



Winnipeg Free Press



hiremarketing™  
new thinking - new results

# Winnipeg Women's High School Hockey League

## Policy & Procedure Manual

October 4, 2006  
September 18, 2007 – Amended  
February, 2009 – Amended  
May, 2009 – Amended  
September, 2009 - Amended  
September 16, 2011 – Amended  
October 6, 2011- Amended  
**February 9, 2012- Amended**

## TABLE OF CONENTS

<b>Article A.</b>	<b>Code of Conduct.....</b>	<b>4</b>
	<b>Section 1. Expectations of Team Officials &amp; School Representatives.....</b>	<b>4</b>
	<b>Section 2. Expectations of Players.....</b>	<b>4</b>
	<b>Section 3. Expectations of Game Officials .....</b>	<b>4</b>
	<b>Section 4. Expectations of Parents, Students and Fans .....</b>	<b>5</b>
<b>Article B.</b>	<b>Game Conduct .....</b>	<b>5</b>
<b>Article C.</b>	<b>Uniforms and Equipment .....</b>	<b>6</b>
<b>Article D.</b>	<b>Insurance .....</b>	<b>6</b>
<b>Article E.</b>	<b>Player Eligibility.....</b>	<b>7</b>
	<b>Section 1. All Players .....</b>	<b>7</b>
	<b>Section 2. Special Eligibility Rules for Goaltenders .....</b>	<b>7</b>
<b>Article F.</b>	<b>Rosters.....</b>	<b>8</b>
<b>Article G.</b>	<b>Qualification of Coaches and Game Officials .....</b>	<b>9</b>
<b>Article H.</b>	<b>Cancellation &amp; Rescheduling of Games .....</b>	<b>9</b>
<b>Article I.</b>	<b>Sanctioning of Games .....</b>	<b>10</b>
<b>Article J.</b>	<b>Special Rules .....</b>	<b>11</b>
	<b>Section 1. Time of Game.....</b>	<b>11</b>
	<b>Section 2. Mercy Rule .....</b>	<b>11</b>
	<b>Section 3. When Insufficient Time Remains For Game Completion .....</b>	<b>12</b>
	<b>Section 4. Game Ejections .....</b>	<b>12</b>
<b>Article K.</b>	<b>Suspensions.....</b>	<b>12</b>
	<b>Section 1. All Suspensions.....</b>	<b>12</b>
	<b>Section 2. Fighting .....</b>	<b>13</b>
	<b>Section 3. Checking from Behind.....</b>	<b>13</b>
	<b>Section 4. Checking to the Head.....</b>	<b>14</b>
	<b>Section 5. Game Misconducts.....</b>	<b>14</b>
	<b>Section 6. Gross Misconducts .....</b>	<b>14</b>
	<b>Section 7. Match Penalties .....</b>	<b>15</b>
	<b>Section 8. Accumulation of Player Penalty Minutes.....</b>	<b>15</b>

**TABLE OF CONTENTS continued**

**Section 9. Penalties Assessed to a Coach or Team Representative ..... 15**

**Article L. Serving Game Suspensions ..... 16**

**Article M. Appeals ..... 16**

**Article N. Reporting Game Results ..... 17**

**Section 1. Regular Season and Playoff Games..... 17**

**Section 2. Exhibition and Tournament Games ..... 17**

**Article O. Complaints about Game Officials or the Officiating of a Game ..... 17**

**Article P. Breaking Ties in Standings ..... 17**

**Article Q. Playoffs ..... 18**

**Section 1. Schedule & Format ..... 18**

**Section 2. Overtime ..... 19**

**Section 3. Player Eligibility..... 20**

**Appendix 1. Competition Committee ..... 21**

## **Article A. Code of Conduct**

*\*Adapted from the MHSAA Sportsmanship, Ethics and Integrity Guidelines*

The Winnipeg Women's High School Hockey League (WWHSHL or League) has established a tradition of sportsmanship, collegiality and fair play. The purpose of this Code of Conduct is to nurture and maintain this culture. Sportsmanship is the first objective of high school athletics. As such, it should be taught and personified. According to the Manitoba High Schools Athletic Association (MHSAA), good sportsmanship is a commitment to fair play, ethical behavior and integrity. All League members and school representatives including players, coaches, Game Officials, teacher-supervisors and administrators, as well as parents and fans, are expected to be aware of their behavior and its influence on others, and to model good sportsmanship.

### **Section 1. Expectations of Team Officials & School Representatives**

- (a) Always set a good example for players and others to follow, exemplifying the highest moral and ethical behavior.
- (b) Conduct yourself at all times as you would in a classroom and in a school. Remember that you are in fact representing the school and its students.
- (c) Instruct players in proper sportsmanship responsibilities.
- (d) Respect the judgment of Game Officials, abide by the rules of the event and set a positive example for fans.
- (e) Treat opposing coaches, administrators, players, parents and fans with respect.
- (f) Support participants, coaches and fans who teach and display good sportsmanship
- (g) Complaints or concerns should be made in writing and discussed in private after emotions have cooled.

