



Leaving the Players' or Penalty Bench

Dealing with players who shouldn't be where they're at.

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Greater Toronto Hockey League



Leaving the Players' or Penalty Bench

Learning Outcome

To understand the complex elements of Hockey Canada's playing rules that apply when a player (or players) leave their players' or penalty bench illegally or during an unusual situation.



Leaving the Players' or Penalty Bench

Overview

Leaving Penalty Box:

- *Before Penalty Expires*
- *During a Fight*
- *To Start a Fight*
- *End of Period*
- *End of Game*
- *Bench Clearings*



Leaving the Players' or Penalty Bench

- ***Penalty Bench Before Penalty Expires***
- During a Fight
- To Start a Fight
- End of Period
- End of Game
- Bench Clearings



Leaving the Penalty Box Early

Rules 9.5(d) & (g)

Situation must be discovered / corrected not later than 1st stoppage after time of game that the penalty expires.

Off	Start	End	On
12:00	12:00	10:00	10:00

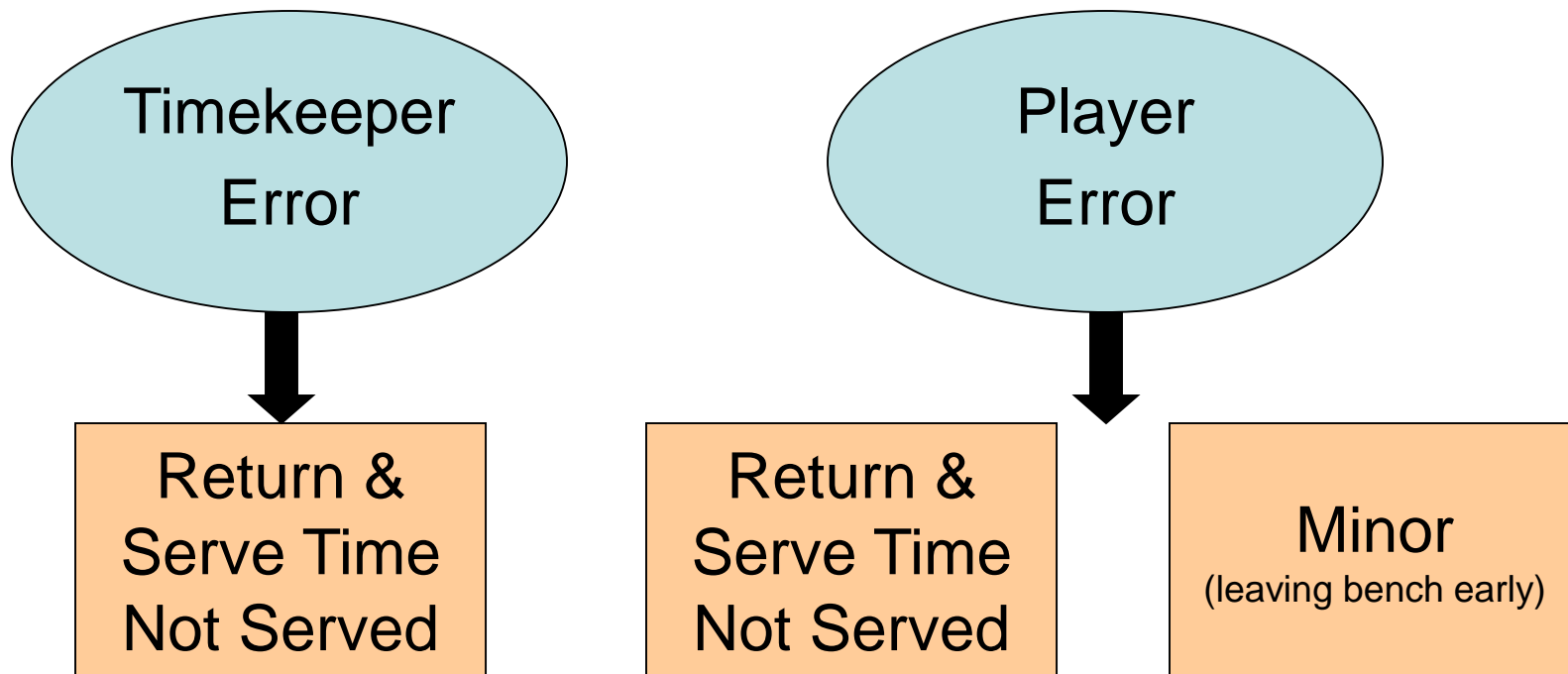
- Situation must be resolved at 1st stoppage after **10:00**



Leaving the Penalty Box Early

Rules 9.5(d) & (g)

Outcome depends on who caused the situation...



