

ROPSSAA BOYS HOCKEY

PLAYING REGULATIONS

1. SCHEDULE

- (a) The season to start no earlier than the 1st Monday in November and end no later than the first week of March.
- (b) *Coaches will be surveyed with the early winter intents to determine the season format for Tier One and Tier Two leagues. There will be two options:*
 - (i) *Single Game Schedule*
Schools create their own single game schedule with teams in their geographical division. Home/away matchups will be provided by the Athletic Convenor.
 - (ii) *Tournament Format*
Teams will meet at a centralized location and play multiple games in a single day. Season will consist of 2-3 tournament days.

Note: see 2(b) for OFSAA division structure.
- (c) The coaches of teams involved in a postponed game must, within two school days, reschedule their game and report their rescheduled date to the Convenor within that time. The penalty for not rescheduling will be a loss recorded for both teams for that game.
- (d) Should an emergency of a severe nature occur (vehicle breakdown or accident, late school emergency, etc.) the team will not be otherwise penalized.
- (e) If transportation is cancelled in either Board, then all scheduled games in the affected region for that day will be cancelled.

2. LOCATION

- (a) The location of the quarter final, semi-final, and championship games to be approved by the ROPSSAA Executive.
- (b) All OFSAA division games to be played at centralized locations. All start times will be 12:00noon and 2:00pm. Arenas considered for use include Caledon East, Cassie Campbell, CAA Centre, Iceland, and Paramount Fine Foods Center.
- (c) For junior, senior tier one and senior tier two, the home team is responsible for booking ice time for games *except when the tournament format is used. When the tournament format is used, ROPSSAA will centrally book the required ice.*

3. ELIGIBILITY

- (a) All competitors must meet the eligibility requirements of the ROPSSAA Constitution, Article X.
- (b) A junior player has not yet reached his 15th birthday by January 1st prior to the start of the school year in which the competition is held (for the 2023-2024 season, born in 2008 or later). In addition, they must be in their 1st or 2nd year of high school.

- (c) A senior player has not yet reached his 19th birthday by January 1st prior to the start of the school year in which the competition is held (for the 2023-2024 season, born in 2004 or later).
- (d) **Junior 'A', 'B' or 'C' Call up**
 - (i) If a player's name appears on a game sheet after the first ROPSSAA league start date, for a team in 'A', 'B', 'C', major junior, junior, intermediate, senior or GMHL divisions in any national and/or international association or any league deemed equivalent to 'A', 'B', or 'C', the player is deemed ineligible for further high school competition. This includes any on-ice All-Star or Showcase game organized by leagues/associations named in this clause.
 - (ii) A Junior "B" or "C" team is allowed to AP a high school goalie to be called up in an emergency and appear on a game sheet and/or play up to a maximum of two exhibition/league and /or playoff games in total during the season after the Association's first regular season game. An emergency would not include an on-ice All-Star or Showcase game organized by leagues/associations named in 3d(i).

Note: ROPSSAA League start date shall be the date of the first scheduled league game in each age group (Junior or Senior).
- (e) An eligibility list (completed roster) must be received by the Athletic Convenor by the date announced at the pre-season meeting.
- (f) Additions to the eligibility list may be made no later than the first Monday of Semester 2.
- (g) A team may dress a maximum of 18 skaters and two goaltenders per game. The first and last name of each participant must be provided. A minimum of 8 skaters and one goalie must be present at the start of the second period.
- (h) The final roster will consist of a maximum of 22 skaters and 3 goalies. The goaltenders specified on the team roster may play goal only. Skaters may also play goal.
- (i) Goalies must be dressed and on the game sheet for a minimum of one third of the season to be eligible for playoffs.
- (j) Injured players (illness is not considered an injury) who will not be eligible under 3(i) may be deemed eligible provided:
 - (i) Their name appears on the final team roster.
 - (ii) The number of players dressed, and the number of players injured should not exceed 20 (e.g., If 4 players are listed as injured, a team may only dress 16 players).
 - (iii) 'INJ' must be written beside the name on the game sheet for any player who is injured and wishes that game to be counted toward their eligibility.
 - (iv) Any challenge of a player marked as INJ must follow the appeal process identified in Appendix B.
 - (v) 'INJ' games plus games played equals 50% of regular season games.

