



Section 1: Accumulative “Dangerous Play” Minor Penalties

• Dangerous play penalties:

- Boarding
- Checking from Behind
- Elbowing/Kneeing
- Head Contact
- Butt-Ending
- Spearing

Of same penalty category:

• Three (3) minor penalties:

- Written warning

• Four (4) minor penalties:

- 1 game suspension

• Five or More (5+) minor penalties:

- 2 game suspension
- Team fine of \$250 every occurrence

(Note: double minors are counted as a single minor for accumulation purposes)

Section 2: Accumulative Misconduct/Game Ejections

(Note: only stand-alone misconducts and ejections are counted for accumulation purposes)

Category 1: Verbal Misconducts

- 1) Verbal Abuse of Game Officials - (Including but not limited to Vulgarity, Loud Profanity, Threats, Taunts, etc.)
- 2) Verbal Abuse Directed at Opponent - (Including but not limited to Inciting, Trash Talk/Bench Chirping/Taunting)

• Two (2) misconduct and/or game ejection penalties:

- Written warning

• Three (3) misconduct and/or game ejection penalties:

- One (1) game suspension

• Four or more (4+) misconduct and/or game ejections penalties:

- Two (2) game suspension
- Team fine of \$250 every occurrence



Category 2: Continuing Misconducts

- 1) **Continuing Altercations** - (Including but not limited to attempting to continue an altercation or resisting the linesman conducting his duties after being ordered to stop)

- 2) **Continuing Behavior** - (Including but not limited to persisting in any conduct that player was previously penalized for)
 - **Two (2) misconduct and/or game ejection penalties:**
 - Written warning

 - **Three (3) misconduct and/or game ejection penalties:**
 - One (1) game suspension

 - **Four or more (4+) misconduct and/or game ejections penalties:**
 - Two (2) game suspension
 - Team fine of \$250 every occurrence

Category 3: Other Misconducts

- **Physical Abuse of Official** - (Including but not limited to touching, holding, shoving or interfering with an official in any manner)
 - Shooting puck away from an official
 - Remaining in referee crease
 - Not proceeding directly to penalty box
 - Banging boards, glass, goal frame
 - Interference with any off ice game official
 - Throwing objects onto/off of ice
 - Creating game disturbance

- **Two (2) misconduct and/or game ejection penalties:**
 - Written warning

- **Three (3) misconduct and/or game ejection penalties:**
 - One (1) game suspension

- **Four or more (4+) misconduct and/or game ejections penalties:**
 - Two (2) game suspension
 - Team fine of \$250 every occurrence



Section 3: Accumulation Non-Fighting Majors

All major penalties assessed are counted cumulatively throughout the regular season and playoffs. In addition to automatic suspensions issued, the following additional penalties will be assessed:

1) Three (3) major penalties:

- Written warning

2) Four (4) major penalties:

- 1 game suspension

3) Five or more (5+) major penalties:

- Two (2) game suspension
- Team fine of \$250 every occurrence

(Note: Every major after 5th receives a 2-game suspension and \$500 fine)

Section 4: Fighting

Fighting Major Penalties

All Major penalties assessed for fighting are reviewed by the Department of Player Safety and are counted cumulatively throughout the regular season. Any player who accumulates multiple Fighting Majors may be subject to the following supplemental discipline:

1) Five (5) major fighting penalties

- Written warning

2) Six (6) major fighting penalties:

- 1 game suspension
- Team fine of \$250

3) Seven or more (7+) major fighting penalties

- Two (2) game suspension
- Team fine of \$500

Note: All fighting Major penalties incurred in the Pre-Season or Playoffs shall be subject to review by the Department of Player Safety prior to imposing supplemental discipline.



Instigator Penalty

A minor penalty plus an automatic game misconduct penalty is assessed to any player who is deemed to be an instigator in a fight. A player accumulating two or more instigator penalties during the same season shall be subject to the following suspensions (these are in addition to any other suspensions received through the playing rules):

- 1) Upon receiving 2nd instigator penalty – 1 game suspension
- 2) Upon receiving 3rd or more (3+) instigator penalty – 2 game suspension, \$500 team fine, and mandatory discipline hearing

Secondary Fights

Two or more fights occurring at the same stoppage of play may be deemed a secondary altercation situation and will be automatically reviewed by the Department of Player Safety. Any players involved in a secondary altercation may be subject to the following supplemental discipline:

- 1) Any player deemed to be engaged in a secondary fight (not deemed to be the original fight) shall automatically be assessed a game misconduct penalty and a two game suspension.
- 2) If an instigator is established during a secondary fight, he shall receive a minimum 2 game suspension and the non-instigating player shall not be suspended.
- 3) If it is clear that multiple fights were instigated by one team, each player involved in fighting from the instigating team shall be suspended indefinitely pending review, the coach of the instigating team shall be suspended pending review, and the team shall be fined \$1,000.
- 4) Any player not on the ice at the time of the original fight who becomes involved with any on ice participant in any manner shall be assessed a Game Misconduct penalty and will be suspended indefinitely pending review. The team will incur a fine of \$1,000.

Goalie Fights

Any fight involving one or both goaltenders shall be subject to review by the Department of Player Safety and may be subject to the following supplemental discipline:



- 1) Any goalkeeper that leaves his crease and is involved in a fight with an opposing player, (other than a goalkeeper) shall be suspended indefinitely pending review in addition to any other suspensions imposed under the playing rules.
- 2) Any goalkeeper who is involved in a fight with an opposing goalkeeper shall be suspended a minimum of 2 games.
- 3) Any goalkeeper who skates across the center red line to become involved in a fight with the opposing goalkeeper shall be deemed an instigator and suspended indefinitely pending review.

Section 4: Fighting (continued)

Staged Fights

Staged fights are those where a player, or players, begin fighting following the start of play and who show no interest in the pursuit of play, focusing only on fighting once play starts. Players involved in a staged fight may be subject to the following supplemental discipline:

Removal of Equipment

A player who is involved in a fight and purposely removes any equipment other than his stick or gloves, or leaves any equipment other than his stick or gloves on the bench, shall be assessed an automatic game ejection/game misconduct penalty in addition to any other penalties incurred. Without limiting the foregoing and with particular respect to the removal of helmets:

- 1) A player who deliberately removes his helmet prior to or during an altercation shall be assessed a game misconduct and possible supplemental discipline.
- 2) A player who deliberately removes his helmet prior to or during a fight shall be assessed a game misconduct and possible supplemental discipline.
- 3) A player who deliberately removes his opponent's helmet prior to or during a fight shall be assessed a match penalty in addition to any other penalties incurred and possible supplemental discipline.
- 4) Any player deemed to be a repeat offender under this rule will incur a team fine of \$250.00 per occurrence. Any team assessed three or more (3+) infractions under this rule will incur a team fine of \$250.00 per occurrence.

Team Fine

Any team that is assessed five fighting major penalties during the same game (non-multiple fighting incidents) shall be fined \$250 per occurrence.