



**2018 SPRING/SUMMER SEASON**  
*Official Rules, Regulations & Procedures*

**Bell**MTS  
Iceplex



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## League Description

### *Organization League Purpose*

The Winnipeg Jets Hockey League is owned by True North Sports + Entertainment at Bell MTS Iceplex. The WJHL has evolved since October 2010 to provide hockey players in the city of Winnipeg, and surrounding areas an opportunity to participate under recreational no body checking rules. The WJHL is dedicated to providing a safe, organized, and fun adult hockey experience to all players and teams, regardless of skill level.

The WJHL has drawn from experiences throughout the first six years of existence and will continue to review procedures, rules and policies in order to provide the players and teams within the league the safest, and best adult hockey experience.

The WJHL will follow the Hockey Canada Official Rule Book as a guideline. Game will be played utilizing the rules of hockey with an emphasis on safety by enhancing the game rules and disciplinary actions, both on and off the ice. Hockey Canada rules will apply, with the exceptions to the following identified within the WJHL Rules, Regulations & Procedures.

### *Seasons & Fees*

Season	Start Date	End Date	Season Fees (+GST)	Team Bond
Winter 2018-19	September 10, 2018	March 24, 2019	\$7050.00* +GST	\$250.00
Spring 2018	April 17, 2018	August 2, 2018	\$4200.00 +GST	\$250.00

\*All teams registered for the Spring/Summer **2018 Season are required to be paid in full no later than May 11, 2018**. Teams with unpaid balance at that point will be required to arrange set payment plan with the WJHL and Bell MTS Iceplex within seven days that will be adhered to. Failure to make arrangements or meet obligations of the set payment plan will result in the team being suspended from league play.

### *Divisions*

The WJHL will provide divisions that will be separated into categories based on skill level and performance. The number of categories is subject to change depending on the overall skill levels. **The WJHL reserves the right to move a team up or down a division at any point during the season, if it is found that a team is in an inappropriate division.** The team(s) points, goals for, and goals against will be placed into the standings of the receiving division. Final standings will be based on team point totals at the end of the regular season. Scheduled re-alignment of teams will take place after the eights game of the regular season.

### *Role of the Team Representative*

All teams shall designate a Team Representative and an Alternate Team Representative. The Team Representative shall agree to the conditions outlined during the registration process, which shall provide for payment of team fees and other related matters. Communications from the league to a specific player will be via the Team Rep or Alternate Team Rep.

Team reps will responsible for being familiar, and ensuring their team players are also familiar with the WJHL Rules, Regulations & Procedures, and thus will not question them or harass league officials for any decision an official takes which is in accordance with those rules. Harassing officials in cases such as this may result in suspensions, and in severe cases, ejection from the WJHL.



Any and all questions regarding supplementary player discipline should be directed to one of the WJHL convenors. Teams are not to direct such questions to the on-ice officials as all rulings come from WJHL management. Team Reps will be held responsible for the first time player's actions, whose actions lead to a suspension, which may result in an equal suspension being served by the team rep, and the leader scorer (Team Rep will not count as leading scorer).

## WJHL Rules & Policies

### Eligibility

#### Player

In order to participate in WJHL league and playoff games, all players must be registered online and approved by the WJHL prior to playing their first game.

Players must be at least 18 years of age, unless authorization has been received from WJHL Management. The WJHL reserves the right to refuse any player entrance into the league. **Players under the age of 18 will be required to complete a printed waiver signed by a guardian in addition to completing the online player registration. The printed waiver will be provided directly from WJHL Management to the approved player(s).**

Current National Hockey League (NHL), American Hockey League (AHL), and East Coast Hockey League (ECHL) players are not permitted to play during the Winter Season, unless receiving authorization from WJHL Management.

### Sparing Rules

All spares must be registered online prior to the game in which they are sparing. For players who are already registered on a WJHL Spring/Summer 2018 team, they must register again for the team they are sparing for. For new players to the WJHL, the player must register online prior to the start of the WJHL game. Any player additions made the day of a game shall be sent by the team rep via e-mail to WJHL Management.

The WJHL reserves the right to default a game should a team bring out a spare(s) that is of an unreasonably and noticeable higher skill level than the division standard.

A team may use a goaltender from any team, even the same division, as a spare as a last resort.

### Playoff Eligibility

To be eligible to participate during the playoffs all skaters must have had played a minimum of 7 of the 20 regular season games with the same team. Goaltenders must have had played a minimum of 3 of the regular season games with the same team to be eligible for playoffs.