(k) Team Eligibility

- (i) Individuals are eligible for 1 level of competition only.
- (ii) For team sports, individuals must have participated in 50% of their team's regular season league games to be eligible for playoffs and OFSAA competition. In the case of an odd number of league games the number of games required to be played will be rounded down. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctor's note (Appendix B). Players under game or school suspension may not have their name included on a game sheet for participation percentages.
- (iii) All game sheets/rosters are to include the full names of all those in the bench area (players, coaches, managers). To be in the bench area an individual's name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
- (iv) Individuals are deemed to have played if their name appears on a game sheet. Unless injured, individuals must be present at a game to be included on a game sheet.
- (v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.
- (vi) AAA Players are not eligible for Junior Hockey
- (l) Concerns about game sheet violations and player eligibility applicable to the regular season are to be filed within 48 hours of the team's last regular season scheduled game being played.

4. OPERATING STRUCTURE

(a) Team Participation

- (i) Schools may offer a junior and/or senior team. At the senior level there will be three (3) tiers of competition. The OFSAA Division will be full contact. At the Junior, Senior Tier One and Senior Tier Two levels games will be non-contact. Teams must declare their intention to participate no later than the Friday before the pre-season meeting.

Note: Tier Two is intended as a developmental league. It is suggested that if a team consists of 25% or more rep players, the team play in Tier One.

(b) Warm-up

- (i) For all games a three-minute warm-up time will be allotted. Time to start at the beginning of the ice booking.

(c) Junior Games

- (i) Length of Regular Season Games
Single Game Schedule: Teams are to book a minimum of 80-minute block of ice to accommodate three 12 minute periods.

Tournament Format: Each game will have a 60-minute block of ice booked to accommodate 10 x 10 x 12-minute periods.

- (ii) Length of Playoff Games
For all quarter and semi-final games ROPSSAA will book a minimum of 120-minute block of ice to accommodate three 12 minute periods and potential overtime.
- (iii) Flood
For all regular season games there will be a flood between the second and third period. A flood/intermission must be a minimum of 10 minutes. If there is a score differential of 5 or more at the end of the 2nd period, the flood can be waived if both teams agree to not have a flood/intermission.
- (iv) Failure to secure the required amount of ice for a game will result in a default. The offending team may be responsible for covering all costs associated with the game.

(d) Senior Tier One and Tier Two Games

- (i) Length of Regular Season Games
Single Game Schedule: a minimum 80-minute block of ice is to be booked to accommodate three 12 x 12 x 15 minute periods.

Tournament Format: each game will have a 60-minute block of ice booked to accommodate three 10 x 10 x 12-minute periods.

- (ii) Length of Playoff Games
For all quarter and semi-final games ROPSSAA will book a minimum of 120-minute block of ice to accommodate three 12 minute periods and potential overtime.
- (iii) Flood
For all regular season games there will be a flood between the second and third period. A flood/intermission must be a minimum of 10 minutes. If there is a score differential of 5 or more at the end of the 2nd period, the flood can be waived if both teams agree to not have a flood/intermission.
- (iv) Failure to secure the required amount of ice for a game will result in a default. The offending team may be responsible for covering all costs associated with the game.

(e) OFSAA Division Games

- (i) Length of Regular Season Games
For all regular season ROPSSAA will book a minimum 120-minute block of ice to accommodate three 15-minute periods.
- (ii) Length of Playoff Games
For all playoff games ROPSSAA will book a minimum 150-minute block of ice to accommodate three 15 minutes periods and overtime
- (iii) Flood
For all regular season games there will be a flood between the second and third period. A flood/intermission must be a minimum of 10 minutes. If there is a score differential of 5 or more at the end of the 2nd period, the flood can be waived if both teams agree to not have a flood/intermission.

- (iv) Failure to secure the required amount of ice for a game will result in a default. The offending team may be responsible for covering all costs associated with the game.
- (f) Procedure for arena time expiration
 - (i) If the home team coach recognizes that arena time may expire before game time expires, he should notify the referees, scorekeeper, and arena icemaker that stop time will continue and that it will be the ice maker horn which will end the game.
- (g) Time Clock
 - (i) The time clock will be run down for a goal differential of 5 or more during the third period only for regular season and playoff games. If the goal differential drops below 5, then stop time will be implemented again.
 - (ii) In the event of a late start, the time clock shall begin to run within 10 minutes of the scheduled ice time block, whether or not both teams are prepared. Any offending team will start the game with a 2-minute delay of game penalty. Stop time will resume after the first stoppage of play.
 - (iii) Teams not on the ice 10 minutes after the start of the game will default the game, except for extenuating circumstances.
- (h) Time Outs
 - (i) There will be one 30 second timeout per team per game.
 - (ii) There will be an additional 30 second timeout per team per overtime period.
- (i) Ties in league standings between 2 teams will be broken by:
 - (i) Result of game between the two teams.
 - (ii) Most favorable goals for - against differential between the tied teams (to a maximum of 5 per game).
 - (iii) Most wins.
 - (iv) Most favorable goals for - against differential for the season for all games played (to a maximum of 5 per game).
 - (v) Coin toss.
- (j) Ties in league standings between 3 or more teams will be broken by:
 - (i) Result of game between the tied teams (win = 2 points, tie = 1 point, loss = 0 points), this to determine all positions.
 - (ii) Most favorable goals for - against differential between the tied teams (to a maximum of 5 per game).
 - (iii) Most wins.
 - (iv) Most favorable goals for - against differential for the season for all games played (to a maximum of 5 per game).
 - (v) Coin toss.

