

HEO MINOR HOCKEY INFRACTIONS (rev 08/24 for 2024/25)	Minimum Game Suspensions			
	1st Offense	2nd Offense	3rd and Subsequent	4th and Subsequent
● Denotes an Accumulating Infraction.				
MISCONDUCTS				
11.1 (d) iv - Not Proceeding to Penalty Bench when assessed a penalty	0			
7.10 (d) - Failure to go to the Players Bench or Neutral Area	0			
10.6 (d) - Refusing to Surrender Stick for Measurement	0			
10.5 (d) - Throwing stick over boards	0			
10.6 (d) - Protective Equipment	0			
11.1 (d) i - Unsportsmanlike Conduct	0			
11.2 (d) - Abusive Behaviour (includes inciting)	0			
11.1 (d) v - Referee's Crease	0			
11.1 (d) iii - Intentionally knocks or shoots puck out of reach of official	0			
4.11 (c) 11.1 (d) iii - Interference/Distracton During Penalty Shot	0			
PLAYER GAME MISCONDUCTS				
11.1 (e) - Unsportsmanlike Conduct ●	1	2	4+District Hearing	Until HEO Minor Council D&A Hearing
11.2 (e) - Abusive Behaviour	2	4+District Hearing	Until HEO Minor Council D&A Hearing	
5 + GM ASSESSED BASED ON DEGREE OF VIOLENCE (infractions below)				
9.2 (b) (e), 9.2 (e), 9.3 (b), 7.2 (b), 8.5 (b), 8.4 (b), 7.8 (b),	1	2	4+District Hearing	Until HEO Minor Council D&A Hearing
7.3 (b), 7.4 (b), 7.6 (b), 8.6 (b), 7.1 (b), 7.9 (b), 8.1 (b)				
8.1 (b), 8.2 (b), 8.2 (b), 8.3(b), 8.4 (a), 8.3(b), 10.5 (a)				
5 +GM ASSESSED BASED ON INURY TO OPPOSING PLAYER				
7.1(b)- injury, 7.2(e), 7.3(e), 7.4(e), 7.6(e), 7.8(e), 7.9(e.)	0			
8.1(e), 8.2(e), 8.3(e), 8.4(e), 8.5(e), 8.6(e), 8.7(e.)				
9.2(e.), 9.3(e.)				
7.5 (a) - Minor penalty Checking from behind <i>any time in the game</i> ●	1	2	4+District Hearing	Until HEO Minor Council D&A Hearing
7.5 (b), (e) - Major Penalty Checking from behind ●	2	3	5+District Hearing	Until HEO Minor Council D&A Hearing
4.7 (c) - 2nd Misconduct same game	1	2	2+District Hearing	Until HEO Minor Council D&A Hearing
10.8 (b) ii - Player or team official refuses to leave bench (Major + GM)	1			
PLAYER GAME MISCONDUCTS FOR FIGHTING and related COACH Suspensions				
7.10 (b) - Fighting ●	2	3	5	Until HEO Minor Council D&A Hearing
Additions to fighting calls	2			
7.10 (e) - 2nd fight same stoppage	3			
7.10 (d) - 3rd 4th and 5th player in fight	4			
10.4 (e) - Leaving the Bench	4			
<i>First player to leave players bench during fight</i>	4			
<i>First player to leave penalty box during fight</i>	5			
<i>Coach of first player to leave players bench or penalty box during fight</i>	6			
<i>Coach of a player who leaves players bench or penalty box but not first</i>	2			
<i>Coach of first player to leave penalty bench during fight</i>	4			
TEAM OFFICAL GAME MISCONDUCTS				
11.1 (e) - Unsportsmanlike Conduct ●	2	4+District Hearing	Until HEO Minor Council D&A Hearing	
11.2 (e) - Abusive Behaviour ●	4	8+District Hearing	Until HEO Minor Council D&A Hearing	
11.1 (e) - Unsportsmanlike Conduct (Team Official targetting Green armband Officials only) ●	4	8+District Hearing	Until HEO Minor Hockey D&A Hearing (recognizing special circumstances (i.e., infraction involving a minor by a coach, team official, parent, or other adult having reached the age of majority)	
11.2 (e) - Abusive Behaviour (Team Official targetting Green armband Officials only) ●	8	8+District Hearing	Until HEO Minor Hockey D&A Hearing (recognizing special circumstances (i.e., infraction involving a minor by a coach, team official, parent, or other adult having reached the age of majority)	
10.4 (e) - Coach whose player is NOT identified as the first to leave bench	1			
10.4 (a) - Bench Official on the ice without permission of Official	1			

