



NCDC Fighting

Beginning in the 2023-2024 season, fighting is back in the NCDC. Referees are to use the below alterations of the NCAA Rulebook in regards to in-game fighting. It is the policy of the USPHL and the NCDC division to discourage fighting. In an effort to do so, the referee is provided with a very wide latitude of penalty options. This is done intentionally to differentiate between obvious degrees of responsibility of the participants for starting or persisting in a fight.

Reminder: game reports must be filed in Horizon for any game disqualification (DQ) situations.

Fighting

A **major penalty plus a 10-minute misconduct** shall be assessed to any player who engages in a fight. Any player who receives a second major penalty for fighting in the same game shall be assessed a **major plus a disqualification**. For any player who receives a major penalty for fighting with less than five (5) minutes left to play in regulation, or at any time in overtime, shall be assessed a **major plus a game disqualification**.

First to Intervene

At the discretion of the referee, a **game disqualification** penalty shall be assessed to any player or goalkeeper who is the first to intervene in any altercation in progress— regardless of the time in which that altercation takes place. This penalty is in **addition** to any other penalty incurred during the same incident.

Staged Fights

Any player deemed to have participated in a staged fight shall be assessed a **major plus a game disqualification** penalty.

Note: A staged fight is one in which players enter the ice surface with the sole purpose of fighting and show no intention of participating in the regular flow of the game. An example of a staged fight would be one where a fight occurs immediately after the puck is dropped at a face-off.

Secondary Fights

After the referee has determined the two players involved in the original fight, any other players involved in secondary fights will receive a **game disqualification** penalty. The discipline committee will review all secondary fights for additional punishment if necessary.

Not Returning to the Bench

When an altercation occurs on the ice, all players (excluding goalkeepers) must return immediately to their players' bench. The referee shall assess a **two-minute minor** penalty

to any and all players that do not heed the referees' instructions to do so—including players who bang their sticks on the ice during a fight.

Instigator

An additional **minor penalty plus a game disqualification** shall be assessed to any player who is deemed to be the instigator of a fight. This game disqualification shall be in lieu of the 10-minute misconduct that would have otherwise been assessed for fighting.

Note: An instigator of an altercation shall be a player who is, by their actions or demeanor, demonstrating any of the following criteria:

- a) Distance travelled
- b) Gloves off first
- c) Menacing attitude or posture
- d) Verbal instigation or threats
- e) Conduct in retaliation for events prior in the game

At the discretion of the referees, any player who is deemed to be an aggressor in a fight shall be assessed a **game disqualification**. A **game disqualification** shall be assessed in every instance when the aggressor recklessly endangers an opponent. This penalty shall be in **addition** to any other penalties assessed to the player.

Note: A player is deemed to be an aggressor when they clearly gain an advantage and continue to throw punches in a further attempt to inflict punishment on their opponent who is no longer in a position to defend themselves. In addition, any player, who by means of physical force, lifts, grabs, or holds an opponent in service of slamming them to the ice shall be treated as an aggressor.

Removal of Helmet(s)

Any player who removes their or their opponents' helmet during an altercation, or any other game action, shall receive a **game disqualification** penalty. The discipline committee will review instances where there is a helmet removal for additional punishment if necessary.

The penalty for removing a helmet is to be **STRICTLY ENFORCED**.

Roughing - Scrum

An altercation that takes place between two opposing players that, in the discretion of the referees, does not warrant a fighting penalty (e.g., two players wrestling on the ice), shall warrant a **double-minor plus a 10-minute misconduct**.

Fighting Matrix	
Infraction	Penalty
Roughing – Scrum	Double Minor + 10-Minute Misconduct
First Fight	Major + 10-Minute Misconduct
Second Fight	Major + Game Disqualification
Secondary Fights (during stoppage)	Game Disqualification
Staged Fights	Major + Game Disqualification
Not Proceeding to Bench During a Fight	Minor
First to Intervene	Game Disqualification