(k) Playoffs

- (i) The playoff structure will be announced at the pre-season meeting. The number of teams advancing to playoffs will be as per ROPSSAA Constitution.

Playoff matchups following the first and/or subsequent rounds of the playoffs will have teams reseeded based on finish position (lower seed to play higher seed, seed refers to finish position).

In instances where teams with the same seed remain, positions will be determined by the following criteria:

2 divisions

1. Head-to-Head result.
2. Total Points when the number of games played are equal.
3. Winning percentage when number of games played are not equal.
4. Coin Toss.

3 or more divisions

1. A draw for seed order to occur at the pre-season meeting.

- (ii) In the event of a tie game at the end of regulation time in playoffs, the following will apply:

- a) If ice is available one ten-minute 4 on 4 sudden victory overtime period shall be played.
- b) If still tied at the end of the 10-minute overtime a penalty shot system using a total goals of a five player pool from each team to determine a winner.
- c) If still tied the remaining players shall take penalty shots, one from each team alternately, the winner being that team which is ahead after any pair of penalty shots.

Note: The visiting team shall have the first shot.

- (iii) Teams involved in playoffs must participate on the designated date or forfeit.

(l) Rules

- (i) In the Junior, Senior Tier One and Senior Tier Two leagues, a minor penalty or, at the discretion of the Referee, a major penalty and a game misconduct shall be assessed any player who, in the opinion of the referee intentionally body checks any opposing player. If a player is injured, a major penalty and a game misconduct must be assessed. When the offensive player is skating towards the defensive player, the defending player may not hit the offensive player by going in the opposite direction to that player. The body contact must be as a result of the movement of the offensive player. There may be no action where the offensive player is intentionally checked into the boards. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.

(ii) Penalties

- a) The accumulation of any 4 penalties by a single player, or any 3 stick penalties in one game will result in the expulsion of the player from the game. The player will remain in the dressing room for the duration of the game. There will be no further suspensions.
- b) All penalty codes are assessed a suspension length as per Appendix A. All identified suspension lengths are MINIMUM suspensions. Any player who receives a penalty for Fighting, Match Penalty, Gross Misconduct or any penalties associated with pre or post-game altercations will be referred to the Jury of Appeal.

(iii) Fighting

- a) A fighting major will result in an automatic 3 game suspension as well as expulsion from the remainder of the game in which it occurs. The penalized player is to remain in the dressing room for the remainder of the game.
- b) A players' second fighting major will automatically result in a full season suspension.
- c) Upon a players' second fighting major, that player's team will have 2 points deducted from their team standings.
- d) Upon accumulation of 3 separate fighting incidents, the offending team will have 2 points deducted from their team standings.
- e) Team fighting, in the form of off the bench fighting and brawling, will result in both teams having 2 points deducted from their standings.
- f) The maximum amount of points a team may lose at one time will be 2 points if c + d are recorded as simultaneous on the game sheet.
- g) More than 2 points may be lost by a team in a game if c, d, or e are recorded as separate incidents on the game sheet.
- h) A player's second fight will contribute toward the teams' accumulation of three separate fighting incidents.
- i) Once a team has had 2 points deducted from their standings for any combination of c or d their fight incident total will return to zero, but they will now have a maximum of 2 fight incidents for that season before the point deduction is repeated. This will not carry over into the following season.
- j) Team fighting will not contribute towards the accumulation of 3 separate fight incidents, as the teams will be penalized at the time. However, individual players who are given fighting majors during team fighting will face the individual player suspensions.
- k) If a player fights in the last game of the season for his team, whether regular season or playoffs, and the player plays for the team the following season, the player will begin serving the

suspension the following season and will start the next season with a fight incident total of 1. His team will start that season with a fighting incident total of zero.