### **Section 2. Expectations of Players**

- (a) Treat all opponents with respect.
- (b) Respect the judgment of Game Officials and abide by the rules and regulations of the game.
- (c) Cooperate with Game Officials, coaches and fellow players to conduct a fair competition.
- (d) Accept seriously the responsibility and privilege of representing school and community, and display positive public action at all times.
- (e) Conduct yourself at all times as you would in a classroom and in a school. Remember that you are in fact representing the school and your fellow students.
- (f) Live up to the high standard of sportsmanship established and modeled by your coaches.

### **Section 3. Expectations of Game Officials**

- (a) Treat coaches, players, parents and fans with respect.
- (b) Maintain confidence and poise, controlling the contest from start to finish.
- (c) Know the rules and mechanics thoroughly and abide by the established Code of Ethics.
- (d) Never exhibit emotions or argue with participants and/or coaches when enforcing the rules.

#### **Section 4. Expectations of Parents, Students and Fans**

- (a) Support high school athletics and refrain from verbally assaulting others or being in general obnoxious.
- (b) Respect the decisions made by Game Officials as well as their judgment.
- (c) Be an exemplary role model by positively supporting teams in every manner possible, including the content of cheers and signs.
- (d) Respect other fans, the coaches and the participants on both teams.
- (e) Maintain enthusiasm and composure.

#### **Article B. Game Conduct**

1. A minimum of six (6) players on each team, not necessarily including a goalie, are required to start a game.
2. Players are permitted on the ice prior to the arrival of the Game Officials only if there is a rostered coach from the players' team on the bench supervising the players on the ice.
3. The home team is responsible for providing pucks for the warm-up and game play, and for providing the game sheet.
4. All games must have at least two (2) League-approved Game Officials on the ice.
5. Upon arriving on the ice, the Game Officials will direct the timekeeper to put five (5) minutes on the clock. At the conclusion of the five (5) minutes, the referee will blow the whistle and the teams will begin the first period immediately or be assessed a penalty for delay of game.
6. At the end of the period when the players have arrived at their respective benches, an Official will direct the timekeeper to put one (1) minute on the clock. At the end of the one (1) minute of time, the official will blow the whistle and the teams will line up to begin the next period immediately or be assessed a penalty for delay of game.
7. At the conclusion of the game, or when leaving the ice for a flood, unless otherwise directed by the official, the visiting team will leave the ice first and go to their dressing room, followed by the home team.
8. When the teams return to the ice following the flood, only the starting lineup for each team will remain on the ice. The official will blow the whistle and the teams will begin the period immediately, or the offending team will be assessed a delay of game penalty.
9. At the conclusion of the game, both teams including the players and team Game Officials will line up and shake hands.

10. Any school which does not have an on-staff, teacher coach must have a supervising teacher present in the immediate proximity of the players' bench and identified as such to the Game Officials.

## **Article C. Uniforms and Equipment**

1. All teams are required to have both home and away uniforms (hockey jerseys and matching socks) at each official game. The home team wears their light coloured uniform, and the away team wears their dark uniform. The uniform worn by the goalie must be the same as that worn by her teammates.
2. Where a player is injured resulting in blood staining a player's uniform, the player wearing the bloodied uniform is not eligible to play further until she is treated for her injury and the blood is removed from the uniform or, preferably, the bloodied part of the uniform is replaced.
3. In addition to the team uniform (Article C.1), helmets with a face protector, neck guards, mouth guards and hockey pants are mandatory equipment for each player. Ringette pants are not permitted. In the event a player fails to wear the mandatory equipment during game participation,
  - (a) For the first occurrence, both teams will be issued a warning and the identified player may not participate until mandatory equipment is worn, and
  - (b) For all subsequent violations, a minor penalty will be assessed to the offending player.
4. It is recommended that each team carry extra home and away uniforms in case of injury or other unforeseen circumstances.
5. A player who is unable to play due to injury or illness may remain in the team box during a game, provided that she wears a team jersey, a helmet and a neck guard for safety and protection; however, the player must not be in full equipment or that player will be deemed fit to play by the Game Officials.

## **Article D. Insurance**

1. The League may elect to provide insurance coverage for Game Officials, players and team management at its sole discretion, and in the event that it does carry such insurance, it will communicate the level of coverage to the League.
2. Every high school may carry an insurance policy that provides a certain level of coverage to League participants. The head coach or designate is responsible for ensuring that all members of their team (players, parents/guardians and bench staff ) are made aware of the coverage offered by their school, as well as any additional coverage that may be provided by the League. The head coach or designate must then confirm that all members of their school team has adequate insurance including that covering personal injuries, third party injuries, and ambulance transportation.

## **Article E. Player Eligibility**

For the purposes of Player Eligibility, the League is under the jurisdiction of the MHSAA and is subject to its eligibility rules.

