



Rule 4.8 Game Ejection & Game Misconduct Penalties - Stick and Head Contact Penalties -



A Game Ejection or Game Misconduct penalty is a non-time penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the game.



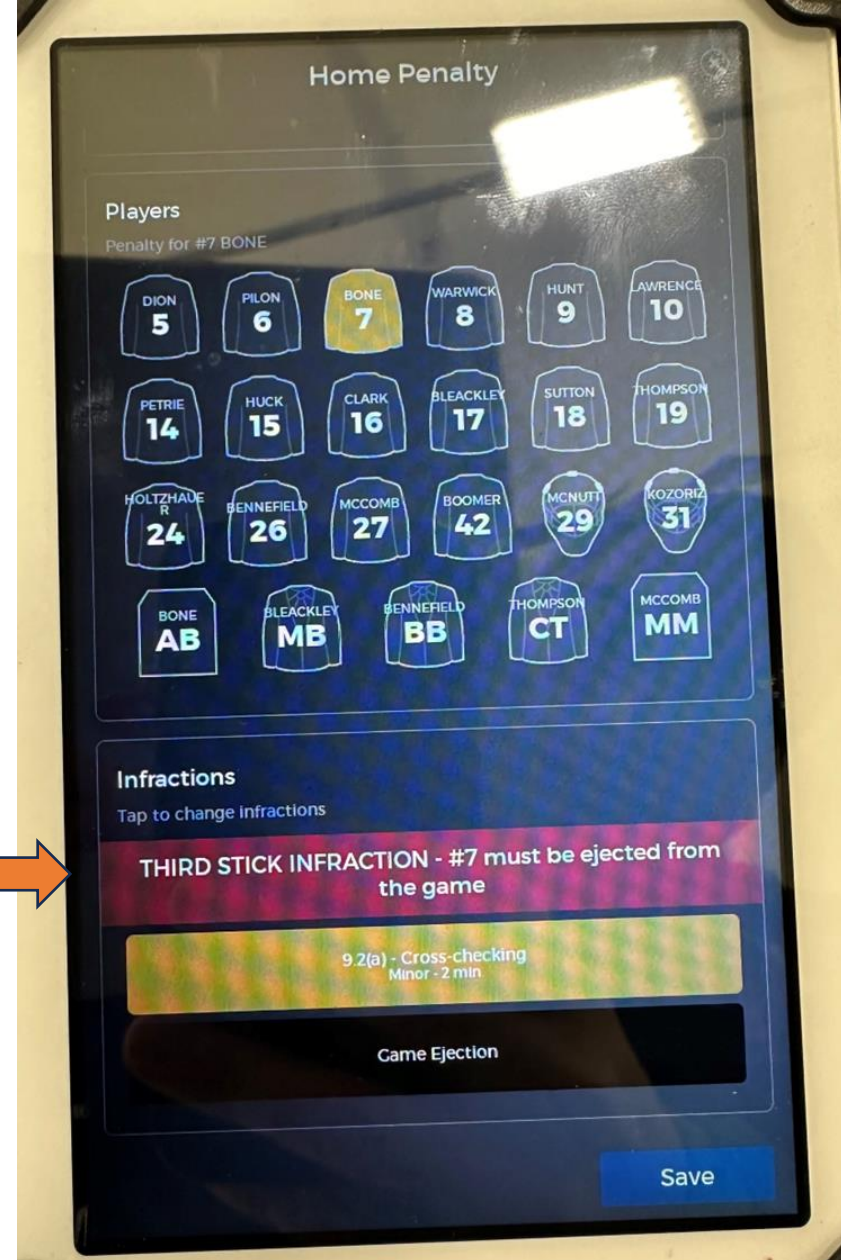
A player will be assessed a Game Ejection penalty in the following circumstances:

When a player is assessed **three** Minor penalties for “stick infractions” in the same game. For the purpose of this rule, “stick infractions” are:

- Rule 9.1 -- Butt-Ending
- Rule 9.2 -- Cross-Checking
- Rule 9.3 – Slashing
- Rule 9.4 – Spearing, and
- Rule 9.5 -- High-sticking.

When this is discovered, the volunteer using the scoresheet, but alert the on-ice official right away by sounding the horn.