- l) If a player fights in the last game of the season for his team, whether regular season or playoffs, and the player does not return to play for his team the next year, the team will start the new season with a fighting incident total of 1.
- m) Any changes to an original call and/or penalty a referee assigns during a game cannot be made.
- n) All suspensions must be served in ROPSSAA league or playoff games only (unless the team advances to OFSAA, in which case they may be served during the OFSAA tournament).

(iv) Scoring

- a) It is the responsibility of the HOME team to supply a TIMER and SCOREKEEPER. The visiting team has the option of placing someone to assist in timing and scoring. These three people must be located at the scorer's table and be the only three persons there. It is the responsibility of the home coach to ensure that these minor officials are properly trained.

Note: The home team may have no more than 2 assigned individuals in the box.

(v) Officials

- a) During the regular season the home team is responsible for paying both referees. However, if the teams meet an odd number of times during the season, each team will pay one referee at the last game of the season between the two.
- b) During the playoffs the cost of officials and the ice will be equally split between the participating teams.
- c) The Convenor will inform coaches of the current year's fees at the pre-season meeting.
- d) If only one referee shows up to a game, he is to receive 1.5 times that fee scale.
- e) If neither referee shows up for a game, the game cannot be played.
- f) The two coaches must reschedule the game, and the home team coach must notify the Convenor of this by the next school day.
- g) There will be 2 referees and 1 linesmen assigned to each OFSAA division regular season game. Two officials will be assigned to each junior, senior tier one and senior tier two regular season game.
- h) There will be 2 referees and 2 linesman assigned to each playoff game.

(vi) Reporting Game Results

- a) It is the responsibility of both teams to:
 - i) Check the "Goals Scored" column and the "Final Score" section after the game to assure its correctness and legibility.
 - ii) Check the "Penalties" column to ensure that the first and last names appear as well as the type of infraction and minutes assigned. It is important also that the period and time of assessment be correctly noted.
- b) The winning team is responsible for reporting the score immediately after the game.
- c) Defaults will be recorded as a 5-0 win for the non-offending team.

(vii) Bench Personnel

- a) A maximum of five bench personnel is allowed. Each person behind the bench must be identified on the score sheet. Players or managers dressed or not dressed in the bench area, must wear an approved hockey helmet with a face mask.

(viii) Team Sheet

- a) Once the second period starts players may not be added to a game sheet. Players who are added after the game starts but before the second period starts must report to the official.

(m) Scheduled Games

- (i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
- (ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. The defaulting team will cover all cost associated with the game as determined by ROPSSAA Council.
- (iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An incident report must be completed and submitted to the ROPSSAA Athletic office by the abandoning team within 24 hours of the game. No score shall be entered until after a Board of Inquiry. A team abandoning a game may be required to cover any costs incurred as determined by ROPSSAA Council.
- (iv)
 - a) Schools must bring their own warm-up equipment and first aid kit.
 - b) Schools must endeavor to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.

- c) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
- d) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
- e) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

5. DEPORTMENT

- (a) Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II of the ROPSSAA Constitution.
- (b) Ejection of any head coach/staff sponsor results in forfeiture of the game if there is only one school staff member eligible to coach as per Article X. If there is more than one eligible staff member on the bench at the time of ejection, the game will be allowed to continue and the ejected individual must leave the competition area (i.e. arena).
- (c) A coach ejected from the game will result in applicable further game suspension(s).
- (d) A coach or player under suspension must not be in the vicinity of the dressing room or player's bench before, during or after any game in which the suspension is being served.
- (e) Any players ejected from a game must remain in the locker room under supervision for the remainder of the game.

6. JURY OF APPEAL

- (a) A Jury of Appeal will rule on all disputes which do not fall under the jurisdiction of the officials. This Jury, constructed at the pre-season coaches meeting, will consist of the Convenor and at least four coaches from participating schools.
- (b) Where possible appeals to the jury of appeal or to the ROPSSAA Executive are to include both a written summary and oral submission.
- (c) The Jury of Appeal will also review assessed penalties and suspensions as per 4(l)(ii)(b). Where possible, Tier Two coaches will review Tier One suspensions, OFSAA coaches will review Tier Two Suspensions and Tier One coaches will review OFSAA suspensions.

7. AWARDS

- (a) The Championship trophy is to be presented to the winning team at the junior and senior levels at the conclusion of the championship game.
- (b) ROPSSAA gold medallions, up to a maximum of 30, are to be presented to the members of the winning team at the junior and senior levels at the conclusion of the championship game.