### **Section 1. All Players**

- (a) Only students who are enrolled by September 30 of the current school year are eligible to become a rostered player of that school's hockey team. If the head coach wishes to roster a player who has transferred to their school after September 30, the head coach must make an Eligibility Appeal to the Competition Committee as described in Appendix 1. If the Appeal is approved by the Competition Committee, the Committee will then seek approval from the MHSAA. If MHSAA approves the Appeal, then and only then, will the coach be allowed to add the player to the team roster.
- (b) Students are eligible to participate in the League in each year of high school to a maximum of 4 years in a grade 9-12 high school and to a maximum of 3 years in a grade 10-12 high school. For clarity, any student who repeats a grade is eligible to play in the league subject to Article E.1 (e).
- (c) No student can be rostered on more than one team.
- (d) No rostered player can play for another rostered team, except that a rostered goaltender may play for another team as per the rules in Article E. 2.
- (e) No student who is over the age of 19 as of midnight on August 31 of the current school year can be added to a team's roster.
- (f) Students attending a semestered high school are only eligible to play in the semesters in which they are registered and attending classes.
- (g) Unless otherwise stated, Eligibility Appeals are granted only for the season in which the Appeal was made. Should a school wish to continue using the player granted eligibility in a subsequent season, the eligibility appeal must be resubmitted as per the process described in this Section 1.

### **Section 2. Special Eligibility Rules for Goaltenders**

- (a) Where a team has conducted an exhaustive search and has been unable to secure a goaltender from within their school, the head coach may make an Eligibility Appeal to the Competition Committee to roster a goaltender from another school for the current season. The player must be attending a high school, either one currently in the League or one without a team, and not a feeder school, in the case of Grade 9's. Teams must appeal first to the Competition Committee, who will review it and if satisfied that the team in question has done its best to find a goalie in their own school, and are not simply trying to "stack" their team with a ringer goalie, will then forward the Eligibility Appeal along with a recommendation to MHSAA.

- (b) Where a team requires a goaltender on a short-term basis, the head coach may make an Eligibility Appeal to the Competition Committee, stating the reason why the team requires a borrowed goaltender, the name of the goaltender, and the games that the goaltender will play. The borrowed goaltender must be rostered in the League, preferably but not necessarily from the other division; or one of the goaltenders in the League sanctioned goaltender pool; and no goaltender will be allowed to play more than twice, including playoffs, for the same team.
- (c) Unless otherwise stated, Goaltender Eligibility Appeals are granted only for the season in which the Appeal was made. Should a school wish to continue using the player granted eligibility in a subsequent season, the eligibility appeal must be resubmitted as per the process described in this Section 2. It is expected however that the team will take it upon themselves to find and develop an existing or new player to take on this position the following year.

## **Article F. Rosters**

1. Every team desiring to register a team to play in the League must submit an Official Team Roster (Roster) and Player Registration Form for each player on their team to the Executive in the manner and form prescribed by the Executive on or before the date communicated at the League's first business meeting of the season. The Registrar will review each Roster, and provide written confirmation of its approval, and/or detail any inadequacies that need to be remedied. Until a Roster is approved by the Registrar, and all of the Player Registration Forms have been received, the team may not participate in any League activities, excluding the Pre-Season Alignment Tournament.
2. All teams must have a minimum of twelve (12) players and a maximum of twenty-three (23) players on the Roster.
3. Any person, player or team official, who is not listed on the approved Roster, will not be permitted on the team bench.
4. Teams may submit a revised Roster to the Registrar on or before November 15<sup>th</sup> of the current school year. The Registrar will review the revised Roster, and provide written confirmation of its approval, and/or detail any inadequacies that need to be remedied. Until the revised Roster is approved by the Registrar, the team must participate in League activities with the Roster that has been approved by the Registrar.
5. Any regular season or play off games, scheduled or played, without an approved Roster, or in contravention of the approved Roster, will be recorded as forfeited regardless of the outcome of games played. The team will also be fined \$50.00 for each non-rostered player and for any non-rostered team official, who participated in any games played.

## **Article G. Qualification of Coaches and Game Officials**

1. All rostered coaches must have a minimum of Coach Level, National Coaches Certification Program Certificate and the Coaches Awareness (Respect in Sport) Certificate. One rostered coach on every team must possess these certifications at the start of the regular season; and all rostered coaches must possess these certifications by December 31 of the current year. Any coach who does not possess these certifications after December 31 will be deemed to have been removed from the official Roster until such time as the certifications are completed. In addition, at least one coach, or other team official on the Roster, must have the Safety Program Certificate and be in attendance at any games played.
2. All Game Officials must attend one (1) officiating clinic each year and complete all components of the clinic curriculum.
3. All time keepers used for League games must be League-approved.