*Should a team's goaltender(s) have a legitimate reason for not being available for a playoff game, a replacement goalie may be used: however, the goaltender must first be approved by WJHL Management.*

### Waivers

All players and team reps participating in league games shall be registered online prior to their first game and be approved to play in the WJHL. Players will NOT be eligible to play in the WJHL without



completing the online registration. Continued delays in players completing the registration will result in the player being suspended.

## Team Jerseys

### *Team Requirements*

**All teams are required to have complete matching set of jerseys no exceptions.** Any concerns regarding this must be brought to the attention of the WJHL by the Team Rep. ***It is highly recommended that each team purchase two (2) sets of jerseys as to avoid jersey colour conflicts with opposing teams.***

The goaltender will be required to wear a matching team jersey unless approved by WJHL. Goaltenders CANNOT be the colour of the opposing team.

The WJHL would prefer same colour socks for each player to match the jerseys. However, matching socks are not mandatory.

### *Jersey Requirements for Playoffs*

**Any skater without a matching team jersey will be considered ineligible and will be instructed to leave the ice surface prior to the start of the game. There will be no exceptions.**

### *Jersey Numbers*

All skaters must have a number on the back of their jersey. Any player without a number on their jersey will be considered ineligible and will be directed to leave the ice surface. Teams are not permitted to have multiple players within a single game wearing the same jersey number. If teammates are found to be wearing the same jersey number on the ice within the game, one of the players will be directed to change jerseys, or leave the game. It should be noted that teams may have multiple players on their roster with the same number, however they cannot wear the same number as one another during the same game.

### *Tape on Jerseys*

Tape will not be acceptable as a number on any jersey. Once a jersey has been deemed illegal by a referee or timekeeper, it must be replaced immediately by a legal jersey before the player is permitted to play in the game. **Any players found with tape on their jersey will receive a two-minute minor penalty for Illegal Equipment.** This penalty will be served by a teammate should the player have to leave the ice surface.

### *Jersey Colour Conflicts*

In the event of a jersey colour conflict between two teams, the visiting team will be asked to change into their alternate jerseys. If the visiting team is unable to change, the home team will be asked to change jerseys. If the home team is also unable to change, the visiting team will then forfeit the game (this is not an option for the home team if they do indeed have an alternate set of jerseys). Any team unwilling to change jerseys will also result in a forfeit.



## Scheduling

Team schedules are posted on the [WJHL website](#). Team reps are responsible for making sure their team is aware of game dates and times.

**Game Slots:** April 17, 2018 – August 2, 2018 will include regular season and playoffs. Winter WJHL Playoffs will begin around the end of February/beginning of March. League games are scheduled Sunday-Thursday (no Sundays on long weekends). The following dates will have no WJHL games scheduled:

- Sunday, May 20, 2018
- Thursday, June 28, 2018
- Sunday, July 1, 2018
- Monday, July 2, 2018

**NOTE:** There may be additional off days scheduled during the season depending on other special events/tournaments scheduled at Bell MTS Iceplex.

### *Rescheduling Requests*

The WJHL requires at least a ten day notice of rescheduling requests in advance of the original scheduled date and game. The WJHL has reserved a limited number of alternate times throughout the season to try to accommodate any other requests from teams with regards to scheduling. These times typically range from approximately 10:30pm-10:50pm throughout the week. Upon receiving a rescheduling request, the WJHL will review possible alternate dates and times, and will reach out to the opposing team. Both teams must approve the proposed rescheduled date and time in order for a game to be officially rescheduled. If the proposed time does not work for one or both teams, the game will be left as originally scheduled. In that case, forfeit rules will apply should the team making the request remain unable to play ([See Forfeited Games Section](#)).

Teams are encouraged to look ahead at any events/dates that may conflict for their team. Teams should not wait for the schedule to be released to see if there is a conflict. It is easier for the league and teams to schedule around things ahead of time compared to trying to reschedule a game. Keep in mind, rescheduling games impacts opposing teams, referees, and timekeepers.

### *Forfeited Games*

A forfeited game is a 3-0 score. A deduction of \$150.00 from the team bond will be allotted against any team that forfeits their game inside of 72 hours. A deduction of \$100.00 from the team bond will be allotted against any team that forfeits their game outside of 72 hours, and the game is unable to be rescheduled. This \$100.00 or \$150.00 fine will be given to the opposing team as a credit in the Press Box Restaurant & Sports Bar in the upper level of the Bell MTS Iceplex.

### *Team Bonds*

As part of team registration fees, all teams are required to submit a \$250.00 team bond that is refundable after the Winter 2017-18 playoffs. Teams will also have the option of carrying their team bond over to the next season.



