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2010/2011
OPERATION, RULES, REGULATIONS & SUSPENSION INFO



Updated items are shown in highlights.

WINNIPEG CENTRAL SPORTS INC.

GENERAL OPERATION

Message from the Directors

Team Representatives are responsible for all their Team Players understanding and complying with the following regulations and rules found in this book. It is also the responsibility of the Team Representative to enforce fines and suspensions handed down by the League.

League Directors have the right to refuse any individual player(s) and / or team's application, whether the said player(s) and / or whole team(s) who are found to be abusing League Rules and Regulations. No refunds will be issued and said player(s) or team(s) will not be allowed back to participate in any League play.

- 1.01 All teams wishing to compete in the play downs must register with WCS Inc. NO LATER THAN OCT 1th,
- 1.02 A team roster sheet will be provided so that players, coaches, and other staff can in turn register with its team and league. No more than twenty-four (24) active players are allowed to register with any one team. Two- (2) must be goalies.
- 1.03 All teams must submit their rosters complete with players and their numbers by October 1st or as specified by League Executive.
- 1.04 All rosters must be completed with individual player signatures. These signatures will be used to certify that a player was correctly identified in a situation where they were deemed eligible or not by the League.
- 1.05 Addition / Deletions will be allowed, from Oct 1st to Dec 1. **The league has provided a pdf file on League site for roster sheets.** You must contact the League immediately with your addition, prior to any games. You may also fax a signed copy to League, and proceed to mail or drop off original within the week of game.
- 1.06 December 1st is the cut-off date for the additions to the roster.
- 1.05 Any teams competing with unregistered members will forfeit any game played with said members.
- 1.06 All players who register with WCS Inc. shall at least be eighteen (18) years of age. Players, who get CARDED while competing in the Winnipeg Central Hockey League, must be cleared through the league.

THE CARDED PLAYER CRITERIA IS AS FOLLOWS:

Div one – No restriction.

Div two & three - TWO PLAYERS MAX.

Div four to eight - ONE PLAYER MAX.

NOTE: We must be made aware of who these players are, and where they are competing, as carded players.

- 1.07 Clubs that have been suspended by the league WILL NOT have it's players sign up with any current good standing clubs, exception to this will be as per a League ruling on said situation and circumstances.
- 1.08 Driver's license, or proper picture ID. will be used if necessary to identify players that are deemed non-eligible. (REFEREE'S WILL BE ASKING FOR ID.) Failure to produce any sort of ID, at said game, will be considered an admission of guilt.

City of Winnipeg – Community Services Dept. Zero tolerance policy in regards to consumption of Alcohol. Any group found to be consuming alcoholic beverages at any City of Winnipeg operated arenas, will see their ice use privileges TERMINATED immediately. This applies to all users and anyone using the ice time in question.

We have met with City officials recently and we have established that a \$400.00 team fine will be levied to offending teams up to and including team ejection with NO REFUND.

Arena Security – We want to remind all teams that, just because you lock up your dressing room during a game, your personal effects are not safe. We encourage everyone to take measures at all arenas, to ensure your valuables are kept in a safe and secure area.

Ice use confirmation – Since there are times when an error occurs, we ask all teams to ensure you verify that the ice posted on our web site, is listed as per your ice contract copy. You will be responsible for any ice shortages we incur if we have teams show up for an ice time that was not actually booked or owned by said group.

COMPETITION

- 1.01 The league shall play games between mid-October and the end of February.
- 1.02 The number of regular season games will be from 32-34.
- 1.03 Re-Scheduling of games must be notified to the Executive within a minimum of twenty-one (21) days clear of notice.
- 1.04 A NO-SHOW without proper notification will forfeit with no re-scheduling, a fine in the amount of \$300.00.**
- 1.05 Exhibition games that are sanctioned by the league will be under its full jurisdiction.
- 1.06 Players must have a minimum of fifteen (15) league games in order to be eligible for the playoffs, with exception of goalies where there will be no minimum.
- 1.07 Default games will see the offending team levied a fine in the amount of \$182.00 the league will reimburse the non-offending team. Both referees and timekeeper must be paid.**
- 1.08 Same day game cancellation will see the offending team levied a fine in the amount of \$280.00, the league will reimburse the non-offending team.**
- 1.09 Game cancellation will see the offending team levied a fine in the amount of \$220.00, the league will reimburse the non-offending team.**
- 1.10 Game cancellation twice in one (1) season will constitute a forfeiture of franchise and immediate expulsion from all League play. A fine will be levied in the amount of \$400.00.**
- 1.11 Playoffs will be conducted during March and April. Format will be discussed at an Executive meeting, prior to December.
- 1.12 We have included a column for point deduction (ADJ) for failure to follow League rules. A Penalty Free Game (PFG) column is also new. We will be looking to award teams for fair play and sportsmanship.**
- 1.13 Playoff Qualification formula will be as follows in the event of teams tied for a berth:
- A) Most points.
 - B) Most wins.
 - C) Season record against each other.
 - D) Goals For
 - E) Goals For / Goals against each other.
 - F) Extra tie breaking game scheduled.

