

HEO MINOR HOCKEY INFRACTIONS 2025-2026	Minimum Game Suspensions			
	1st Offense	2nd Offense	3rd and Subsequent	4th and Subsequent
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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 (Infractions Below)				
9.2 (b) (e), 9.2 (e), 9.3 (b), 7.2 (b), 8.5 (b), 8.4 (b), 7.8 (b), 7.3 (b), 7.4 (b), 7.6 (b), 8.6 (b), 7.1 (b), 7.9 (b), 8.1 (b)	1	2	4+District Hearing	Until HEO Minor Council D&A Hearing
8.1 (b), 8.2 (b), 8.2 (b), 8.3(b), 8.4 (a), 8.3(b), 10.5 (a)				
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 <i>(Any player who is assessed a second Misconduct penalty in the same game will automatically be assessed a Game Misconduct Penalty under 4.7 (c)). NOTE: If the second Misconduct occurs in the last 10 mins of the game, at any time in overtime, or after the conclusion of the game, rule 4.8 (c) applies in addition to 4.7 (c)</i>	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
7.10 (e iii.) - 2nd fight same stoppage	3			
7.10 (e ii.) - Player who joins in on a fight or acts as a peacemaker	3			
10.4 (e) - Leaving the Bench				
<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>	4			
<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			
7.11 (a) Instigator and/or Aggressor of a Fight	1	3	Until HEO Minor Council D&A Hearing	
<i>Rule 7.11 (a): If a player is assessed both instigator and aggressor penalties in the same altercation, they would be suspended for both offences.</i>				
TEAM OFFICIAL 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 Council D&A Hearing	
11.2 (e) - Abusive Behaviour (Team Official targetting Green armband Officials only)	8	8+District Hearing	Until HEO Minor Council D&A Hearing	
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 (Minimum) + Indefinite Suspension Until HEO 11.4 Form Completed	5 (Minimum) + Indefinite Suspension Pending District Hearing	5 (Minimum) + Indefinite Suspension Pending 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			
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 (Minimum) + Until HEO 11.4 Form Completed	5 (Minimum) + Indefinite Suspension Pending District Hearing	5 (Minimum) + Indefinite Suspension Pending HEO Minor Council D&A Hearing	
11.4 - Discriminatory Slur (11.4) (Team Official targeting Green armband Officials only)	5 (Minimum) + Until HEO 11.4 Form Completed	5 (Minimum) + Indefinite Suspension Pending District Hearing	5 (Minimum) + Indefinite Suspension Pending HEO Minor Council D&A Hearing	
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) 7.9 (c) - Roughing 8.7 (c) - Clipping 9.2 (c) - Cross-Checking 9.3 (c) - Slashing 10.5 (c) - 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 11.5 (e) - Accidentally Applying Physical Force to an Official during Altercation or Gathering	Until HEO Minor Council D&A Hearing (4 game Minimum) 3			
SPECIAL SITUATIONS				
Pre-Game/Post Game Altercation				
PG 101 - Player involved in pre or post game altercation under rule 7.10	Additional 2 Games			
PG 102 - Post/Pre Game Altercation - Coach of team whose players are so penalized under rule 7.10 + PG 102	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. Note: The 1 game suspension under Rule 4.8(c) is in addition	1			

to any suspensions applied under the minimum guidelines.				
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. 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	3 Minimum & District can add 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. For infractions resulting in a suspension of three (3) games or more, please see HEO [Governance Section on the HEO Website](#) & find 6.49.2 Video Review Policy for more information.****

****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 they will automatically be suspended for a minimum of the next regular league/play off game Note: The 1 game suspension under rule 4.8 (c) is in addition to any suspensions applied under the minimum guidelines.****

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****4.7 (c) - 2nd Misconduct same game (Any player who is assessed a second misconduct penalty in the same game will automatically be assessed a Game Misconduct Penalty under 4.7 (c)). Note: If the second misconduct occurs in the last 10 mins of the game, at any time in overtime, or after the conclusion of the game, rule 4.8 (c) applies in addition to 4.7 (c)****

****PG101 - PG101 applies only to calls made under rule 7.10 in post game or pre-game. Post game is considered after the final buzzer has went and referees have sent players back to their respective benches. An incident that occurs in between the time the final buzzer goes and before the referee sends the players to their respective benches is considered a continuation of the game and NOT post game.****

****Rule 11.4 Suspensions:** Any player or team official that receives an 11.4 infraction 1st offence will be assessed the Hockey Canada Minimum five (5) Meaningful Game Suspension - in addition, these individuals are considered **indefinitely suspended** (unable to participate in any hockey activities including practices) pending completion of the HEO 11.4 Form referenced on the HEO 6.49.1 Code of Discipline. For the purposes of removing the indefinite component of the suspension, completing the 11.4 form requires the individual assessed the infraction to receive, read, sign, and return the form to whomever they received it from. Any meaningful games missed between the date the 11.4 infraction was assessed and prior to signing and returning the form count as games served towards the 5 meaningful game component (the remainder of the game that the 11.4 was assessed in does not count as a game served).