If a team incurs fines that add up to the full amount of the \$250.00 team bond, that team will be suspended from play within the WJHL. The team will then be required to provide a second \$250.00 team bond before continuing play with the WJHL for the current season. Should a team forfeit any more games after submitting a second \$250.00 team bond, they will be suspended for the remainder of the regular season and playoffs. **\*There are no refunds for suspended or expelled teams.**

## League Standings

### *Game Results*

Scores, stats, and standings will be available online for all regular season and playoff games played. League standings will be calculated based on three (3) points for a regulation win, two (2) points for an overtime (OT) or Shootout (SO) win, one (1) point for an OT or SO loss, and zero (0) points for a regulation loss.

### *Tie Breakers*

The following tie breaks will be used if TWO teams are tied in points at the end of the Regular Season:

- a) Head-to-Head Game(s) (Points accumulated towards standings)
- b) Team with the least total penalty minutes accumulated during the season
- c) Most Regulation Wins
- d) Most Total Wins
- e) Goals Against
- f) Goals For
- g) Lottery

The following tie breakers will be used if THREE OR MORE teams are tied at the end of the Regular Season:

- a) Best points percentage between the teams involved in head-to-head games.
- b) Team with the least total penalty minutes accumulated during the season
- c) Most Regulation Wins
- d) Most Total Wins
- e) Goals Against
- f) Goals For
- g) Lottery

**NOTE:** A tie breaker may only be valid if the rankings of all teams are decided by the tie breaker.

## Playoffs and Format

Teams will be guaranteed a minimum of two playoff games. The playoff format for each division will be determined once all divisions have been declared. All division playoff formats will feature double elimination brackets.

An eight team division will have a playoff draw beginning with an initial round of 1<sup>st</sup> vs. 8<sup>th</sup>, 2<sup>nd</sup> vs. 7<sup>th</sup>, 3<sup>rd</sup> vs. 6<sup>th</sup>, and 4<sup>th</sup>, vs 5<sup>th</sup>.



## Game Formats & Procedures

Games in the WJHL will be played within a one hour ice allocation in the following manner:

### *Length of Game*

WARM-UP	THREE (3) MINUTES
1 <sup>ST</sup> PERIOD	TWELVE (12) MINUTES STOP TIME
2 <sup>ND</sup> PERIOD	TWELVE (12) MINUTES STOP TIME
3 <sup>RD</sup> PERIOD	TWELVE (12) MINUTES STOP TIME
<i>PACK UP AND LEAVE THE ICE OR OVERTIME PERIOD OF 3 MINUTES RUNNING TIME/SHOOTOUT</i>	

Rink attendants and on-ice officials will note the actual clock time to ensure the one hour ice allocation is provided for all games. It will be to the discretion of the Bell MTS Iceplex operations, on-ice officials or to the WJHL as to whether the game clock is cut down or is momentarily stopped due to injury or other delay (ice problems, broken glass, excessive penalties or after the whistle actions, etc.) in order to accommodate ice scheduling. There should be no discussion regarding referee calls or non-calls or rule explanation during the game. The protocol to follow would be an e-mail or phone call the following day to WJHL Management.

Teams will change opposite ends after each period. There will be a timed 30 second break between periods. This break allows for teams, and on and off-ice officials to confer briefly, and goaltenders to switch ends.

### *Overtime*

In the event of a tie game at the conclusion of the third period, a three-minute running time overtime period will be played 3-on-3. Players are only allowed to change on-the-fly in overtime. Players are not permitted to change during a stoppage of play. The clock will only stop when a penalty is called, and will re-start in running time when the puck drops.

### *Penalties in Overtime*

A one player advantage in overtime will be played 4-on-3; a two player advantage will be played 5-on-3. Once the penalty is served, play will continue until a whistle, at which point any extra players will be removed from the ice, and the game will resume with 3-on-3 play.

### *Shootout*

If the game is still tied after the overtime period, a three player shootout will occur. Should the score still be tied after all three shootout rounds, the same three shooters will continue to shoot in a sudden death format.

Players taking part in the shootout must be designated on the game sheet prior to the game. If a team does not designate its shooters prior to the game, the officials will take the first three names on the game sheet as shooters.

**NOTE:** A player in the penalty box at the end of the overtime period will NOT be permitted to participate in the shootout. The referee will choose the next name below this player on the game sheet to take the spot in the shootout. Should any other designated player be unable to participate (i.e. ejected from game, illness or injury), the on-ice officials will follow the same procedure to replace the player in the shootout.

