### 7.5.6 Table of Sanctions

In the application of Regulations $7.5 .1,7.5 .2,7.5 .3,7.5 .4,7.5 .5$ and 7.5 .7 , the following Table allows the determination of sanctions to be served.

## OFFENSES AND SANCTIONS

An OFFENSE consists in being assessed one or more penalty codes of the same category of infractions during a game. A SANCTION consists in being assessed one or more games of suspension resulting from the infraction committed. Such number of games corresponds to each of the codes received and the number of offenses the member has reached in said category of infractions.

|  | Category or Infractions | Penalty Codes | $1^{\text {st }}$ Offense | $2^{\text {nd }}$ Offense | $3{ }^{\text {rd }}$ Offense |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1. | Instigator (+ Note 1) | A4 | 2 games | 4 games + DC | Indefinite suspension $+D C$ |
| 2. | Aggressor (+ Note 1) | A1 | 2 games | 4 games + DC | Indefinite suspension + DC |
| 3. | $3{ }^{\text {rd }}$ player (Peacemaker) | D7 | 2 games | 4 games + DC | Indefinite suspension + DC |
| 4. | First player to leave bench but not fighting | A8 + A8 +D8 | 2 games | 4 games + DC | Indefinite suspension + DC |
| 5. | $3^{\text {rd }}$ player (who fights) | D7 + B2 + D2 | $\begin{gathered} 2 \text { games }+2 \text { games } \\ =4 \text { games } \end{gathered}$ | $\begin{gathered} 4 \text { games }+4 \\ \text { games }=8 \text { games } \\ \hline \end{gathered}$ | Indefinite suspension + DC |
| 6. | First player to leave bench and fights | $\begin{gathered} \mathrm{A} 8+\mathrm{A} 8+\mathrm{D} 8+\mathrm{B} 2 \\ +\mathrm{D} 2 \end{gathered}$ | $\begin{gathered} 2 \text { games }+2 \text { games } \\ =4 \text { games } \\ \hline \end{gathered}$ | $\begin{gathered} 4 \text { games }+4 \\ \text { games }=8 \text { games } \end{gathered}$ | Indefinite suspension + DC |
| 7. | Fighting | $\begin{gathered} \mathrm{B} 2+\mathrm{D} 2 \text { or } \\ \mathrm{B} 3+\mathrm{D} 3 \\ \hline \end{gathered}$ | 2 games | 4 games + DC | Indefinite suspension + DC |
| For categories 1 through 7 |  | If during last 5 minutes | Player: + 1 game | Player: + 2 games | Player: Indefinite suspension + DC |
|  |  | Coach: Warning | Coach: 1 game | Coach: 1 game |

For categories 1 through 6, infractions A1, A4, D7 and D8 are accounted as a whole.
The infraction for fighting B2 + D2 or B3 + D3 are accounted separately from A1-A4- D7 - D8.

| 8. | Checking from behind | Minor: <br> A40 + D40 | 1 game | 2 games | Indefinite suspension <br> + DC |
| :--- | :---: | :---: | :---: | :---: | :--- |
|  |  | 2 games | 4 games | Indefinite suspension <br> + DC |  |

For category 8, Minor and Major penalties are accounted separately.

| 9. | Checking at the head |  | $\begin{gathered} \text { Major: } \\ \text { B48 + D48 } \end{gathered}$ | 2 games | 4 games | Indefinite suspension +DC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 10. | All other Game and Gross Misconduct |  | $\begin{gathered} \hline \text { D... (except D2, } \\ \text { D7, D8, D40, } \\ \text { D48 } \end{gathered}$ | Player: 1 game | Player: 2 games | Player: Indefinite suspension + DC |
|  |  |  | Team Respondent: 2 games | Team Respondent:4 games + DC | Team Respondent: Indefinite suspension + DC |
| 11. | All Match penalties |  |  | E- | 3 games minimum $+D C$ | 3 games minimum + DC | Indefinite suspension + DC |
| Note 1: |  | Instigator (A4) and Aggressor (A1) are always accompanied by fighting penalties B2-D2 or B3-D3. |  |  |  |  |
| Note 2: |  | All sanctions in this table are automatic and cannot be appealed (except as indicated in 11.4.c). |  |  |  |  |
| Note 3: |  | At his discretion, the league, regional or provincial Discipline Committee may, when warranted, assess a stronger suspension than stated. |  |  |  |  |
| Note 4: |  | In this Table, the mention «Indefinite suspension + DC» means that the person involved is suspended indefinitely until such time as the appropriate Discipline Committee renders its decision, with must be rendered within 15 calendar days following the infraction. (See 11.5.e) |  |  |  |  |