Leaving the Penalty Box Early

If player left 30 seconds early...at 10:30:

Off Start End On
12:00 12:00 10:00 10:00

0:30

or

2:30

Welcome to the John R. Gardner Arena

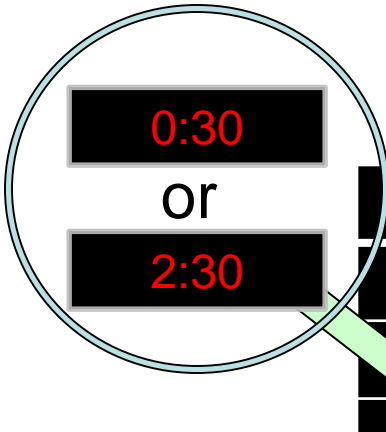
Home	Period 1	Visitor
2	9:30	1
0:00	Shots on Goal	0:00
0:00	H: 13 V: 25	0:00



Leaving the Penalty Box Early

- The penalty clock is reset
- The game clock is NEVER reset

Off Start End On
12:00 12:00 10:00 10:00



<i>Welcome to the John R. Gardner Arena</i>			
Home	Period 1	Visitor	
	9:30		
00:00	Shots on Goal	00:00	
00:00	H: 13 V: 25	00:00	



Leaving the Penalty Box Early

- Offending players are “ineligible players”
- Goals scored by offending team while IP situation exists are disallowed*
- Team with IP cannot be awarded a Penalty Shot or awarded a goal during IP situation

* Goals scored by the non-offending team putting the puck into their own goal are allowed provided there was no contact by the offending team



Leaving the Penalty Box Early

Own Error

What if penalty served is not own?

- Someone from the ice takes over serving the original time penalty
- Offending player serves own penalties
(Note: They would play 2 short or, if the team is already 2 short, this would be a delayed penalty)



Leaving the Players' or Penalty Bench

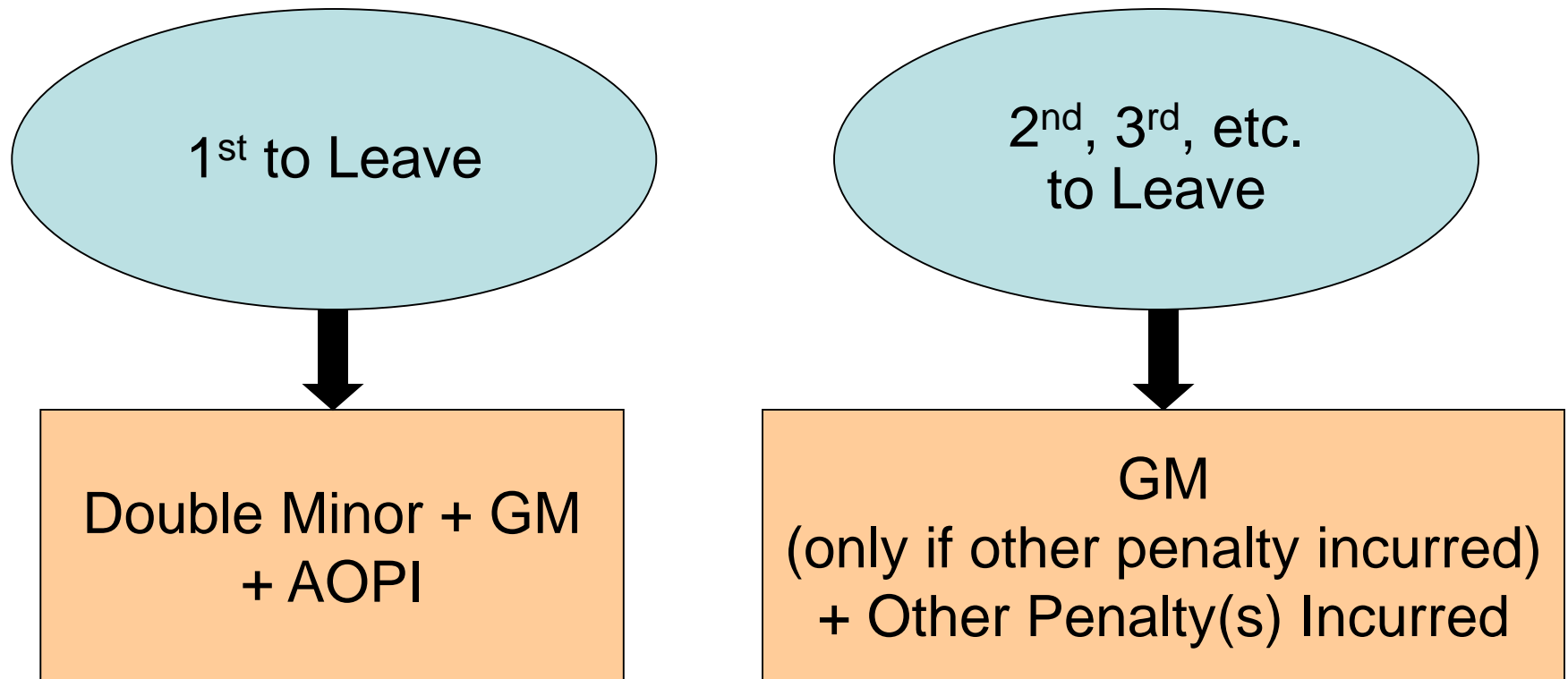
- *Before Penalty Expires*
- ***During a Fight***
- To Start a Fight
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Leaving the Bench During a Fight