### *Mercy Rule*

At any point in the final five minutes of play in the third period, the goal differential between the two teams is five goals or more, the clock will revert to running time. If the team trailing in the game, cuts the goal differential down to two goals, the game will go back to stop time.

### *Start of Game Procedures*

Game sheets will be at the Bell MTS Iceplex Guest Services/Jets Hockey Development desk for players to sign in prior to their game. Timekeepers will collect the game sheet 5-10 minutes prior to the start of the game. The timekeeper will enter the players who have signed in and clearly identified their jersey number into the online scoring system. **Should players arrive late or use a different matching jersey they are responsible for informing the timekeeper as soon as possible.**

Team Reps are responsible for notifying the game officials of any spares that are participating, and ensuring that all player jerseys and numbers are correct. There will be a printable version of the game sheet available the following day on the [WJHL website](#). Should there be any errors or concerns, Team Reps only should contact a WJHL convenor. Requests of scoring changes will not be accepted from individual players, and must come from the Team Rep directly. No changes to statistic will be made in the case of players not clearly being identified. I.E. Players exchanging jerseys and/or failure to sign in on the game sheet.

Once the Zamboni and rink staff are off the ice, and the rink doors are closed, the timekeeper will set the game clock to three (3) minutes to begin the pre-game warm-up. The timekeeper will sound horn to instruct the referees and players onto the ice and start the warm up clock. **No player or referee is to step onto the ice until the Zamboni doors are closed due to safety of the Operations staff and players.** Penalties will be assessed should players step onto the ice prior to the Zamboni doors being closed.

A team must have at least five (5) skaters (belong to their team) and a goaltender ready when the whistle is blown to begin the game. Should a team have less than the required players, the game will be delayed until the required players are on the ice, and a minor penalty for "Delay of Game" will be assessed to that team. The referee will instruct the timekeeper to start the clock. For every three (3) minutes that runs off the clock, the team that is ready to play will be awarded one goal. The clock may run for ten minutes. Should the team that is missing players still not be able to field five players from their and a goaltender when the running game clock runs for 10 minutes, the game will be recorded as a forfeit.

**NOTE:** Both teams may elect to play a 'friendly game' after the forfeit has been assigned, league discipline will still apply.

Should the opposing team lend a player(s) to the short-handed team, the game will still be forfeited, but a friendly game may still be played with referees and a timekeeper. Any goals, assists, or minor penalties in this friendly game will not count towards the league statistics. However, any double minor penalties, Misconducts, Major Penalties, Game Ejections from this friendly game will apply and may result in supplementary discipline.

A team may use a goaltender from another team if their goaltender is not able to make it at the last minute.

If at any time during a game, a team does not have the required minimum number of players on the ice of three (3) skaters, and a goalie for any face-off other than the opening face-off, the game will be forfeited to the team with the acceptable number of players.

### *Goaltender Injuries*

A team which elected to dress only one goalie, shall substitute immediately one of its dressed players in case of injury with no delay in the game (that is, the clock and game will continue while a player is putting on the goalie equipment).

### *Time Outs*

There are **NO** time outs permitted in any WJHL games (regular season and playoffs).

### *Icing & Offside*

The determining line for an icing call will be the red line. If the puck goes through the crease, icing will still be called. The red line will not be used when considering two-line passes. It will only be used as a location to begin play to start a period or following a goal.

The blue lines will be the determining lines for offside calls.

### *High Sticking the Puck*

Contacting the puck with the stick above shoulder height is prohibited. Shoulder height of the offending player will be used for this. When it occurs, play shall be stopped immediately when the same team plays the puck, and a face-off will take place in the offending team's defensive zone.

The cross-bar of the goal will be used as a reference point for disallowing a goal due to a high-stick. The face-off will take place in the neutral zone.

### *Slap Shots & Body Checking*

Slap shots are permitted in all divisions. Body checking is **NOT** permitted in any division, and will be penalized. [Note the Penalties & Suspensions Section.](#)

### *Goal Crease*

When a player enters the crease before the puck and a goal is scored, the goal will be disallowed and a face-off will take place in the neutral zone. **The referee also has discretion to call the play down should players continue to stand in the crease throughout play regardless of a goal being scored or not.**

### *Puck off Goaltender's Mask*

Should a direct shot hit the goaltender's face mask and/or helmet while play is in progress, the referee shall stop play. The play will be considered dead immediately, regardless of what happens after the puck hits the goaltender's mask or helmet. If the puck goes off the goaltender's mask/helmet and into the net, the play is still considered dead, and thus no goal will be awarded.

