



Waterloo Regional Adult Ball Hockey League

Adult Gym League Bylaws and Rules

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1 Player and Team Eligibility

- a) All players playing in the WRABHL program must be properly registered, including full payment received and having completed the online registration and waiver forms.
- b) Players must be seventeen (17) years of age or older in the league's playing calendar in order to register and participate in the Adult divisions. Players who are seventeen (17) years of age must have parents' or guardians' information filled out in their application form as well. Under no circumstances are under-aged players allowed to participate in the Adult divisions.
- c) Team registration must contain a completed *Team Registration form* along with accompanying *Team Roster form* listing each player. *Team Roster form* must include player's names, contact information, mandatory sweater numbers, and waiver signature. *Team Registration Form* is due on league registration due date. *Team Roster Form* must be submitted 72 hours prior to first game of the league play. Adding or removing players during the course of the season must be administrated through the league office, and must occur using the *Team Roster Add/Remove Form*. For game eligibility of any "added" player, roster transactions must occur seventy-two (72) hours prior to that team's game.
- d) Teams may appoint one (1) Team Captain and may appoint up to three (3) additional Assistant Captains. Only those players may wear the "C" (captain) and "A" (assistant captain) on their sweater, and only those players have the privilege to ask an official their interpretation of a rule.
- e) Team uniforms: See section 2: Uniforms on page #3.
- f) Only registered players will be listed on team's game sheets. Absolutely no player or coach names will be written on the game-sheet except by a league official. Referees and team representatives are **NOT** allowed to alter team rosters as listed on game-sheets.
- g) A game default will be assessed for any team having a player participate in any game when the player is not properly registered (refer to page #2 section 1 f) on the team's final roster submitted to the league, or who has not paid their fine and/or served their suspension. Further suspension will be taken by the WRABHL directors to individuals or teams involved in the play of ineligible player(s); further suspension may include individual player or team suspension for the remainder of the season and future programs.
- h) Any player who has not fulfilled their obligations (refer to page #2 section 1 f,g) to the Team or League, will be suspended indefinitely from participating in any WRABHL events until the obligations are resolved. This will be carried forward to future seasons/events. Notification will be required from the League Coordinator prior to the player being permitted to play in any game.
- i) The minimum number of players a team must have on its roster is six (6) and the maximum is fifteen (15).

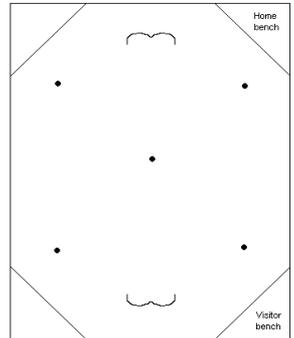
- j) All suspensions and fines must be honoured prior to inclusion on any roster.
- k) All fines must be paid 48 hours prior to next game. Failure to pay fines will result in indefinite suspension (see page #2 section 1 f,g,h).

2 Uniform

- a) Teams must supply their own like coloured jerseys. Player jersey numbers must fall among or between 1 and 99 and must be plainly visible on the back of their jersey. Player numbering must be permanently fixed to the jersey. Taped on numbers are unacceptable. Each player must have a unique numbered jersey for their team. When it is necessary for a player to change his/her jersey number, it is that player's responsibility to let the officials know of the number change before he/she enters the game. This is so statistical accuracy can be maintained.
- b) In the event of a colour conflict, the **VISITORS** team must change jerseys. WRABHL will supply one (1) set of pennys for such a situation.
- c) A team using the league penny's will sign for them, and must return the same number of pennys immediately at the conclusion of their game. If the correct number are not returned, the team will be fined the replacement cost for each missing cover-up, plus a \$10.00 administration fee.

3 Playing Surface

- a) The playing surface will be any chosen rectangular gymnasium or outdoor facility as approved by WRABHL Directors
- b) Home and visitor benches shall be provided on the corners of the playing surface, restricting the ball from rolling into them. When the ball bounces or is accidentally shot into the benches, a face-off shall occur at the face-off circle closest to the bench the ball went out.
- c) Two benches adjacent to the player benches shall be provided for player belongings, if they choose to leave bags, coats, etc. in these areas.
- d) There shall be five (5) designated face-off positions on the playing surface, and used at the discretion of the official working the game.



4 Length of Games and Game Components

- a) Games will consist of two (2) periods, each being twenty-four (24) minutes straight running time. The last two (2) minutes of the game will be stop time. During the duration of straight time portion of the game, the game's clock will

only stop when a time out is called, when a player is injured, or on the referee's discretion in the best interest of the game.

- b) One (1) thirty (30) second time out per period will be granted to each team. The game's clock shall stop for this time out. The clock will start on the drop of the ball. Teams must lineup for the face-off immediately when the timeout expires which is signaled by the referee.
- c) Team's benches are determined by the game sheet. Teams will defend the goal closest to their bench for all periods including overtime period(s).
- d) All games will start at the scheduled start time. The game clock will start two minutes after the game scheduled time if both teams are not ready for game play. (refer to *Game Defaults*)

Note: If a game is running behind time, the officials, at their discretion, may have the clock run straight time for the last 2 minutes of each period..