PLAYING RULES

The playing rules which apply to Winnipeg Central Hockey League. are generally those contained in the Canadian Amateur Hockey Association. The following are additions, and will supersede or replace those specified rules.

ARTICLE 1 – SPECIAL RULES AND REGULATIONS

- 1.01 Body contact: - A major or minor penalty shall be assessed to any player who, in the opinion of the referee, intentionally body checks, bumps, shoves or pushes any opposing player.
- 1.02 Slap shot: - Slap shots will be allowed in specified divisions.
- 1.03 Center Ice Red Line: – The center ice line will only come into effect for icing calls, not for two line passes.
- 1.04 Stick measurements: - There will be no stick measurements in the W.C.H.L.
- 1.05 Protective headgear: - The use of protective and approved headgear is mandatory for all players and referees. They must be properly fastened. (No Jofa “Gretzky” helmets allowed)
- 1.04 N.H.L. offside: - All delay offside shall be dealt with as per the N.H.L. offside rule.

1.05 Eight minutes in penalties rule (Formerly the Four penalty rule): - A combination of any penalties adding up to eight (8) minutes will constitute immediate ejection from said game. Example: Players receives, Two (2) minutes for tripping, two minutes (2) for hooking, four (4) minutes for slash, result = game ejection.

- 1.06 **Stick penalty rule**: Any stick penalty (High-sticking, crosschecking, spearing, butt-ending, slashing) will be a four (4) minute double minor. Player receiving two (2) stick penalties will be ejected. As per rule “5” this call will be treated as one (1) penalty in conjunction with other minor penalties.
- 1.07 8 minutes in penalties: - When a player receives a minor penalty, that will put them at eight (8) PIM and is ejected with less than two- (2) minutes left in the game, no one else will need to serve it. A team will play shorthanded for duration of penalty or until a power play goal is scored.
- 1.08 Goalie receives 8 minutes in penalties: - Goalie receiving a minor penalty that will put them at eight (8) PIM, will not be ejected from the game, but will be suspended for the team’s next game.
- 1.09 High sticking: - A minor or major penalty for high sticking will be assessed at the discretion of the referee, to any player who contacts, attempts contact or intimidates an opposing player with the stick above waist height.
- 1.10 Minor penalties: - All minor penalties will be a length of two (2) minutes.
- 1.11 Major Penalties: - All major penalties shall be automatic game misconduct penalties. The length of major penalties will be a length of five (5) minutes.

- 1.12 Major Penalties served: - Team's are no longer required to have someone serve a major penalty for an ejected player, but will play shorthanded until the penalty expires, and a stoppage in play occurs. If a player comes from the bench at the end of the penalty, but before a stoppage occurs, they will receive a too many men minor penalty.
- 1.13 Length of games: - All games will be comprised of three (3) twelve (12) minute stop time periods, the referees can put the clock down to two (2) minutes in the third (3) period in order to get the game played during the allotted hour. They will ensure that the rink attendant is also consulted.
- 1.14 Mercy rule: - When a team requests for this rule, only when the teams have an on ice mutual agreement can the referees let the clock run.
- 1.15 Timekeepers: - In the event that a team's assigned timekeeper is not present at the start of specified game, the home team will provide a player that must run the clock for each whole period. All games must start on time. The Timekeeper Assigner in Chief will be immediately contacted to report this situation. If there is no timekeeper, the game will not be played. Running time won't be permitted.
- 1.16 Number of players: - Each team must ice five (5) skaters and a designated goaltender to start the game, if not the referees will set game time and start the clock. The clock will run and if a team is not ready to play. The offending team will be assessed a minor penalty (delay of game). One minor penalty will be assessed for each additional five (5) minutes that pass, after twelve (12) minutes have elapsed on the game clock (one period) the game will be recorded as a default on the game sheet and the referees leave the ice.
- 1.17 Use of ineligible player's Regular season: - Teams that are using ineligible players (not on roster) or signing in players that are not in attendance will immediately be reported to the League. The Manager(s) of offending team will be suspended from all League play. The offending team will be given a loss and a deduction of points in the standings, Players from that game will not be credited attendance or stats for said game. A second incident will immediately see offending team face a hearing, where the Managers of the other division teams will discuss possible expulsion from League or the amount of a fine levied. In the case where other teams are not interested in having any input, the League will automatically suspend team indefinitely.**
- 1.18 Use of ineligible players in the Playoffs: - Teams that are using ineligible players (not on roster) or that do not have enough games, or signing in players that are not in attendance will immediately be reported to the League. The offending team will automatically be suspended from any further League play. Consideration will be given at the start of the following season weather a suspended club will be allowed to participate.**
- 1.19 Time clock: - Only referees have the authority to stop the clock if they deem it necessary (i.e. major injury or major incident).
- 1.20 Team colors: - The *HOME team* will be the one to change sweaters if there is a conflict. Team uniform colors will be posted on our web site.
- 1.21 Matching sweaters: - When teams are wearing their main set of sweaters (matching sweaters), a player who wears a different color, will be issued a warning and instructed to contact the League for clarification, such must be noted on game sheet. After the deadline of November 12, this player will be asked to leave the ice.**
- 1.22 Sweater numbers: - Players will not be allowed to participate, with a taped on number or no number at any League game.