## Penalties & Suspensions

### Penalties

<b>MINOR</b>	TWO (2) MINUTES
<b>DOUBLE MINOR</b>	FOUR (4) MINUTES FOR: <b>BOARDING</b> <b>BODY CHECKING</b> <b>CHARGING</b> <b>CROSS CHECKING</b> <b>HIGH STICKING</b> <b>ROUGHING AFTER THE WHISTLE</b> <b>SLASHING</b>
<b>MAJOR</b>	FIVE (5) MINUTES, GAME MISCONDUCT & IMMEDIATE GAME EJECTION FOR ALL BUTT END, SPEARING, AND OTHER MAJOR PENALTIES
<b>MISCONDUCT</b>	TEN (10) MINUTES. IF IN THE THIRD PERIOD AUTOMATIC GAME EJECTION. <a href="#">SEE SUSPENSION SECTION FOR REPEATED MISCONDUCTS.</a>
<b>GAME MISCONDUCT</b>	IMMEDIATE EJECTION, MINIMUM ONE (1) GAME SUSPENSION
<b>GROSS MISCONDUCT</b>	IMMEDIATE EJECTION, MINIMUM THREE (3) GAME SUSPENSION
<b>MATCH PENALTY</b>	FIVE (5) MINUTES & IMMEDIATE EJECTION, MINIMUM FIVE (5) GAME SUSPENSION

### Delayed Penalties

All delayed penalties shall be recorded on the official league game sheet of the game in which the delaying penalty was assessed. Should the opposing team score on the delayed call, the player who was to be the delayed penalty will not serve the penalty (minors only), but will have the penalty recorded. The exception to this rule is when a team is already playing shorthanded (and serving a minor penalty). In this situation, the minor penalty being served would terminate, and the infraction on delay would be called, and the offending player would serve the delayed penalty. Face-offs following a penalty assessed to a team will be in the defensive zone. The exception, being if coincidental penalties are called the face-off will be at the nearest face-off dot to the play.

### Serving Penalties

No player may serve another teammate's penalty except in the following situation:

- A penalty assessed to a goaltender. Goaltenders will not serve their penalties, but will be replaced in the penalty box by another player on that team. The penalized team will play shorthanded in the same manner as if a skater were penalized.
- A major or minor penalty assessed to a player having been ejected or injured from the game to serve this penalty. Players may rotate from the bench to the penalty box when serving an ejected player's penalty, but there has to be one player in the penalty box when the penalty expires, otherwise the team will continue to play shorthanded until the next whistle. Player may ONLY rotate to or from the bench or penalty box on stoppages of play.

## Ejections

Referees must eject any player whom they believe to be playing under the influence of any substance at any time. A report must be filed with the WJHL detailing the ejection. Supplementary discipline will be applied to the player in this case. A player upon ejection from the game, for any reason, must immediately proceed to the dressing room. The player may not return to the rink.

Failure to obey this rule, and if any ejected player causes an additional disturbance off the ice, the WJHL will assess further disciplinary actions resulting in a Match Penalty and a minimum five (5) game suspension.

## Head Contact: Hockey Canada Rule – WJHL Interpretation

As the WJHL is a no body checking league, the rule is adjusted slightly to meet the needs of adult recreation hockey. The WJHL already assesses a double minor penalty for any body check or high stick whether it is intentional or not. This guideline of a double minor for accidental contact to the head will be followed. For intentional contact to the head whether it be a body check, elbow, high stick, or cross-check, an automatic Major Penalty and Game Misconduct should be assessed. If a player is injured as a result of a contact to the head or if it thought by the referee that the offending player was deliberately attempting to injure an opponent, a Match Penalty should be called.

## Penalty Minute Maximums

Counting towards single game, regular season, and playoff penalty minute maximums are two (2) minute minor, four (4) minute double minor, and five (5) minute major penalties. In addition to those, ten (10) minute misconducts will also count towards regular season and playoff penalty minute maximums.

## Single Game Penalty Minute Max

Any skater or goaltender receiving eight (8) minutes of minor and/or double minor penalties within a single game will be ejected. In the case of a goalie being ejected, the team may play with a sixth skater who does not have goalie privileges while another skater is putting on the goaltender equipment if they desire.

Any player being ejected for exceeding the single game penalty minute maximum for the second time during the entire season will automatically receive a minimum (1) game suspension, and a minimum one (1) game suspension for each subsequent occurrence.