- (c) ROPSSAA silver medallions, up to a maximum of 30, are to be presented to the second-place team at the junior and senior levels at the conclusion of the championship game.

8. UNIFORMS

- (a) Team members to be dressed in identical uniform shirts. Home teams wear light and visiting teams wear dark shirts. Unless otherwise mutually agreed upon by the coaches prior to the puck drop. Puck drop indicates agreement.
- (b) Athletes may not change their clothing in the competition area. For all outdoor sports athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designated locker room or change area to change their clothing.

9. EQUIPMENT

- (a) Approved and properly fitting goalie equipment must be worn by goaltenders. Goaltenders must wear a neck guard. A plastic throat protector (bib) attached to a mask is strongly recommended. The plastic throat protector does not replace a mandatory throat guard.
- (b) Approved and properly fitting hockey helmets (CSA approved) with ear guards and full-face mask, throat protector, gloves, elbow pads, shoulder pads, pants, shin pads and cups must be worn.
- (c) Mouth guards are strongly recommended but optional for all players.

10. OFSAA

- (a) The team winning the OFSAA Division championship will represent ROPSSAA at the AAA OFSAA Championship unless already declaring their intention to participate in A/AA play-downs. The senior team winning the A/AA qualifying play-downs will represent ROPSSAA for A/AA OFSAA competition.