Rules 9.5(a), (b) & (c)

“Bench” = Player’s bench & Penalty bench

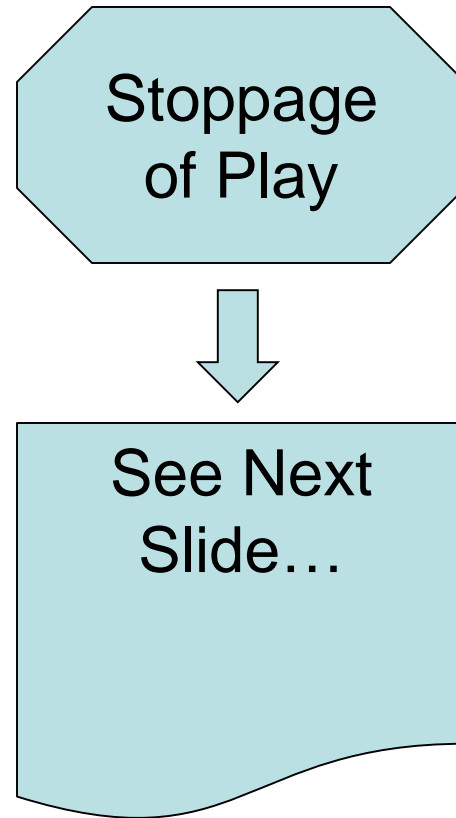
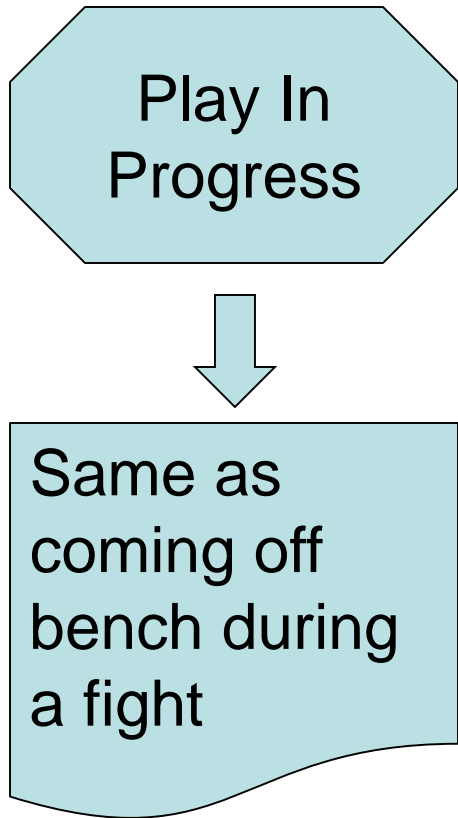


Leaving the Players' or Penalty Bench

- Before Penalty Expires
- During a Fight
- ***To Start a Fight***
- Bench Clearings
- End of Period
- End of Game



Leaving the Bench to Start a Fight



Leaving the Bench to Start a Fight

Referee-Friendly Assumption:

- Players that leave the bench and get into a fight during a stoppage of play are assumed to have left the bench to start the fight.....