## Regular Season Penalty Minute Max

When a player reaches the penalty minute max permitted during the regular season, suspension will occur in the following escalated fashion:

**40 Penalty Minutes Accumulated:** Minimum one (1) game suspension

**60 Penalty Minutes Accumulated:** Minimum three (3) game suspension & ineligible for playoffs

**70 Penalty Minutes Accumulated:** Indefinite suspension from WJHL. Participation in future seasons will be reviewed by WJHL Management.

### Playoff Penalty Minute Max

When a player reaches the penalty minute max permitted during the league playoffs, suspension will occur in the following escalated fashion:

**20 Penalty Minutes Accumulated:** Minimum one (1) game suspension

**25 Penalty Minutes Accumulated:** Suspended for duration of playoffs. Participation in future seasons will be reviewed by WJHL Management.

## Fighting

FIGHTING MAY RESULT IN A SEASON ENDING SUSPENSION, LEADING UP TO BEING BANNED FROM THE WJHL FOR LIFE.

When a player receives a major penalty for fighting, immediate ejection from that game will occur, and the player will be suspended from WJHL games. The WJHL will investigate the incident and render a decision in a timely manner. Players who engage in fighting will receive a **minimum seven (7) game suspension**.

- a) The WJHL has discretion to reduce a fighting suspension of one player if the other player also receives an instigator and/or aggressor penalty. The WJHL also has discretion to increase a fighting suspension of any player receiving an instigator and/or aggressor penalty. In the case of a player receiving an instigator and/or aggressor penalty the suspension will increase by a minimum of three (3) games.
- b) A player taking a physical advantage of an unwilling and non-punching opponent (instigator or aggressor) may be banned for life from the league.

**Any player(s) involved in a physical altercation off-ice on Bell MTS Iceplex property will receive a 365 day suspension (one year).**

## Suspensions

There is zero tolerance for verbal or physical abuse to players, referees, league officials, or Bell MTS Iceplex staff. Any player that threatens the safety, and well-being of any on-ice or off-ice official will receive a minimum season-long suspension.

**Any player found making racial remarks to any players, referees, league officials or Bell MTS Iceplex will receive a Match Penalty and a minimum five (5) game suspension. A second offence will result in a season-long suspension.**

All double minor penalties, major penalties, misconducts, and match penalties may carry an additional suspension at the discretion of the WJHL.

All major penalties, gross misconducts, and match penalties in the last period of a game or at the conclusion of a game will result in a minimal additional one (1) game suspension.

All Game Misconduct penalties will carry a minimum suspension of one (1) game which cannot be appealed.

## Misconducts

Repeat offenders with 10 minute misconducts will be assessed additional game suspensions as follows:

- 3 Misconducts – Minimum three (3) game suspension
- 4 Misconducts – Indefinite suspension and automatic review by WJHL Management

## Playing Under Suspension

Suspended players are not allowed to be near the players or timekeepers bench during a game.

- a) The final score of the game in which a suspended or illegal player participated will be recorded as "0" for the team using the suspended or illegal player.
- b) The opposing team will keep their score, and if no goals have been scored, a score of 3-0 will be awarded.
- c) The suspended player will have an additional minimum five (5) games added to the current suspension.
- d) The team using the suspended or illegal player will also have their team representative **PLUS** their top scorer (rep will not count as top scorer) suspended for the team's next game.
- e) A second occurrence of a team using a suspended or illegal player will result in the team being suspended for the balance of the regular season and playoffs.

No suspended player may play on any team (including to spare) within the WJHL until after the suspended player has served the complete suspension on the team the suspension occurred with. *(I.E. if a player receives a two (2) game suspension playing with Team A, the player will not be permitted to play for Team B or Team C until the two (2) game suspension on Team A has been served).*

## Appeals

No appeals will be heard regarding a referee's decision during a game. An appeal of a WJHL management decision for discipline may only be heard if the following conditions are met:

- a) Written submission by the team representative only that must be received no later than 48 hours of the issuing of a suspension accompanied by a \$200.00 deposit. Deposit via valid credit card number only, along with the name appearing on the credit card, and expiry date.
- b) If a decision is overturned, the deposit will be returned.

Appeals will be reviewed by a Disciplinary Committee comprised of members of the Bell MTS Iceplex Management. WJHL Management will have no involvement in appeal hearings and decisions.

All decisions by the Disciplinary Committee are considered final.

Any questions regarding the procedures concerning disciplinary actions and appeals should be directed to WJHL Management.

## Equipment

### Helmets & Eye Protection

All goaltenders shall wear CSA approved helmets and facemask with proper chinstraps secured in a manner in which to provide protection. Goaltenders are not allowed to wear a cats-eye style mask unless it is CSA approved.