ROPSSAA Boys' Hockey Minimum Suspension List

CODE	INFRACTION	Suspension	CODE	INFRACTION	Suspension
Misconducts (M)			Game Misconducts (GM) Continued		
M10	Failure to go Directly to Penalty Bench	0 games	GM64	Team Official Interference/Distracton during Penalty Shot	1 game
M11	Failure to go to Penalty Box Captains	0 games	GM65	Bench Official on the ice without permission of Official	1 game
M12	Failure to go to the Player's Bench or Neutral Area	0 games	GM70	Refusing to Start Play (Coach Major + GM)	Indefinite**
M13	Refusing to Surrender Stick for Measurement	0 games	GM72	Refusing to Leave Players' Bench (Major + GM)	1 game
M14	Throwing Stick Over Boards	0 games	GM76	Second Misconduct same game	1 game
M16	Facemask Offset	0 games	GE101	Game Ejection/Rest of Game	1 game
M17	Throat Protector	0 games	Gross Misconduct (GRM)		
M20	Disputing Call of Official	0 games	GRM13	Goaltender refusing to remove mask for identification	3 games
M21	Harassment of Official/Unsportsmanlike Conduct	0 games	GRM21	Discriminatory Slur	Indefinite**
M22	Inciting	0 games	GRM23	Travesty of the Game	3 games
M23	Entering Referee's Crease	0 games	GRM24	Obscene Gesture	3 games
M69	Interference/Distracton During Penalty Shot	0 games	GRM30	Fighting with team Official	3 games
Game Misconducts (GM)			GRM31	Removing Helmet and/or Chinstrap	3 games
GM20	Disputing Call of Official	1 game	GRM82	Head Butt-Team Official (Dbl Minor + Gross)	3 games
GM21	Verbal Abuse of a Game Official	3 games	GRM83	Butt End-Team Official (Dbl Minor + Gross)	3 games
GM30	Fighting	3 games	GRM84	Spearing-Team Official (Dbl Minor + Gross)	3 games
GM31	2 nd Fight same stoppage of play (3 rd , 4 th , etc.)	3 games	Match Penalties (MP)		
GM32	Player(s) 3 rd , 4 th , 5 th Man into Fight	3 games	MP20	Threatening an Official	6 games
GM34	Leaving the Player's Bench or Penalty Bench	4 games	MP21	Physical Abuse of an Official – Intentional Contact	Indefinite**
GM35	Leaving the Penalty Box and incurring a Minor, Major or Misconduct Penalty	5 games	MP22	Physical Abuse of an Official – Deliberate Striking	Indefinite**
GM36*	Coach whose player is penalized under GM34 and/or GM35	4 games	MP40	Attempt to injure	4 games
GM37	Goaltender Leaves Crease to join a Fight	4 games	MP41.01	Head Butting	4 games
GM38	Instigator of a fight (Minor + GM)	3 games	MP41.02	Kicking	4 games
GM39	Aggressor of a fight (Minor + GM)	3 games	MP41.03	Grabbing Face Mask / Helmet / Chinstrap	4 games
GM41.01	Kneeing (Major + GM)	2 games	MP41.04	Hair Pulling	4 games
GM41.02	Elbowing (Major + GM)	2 games	MP41.05	Spearing	4 games
GM41.03	Checking from Behind (Major + GM)	2 games	MP41.06	Butt Ending	4 games
GM41.04	Cross Checking (Major + GM)	2 games	MP41.07	Boarding	4 games
GM41.05	Cross Checking Above Shoulders (Major + GM)	2 games	MP41.08	Body Checking	4 games
GM41.06	Cross Checking Goalie in Crease (Major + GM)	2 games	MP41.09	Charging	4 games
GM41.07	Cross Checking Injury (Major + GM)	2 games	MP41.10	Kneeing	4 games
GM41.08	Slashing (Major + GM)	2 games	MP41.11	Elbowing	4 games
GM41.09	Slashing Injury (Major + GM)	2 games	MP41.12	Spitting	4 games
GM41.10	Boarding (Major + GM)	2 games	MP41.13	High Sticking	4 games
GM41.11	Body Checking (Major + GM)	2 games	MP41.14	Cross-Checking	4 games
GM41.12	Charging (Major + GM)	2 games	MP41.15	Facial Protector as Weapon	4 games
GM41.13	Head Contact (Major + GM)	2 games	MP42	High Sticking Attempt to Injure	4 games
GM41.14	Tripping (Major + GM)	2 games	MP43	Cross-Checking Attempt to Injure	4 games
GM42	Hair pulling/Grab Face Mask/Helmet/Chin Strap (Major + GM)	2 games	MP44	Facial Protector as Weapon – Intent to Injure	4 games
GM43	Roughing (Major + GM)	2 games	MP45	Fighting – Ring or Tape on Hand(s)	4 games
GM44	Roughing Deliberate Contact after whistle (Major + GM)	2 games	MP48	Slewfooting	4 games
GM45	Holding (Major + GM)	2 games	MP50.1	Checking from Behind	6 games
GM46	Holding Injury (Major + GM)	2 games	MP50.3	Head Contact	6 games
GM47	Hooking (Major + GM)	2 games	MP50.4	Head Contact – Attempt to Injure	6 games
GM48	Hooking Injury (Major + GM)	2 games	NOTES		
GM49	Interference (Major + GM)	2 games	- * GM36 - Coaches' penalty will be noted on the front and back of the game sheet. Penalty to coach is automatic as a result of player receiving GM34 and/or GM35, coach not to be ejected as a result of this penalty being assessed.		
GM50	Interference from Goaltender (Major + GM)	2 games	- ** Any suspension listed as Indefinite will be referred directly to a ROPSSAA Board of Inquiry		
GM51	Interference from the bench (Major + GM)	2 games	- These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstances warrant.		
GM52	Interference Injury (Major + GM)	2 games	- It is the responsibility of each head coach to ensure their players sit out their appropriate suspensions.		
GM53	High Sticking (Major + GM)	2 games	- All Game Misconducts, Gross Misconducts and Match Penalties must be reported using the penalty report form by 9:00am the morning following the game.		
GM54	Slewfoot standing still (Double Minor + GM)	2 games	- 5 minute major is also a GM		
GM55	Checking from Behind (Minor + GM)	1 game			
GM57	Goaltender Drop Kick Puck Injury (Major + GM)	2 games			
GM58	Kick Shot with injury (Major + GM)	2 games			
GM62	Leaving bench without clearance from The Referee (assessed to coach if altercation results to penalties at the end of game)	2 games			
GM63	Coach whose player is not identified as the first to leave the players' or penalty bench during an on ice altercation	2 games			

How to Request a Doctor's Note

If any coach wishes to challenge the fact that a player was marked as INJ on a game sheet the following process must be followed:

- (i) A written request for a review of doctors' note(s) must be submitted by a school's Athletic Contact (AC) to the ROPSSAA Athletic Convenor (RAC) responsible for operation of the sport.

This request must include a rationale for the request. For example, a student has appeared on several game sheets as INJ but not in a consistent string of games.
- (ii) The RAC will then forward the request to the Principal Representatives (PR) on ROPSSAA Council
- (iii) The PR will then determine if the review of a medical note is warranted based on the rationale included in the request.
- (iv) If a review is warranted the PR will reach out to the principal of the accused school and detail the situation
- (v) The medical note must be presented to the principal at the school and its status verified by the PR
- (vi) The PR will then communicate the findings to the requesting school and the RAC.