



WHITBY MENS HOCKEY LEAGUE

RULES

&

REGULATIONS

2017/2018

“SPIRIT OF THE LEAGUE”

The Whitby Men's Hockey League is dedicated to promoting men's recreational hockey for the residents of the Town Of Whitby. Its aim is to foster among its members a spirit of community, friendship and sportsman. The league promotes the game of hockey as a recreational sport for fun and enjoyment.

***WHITBY MENS HOCKEY LEAGUE
EXECUTIVE & MEMBERSHIP***

Alcohol Policy

The consumption of alcoholic beverages in Iroquois Park is illegal and there is a zero tolerance policy. Any person found or reported consuming an alcoholic beverage in the facility will be immediately removed from the league for the balance of the season. The Whitby Men's Hockey League supports Iroquois Park and the Town of Whitby in keeping the facility safe and alcohol free. Alcohol may be consumed in the licensed lounge or under an Ontario Liquor License permit during special events.

WHITBY MEN'S HOCKEY LEAGUE, RULES AND REGULATIONS 2017/2018

In accordance with the By-laws of the Whitby Men's Hockey League, the Following Rules and Regulations will be enforced in addition to those of the C.A.H.A.

TIME OF GAME: 2x10 minute periods stop time and 1x12 minute stop time.
If tied there will be a 3-man shootout.
Players will be picked by a set schedule for every week and an alternative number if a player is missing.
If the game is still tied both teams receive 1 point.
If a team wins the shootout that team receives 2 points and the losing team receives 1 point.
The above applies to Regular season only.
On and only in the playoff Championship games each team may call a 30 second Timeout (1 each)

MANDATORY EQUIPMENT: Helmets and Goalkeepers masks shall be C.S.A. approved.
Shin pads, elbow pads, hockey pants, jock and cup, regulation hockey stick and must be worn. If you want Dental coverage you must also wear a mouth guard and a full-face visor.

MINIMUM PLAYERS: *** See Replacement Players and Injured Players
Teams must have a minimum of 5 players and 1 goalie dressed before an official game can begin. Use of unauthorized players is prohibited and will result in forfeit of the game. If the team does not meet the requirements the result is a 1-0 score in favour of the opposing team.

COINCIDENTAL PENALTIES: Teams are not required to play short-handed Minor or Major penalties.

TEAM REPS: Are responsible for informing the time keeper of any sweater number changes, any changes to the team. When short 3 players and using a spare must inform the time keeper of the ratings of the missing players and the rating of the spare player. (Failure to do so could result in a forfeit of the game)
If officials want a discussion after the game it is with the team REP only. The team rep will bring any concerns to the Executive Team Rep Liaison (one for each league)
Team Reps are responsible for attendance of their players.

Habitually Absent Players

Players who miss three (3) consecutive games or are habitually absent may, at the opinion of the Board of Directors, be removed from the team to the substitute list. This should be monitored by the team representative, and will be upheld by the executive committee. Time keepers will keep attendance

*** Replacement Players and Injured Players

*** **Effective immediately, this will be the protocol for injured or missing players within the WMHL as follows:**

- If a player notifies his team rep that he will be missing due to injury or any other reason (will miss 5 weeks minimum) for a period of time, the team rep will immediately notify an executive member of the WMHL of the circumstance
- The executive will then try to find a replacement player of equal rating as quickly as possible
- In the event the executive is unable to find a suitable replacement, they may allow the team with the injured player to replace him for a period of 5 weeks (minimum) with a player of equal, or lesser, rating for the period of the injury from a team within their age group
- The team with the missing player may not use the SAME player two (2) weeks in succession, but may use the same player multiple times during the injury (i.e. Week 1, 3, 5)
- If a team is utilizing this rule, the team rep is responsible for insuring that the replacement player they obtain is of equal or lesser rating of the replaced injured player
- The team rep is responsible to notify the timekeeper of an 'injury replacement player' prior to each game so that it can be noted on the game sheet. The timekeeper must 'identify' the player and which game he represents of the injury replacement (i.e. Game 2 of 5)
- In the event a replacement player is used, and upon review, the replacement player was ineligible (wrong rating, used two times in a row, etc), the team using the replacement player shall forfeit the two points awarded (should they have been victorious)
- Once a team is granted the use of a replacement player, that spot is now filled by a substitute, and the replacement of missing players rules still apply (missing three, can replace one) this includes the playoffs
- If a team is short 3 players in the regular season they may pick up a player that is equal to the highest absent player so if you're missing your #1, 3 and 5 you can pick up a #1. If you are short your #3, 4 and 5 the highest replacement can only be a 3. Failure to comply with this rule will result in an automatic forfeit of the game.
- For the over 40 division only, when a team is using this provision, they MUST comply with the position of the missing player, so a missing forward must be replaced with a forward, and a defenseman must be replaced with a defenseman. For example, if a team is missing an F2, you CANNOT replace the F2 with a D2 or any D, regardless if the replacement player is asked to play the missing players position.
- Teams are allowed to pick up enough players to ice 10 skaters, so if missing 3 players, they have the option to pick up 2 skaters, or if missing 2 skaters they have the option to pick up 1 skater to get to 10. Same rules apply for positions, ie. (if you're missing your #1F, #3D, 5F, you can pick up a #1F, #3D to bring your team to 10 skaters).
- In the playoffs the above rule does not apply, the replacement must be one rating lower so if you are missing your #1, 3 and 4, the highest your team can get is a #2. Failure to comply will result in forfeit of the game.