10.8 (b) i - Refusing to Start Play (Coach - Major + GM)	Until HEO Minor Hearing			
10.8 (b) ii - Player or team official refuses to leave bench (Major + GM)	1			
PLAYER GROSS MISCONDUCTS				
11.4 - Discriminatory Slur •	5 + Until HEO Minor Council D&A Hearing			
11.2 (f) - Travesty of Game (11.2F) • 7.10 (f)- Fighting with Team Official (7.10F)	3	4+District Hearing	Until Minor Council D&A Hearing	
10.4 (f) - Disrupts Game after being Removed (Player)	3			
10.6 (f)i - Illegal Equipment	3			
10.6 (f)ii - Refusing to Remove Helmet or Facial Protector for Purposes of Identification	3			
HEO MINOR HOCKEY INFRACTIONS	Minimum Game Suspensions			
10.6 (f) iii/iv - Removing Helmet and/or Chin Strap (10.6F) <i>All Player Gross Misconducts</i>	3	4+District Hearing	Until Minor Council D&A Hearing	
TEAM OFFICIAL GROSS MISCONDUCT				
11.4 - Discriminatory Slur •	5 + Until HEO Minor Council D&A Hearing			
11.4 - Discriminatory Slur (11.4) (Team Official targetting Green armband Officials only) • 11.2 (f) - Travesty of Game or Obscene Gesture • 7.10 (f) - Fighting with Team Official • 7.1 (f) - Team Official - Headbutt • 8.4 (f) - Interference from Bench (Team Official) 10.4 (f) - Disrupts Game after being Removed (Team Official) <i>All Team Official Gross Misconducts</i>	3	4+District Hearing	Until HEO Minor Council D&A Hearing	
MATCH PENALTIES				
11.3 (c) - Spitting •	5	7+District Hearing	Until HEO Minor Council D&A Hearing	
7.1 (c) - Attempt to Injure, Headbutting, Kicking • 7.1 (c) - Grabbing Hair, Facemask etc. (7.1C) • 7.9c - Roughing 8.7c - Clipping 9.2c - Cross-Checking 9.3c - Slashing 10.5c - Throwing or Shooting Stick or Object 9.4 (c), 9.1 (c) - Spearing, Butt Ending • 7.2 (c) 7.3 (c) - Boarding, Body Checking • 7.4 (c) - Charging • 7.8 (c) - Kneeing • 7.1 (c), 7.10 (c) - Facial Protector as Weapon, Fighting with Ring or Tape on hands (7.1C) 8.8 (c) Slewfooting	3	7+District Hearing	Until HEO Minor Council D&A Hearing	
7.5 (c) - Checking from Behind • 7.6 (c) - Checking to the Head •	4	9+District Hearing	Until HEO Minor Council D&A Hearing	
PHYSICAL ABUSE OF OFFICIALS				
11.5 (c) i - Threatening an official 11.5 (c) - Physical Harassment of an Official - Attempted Strike 11.5 (c) - Physical Harassment of an Official - Deliberate Touch, Hold, Push 11.5 (c) - Physical Harassment of an Official - Deliberate Strike, Trip, Body Check	Until HEO Minor Council D&A Hearing			
11.5 (e) - Accidentally Applying Physical Force to an Official during Altercation or Gathering	3			
SPECIAL SITUATIONS				
Pre-Game/Post Game Altercation				
PG 101 - Player involved in pre or post game altercation where Majors and Game Misconducts (includes Match penalty) are assessed	Additional 2 Games			
PG 102 - Post/Pre Game Altercation - Coach of team whose players are so penalized	Until District Hearing	Until HEO Minor Council D&A Hearing		
PG 103 - Any team involved in pre or post game brawl	Until HEO Minor Council D&A Hearing			

4.8 (c) Any player or team official who is assessed a Game Misconduct penalty in the last 10 minutes of regular playing time, at any time in overtime, or after the conclusion of the game will automatically be suspended for a minimum of the next regular league/play-off game or seven days. Note: The 1 game suspension under Rule 4.8(c) is in addition to any suspensions applied under the minimum guidelines.	1			
4.9 (b) Any player or team official who is assessed a Gross Misconduct penalty in the last 10 minutes of regular playing time, at any time in overtime, or after the conclusion of the game will automatically be suspended for a minimum of the next regular league/play-off game or seven days. Note: The 1 game suspension under Rule 4.9(b) is in addition to any suspensions applied under the minimum guidelines.	1			
4.8 (b) - Game Ejection	0	0	0	0
ADDITIONAL COACH SUSPENSIONS				
Coach of team receiving 3 Majors in a game GM, Match, or Fighting	1	3	Until HEO Minor Council D&A Hearing	
Coach playing a suspended player or coaching while suspended (HEO Minor Rule 9.0 (c))	3+ District can add up to 2 additional	Until HEO Minor Council D&A Hearing		

IMPORTANT NOTES

Discipline applied in accordance with any minimum suspension(s) within these guidelines are not subject to appeal.

4.8 (c) If a player or team official is assessed a Game Misconduct penalty in the last 10 minutes of regular playing time, at any time in overtime, or after the conclusion of the game they will automatically be suspended for a minimum of the next regular league/play off game or seven days as per Rule 4.8(c).

4.9 (b) Any player or team official who is assessed a Gross Misconduct penalty in the last 10 minutes of regular playing time, at any time in overtime, or after the conclusion of the game will automatically be suspended for a minimum of the next regular league/play-off game or seven days. Note: The 1 game suspension under Rule 4.9(b) is in addition to any suspensions applied under the minimum guidelines.

** "Injury Only" Specific Penalties- These codes (e.g., 7.3(e)) are only to be used in cases where a 5+GM was assessed for apparent injury of a player under specific rule references (i.e., 7.1(e), 7.2(e), 7.3(e), 7.4(e), 7.6(e), 7.8(e), 7.9(e), 8.1(e), 8.2(e), 8.3(e), 8.4(e), 8.5(e), 8.6(e), 8.7(e), 9.2(e), 9.3(e), 10.5(e)) AND the following conditions are met: (a) the infraction would normally have called for either a minor or double minor penalty but the 5+GM was assessed ONLY because of the apparent injury of the opposing player (b) the penalty assessed was NOT for checking from behind.

If the penalty is being assessed because the degree of violence or impact calls for a major penalty then the correct rule reference should be used regardless of whether injury has occurred (e.g., 7.3(b)). The objective here is separate 5+GM penalties that are assessed based on a high degree of violence from those that would normally have been assessed as minor or double minor penalties but were increased due to apparent injury of an opposing player.**