## **Article H. Cancellation & Rescheduling of Games**

From time to time a coach may need to cancel a game for a variety of acceptable reasons. Acceptable reasons include inclement weather, a significant shortage of players due to injury or another scheduled school event, and not having a goalie. Absence of the best players is not an acceptable reason. In the event that a game must be cancelled, the team cancelling the game must make every effort to notify the League and re-schedule the game at the earliest possible time. The following procedure will apply:

1. Time is of the essence. Provide the League with as much notice as possible.
2. The cancelling team must provide notice to the opposing team, the Referee-In Chief and the League Statistician a minimum of three (3) days before game day as follows:
  - (a) Contact the opposing coach or team official to notify them of their need to re-schedule, and to set a new date, location and time for the game.
  - (b) Email the Referee-In-Chief and League Statistician to advise of the re-scheduled game, detailing the game number, the new game date, location and time and the reason for the cancellation.
3. Less than three (3) days notice of a game cancellation may be provided in the event of:
  - (a) inclement weather, where a travel advisory has been issued for the location of the home or opposing team;
  - (b) closing of a School Division in which a team attends;

- (c) notice from the only team goaltender that the goalie is unable to play the game in question, and a replacement goalie could not be secured within three (3) days of game day.

In this case, the cancelling team must email the opposing coach, Referee-in-Chief and League Statistician immediately to advise that the game will have been cancelled, detailing the game number and the reason for the cancellation. The cancelling team will then reach an agreement with the opposing team to re-schedule the game at the earliest possible date, and will notify the Referee-In-Chief and the League Statistician of the new date, location and time of the re-scheduled game.

- 4. Where a game is cancelled with less than three (3) school days notice for reasons other than stated in this Article H.3, the cancelling team, at the sole discretion of the Executive, may be financially responsible for the ice fees and/or Game Officials' fees for the cancelled game; and/or may be required to forfeit that game.
- 5. Other special cases will be at the sole discretion of the League. Generally, the League will not be responsible for the ice costs associated with cancelled games, unless the League was responsible for the ice costs, such as final playoff games.
- 6. Where a team chooses not to follow the procedures outlined in this Article H, the team will be levied a \$50.00 fine for the first offense and a \$75.00 fine for the second and subsequent offenses. The fine will be taken from the team's performance bond and, consequently, the team is not eligible to play until the fine has been paid.

## **Article I. Sanctioning of Games**

- 1. Exhibition Games between League teams may be played at the discretion of the teams concerned. However,
  - (a) League-approved Game Officials must be used; and
  - (b) The teams are responsible to contact the Referee-In-Chief to arrange for Game Officials and to pay the Game Officials directly at rates set by the League.
- 2. Any team hosting an exhibition game or hosting a tournament, involving a team(s) outside the jurisdiction of the League, must obtain sanction from the Secretary/Registrar of the League. A formal letter needs to be forwarded to the Secretary/Registrar by email, fax or mail, containing:
  - (a) The name of the outside team(s) involved;
  - (b) The date, time and location of the game or tournament;
  - (c) The roster(s) of the outside team(s) involved; and
  - (d) The on-site contact person.

Only League-approved Game Officials may be used and the team is responsible for contacting the Referee-In-Chief to arrange for Game Officials and for paying the Game Officials directly.

3. The official game sheet for all games played under this Article I must be forwarded to the President, the Referee-In-Chief and the League Statistician within 48 hours by the home team for games played under this Article I.1, and by the League coach for games played under this Article I.2. Any penalties incurred in the last 10 minutes of the third period or anytime in overtime (match penalty, gross misconduct, checking from behind, fighting, or other), that need to be served, will be served in the next sanctioned League game, and additional penalty or action may be taken by the Executive if deemed necessary. The game scores and statistics will not be recorded, other than penalties or suspensions that must be served.

## **Article J. Special Rules**

It is the intention of the League to have rule parity with Hockey Canada. The rules governing hockey played in the League will therefore generally be governed by the Hockey Canada Official Rulebook. Specific variations in the League are noted in this Article J. Where a conflict exists between Hockey Canada and any League Policy in this section, the League Policy will stand.

### **Section 1. Time of Game**

- (a) All games consist of two (2) fifteen (15) minute and one (1) twenty (20) minute stop-time periods with a flood after the end of the second period. Where two games are played back to back, as in some tournaments and possibly in playoffs, a flood may be done after every two periods.
- (b) Each team is permitted two (2) thirty (30) second timeouts per game. A team may elect to have both timeouts consecutively, provided that this request is made at the time the first timeout is requested.
- (c) There will be no overtime in regular season play.

### **Section 2. Mercy Rule**

- (a) When a team is winning by five (5) or more goals in the last five (5) minutes of the game, the game is played with the clock running. Should the goal differential become less than five goals, the game clock reverts back to stop time.
- (b) During running time, penalties will continue to be assessed and applied in the standard format. Penalties will commence on the drop of the puck. Should a penalty expire while play is stopped, the player will remain in the penalty box and return to the ice only when play has resumed.