#### Goaltender's Helmet and Face Mask Specifications:

- a) The "face mask" must have a hockey helmet or a goaltender's full face head protector
- b) The face mask shall be constructed in such a way that a puck shall not get through it
- c) Should the helmet and/or face mask come off while player in progress, the referee shall stop play.
- d) Should a direct shot hit the goaltender's face mask and/or helmet while play is in progress, the referee shall stop play.

Players require CSA approved helmet and chin-straps (no substitute whatsoever). Players will not be permitted on the ice during a game without an appropriate helmet. A player participating in warm-up or game without a CSA approved helmet will be assessed a minor penalty and immediate ejection until the item in question is fixed or replaced.

It is recommended that all players wear a CSA approved full-face protection. A player choosing not to wear full-face protection will have the insurance for facial injuries lowered accordingly for wear a CSA approved half-visor or no facial protection at all. ([www.csagroup.org](http://www.csagroup.org))

If a player chooses not to wear any facial protection, the player must remove the "J" clips on the CSA approved helmet whose main purpose is for facial protection. This is to minimize any potential injury the clips may cause. The player will not be allowed on the ice until the clips are removed. Should a player with "J" clips participate in the game, the player will be assessed a minor penalty and immediate ejection until the player removes the clips or replaces the helmet without clips.

#### *Helmet Stickers*

All players within the WJHL are requested to wear the WJHL stick on the back of their helmets. This identifies players are being registered participants on the ice to the officials. Team reps should contact WJHL Management should they need additional helmet stickers throughout the season.

## WJHL Procedures

### *Registration & Waiver Forms*

All players must register online and be approved by WJHL convenors. Contact [dcourt@tnse.com](mailto:dcourt@tnse.com) for waiver forms for players under the age of 18.

### *Results & Statistics*

League result, statistics, and standing can be viewed at [www.thewjhl.com](http://www.thewjhl.com). Scores can also be seen on the Official WJHL Twitter account [@TheWJHL](https://twitter.com/TheWJHL)



## WJHL Personnel

### **Dustin Madriga**

Manager, WJHL & Assistant Scheduler – Bell MTS Iceplex

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Direct: 204-926-5883

### **Dean Court**

Business and Amateur Hockey Development & Programming Manager – Bell MTS Iceplex

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Direct: 204-926-5881

### **Jeff Strome**

WJHL Referee-In-Chief

## Bell MTS Iceplex Policies & Procedures

See [Appendix A](#) for TN Iceplex General Policies & Procedures

### Smoking & Alcohol

Any failure to comply with the smoking and/or alcohol policies will be reviewed by WJHL Management and/or Bell MTS Iceplex Management. Disciplinary decisions rendered will be final.

### Bell MTS Iceplex Property

Any damage to Bell MTS Iceplex property must be paid for by the responsible individual(s) prior to participation in any further league games. Failure to comply will result in an automatic indefinite suspension. If the responsible individual(s) cannot be indentured, then the team will be suspended from the league until full payment for the damage has been received.

### Personal Property

At the Bell MTS Iceplex, the dressing room keys will be in your dressing room door upon arrival. If the keys are not there, or elsewhere in the dressing room talk to the Operations Supervisor on duty. Each team is responsible for locking their dressing room. The WJHL and Bell MTS Iceplex are not responsible for any lost or stolen property. It is advised that valuables are not brought onto Bell MTS Iceplex property.

**DRESSING ROOMS MUST BE VACATED 30 MINUTES AFTER THE GAME IS OVER.**

## Appendix A – General Policies & Procedures

### “A Superior Patron Experience”

It is the goal of True North Sports Entertainment Limited to provide all users of the BELL MTS ICEPLEX a *Superior Patron Experience*, by operating a safe, clean, and state-of-the-art training facility, in a respectful environment. In order to achieve this goal, cooperation among all facility users and the general public is required. By using this facility users agree to abide by the following guidelines & procedures:

#### FACILITY GUIDELINES & PROCEDURES

**MOVEMENT:** Participants and spectators are requested to walk as they move throughout the facility. Aisles, fire exits, lobbies, passageways, stairways, halls, entries and doorways must remain clear. BELL MTS ICEPLEX Management reserves the right to request that all equipment, property or persons blocking such areas be removed.

**MINORS:** Children under the age of 12 must be supervised at all times by their parents/guardians/coaches. **ICE USAGE:**

- The player's entrance gates will remain closed and all team members/participants will remain off the ice until the Zamboni is off the ice and the resurfacing gates are completely closed.
- It is expected that users include their warm-up, cool down, picking up of pucks and other equipment within their scheduled ice-time.
- Users are asked to leave the ice surface after the horn signaling the end of the scheduled time-slot  
– allowing for prompt resurfacing and timely commencement of the next scheduled user.

