



SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

The following regulations will apply to ALL tournaments under the jurisdiction of School Sports Newfoundland and Labrador (SSNL). Please consult the technical standards, which follow the specific sport rules.

1. All SSNL sports have some sport specific rules that differ from Provincial Sport Organization or National Governing body playing rules so make sure you and the Officials review these in the tech standards that follow. They **MUST** be followed.
2. No player will be permitted to play wearing a cast made of plaster, fibreglass or any other material considered dangerous by the official.
3. **NEW** All school teams **MUST** register through the SSNL HUB process. All players must be registered prior to their FIRST GAME STARTING in order to be eligible to play in an SSNL Tournament. Failure to comply will result in default of the games in question and awarding of points to the opposing teams.
4. SSNL has instituted a maximum point spread to be used in tie breaking situations and to promote SSNL ideals of sportsmanship. All games should be recorded on the SSNL JV tournament page website and at the playing venue(s) and reported to media using only the maximum point spread as set out in the technical standards of each sport. In the tie-breaking procedure, the goal/point spread must credit all the points for the losing team only (eg. If sport has a max 7-point reporting spread and score was 12-2 then report/post as 9-2, not 7-0).
5. There is a no fighting policy in all SSNL events. Any violation will result in an immediate expulsion from the tournament and a possible multi-year suspension from all SSNL activities.
6. Players and fans are not permitted to engage in behaviour where they are intentionally trying to distract players or are impeding on the playing surface. Failure to comply could result in in-game penalties, expulsion from the playing venue, and further discipline from SSNL.
7. SSNL has banned the use of **electronic and mechanical noise makers** (Air horns, mega phones) during SSNL events. SSNL will provide signage to all schools.
8. **Teacher Sponsor**: SSNL follows the Schools/District Policy regarding the requirements for a Teacher Sponsor, please ensure that your school is aware of requirements.

9. All members of the coaching staff for each team **MUST** complete the free coach.ca “Safe Sport Training” & “Rule of Two”; one member must complete the “Making Headway” concussion course in order for their school’s team to be eligible for SSNL tournaments.
10. Players who are not dressing for a game are permitted to still sit in the bench area, but are still subject to all rules governing appropriate team behaviour.
11. Team composition is at the discretion of the coach.
12. SSNL game referees are to be instructed to remain on the floor after the game to sign the score sheet and participate/oversee the shaking of hands by teams.
13. In-Game Protests: It is expected that all tournament game related protests be made in-game when the issue arises. Teams wishing to protest must do so in game by telling the Referee (or in sports where self-refereeing is used, stop and tell the convenor or other designated official) at the next available stoppage in play. The Tournament Protest Committee shall review and rule on the issue within a reasonable time before the game will re-commence. For Provincials, the SSNL Rep may be used to help with the ruling. You CANNOT protest discretionary calls by the referee. **Protests must still be accompanied in game by a \$50 protest fee or they will not be considered.** See “Protest, Disciplinary Infractions, and Appeals” section in the SSNL Varsity Manual for more details.
14. Coaches are not permitted to change any SSNL rules at the coaches meeting or at any other time by consensus vote. Any change in rules in this situation could result in a loss of points by infringing teams, potential school fines and sanctions, and/or the entire tournament being voided.
15. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
16. No cell phones or any person who is not a minor official are permitted at scorer’s tables.
17. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
18. SSNL philosophy values team accomplishments and sportsmanship. Aside from SSNL sports with an individual component, the Sportsmanship and MVP medals will be the only individual awards presented at SSNL tournaments. There are to be no other individual awards (i.e. Player of the Game or All-Star Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
19. Fines:
 - a. If a team pulls out of the tournament Wednesday 5pm of the registration week they will also be required to pay a \$150 fine and possible further sanctions.
 - b. Aside from the fines, teams will still be responsible for any expenses they incurred regarding the tournament (e.g. t-shirts, meals).
 - c. Any school that fails to pay the assessed fines by June 30 of the current year, will be suspended until the fine has been paid.
20. SSNL believes in a philosophy of fair play and sportsmanship; it is the coaches responsibility to ensure that fairplay is being practiced.