### **Section 3. When Insufficient Time Remains For Game Completion**

- (a) When there are four (4) minutes remaining in the scheduled ice time and more than three (3) minutes remaining on the game clock, the timekeeper will signal the on-ice Game Officials and advise them that there is insufficient time to finish the game. The on-ice Game Officials will immediately notify both teams that there are only two (2) minutes remaining in the game and the timekeeper will reset the clock to show two (2) minutes. Stop time will be used unless the mercy rule is in effect and running time is in effect.
- (b) In the event that the arena attendant advises that the game must be shortened the on-ice Game Officials will immediately notify both teams that there are only two (2) minutes remaining in the game and the timekeeper will reset the clock to show two (2) minutes. Stop time will be used unless the mercy rule is in effect and running time is in effect, and any remaining time outs may be taken.

### **Section 4. Game Ejections**

- (a) Any player that is ejected from the game must be released to a team representative and escorted to the dressing room. Once changed, should the player elect to remain to watch the game, she must do so from outside the area of the arena actually enclosing the ice surface. Should the player's ejection result in a suspension and the player wishes to watch subsequent games until her suspension has been served, she is permitted to do so from the stands or behind the glass.
- (b) Any team official that is ejected from the game must leave the area of the arena actually enclosing the ice surface and should they decide to watch the remainder of the game, must do so from outside that enclosed area. To watch subsequent games until the coach's suspension has been served, the coach can do so from the stands. The coach, however, is forbidden to be inside, or in the immediate vicinity of, the team's dressing room or the immediate vicinity of the player's bench during the game.

## **Article K. Suspensions**

### **Section 1. All Suspensions**

It is the intention of the League to have rule parity with Hockey Canada. The rules governing hockey played in the League will therefore be governed by the Hockey Canada Official Rulebook. Specific variations in the League are noted in Article J. Where a conflict exists between Hockey Canada and any League Policy in this section, the Hockey Canada Official Rule Book will stand.

All suspensions listed below are automatic and it is the responsibility of the coach/school to ensure that suspended players do not participate in any games while suspended. All suspensions outlined below are:

- (a) Minimum suspensions;
- (b) Additional to the game in which the penalty or penalties were assessed; and
- (c) The Executive Committee may be called upon to hear and/or rule on extraordinary or emergency situations.

## **Section 2. Fighting**

- (a) Major
  - i. First Offence 3 games
  - ii. Second Offence 5 games
  - iii. Third Offence Indefinite suspension pending a hearing by the League.
- (b) Instigator
  - i. First Offence 2 games
  - ii. Second Offence Indefinite suspension pending a hearing by the League.
- (c) Aggressor
  - i. First Offence 3 games
  - ii. Second Offence Suspended for the balance of the season pending a hearing by the League.

## **Section 3. Checking from Behind**

- (a) Minor 2 minutes, suspended rest of the game; or if occurs in last 10 minutes, a one game suspension.
- (b) Major
  - i. First Offence 5 minutes, suspended rest of game, plus 1 game suspension; if in the last 10 minutes, suspended rest of game, plus a 2 game suspension..
  - ii. Second Offence Indefinite suspension pending a hearing by the League.
- (c) Match
  - i. First Offence 5 Games
  - ii. Second Offence Suspended for the balance of the season pending a hearing by the League.



## **Section 7. Match Penalties**

- (a) Involving an official
  - i. First offence Indefinite suspension pending a hearing by the League.
  - ii. Second offence Permanently banned from all League activities.
- (b) With injury
  - i. First offence 5 games
  - ii. Second offence Indefinite suspension pending a hearing by the League.
- (c) No injury
  - i. First offence 3 games
  - ii. Second offence 5 games
  - iii. Third offence Indefinite suspension pending a hearing by the League.

Where a misconduct penalty is assessed to a player and there is less than ten (10) minutes of playing time remaining in the game, the player must leave the game but no game suspension for a subsequent game is applied.

## **Section 8. Accumulation of Player Penalty Minutes**

- (a) Fifty (50) penalty minutes accumulated within one (1) season of regular League play results in a one (1) game suspension to be served immediately.
- (b) Seventy-five (75) penalty minutes accumulated within one (1) season of regular season play results in a two (2) games suspension to be served immediately.
- (c) One hundred (100) penalty minutes accumulated with one (1) season of regular season play results in an indefinite suspension pending a hearing by the League, to take effect immediately.

## **Section 9. Penalties Assessed to a Coach or Team Representative**

- (a) Game Misconduct Penalties
  - i) First Offence 2 games
  - ii) Second offence 5 games
  - iii) Third Offence Indefinite suspension pending a hearing by the League.
- (b) Gross Misconduct Penalties
  - i) First Offence 5 games
  - ii) Second Offence Indefinite suspension pending a hearing by the League.

(c) Match Penalties

- |                  |  |
|------------------|--|
| i) First offence | Permanently banned from all games and League activities pending a hearing by the League. |
|------------------|--|

Where a misconduct penalty is assessed to a player and there is less than 10 minutes of playing time remaining in the game, the player must leave the game but no game suspension for a subsequent game is applied.

