

2011 - 2012
WING HOCKEY LEAGUE
(WHL)
BY-LAWS

SECTION TWO – LEAGUE SPECIFIC RULES OF PLAY AND GOVERNANCE

201.1 EQUIPMENT

- a. Players must wear all protective equipment even shoulder pads.
- b. All players must wear CSA approved helmets with CSA Ear Piece and full face masks and must do so during game time as well as during practice and warm up.
- b. Goalies must wear CSA approved mask with throat protector and a BNQ approved neck guard.
- c. Units acquiring team sweaters thru sponsors or donation are to follow the NPP Sponsorship and Donations regulation outlined in Wing Standing Orders 2.02.

201.2 DURATION OF GAME

- a. The duration of each game shall be at least 50 minutes (straight time). This time shall be divided into two periods without a flood and with the last 5 min stop time with 3 or less goal deference. The “hurry up 15 sec face off” will be used. A minimum break of two minutes shall be obligatory between periods.
- b. There will be a 5 min warm up before every game that will start when the zanboni door closes.
- c. A time out of 30 seconds per team per game may be requested by one of the captains or assistant captains during a pause in play.

201.3 TIE GAMES

- a. During regular season games, ties shall stand.
- b. During post-season games, team will play 5 min 4 on 4 if still tied a second 5 min 3 on 3 if still tied a 10 min 3 on 3 first goal wins. If still tied there will be a shootout of 5 players per team running concurrently at each end of the ice. Total goal wins. In the event of a tie in the shootout, there will be a sudden Victory shootout, one player per team running concurrently.

201.4 PLAYER REGISTRATION AND ELIGIBILITY

- a. All players must complete a registration form and civilian must complete Liability waiver.
- b. Intersection Teams represent a specific section or workgroup on the base. Players may only play for one section or workgroup where they are currently employed. Should players wish to play on a team other than their own Section or workgroup, the gaining team representative must submit in writing to the League Committee, a release/waiver signed by the losing Unit's team before the 1 January 12. Failure to comply will result in the suspension of the released/waived player from further League play.
- c. Players not belonging to a Unit that has a team in the league will go in the draft.
- d. Players must play a minimum of 10 games for one team during the regular season not counting the seeding round to play in the play offs with the exception for personnel on TD, Course, Deployment, Posted in, Medicals or any other unusual circumstances. Request must be made in writing or e-mailed to the Mil Sports Coord & League President.

201.5 GAME CANCELLATION

Team representatives must provide a minimum of 24 hours notice for all League game cancellations to the Mil Sports Coord, League President, Vice President all team Reps and RIC. Any cancellations submitted with less than 24 hours notice will be considered a forfeit with the exception of Wing Recalls, Op Evals and any other Wing Operational requirements.

201.6 TEAM SHORT OF PLAYERS

- a. If a team does not have the required number of players to complete, its line-up (7 players), team may pick up players from the opposing team or other teams provided they are registered league players and the opposing Team Rep agrees. Team roster not to exceed the opposing team roster. Should both teams not have at least seven of their registered players, the game will be forfeited and neither team shall be awarded any points.
- b. Goaltenders may play for other teams in time of need but must remain dedicated to their respective team unless officially released from their team IAW Intersection Sports Constitution, Section two, Article 202 and WHL By Laws 201.4.

201.7 PLAYING RULES

The 8 Wing/CFB Trenton Wing Hockey league (WHL) shall play in accordance with Hockey Canada rules with the following exceptions:

- a. Body checking is not permitted at any time.
- b. A Game Ejection penalty shall be assessed to any player that incurs a total of 3 stick infraction penalties or 4 minor penalty of any kind during the same game. For the purpose of this rule, only high-sticking, crosschecking, slashing, butt-ending and spearing are considered stick infractions. Players penalized under this rule shall be ordered to the dressing room for the remainder of the game. They will be able to return for the next game.
- c. Any player receiving a misconduct penalty in the last 10 min of the last period will also be assessed a minimum of 1 game suspension.
- d. A player receiving a second misconduct penalty in the same game will be suspended from further League play until the League President investigates the incident.
- e. Any player receiving a major and game misconduct during the same game will be suspended until the League Executive rules on his case.
- f. Any player or team official incurring a “ Match Penalty” shall be ordered to the dressing room immediately, for the balance of the game, and will not be permitted to take part in any further games until his/her case has been dealt with by the league executive.

- g. Any player receiving a penalty involving an attempt to injure infraction will be ejected from the game. The player will be given a minimum five (5) game suspension. The incident will be assessed by the League Executive to determine if further action is warranted.
- h. An e-mail write up for the following penalties, Fighting, all Misconducts, and Match must be received from the Game Officials, and players involved within two working days of the infraction. Failure to do so means that you may not be represented at the League Disciplinary Committee or WSDC.
- i. The Home team will change sweaters if there is a conflict.

201.8 FIGHTING

- a. When a fight occurs, all other players except goaltenders shall immediately retire to their respective benches or to a neutral zone designated by the referee until called back to resume play. The goalkeepers must stay in their goal creases or proceed to the neutral zone designated by the referee. Any player(s) refusing to do so and becomes involved in the incident will automatically receive a game misconduct and be suspended until the League Executive investigates the incident.
- b. Fighting within the 8 Wing/CFB Trenton Wing Hockey League will not be tolerated. Any player receiving a fighting penalty will be ejected from the game. The player will be given a minimum three (3) game suspension for 1st offence, a minimum five (5) game suspension for 2nd offence and 3rd offence will be suspended from the League for the season, including playoffs. All incidents will be investigated by the League Executive and forwarded to the WSDC for review or action to determine if additional Games will be awarded.

Original Signed
Pte Welles B.
President

Date

Mil Sports Coord's Comments:

Recommended/ ~~Not Recommended~~

Original Signed
Dan Cormier
Mil Sports Coord

Date

F & S Director's Comments:

Approved/ ~~Not Approved~~

Original Signed
Dave Rothermund
Fit & Sports Dir

Date