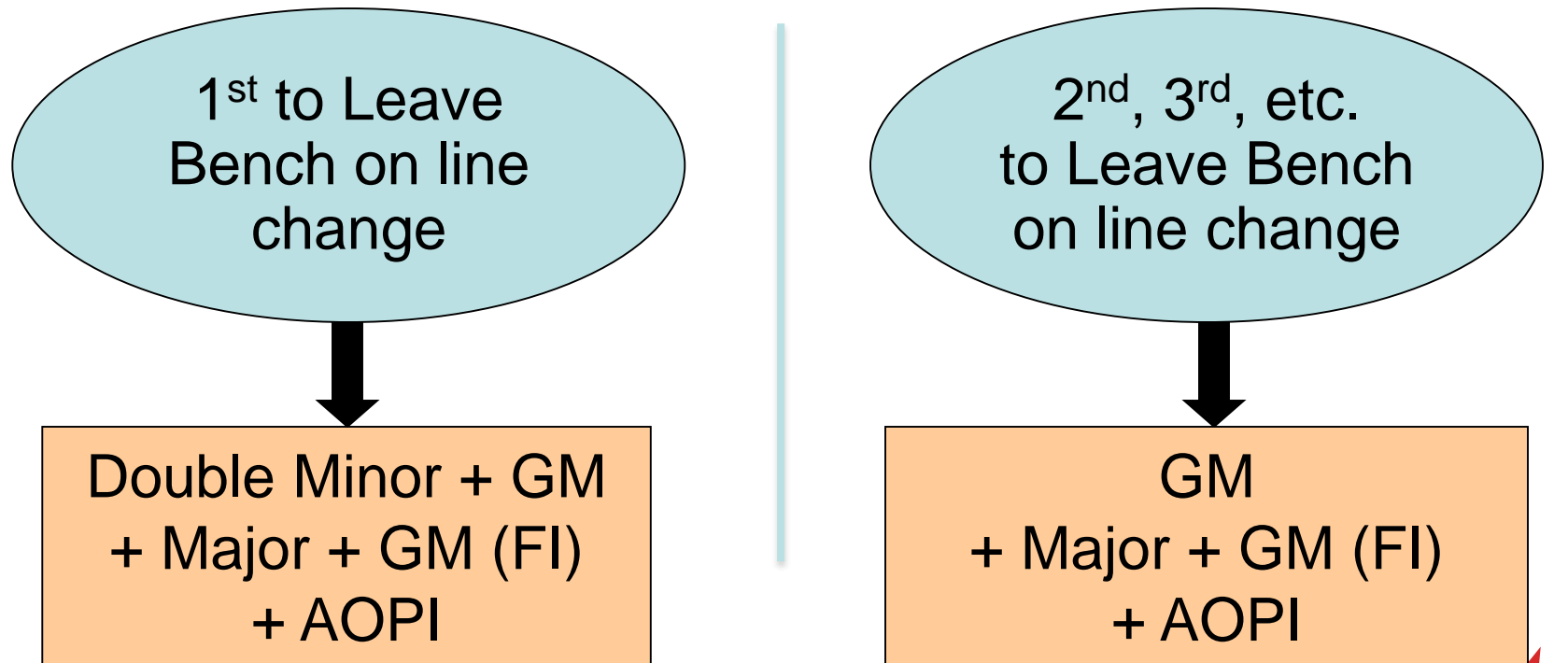
....unless an opponent instigates the fight.



Leaving the Bench to Start a Fight

Rules 9.5(a), (b) & (c)

