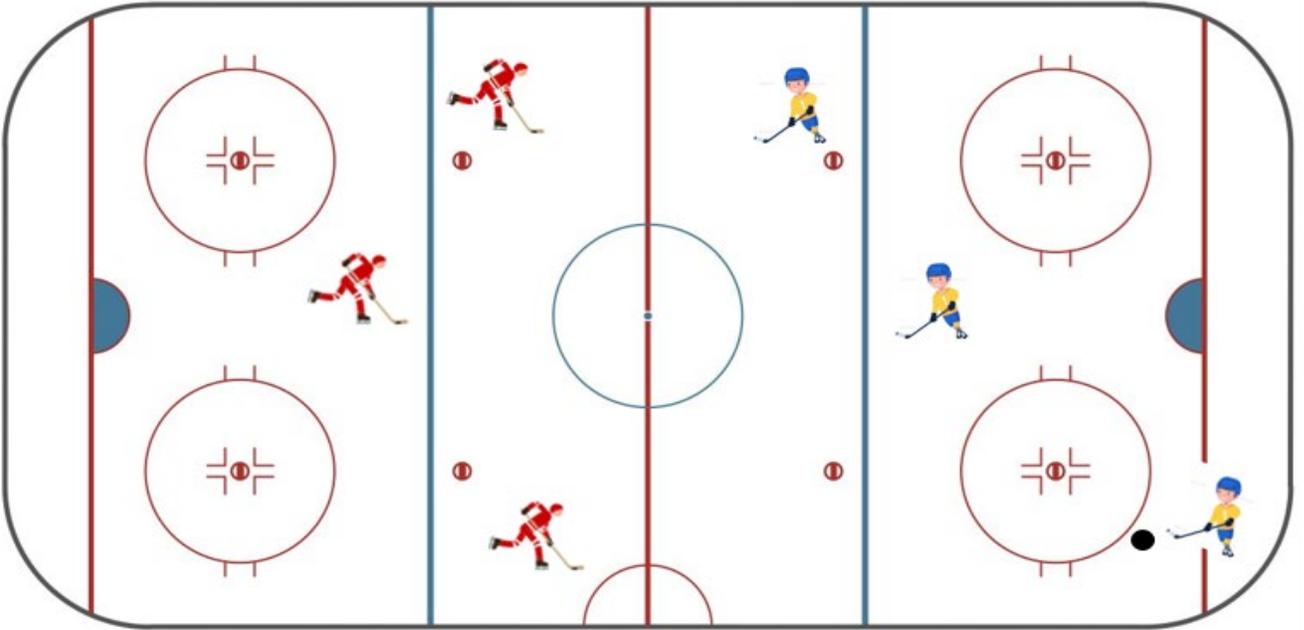


## **Goal Scored**

**Situation:** when a goal is scored, the team that scored the goal will need to have all 4 skaters retreat behind the red line before being able to re-engage with pressure. The team that has scored on will re- initiate play by retrieving the puck from their goal and going the other way. The team that was scored on has the ability to press forward before the other team clears back to the red line.

**Note for Team that scored:** If the team that was previously scored on carries possession across the red line before each of the Four (4) opposing skaters are able to retreat to the red line, players on the defending team will be able to engage the puck regardless of any teammates who have not yet reached the red line.