The player **MUST** be removed from the game

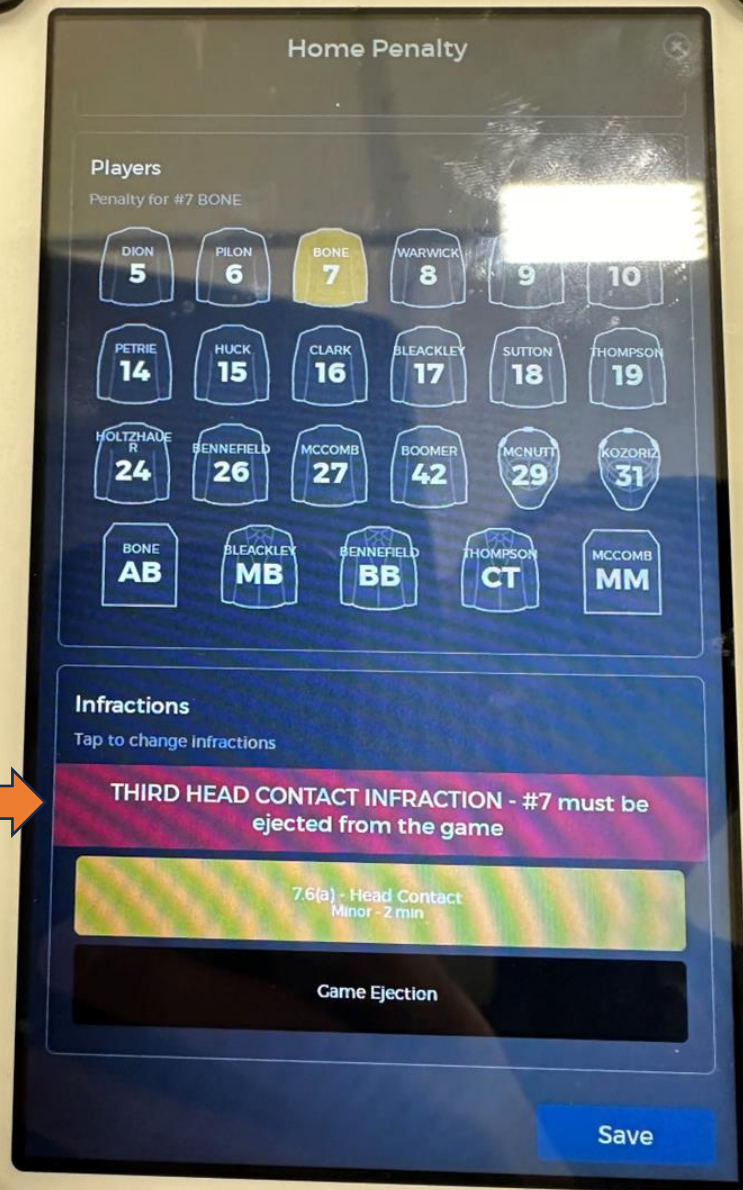
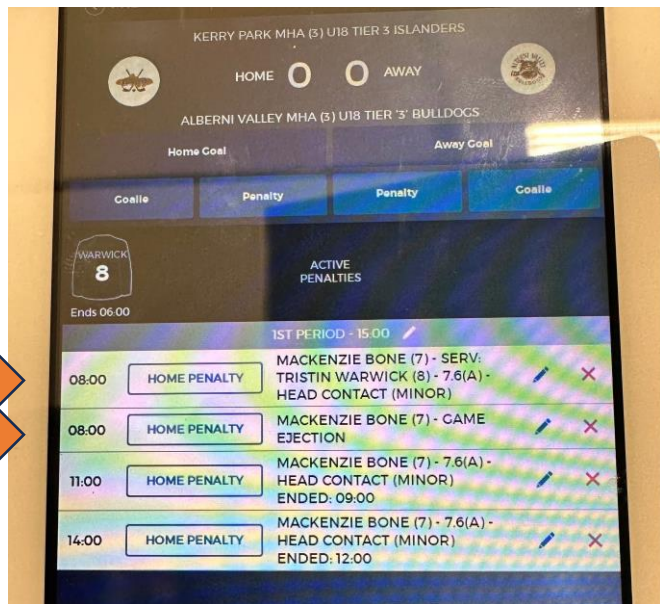


A player will be assessed a Game Ejection penalty in the following circumstances:

When a player, in Minor or Female divisions, is assessed **three** Minors or **three** double Minor penalties or a **combination of** for Rule 7.6 – Head Contact in the same game.

When this is discovered, the volunteer using the scoresheet, but alert the on-ice official right away by sounding the horn.

The player **MUST** be removed from the game



Rule 4.8 Interpretations

Interpretation 1 Rule 4.8 (a)

Due to an error by the Officials, a player who should have been ruled out of the game with a Game Misconduct or Game Ejection penalty was not actually removed from the game. If this is later realized by or brought to the attention of the Officials prior to the completion of the game, the Referee should assess the appropriate penalty and remove the player. Any goals scored or assisted by the offending player, after the point of the game from which they should have been removed, are to be washed out.

Note 1: *No goal may be washed out if this is not brought to the attention of the Referee until after the completion of the game, but this should be noted in the Official Game Report.*

Interpretation 2 Rule 4.8 (b)

For the purposes of accumulation towards a Game Ejection penalty, a double Minor penalty will be considered one infraction.