## **Article L. Serving Game Suspensions**

1. Game suspensions can be served:
  - (a) In regular League games or playoffs;
  - (b) In sanctioned tournament games; or
  - (c) In sanctioned exhibition games scheduled prior to the game in which the suspension was incurred, excluding pre-season games.
2. While a player is serving a suspension, the player's number and name must be listed on the game sheet for any games the team plays until the suspension has been served. "SUSP" must be printed behind the player's name.
3. Suspensions will be enforced from one playing season to the next.
4. Violations of the above will result in further suspensions and possibly fines.

## **Article M. Appeals**

1. Appeals related to Player & Goaltender Eligibility (Article E) and the Cancellation & Scheduling of Games (Article H) will be directed to the Competition Committee, and dealt with in the manner prescribed in Appendix 1.
2. All appeals regarding matters that are not specifically provided for in this Policy Manual will be made via email to the President for review by the Executive Committee.
3. In the case of suspensions, all appeals will be submitted within 48 hours of the notification of suspension.
4. Under exceptional circumstances a verbal appeal may be heard.
5. Appeals will not be accepted for consideration concerning an on-ice official's decision as to fact or judgment, such as an offside call, the scoring of a goal, occurrence of a slash, etc.

## **Article N. Reporting Game Results**

### **Section 1. Regular Season and Playoff Games**

- (a) The home team is responsible for texting in the game score within one hour from the conclusion of every League game. In the event that the home team is unable to text, a phone call may be made to the same number detailing the game number and the score for each team.
- (b) Any home team who fails to report the game score within the stated time will be fined \$20 for each offence. The fine must be paid in full prior to the start of the next League game or that game and any subsequent games will be forfeited until the debt is paid regardless of whether they were played. .

### **Section 2. Exhibition and Tournament Games**

- (a) The official game sheet for all Exhibition and Tournament games played must be forwarded to the President, Referee-In-Chief and the League Statistician as set out in Article I.3.

## **Article O. Complaints about Game Officials or the Officiating of a Game**

1. Any complaints about Game Officials, or the officiating of a particular game, must be emailed to the Referee-In-Chief and the President.
2. Upon receipt of the complaint the Referee-In-Chief and the President will confer to determine how the complaint should be handled, and will report the same to the Executive Committee. Following approval of the Executive Committee, the complainant will receive a response from the Referee-In-Chief within seven (7) days of the complaint.

## **Article P. Breaking Ties in Standings**

1. In the event of a tie in points, the winner is decided by:
  - (a) Most wins; then if necessary
  - (b) Least losses; then if necessary
  - (c) Most wins/losses head to head; then if necessary
  - (d) Goals For + Goals Against/Goals For = Lowest Number; then if necessary
  - (e) Goals For
  - (f) Least penalty minutes; then if necessary
  - (g) The Executive Committee will flip a coin to determine a winner.

## Article Q. Playoffs

### Section 1. Schedule & Format

Following the end of the regular season, playoffs will be held. The general timing of playoffs will be determined at the first League meeting in the current season, and the format will be determined by the League at its annual Playoff meeting held prior to the end of the first half of the season depending on the number of divisions and/or teams in the League in that season.

Notwithstanding that format, the following general guidelines will apply:

- (a) The teams' final standings in their division at the end of the regular season will dictate their ranking in that division in each round/series in the Playoffs. For example, the team with highest points in division A will be Team A, the team with the next highest points will be Team B, and so on. Regardless of how many teams play in each division's round/ series, the highest ranked team will play the lowest ranked team, and the next highest plays the next lowest until all teams are assigned a competitor.
- (b) **Regardless of where the games are played, the highest ranked team in each round/series** will be the home team, wearing light jerseys, and the lowest ranked team will be the visiting team, wearing dark jerseys.
- (c) If there is a preliminary round prior to a quarter finals, the teams will continue to provide the ice, time keeper, game sheet, warm-up and game pucks as they would in the regular season.
- (d) **Teams are required to book a minimum of one hour and 45 minutes of ice for play off games.**
- (e) In any three (3) game quarter or semi-final series, the highest ranked team will provide the items listed in (c) in the first, and third game if required, and the lower ranked team will assume those responsibilities in the second game. If a third game is required, the League will, upon request, reimburse the designated home team for the cost of the ice.
- (f) Once a schedule for games has been determined in each series, the highest ranked team is responsible for notifying the Referee-In-Chief and the League Statistician so that on-ice Game Officials are assigned for the games and the series schedules are posted on the website.
- (g) In the final playoff round, the teams from the A Division will be playing off for the League championship. The teams playing in any other division will be playing for their division championship. The League will determine the location of all games, and pay for all game related costs including ice and time keepers, and will provide game sheets, game and warm up pucks.
- (h) In the event that a final playoff game is tied at the end of regulation time, the overtime rules in the next Section 2 will apply.

## Section 2. Overtime

### (a) Quarter & Semi Finals

\* And any preliminary play-off games as warranted from year to year.