“Bench” = Player’s bench & Penalty bench



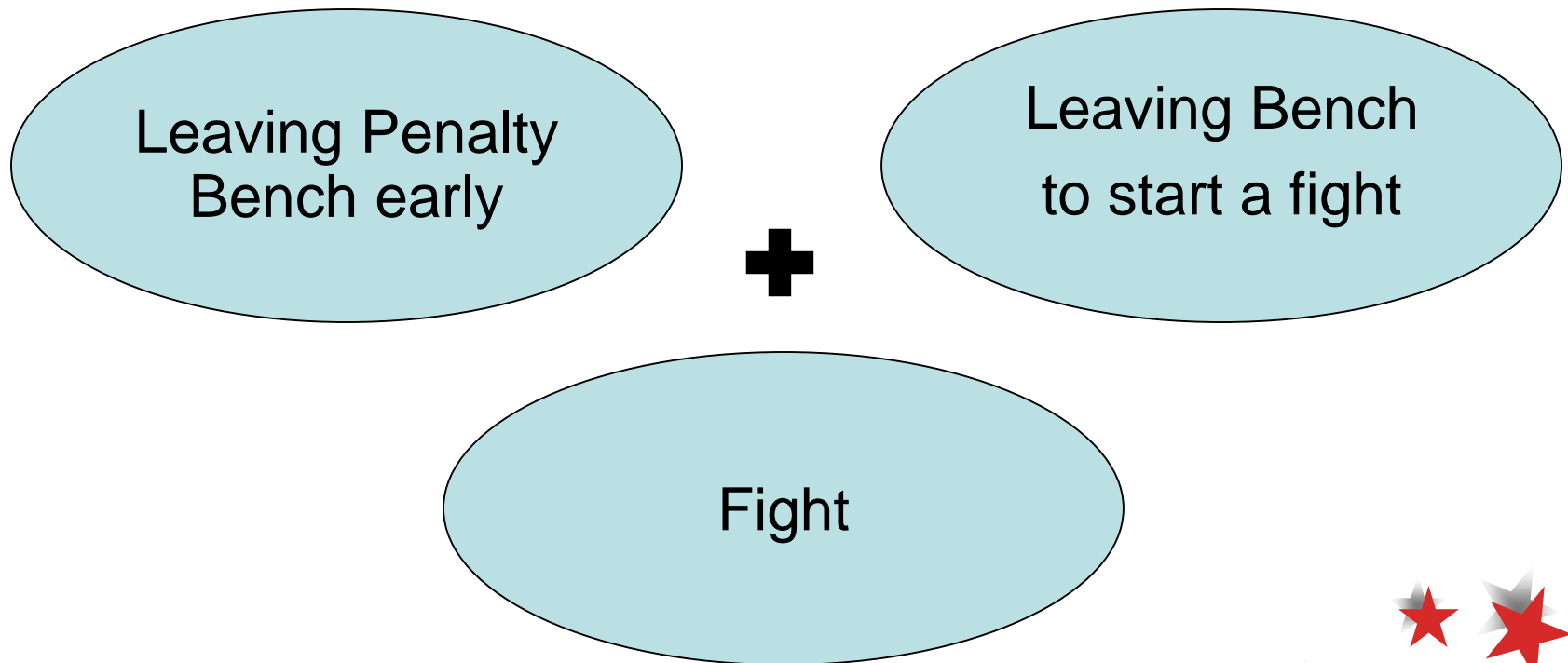
Leaving the Bench to Start a Fight – Line Change

If the Opponent instigates the fight...NO penalty for leaving the bench is assessed to player coming onto the ice.

Leaving the Bench to Start a Fight

Leaving the ***Penalty*** Bench to Start a Fight...