NOTE: THE CLOCK WILL NOT BE RESET, WHEN A TEAM HAS BEEN LATE TO START A GAME AND REFEREES STARTED TO RUN THE TIME.

- 1.21 Game sheets: - Home teams will provide the game sheets. The home teams will ensure that it is delivered to the visiting team as soon as possible, this will prevent delays in the start of the game. All players, coaches and staff will sign the game sheet if they will be in the bench participating during the game. The referees will take all white copies of the game sheets.

STATS: – A team designate will enter all game stats for their particular team, within three (3) days of game. The game sheet will be locked down by the League after that time period. Players will not see a game credited to them, if stats are not entered.

Team Managers/ Captains will certify game sheets at end of first period to verify player attendance. With the assistance of referees & timekeepers the Managers/Captains or designate will check the game sheet versus what is on the actual ice for the opposite team. During this time if a question arises about any player, that player will be asked to produce ID by the referee or leave the ice. Failure to produce ID will constitute a forfeiture of game up to and including suspensions for parties involved. Anyone signing game sheet for other players will be automatically suspended as soon as League is made aware of action. Team using in-eligible players will constitute an automatic default and suspensions.

- 1.22 Game Scores: - All game scores are to be called in immediately after the game to the League Score Line @ 255-4447. Or online at www.winnipegcentralhockey.ca.
- 1.23 No Goaltender: - If a team does not have a goaltender, they will designate a player on the game sheet as the goalie. The designated goalie must wear goal equipment, and will have twelve (12) minutes to dress the clock will be set and will run throughout this time. The player designated as the goaltender must remain as the goaltender for the duration of the game, however if the regular goalie shows up, then this player can return to his status as a skater.
- 1.24 No Goaltender during game: - If during a game the regular goalie is injured or ejected, the team has twelve (12) minutes to dress a goalie, during this time the game will continue with a 6th attacker, or declare a default.
- 1.25 One Referee: - If only one referee is present for the game, the game will be played.
- 1.26 No Referee(s): - If no referee(s) are present, no game will be played and a re-scheduling will be done.
- 1.27 Incident reports: - If the referee(s) are writing up an incident report on the game sheet they will check off the report box in the front of the game sheet. The referee(s) will write up the report on the back of the white copy and **will immediately telephone the League Executive**, who may in turn notify or direct the said referee on to the Commissioner. The referee(s) will ensure that the written up game sheet gets to the R. in C. or to the Executive. If no incident occurs, the referee(s) will sign the game sheet and each team will receive a copy, with the top copy forwarded to the league
- 1.28 Penalties to Goaltender: - Major penalties to goaltenders must be issued at the time of occurrence, when there is only one goalie present, they may be permitted to remain in the game. If they receive second major in the game the goalie will be removed.

NOTE: EIGHT (8) MINUTES IN PENALTIES EJECTION EXCLUDES GOALIE UNLESS 2 OF THE PENALTIES ARE MAJORS (see rule 1.08)

ARTICLE 2 - AUTOMATIC SUSPENSIONS

Without limiting the powers of the Executive, Commissioner or the Suspension Committee to suspend a player(s) or team official(s), suspensions for certain infractions are automatic and as are the minimum suspensions, which may be, assessed. A player who is assessed a penalty which incurs an automatic suspensions, whether specific or indefinite, WILL NOT PARTICIPATE IN ANY W.C.H.L. GAMES until notified by the Executive, Commissioner. It will be the responsibility of team reps to be aware of an incurred suspension. Playing with suspended players will constitute forfeiture by said team.