# WAVE SPORTS

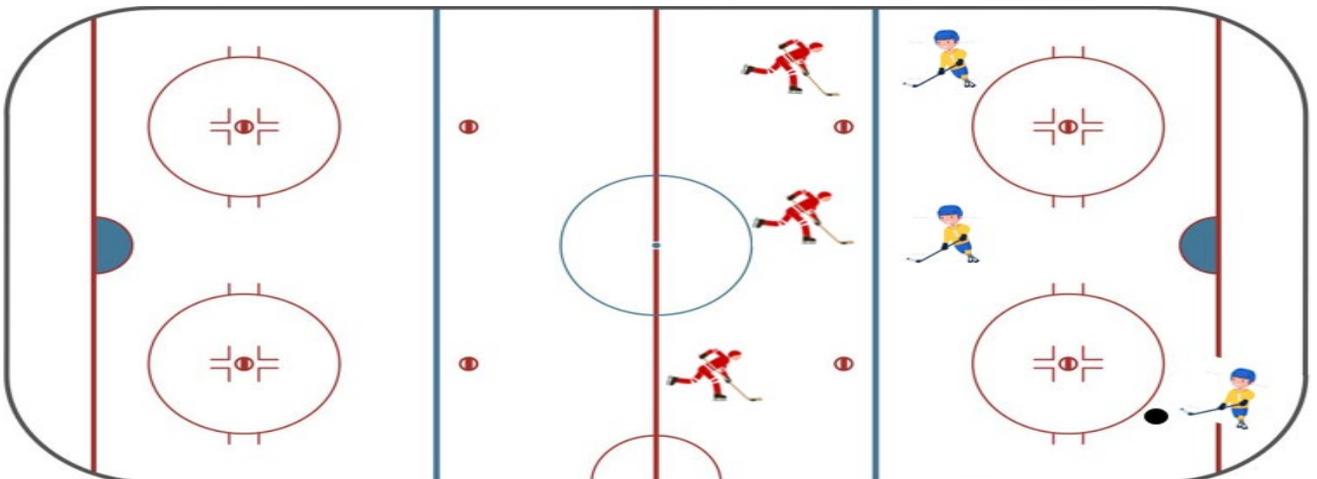


## Frozen Puck/ Puck Out Of Play

**Frozen Puck/Offensive Puck Out of Play:** Should the goaltender cover the puck for a whistle, or the attacking zone team be responsible for the puck going out of play, all four (4) skaters on the attacking team will be required to clear to the blue-line before being able to re-engage the puck.

The defensive team will be required to advance the puck past the red-line in order to *clear* the defensive zone. Any turnover between the defensive blue-line and the red line will result in the other team remaining in the attacking zone.

**Defensive/Neutral Zone Puck Out of Play:** If no attacking zone has been established, or if the defensive zone team is responsible for the puck leaving the playing surface, the same player positioning as an offside/icing re-start will apply, with the non-offending team initiating possession.





## Penalties

**Penalty Shots:** Any penalty call will result in a penalty shot being issued. A two-minute penalty will result in one (1) penalty shot being issued, a four-minute penalty will result in two (2) penalty shots being issued, with a five-minute penalty resulting in two (2) penalty shots and a game ejection. Players will not physically enter the penalty box during this season.

**Shooter:** The player who is the victim of an infraction will be required to take the penalty shot(s). An alternate may be selected only in the event of injury, or an infraction not against another skater.

**Body Contact:** Any intentional body contact that results from a player not playing the puck with their stick will result in a four-minute *body contact* infraction being issued, along with two penalty shots for the non-offending team.

**Crease Violation:** Any instance of a player intentionally entering the opposing team's crease will result in a *goaltender interference* infraction being issued

**Penalty Thresholds:** Players will be ejected from the game if they accrue any combination of: (1) Two 4-minute penalties; (2) One 4-minute penalty, and two 2-minute penalties; (3) Three 2-minute penalties; or (4) One 5-minute major penalty.

**10-Minute Misconduct:** A 10-minute misconduct will result in the player being ejected from the game.

## PENALTY SHOTS

**End of Game:** *If a team is losing or tied at the end of game and is awarded one (1) or two (2) penalty shot attempts, even if the clock reads 0:00, the team will be permitted to take the attempts if the sum of the attempts allows for the team to either tie or win the game. (e.g. A team is losing 3-1 and is awarded two penalty shot attempts. They would be awarded the two attempts, and assuming they score on the first goal, they would subsequently be able to take the second attempt to try and even the score at 3-3.)*

*The Player who received the infraction/ penalty against him or her, must take the penalty shot at the end of the game. You cannot substitute a penalty shot player unless the player was injured or left the game.*