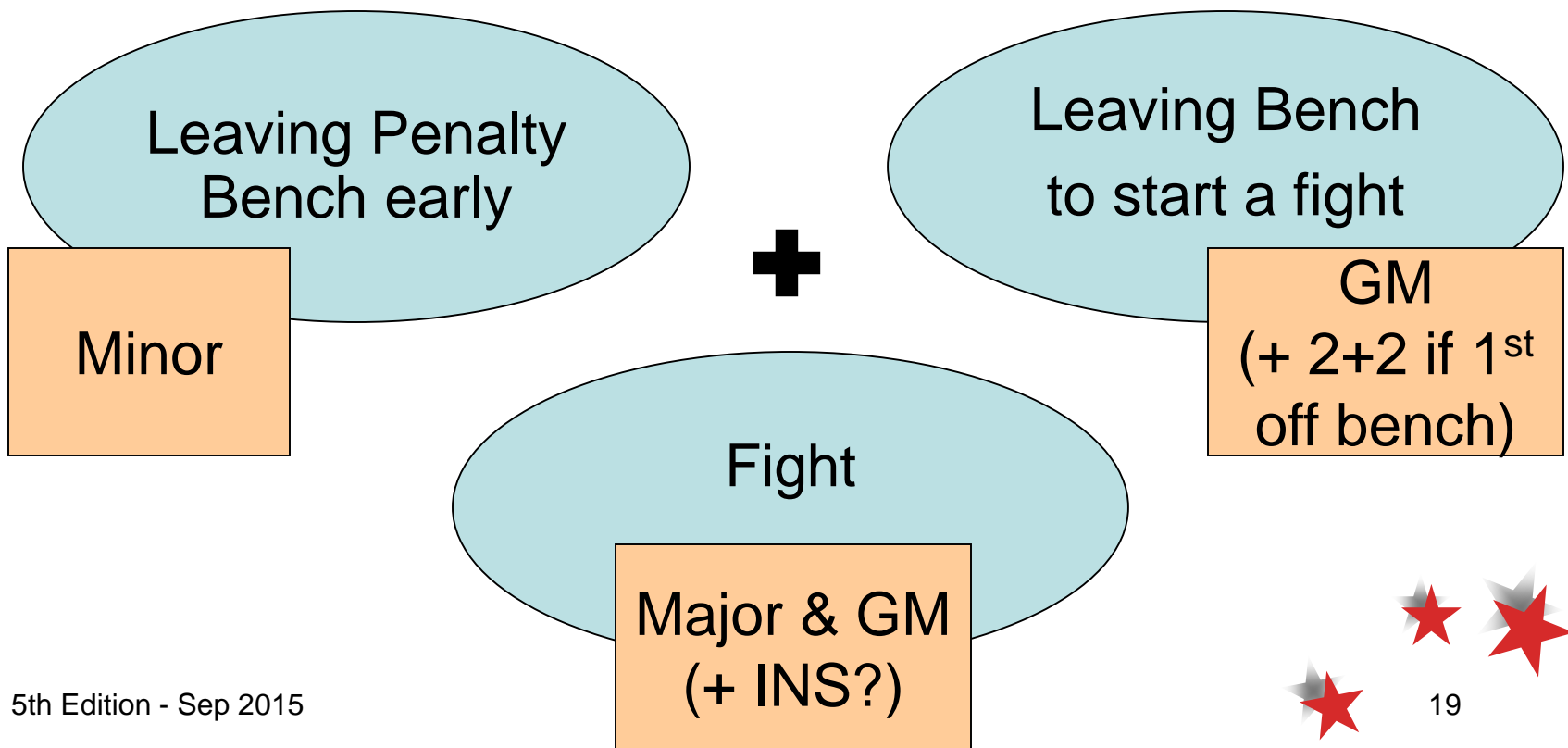
Three fouls have occurred!



Leaving the Bench to Start a Fight

Leaving the ***Penalty*** Bench to Start a Fight...

Three fouls have occurred!



Leaving the Bench to Start a Fight

What if two or more team-mates that come off the bench during a line change end up fighting?

The solution is not published.

Suggested solution is....



Leaving the Bench to Start a Fight

Two or more team-mates that come off the bench during a line change end up fighting. SRD

- 1st: Double Minor + GM (1st leave bench to start FI)
Major + GM (FI)
(+ AOPI)
- 2nd: GM (Leave Bench)
Major + GM (FI)
GM (2nd FI same stoppage)
(+ AOPI)
- 3rd: Same as 2nd



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Leaving the Bench at End of Period

Rule 9.5(i)

*“Players must remain on bench
until directed off by Referee”*

Bench Minor

Note: Report “unusual circumstances” to League President

Leaving the Players' or Penalty Bench

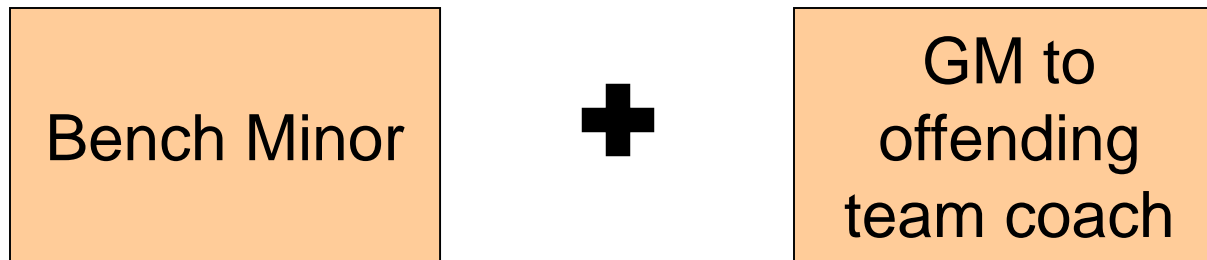
- Before Penalty Expires
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Leaving the Bench at End of Game