The Executive, Commissioner and/or the suspension Committee shall determine indefinite suspensions,

A suspended player may be asked to attend the hearing. Notification of the hearing will be made with the date, time, and place, a referee's report will be used to decide if an instigator was evident.

2.01 FIGHTING

1ST OFFENCE...5 GAMES (minimum)

2ND OFFENCE...INDEFINITE SUSPENSION

Players fighting off the ice within one hour of the game end will be suspended for one season length of games. Players who fought shall be escorted by their team players to the dressing room.

2.02 THIRD MAN IN

Any player(s), coach, or other staff of any team who is involved with an altercation as a third party will receive:

1ST OFFENSE... 2 GAMES (minimum)

2ND OFFENSE... 4 GAMES (minimum)

3RD OFFENSE...INDEFINITE SUSPENSION

2.03 SPEARING, BUTT-ENDING, KICKING, HAIR PULLING, ETC

1ST OFFENCE... 8 GAMES (minimum)

2ND OFFENCE... INDEFINITE SUSPENSION

2.04 USE OF EQUIPMENT AS A WEAPON

1ST OFFENSE...INDEFINITE SUSPENSION

2.05 DELIBERATE ATTEMPT TO INJURE

1ST OFFENSE... 8 GAMES (minimum)

2ND OFFENSE... INDEFINITE SUSPENSION

2.06 MATCH PENALTY FOR THREATENING A REFEREE OR GAME OFFICIAL

1ST OFFENSE... INDEFINITE SUSPENSION

2.08 PHYSICAL ABUSE OF GAME OFFICIAL

1ST OFFENSE...INDEFINITE SUSPENSION

2.09 GROSS MISCONDUCT

1ST OFFENSE...6 GAMES (minimum)

2ND OFFENSE...INDEFINITE SUSPENSION

2.10 GAME MISCONDUCT FOR USE OF PROFANE OR ABUSIVE LANGUAGE AGAINST A GAME OFFICIAL OR OPPOSING PLAYER

1ST OFFENSE...1 GAME (minimum)

2ND OFFENSE...3 GAMES (minimum)

3RD OFFENSE...INDEFINITE SUSPENSION

2.11 GAME MISCONDUCT FOR MAJOR PENALTIES

1ST OFFENSE...1 GAME (minimum)

2ND OFFENSE...2 GAMES (minimum)

3RD OFFENSE...3 GAMES (minimum)

4TH OFFENSE...INDEFINITE SUSPENSION

2.12 **Penalty Minute Cap Violations ALL DIVISIONS:**

The penalty cap will be applied to the regular season only.

60 PIM: 2 game suspension

70 PIM: 2 game suspension

80 PIM: out for balance of season + playoffs.

ARTICLE 3 – PROTESTS & APPEALS

(A \$50.00 fee will accompany all appeals and protests, withdrawn from Bond)

- 3.01 Protests & appeals will only be accepted from teams that are in good standing with the WCHL
- 3.02 GAME PROTESTS: - Any protest must be submitted to the League Executive and/or Commissioner, in writing, (E-mail, fax, etc) Protest must be submitted within twenty-four (24) hours of game in question. The parties involved will be notified of any hearings that are to take place. A reasonable amount of time will be given for all evidence to be presented. No protest can be considered over a referee's decision as to fact, such as scoring of goals.
- 3.03 APPEALS: - Any suspended player shall have the right to appeal his suspension within twenty-four (24) hours following the notification of such. He shall in writing submit his request for an appeal to the Commissioner. This must only be done through his team rep.
- 3.04 SUSPENSION / APPEAL COMMITTEE: - This committee will include any combination of the League Executive, Commissioner and the Referee in Chief who will deal with all league infractions.

LEAGUE CONTACT INFORMATION

LEAGUE EXECUTIVE	Rod Brockie	227-6009	Rod@winnipegcentralhockey.ca
	John Casarin	955-5994	Info@winnipegcentralhockey.ca
SCORE LINE		255-4447	www.winnipegcentralhockey.ca
FAX	Attn: Rod Brockie	988-4287	
COMMISSIONER	TBA		
REFEREE IN CHIEF	Mark Leclerc		wchlref@gmail.com
TIME KEEPER IN CHIEF	Jamie Campbell		wchltimekeeper@winnipegcentralhockey.ca
WEB SITE	Chris Dueck		Webmaster@winnipegcentralhockey.ca

Notes



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