SSNL JUNIOR VARSITY BALL HOCKEY TECHNICAL STANDARDS

EVENTS

Unless there is a competition between at least three teams/individuals in any SSNL tournament, there will be no medals or banners awarded.

Regional champions will be declared in:

1. Boys and Girls (or Co-ed)

TOURNAMENT DATES

Tournament dates are set at the discretion of, and or, in conjunction with the Regional Contact; Host/Convenor and or the Junior Varsity Coordinator.

RULES

The SSNL Ball Hockey Tech Standards list regulations for SSNL tournaments below, but refer to the full SSNL Ball Hockey Rule Book at the end of this document for an extended breakdown on Rules and Penalties. There are new/updated rules in this document so all teams must familiarize themselves with it.

It is the responsibility of all convenors to ensure that all officials have a copy of the tech standards and rule book and understand its contents before a tournament begins. The documents will be also available on our website on the Ball Hockey sports page.

TEAM COMPOSITION

1. A maximum of 15 players can be registered for SSNL tournaments, All 15 players may dress and be available to play given they appear on the game sheet. All 15 are subject to all conduct rules.
2. Teams must consist of a minimum of 7 players. (Contact the JV Coordinator to discuss options if minimum number cannot be reached)
3. Teams on the court will consist of 3 players plus a goalie.
4. Only those in grades 7-9 are eligible; exceptions must be requested and approved by the process communicated by the JV Coordinator.

EQUIPMENT

1. The official SSNL ball hockey ball is the Knapper Official 65mm PRO FLUID Orange Ball.
2. Player **MUST** wear/use:
 - a. C.S.A approved helmets with full cages/visors.
 - b. Protective gloves - Hockey, ball hockey, broomball or lacrosse "protective gloves" are permitted.

- c. Wooden, composite, and aluminum sticks without tape of any kind on the bottom of the blades.
 - d. Team uniforms (t-shirt/jersey). Uniforms must have a legible number on the back.
 - e. Any shin guards designed for floor/ball hockey are permitted outside of pants or with shorts. All other types must be worn inside of pants or socks. Consequences for not covering non-ball hockey specific shin pads properly are listed in the Rulebook.
3. Goalies **MUST** wear/use:
- a. CSA approved helmet and/or goalie mask with attached neck protector or separate neck protector.
 - b. Jersey or shirt with a legible number on the back.
 - c. Ice or ball hockey goalie glove and blocker.
 - d. Ice or ball hockey goalie pads.
 - e. Ice or ball hockey pants and chest/arm protector.
 - f. A jock/jill.
 - g. Wooden, composite, or aluminum stick without tape of any kind on the bottom of the blades.

NOTE: There should be no substitutes for this equipment that is not normally worn in either ice or ball hockey and this includes softball gloves and street hockey goalie masks.

PLAYING FACILITY

- 1. Games will be played in a gymnasium or other suitable indoor facility.
- 2. Playing court must be at least be the size of an official basketball court with no major obstructions protruding from the wall.
- 3. Player's benches, penalty box, spectator area and scorer's table must not be part of the playing surface. Any barriers used to create benches or block openings in a gym must be constructed from a solid material such as wood that cannot be easily moved.
- 4. All venues must have a marked face off area to the right and left of the goalie.
- 5. All venues must have a designated goalie's crease measuring 7 ft. wide by 3 ft. deep.
- 6. Goalie net measures 4 ft. by 6 ft. (inside the posts)
- 7. No water bottles or other objects may be stored on top of the net at any time.

GAME DURATION & PLAY

- 1. Games will consist of 2, 20-minute periods, with the last 3 minutes of the game being stop time unless the goal spread is greater than 3 goals.
- 2. There will be a 30-second timeout per half available to each team, however, you are not permitted to carry-over a first half timeout into the second half..We recommend that both be used to provide goalies with an extra chance to hydrate and cool down during games.
- 3. Teams will have 10 seconds from the whistle to set up for the next face-off and if not, the ball can be dropped by the official. If the 10 seconds are up and the offending team is present but not set up properly, the offending team's player taking the faceoff will be kicked out of the faceoff.
- 4. If a game is tied after regulation time, it will be recorded as a tie except in the playoffs. In the playoffs, a 5-minute sudden death period with successive 5-minute periods to be played (if no goal was scored) until a winner is determined.
- 5. A **10-goal** mercy rule will be in effect any time after the 1st period of play has ended.