Should there be any questions regarding this new policy, please contact a member of the executive.

Executive Members



Dave Duggan - President
Gary Hodder Vice President 40+
Charlie Blaquiere Vice President 55+
Sean Dionne - Registrar

Steve Clark - Secretary
Ron Graham - Treasurer
Jim Reid - Referee in Chief
Ken Todd - Statistician
Brent Madden - Team Liaison 40
Marty Kerstens - Team Liaison 55
Enzo Rinaldi - Social Director

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PENALTIES: **A)** Minor Penalty – 2 minutes stop time.

Tripping, roughing, elbowing, slashing, body contact,
Unsportsmanlike conduct, interference, delay of game, hooking, holding and unintentional high stick.

B) Major Penalties – 5 minutes stop time (equivalent to 2 minors).
- Ejection from game if 3rd penalty.

Boarding, charging, cross-checking, checking from behind, high sticking causing injury even if unintentional.

C) Misconduct Penalties – 10 minutes stop time (equivalent to 2 minors).
Profane language or gesture on the ice or from the bench toward the game
Officials, is prohibited. This will result in a game misconduct with possible review by league.

D) Game misconducts Penalties: equivalent to 4 minor penalties. This will be determined by game officials and reviewed by the executive.

E) Match Penalties: - suspended from further play upon executive review.
- Spitting, causing intentional bodily harm, touching a game official.

F) Fighting will result in an automatic suspension from the league for the aggressor.
(DROP GLOVES AND THROW PUNCHES). This is determined by officials and league executive

EJECTIONS:

A player will be ejected from the game for the following combinations of Penalties:

3 Minor penalties: (remainder of game)

1 Major penalty: (If in 3rd period, ejection for the remainder of the game)

1 Misconduct: (10 minutes straight time, 2nd is a game misconduct)

1 Game Misconduct – remainder of game

1 Match penalty – minimum 5 game suspension + review by executive.

1 Gross penalty – remainders of game + 2 more games and review by executive.
(If 3rd period started 3 game suspension)

NOTE: Slap shot or fake slap shot (knee high) is no longer a penalty, play is whistled dead and a faceoff will take place in the offending team's zone.

A player who accumulates 10 penalties will receive a 2 game suspension

A player who accumulates 15 penalties will receive a 3 game suspension and a league review.

A suspension will be carried over into playoffs.

In playoffs 7 penalties will result in a 2 game suspensions.

Goalie hit in the head with a puck will result in stoppage of play at the discretion of the referee.

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NOTE:

- A) A goalie who accumulates 3 Minors Penalties or equivalent, the opposing team will be awarded a penalty shot for the 3rd penalty and every penalty thereafter.
- B) A goalie who pushes the net off in the last minute of the game, the opposing team will be awarded a penalty shot.
- C) All major & undesirable incidents will be written up by the game officials and reviewed by the League Executive.
- D) The League Executive can suspend or eject any player not keeping within the "Spirit of the League".

TIE BREAKING RULES

REGULAR SEASON

- 1st Wins (ties and losses not counted)
- 2nd Head to head between tied teams. If more than 2 teams tied, one team with have a better record against all other teams
- 3rd. Goal differential for the season
- 4th. Flip coin (Captains)

PLAYOFFS

- 1st Wins (Ties and losses not counted)
- 2nd Head to head between tied teams. If more than 2 teams tied, one team with better record against all other teams.
- 3rd Goal differential for playoffs
- 4th Best regular season record between teams tied.
- 5th Goal differential for a season
- 6th Flip coin (Captains).

Note: Rules number 1, 2 and 3 are NHL tie breaking rules.

CHAMPIONSHIP GAMES

If score is tied at the end of regulation time:

1. Overtime
 - a. 5 on 5 for 1 minute
 - b. 4 on 4 for 1 minute
 - c. 3 on 3 for 1 minute
 - d. 2 on 2 for 1 minute
 - e. 1 on 1 for 1 minute
 - f. **All players must be used for one of the 1 minute periods before any other player is reused**

If still tie on to the next rule...

2. 3 MAN SHOOTOUT (team determines shooters) (if still tied #3)
3. Sudden death shootout (team determines shooter)

Note: No player can shoot in both #2 and #3

The above rules and policies are to be **STRICTLY** enforced and all players should keep in mind that an offending player faces the possibility of ejection from the League, if in the minds of the Executive of the Association, it is felt the Player's actions and attitude is not keeping with the purpose of the Association.

The Board of Directors and your Executive entirely support all decisions of the Referees who have been engaged to enhance the enjoyment of each player in the league and lessen the chance of injury. In addition, all games will be reviewed by a Committee of Directors who will ensure enforcement of any deliberate infraction not in the "Spirit of the League". Any member of the league who feels strongly about one or two members not adhering to the above is requested not to fuss to others about it, but is invited to present his complaint to any member of the Executive. In addition, we would also like to receive suggestions from players and members which will help improve our Association and the enjoyment and participation of hockey for all members.

*Thank you,
Dave Duggan
President WMHL*