**CONDITION OF ICE SURFACE:** All users of the ice are responsible for the condition of the ice during and after their rental. Excessive-deep skate ruts or chipping caused by repetitive drills may make the ice unplayable for the next users. Coaches and trainers should adhere to the following:

- Move nets around during practices preferably to corners and away from the creases. Excessive repetitive drills may damage the ice quality for all patrons.
- Move pylons frequently.
- Markings are not permitted on the ice, boards or glass.
- Advise goalies not to kick holes in the crease areas. **EQUIPMENT:**
- All participants, team-members and bench-staff must wear CSA approved helmets and other applicable safety equipment when on the ice surface. Access to the ice surface will be denied and individuals will be asked to leave the ice surface until the appropriate equipment is worn.
- Only Canadian or Slovakian made pucks, manufactured to NHL/AHL standard, are permitted for use in the facility. Use of other foreign made pucks may result in damages to the dasher glass.

#### DRESSING ROOMS:

- Please leave the room in a clean and orderly condition after use. Spitting in the dressing rooms is prohibited. Trash should be placed into the bins provided within the rooms.
- Use of any electronic camera or other recording devices in dressing rooms is strictly prohibited.
- Dressing rooms are available 30 minutes before scheduled ice time and must be left clean and vacated 30 minutes after scheduled ice time.
- Dressing rooms should be locked before leaving to the ice surface.
- Please leave the key inside the dressing room after use.

**LIABILITY FOR PROPERTY:** BELL MTS ICEPLEX Management and staff will not be held responsible for any loss, damage, theft or destruction of properties brought on or into the BELL MTS ICEPLEX facility and parking lot.

**CONDUCT:** All athletes, teams and licensees are expected to conduct themselves in a manner that reflects respect for themselves, others, the facility and the property of all. In addition, the conduct of youth teams/groups should be supervised by an adult while in the dressing rooms.

#### PROHIBITED ITEMS/ACTIVITIES IN OR ABOUT THE ICEPLEX:

- Stick-handling or shooting of pucks or other objects outside of the ice surfaces.
- Parents and/or Spectators on the ice surface at any time.
- Smoking (per City of Winnipeg By-Law No. 88/2003).
- Spitting of saliva, chewing tobacco and/or sunflower seeds.
- Portable skate sharpening machines (unless written approval provided by BELL MTS ICEPLEX Management).
- The sale or supply of goods or services, or the giving away of goods or services including any samples of food, beverage or other products without prior written approval of BELL MTS ICEPLEX Management.
- Posting of materials of any kind at the facility is prohibited without the prior approval of BELL MTS ICEPLEX Management.
- Other: Illicit/illegal substances, pets, gambling, loitering, skateboards, roller blades, scooters, bicycles and Heelys skate shoes.

#### FOOD & ALCOHOL:

- Consumption of food should only occur in concession or restaurant areas.
- Possession and consumption of alcoholic beverages shall be confined only to the licensed *Press Box Restaurant & Bar* (Manitoba Liquor Control Act Section 120(1)).

**DAMAGE or VANDALISM:** Please report damage or vandalism to the BELL MTS ICEPLEX staff as soon as possible.

**PARKING:** Parking spaces are reserved for patrons of the facility only. All others will be towed. Keep vehicles secured when parked.



**ADHERANCE TO GUIDELINES:** Disregard of these BELL MTS ICEPLEX FACILITY GUIDELINES & PROCEDURES will be reviewed by BELL MTS ICEPLEX management. Users may be subject to disciplinary actions, including BELL MTS ICEPLEX Management having the right at any time to:

- Refuse admittance or remove from the BELL MTS ICEPLEX facility or property, any person(s) who, in the opinion of BELL MTS ICEPLEX management, is creating a disturbance by behaving in an objectionable or unacceptable manner. This is extended also to objectionable or unacceptable behaviours directed towards game officials and/or associated game organizers operating within the BELL MTS ICEPLEX.
- Revoke future ice-time at BELL MTS ICEPLEX in the event of: wilful damage, failure to control spectators, any of the aforementioned prohibited items/activities, or any other behaviour considered by BELL MTS ICEPLEX to constitute a public nuisance or a danger or threat to public safety.
- Charge users for the cost of any and all damages to the BELL MTS ICEPLEX and equipment, resulting from disregard of these Guidelines & Procedures, or other wilful damage.