OFFICIALS

1. The convenors shall be responsible for the provision and training of minor officials.
2. All ball hockey referees must be at least 21 years of age unless approved by the SSNL Junior Varsity Coordinator.
3. 2 referees will now be required for all Ball Hockey games for SSNL tournaments. Hosts can request a fee increase with the SSNL office should registration fees need to increase above the current maximum.
4. SSNL will post contacts for securing Officials on our web site sports page.

PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Junior Varsity Manual or General Tech Standards section at the beginning of the document for policy and procedures on all protests, disciplinary infractions, and appeals.

TIE-BREAKING PROCEDURE

A maximum point spread of **10** points per game will be used for tie breaking procedures. No more than this will be shown on the score clock.

1. Two Way Ties:
 - Head to Head
 - Goal Average (goals for divided by goals for + goals against)
Example: Team A: 9-7 & 3-6. Goal average = .48
Team B: 9-8 & 1-7. Goal average = .40
Team C: 4-5 & 5-6. Goal average = .45
 - Total Goals For
 - Total Goals Against
 - 10 Minute Game + Sudden Death Shootout if needed (sudden death commences after first shooter shoots).
2. Three Way Ties:
 - Win/loss record using games among tied teams only. If the result reduces the tie to a 2 way tie, the procedure for 2 way tie above will be used.
 - Goal average among tied teams.
 - Goal Average (goals for divided by goals for + goals against)
Example: Team A: 9-7 & 3-6. Goal average = .48
Team B: 9-8 & 1-7. Goal average = .40
Team C: 4-5 & 5-6. Goal average = .45
*If the result reduces the tie to a 2 way tie, the procedure for 2 way tie above will be used.
 - Goal average in games against all teams. If the result reduces the tie to a 2 way tie, the procedure for 2 way tie above will be used.
 - If the 3 teams are still tied at this point then the Convenor and the SNL Rep will decide upon a suitable way to reduce the tie to a 2-way tie so that resolution can be applied.

SCHEDULING

Type of tournament allowed:	Round Robin, Double Round Robin, 2 div., or 4 div.
Maximum # of teams in round robin:	6
Maximum # of teams in one venue:	10
Number of matches per day allowed:	5
Games scheduled every:	Hour
Back-to-back games permitted:	1
Earliest a game should be scheduled:	Starts at 9am
Latest a game CAN be scheduled:	Starts at 9pm
Time between back-to-back round robin games or last round robin game and first playoff game if back-to-back.	30 minutes
Time between last round robin game that leads straight to a final (if back to back)	30 minutes
Time between back-to-back playoff games	30 minutes

AWARDS

For each tournament, the following awards are provided:

Junior Varsity

1. Gold and Silver Medals
2. Individual Sportsmanship Award (1 per tournament)
3. Individual MVP Award (1 per tournament)
4. Junior Varsity Championship Banner.

NOTE: *No Player of the Game” / “All-Star” or other individual awards are permitted. Failure to comply can result in a \$100 fine for the host school.

REGISTRATION FEE

- All JV events are based on a cost recovery model. Officials, game balls and venue cleaning are eligible expenses to base your registration fees on. Contact your SSNL JV Rep or the JV Coordinator for approval of registration fee total.
- Maximum registration for Ball Hockey is \$150.00 per team.
- Host teams must also pay the full set registration fee.

PARTICIPATION FEE

Junior Varsity SSNL Participation Fee - \$5 per athlete. If playing an individual event only, then \$5 maximum. The host is required to submit the tournament remittance form to SSNL as part of the post tournament process.

****Hosts will no longer be responsible for collecting fees, SSNL will invoice participating schools every 2 months for total fees owed based on the records from remittance forms.**

(This fee is in addition to set maximum registration fee, you may adjust your registration accordingly)