Rule 9.5(i)

If altercation is in progress or begins after the game ends results in penalties of any kind (to any team):



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“Riot Act” Rule

Rule 9.5(c) Note 1 Explained

- Rule 9.5(c) Note 1 is (unofficially) the “*Riot Act*” rule. It:
 - Is intended to (help) preserve players to allow game to continue after a bench clearing event
 - Does NOT apply to GM’s issued under other rules (ex: R6.7(a) – Fighting)
- *Maximum of 5 players per team may receive a GM (Leaving bench during a fight) under Rule 9.5(b) or (c)*



“Riot Act” Rule

Rule 9.5(c) Note 2 Explained

Where 1 team is clearly identified as the 1st to leave the bench during a fight and the maximum of 5 players per team are penalized (with GM) under the Riot Act rule, that team may be assessed a 6th GM under Rule 9.5(c) - the “leaving the bench” rule.



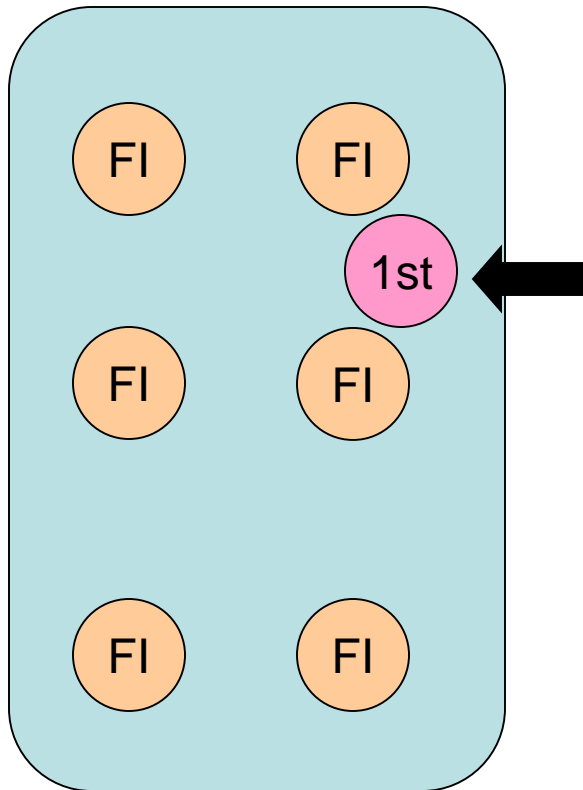
“Riot Act” Rule

Examples follow:



“Riot Act” Rule

Example 1



All 12 players on the ice are fighting with an opponent when 1 player leaves the bench.

Rule 9.5(c) Note 1 does not apply because less than 5 players from any team came onto the ice from a bench.

“Riot Act” Rule

Example 1

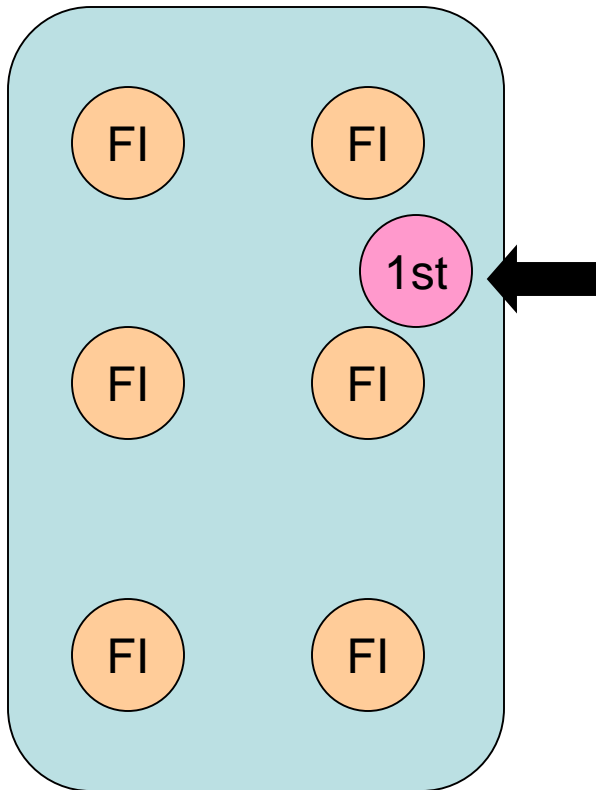
GM' s assessed:

Team A (1 off bench) = 12 GM' s

- 6 (6.7a) - FI
- 5 (6.7c) - 2nd FI same stoppage
- 1 (9.5b) - 1st off bench during FI

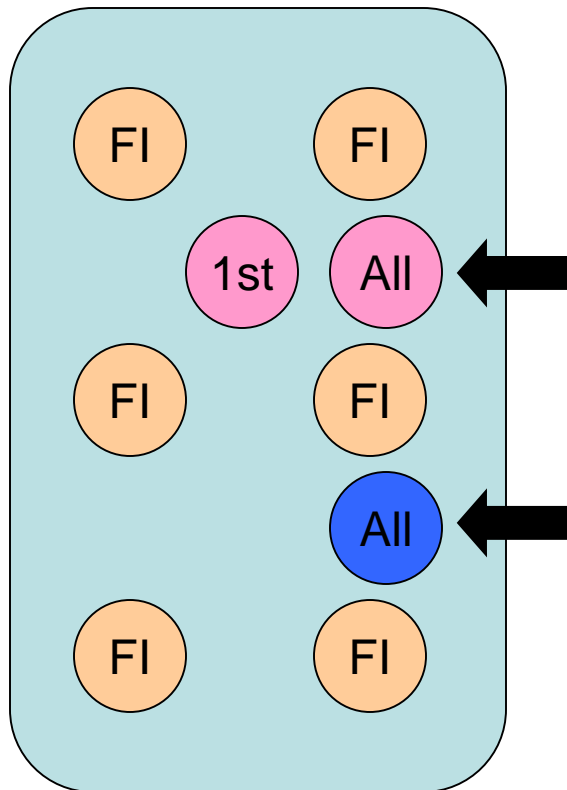
Team B (no one off bench) = 11 GM' s

- 6 (6.7a) - FI
- 5 (6.7c) – 2nd FI same stoppage



“Riot Act” Rule

Example 2



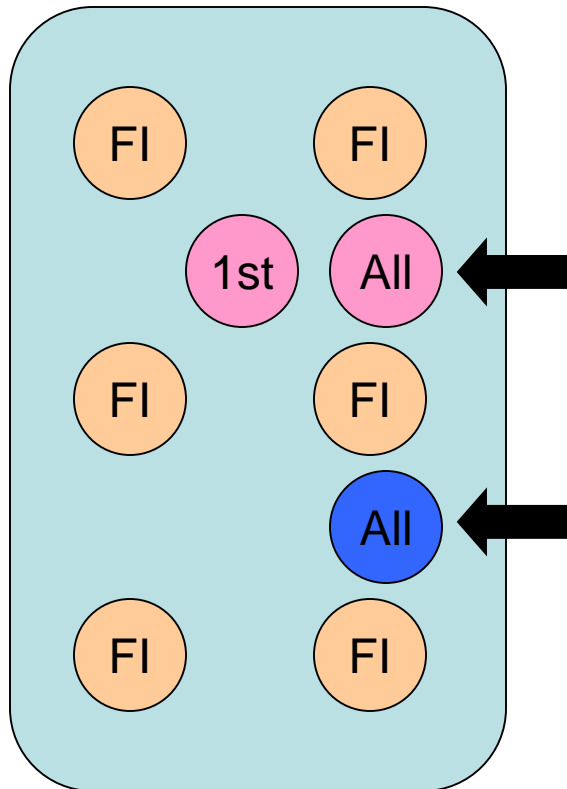
All 12 players on the ice are fighting with opponents and both benches empty. Red team is first to leave bench.

Rule 9.5(c) Notes 1 & 2 now applies.

“Riot Act” Rule

Example 2

Team A (1st & all off bench):



- Minimum 17 GM's - 6 (FI) + 5 (2nd FI same stoppage) + 1 (1st off bench during FI) + 5 (Off bench during FI)
- Minimum # Players Ejected = 12

Team B (all off bench):

- Minimum 11 GM's - 6 (FI) + 5 (2nd FI same stoppage) + 5 (Off bench during FI)
- Minimum # players ejected = ~~11~~ **11**

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