- i. In playoffs, overtime will consist of one (1) five (5) minute period. Teams will be given a two (2) minute rest between the end of regulation time and the start of the overtime period.
- ii. There will be no reduction in the number of players (i.e. it will be played 5 on 5).
- iii. The overtime period will be sudden death.
- iv. Any timeouts remaining from regulation time may be used in overtime.
- v. Penalties will carry over into the overtime period, however, players in the penalty box may participate in the overtime shootout if held.
- vi. Any timeouts remaining from regulation time may be used in overtime.
- vii. If the game remains tied after the overtime period, an overtime shootout will occur. In the overtime shootout round, three (3) players from each team will shoot alternately, with the visiting team player shooting first, and the team that has scored the most goals at the end of the round will be awarded the win.
- viii. If the score remains tied after the overtime shootout, a sudden death shootout round will follow and these protocols will apply:
  1. The skaters on each team will continue to shoot alternately until one (1) team scores and the opposing team fails to score on its turn. The team who scored will be awarded the win.
  2. The three (3) shooters who participated in the overtime shootout will not shoot a second time until all other skaters on their team have taken one shot, or until all the players on the team with the shorter bench have taken one shot, whichever comes first.
  3. If the score still remains tied after #2 has been completed (meaning an equal # of shots per team), then a new sudden death shootout round will be held following the same process as #1 and #2 above, except that the Coaches may change the order of the shooters in the second overtime shootout round and any additional rounds required. For clarity, this may mean that players on the longer bench may not participate in the overtime shootout round(s) at their coaches discretion.
- ix. Regarding shootouts, the following will also apply:
  - Teams will remain in the same end of the rink as they defended during the overtime period; and,
  - A maximum of three (3) players per team at one time will remain on the ice and should be positioned in the neutral zone (the zone between the blue line and the red line);
  - Coaches will determine the order of the shooters subject to Article Q:2 a (vii).

**(b) Finals**

- i. In playoffs, overtime will consist of one (1) fifteen (15) minute period. Teams will be given a two (2) minute rest between the end of regulation time and the start of the overtime period.
- ii. There will be no reduction in the number of players (i.e. it will be played 5 on 5).
- iii. The overtime period will be sudden death.
- iv. Any timeouts remaining from regulation time may be used in overtime.
- v. Penalties will carry over into the overtime period, however, players in the penalty box may participate in the overtime shootout if held.
- vi. If the game remains tied after the overtime period, an overtime shootout will occur. In the overtime shootout round, five (5) players from each team will shoot alternately, with the visiting team player shooting first, and the team that has scored the most goals at the end of the round will be awarded the win.
- vii. If the score remains tied after the overtime shootout, a sudden death shootout round will follow and these protocols will apply:
  1. The skaters on each team will continue to shoot alternately until one (1) team scores and the opposing team fails to score on its turn. The team who scored will be awarded the win.
  2. the five shooters who participated in the overtime shootout will not shoot a second time until all other skaters on their team have taken one shot, or until all the players on the team with the shorter bench have taken one shot, whichever comes first.
  3. If the score still remains tied after #2 has been completed (meaning an equal # of shots per team), then a new sudden death shootout round will be held following the same process as #1 and #2 above, except that the Coaches may change the order of the shooters in the second overtime shootout round and any additional rounds required. For clarity, this may mean that players on the longer bench do not participate in the overtime shootout round(s).
- viii. Regarding shootouts, the following will also apply:
  - teams will remain in the same end of the rink as they defended during the overtime period; and,
  - a maximum of five (5) players per team at one time will remain on the ice and should be positioned in the neutral zone (the zone between the blue line and the red line);
  - coaches will determine the order of the shooters subject to Article Q:2 b (vii).

**Section 3. Player Eligibility**

Subject to meeting the Player Eligibility requirements in Article E, including any approved Eligibility Appeals, a rostered player is eligible to play during the playoff season when that player has participated in a minimum of 50% of regular season.

For clarity, this policy applies to regular season League games only and not other sanctioned League games; and this policy applies to all players including goalies and AP players.

Appeals to Play off Eligibility due to extensive player injury, illness or other extenuating circumstances may be made to the Compensation Committee via its Chairperson.

# **Appendix 1. Competition Committee**

## **TERMS OF REFERENCE**

### **1.0 Formation Details & Purpose**

The WWHSHL is composed of a number of high school teams, which are grouped into divisions based on a similar level of team skill and performance. The number of divisions in each season of play is determined by the League based on the number and performance of teams within the League.

In recent years, the League has had 2 divisions, with the most competitive division being the A Division. According to Constitution, the A Division must have a minimum of 8 teams. In each season, it was the League's practice to align the teams into divisions based on the coaches' declaration of A or B division. In the 2010-11 season, 8 teams did not declare an interest in playing in the A Division; and the consensus was that there was not an effective way of aligning teams within each division.

Accordingly, at its Annual General Meeting in May 2011, the Executive recommended, and the League agreed:

- To hold a mandatory Pre-Season Division Alignment Tournament for the purpose of aligning each team within the League into a Division based on the performance of the teams in that Tournament; and,
- To establishment of a Competition Committee, who would evaluate the performance of each team in the Tournament, and make a recommendation to the Executive Committee as to the alignment of teams within each division. The Executive would then review the recommendations, and following approval/adjustment, the Competition Committee would report the division alignment for the season to the League.

In addition, a number of policies within the League Policy Manual that are governed by the Executive Committee also have an impact on the competition of teams within the League. The Executive Committee reported that the Competition Committee would also review these matters and forward their recommendations to the Executive for approval, and/or direction. Those areas are as follows:

- Player Eligibility Appeals
- Goaltender Eligibility
- Cancellation of Games

## **2.0 Deliverables & Responsibilities**

### **a. The Pre-Season Division Alignment Tournament**

The Executive is responsible for determining the dates, times, format and fees for the Tournament, and for communicating the same to the League at the first League meeting. The Executive is also responsible for operating the Tournament including securing the ice and referees, and for setting the Tournament schedule. The Executive may delegate the operation of the Tournament to a host team/school.

On behalf of the Executive, the Competition Committee will:

- Ensure that each team is aware of the Tournament, and the policies and rules that govern it;
- Ensure that each team declares which division they feel they would best perform in prior to the start of the Tournament;
- Approve the Tournament schedule, created by the League Statistician, and make any necessary modifications.
- Communicate the Tournament Schedule to the League; and resolve any conflicts.
- Ensure that at least one member of the Competition Committee is present at all Tournament games to oversee and report on that game;
- Evaluate the performance of each team including:
  1. Review final game results;
  2. Review SOG statistics;
  3. Review general game impressions given by the member present;
  4. Review the Roster (noting any strikes on game sheet, review actual player participation);
  5. Review the Officials Game Report;
  6. the initial division declaration made by the Coach.
- Align the teams to the appropriate division, and communicate the results to the League, the day after the Tournament.

Upon receipt of the Division Alignment, the Head Coach may make a written appeal to the Executive Committee within 24 hours of receipt.

The Executive Committee will hear any appeals made, and report its decision to the appealing team, as well as to the League in the case where a revision is made, prior to the League Scheduling meeting.

## **b. Eligibility Appeals**

The Competition Committee, on behalf of the Executive, will receive Eligibility Appeals from teams as per the Policy Manual, Article E: Player Eligibility, 1(h), 2(a) and 2(b). The Chairperson will then circulate any Appeals to the Committee for consideration, and following the decision of the Committee, report the outcome to the Appeal along with any comments and/or stipulations to the appealing team and to the Executive.

In the event that MHSAA approval is also required, this will be facilitated by the Chair of the Competition Committee, and the outcome of that process will also be reported to the appealing party and the Executive.

If dissatisfied with the result, the appealing team may email a written appeal of the Competition Committee's decision to the President via email within forty-eight (48) hours of the decision. The President will circulate the appeal to the Executive, and communicate the outcome to the appealing party in a timely fashion.

## **c. Goaltender Eligibility**

In addition to the responsibilities identified in b. above, the Competition Committee will be responsible for evaluating the issues surrounding goaltenders within the League, and for recommending any actions or policy changes to be taken to resolve such issues.

## **d. Cancellation & Re-scheduling of Games**

The Competition Committee will be responsible for overseeing the cancellation & rescheduling of games as per the Policy Manual, Part G, and specifically for hearing any related appeals, communicating decisions made, and for recommending any policy changes to the League.

## **3.0 Membership/Composition:**

The Competition Committee will consist of:

- Two members of the Executive, one of whom will be the Registrar, and one of whom will serve as the Chairperson; and
- up to a maximum of 7 members from the League, who are not on the Executive Committee.

#### **4.0 Eligibility for Membership**

A member shall be eligible for membership on the Committee if they have been involved in the League for a minimum of 3 years prior to the date of nomination.

#### **5.0 Term of Membership:**

Members are elected by a majority of votes at each Annual General Meeting, and serve until the next Annual General Meeting. In the case where more members are nominated than the membership allows in 1.0, then the two (2) Executive members, and seven (7) non-Executive members, with the most votes shall serve on the Committee.

#### **6.0 Meeting Venue & Frequency**

All meetings will be held at a nominated venue agreed upon by the members. Meetings will be held a minimum 4 times per year, and more often as needed as determined by the group.

#### **7.0 Operation**

The Committee will operate within the following guidelines:

- All communications for the Competition Committee should be directed to the Chairperson.
- The Chairperson will coordinate all meetings, circulating agendas and minutes as required, and will report to the Executive and to the League on their activities as appropriate.
- The group will be 'quorate' when 50% of members are present. Failure to meet the Quorum should lead to the postponement of the meeting.
- Any member who is in a conflict of interest with respect to any decision before the group will not be present for, or participate in, that part of the meeting.

*\*Added September, 2011*