- e) Teams will shake hands at the conclusion of each game.

5 Game Defaults

- a) If a team does not have the minimum required three (3) players on the playing surface ready to commence play at two (2) minutes after the game's scheduled time, the team must forfeit both of their period's timeouts and a two (2) minute grace period will ensue. The team in this situation will also be penalized one (1) penalty for delay of game.
- b) If after the two (2) minute grace period the team still cannot field the minimum required players on the playing surface, the game is defaulted and the offending team is fined \$50 (payable to league and forwarded to the opposing team before the offending team's next scheduled game). The offending team will also incur a ten (10) minute misconduct penalty (in addition to the delay of game penalty – see above). Fines and suspensions will be carried to future seasons if necessary.
- c) When a team defaults, the teams involved can play an exhibition game. All mandatory equipment requirements must be adhered to. All major penalties will be reviewed by league and disciplinary action will ensue. The officials have the right to refuse officiating the game.
- d) Any game default during the regular or post season will result in a 1-0 loss. If the default occurs in a playoff “series” round (head to head playoff series), the playoff series victory shall be awarded to the non-offending team.

6 Mercy Rule

- a) When the goal span reaches seven (7) goal differential at any time in the second period, the game is over and the final score is registered at that score (applies to regular and post season).

- b) Teams may continue to scrimmage until the end of the game scheduled time (registered players only). All equipment requirements must be adhered to and major penalties will still apply. Referees must stay and continue refereeing the game if both teams decide to scrimmage after the Mercy Rule takes effect.

7 Termination of Game

- a) When playing conditions appear to become dangerous, the decision whether to begin or continue a game is solely the responsibility of the officials.
- b) The officials may terminate a game if, in his/her estimation, it is getting beyond disciplinary control.

8 Postponement of Games

- a) A game postponed for any reason shall be rescheduled by the WRABHL on the earliest possible date available.
- b) The procedure for any unfinished portion of a game called because of curfew or act of nature shall be as follows
 - i) If the teams are to meet again during the regular season and if there is less than one (1) period remaining, the remainder of the game shall be played prior to the start of the next scheduled game.
 - ii) If the teams are to meet again during the regular season or if there is exactly one (1) or more than one (1) period remaining, the full game shall be replayed if it has any bearing on the final standings. (*Note: This rule applies if Floor time is available.*)
 - iii) If the above situations occur during the playoffs a decision will be made at that time by a WRABHL Director.

9 Regular and Post Season Schedule

- a) WRABHL shall be responsible for setting the Regular and Post Season schedules. WRABHL have the right to alter playoff participants/format/schedule if deemed necessary.
- b) Regular season game times will vary amongst the teams in the league. The league will try its best to ensure each team gets as close as possible the same number of game times as other teams (*i.e. early morning game times will be shared by all teams as much as possible*)
- c) Post season game times will start at the earliest possible time slot for different tiers (*i.e. Pool "A" might have 9:00am game times, Pool "B" games may start at 12:00pm*)

- d) Post season games may consist of one or more “round robin” rounds, one game eliminations, or elimination point series or “best of” series. For elimination point or “best of” series, teams will alternate from home to visitors until the series is won by a team, with the higher ranking team (*based on Regular season stats – see below*) starting at home.
- e) Regular season and playoff round robin games may end in a tie and will not contain overtime procedures. Playoff elimination games will follow an overtime procedure.

10 Game Penalties / Penalty Shots

- a) Refer to Penalties, Suspensions, and Fines section for definition and details of all penalties.
- b) When one or more minor penalties are taken by a player, the player must leave the floor and can only return to the playing surface on a stoppage of play. Further to this point, the player is ineligible to return to the game by virtue of an on-the-fly change. If a player returns to the playing surface before a whistle on a stoppage of play, the player will be assessed a minor penalty (unsportsmanlike).
- c) If a player takes three (3) minor penalties (2 minute penalty) in a game, the player is not eligible to return to the game, as the player receives a game ejection. See *Penalties, Suspensions and Fines* for more information.
- d) When a major penalty is taken by a player, the player will be immediately ejected from that game. Further disciplinary action can be taken by the league.
- e) Each minor and major penalty shall be recorded by the Major Official on the game sheet.
- f) When a minor or major penalty is taken, the offended team shall be awarded penalty shot(s). The team awarded the penalty shot(s) may choose any player on the playing surface at the time of the penalty, except the goalie, to take the penalty shot. The awarded team needs to have a player ready to take the penalty shot (from center) within fifteen (15) seconds of the call. Failure to have a player ready to take the penalty shot shall forfeit the penalty shot attempt.
- g) The offending team has the luxury to change the defending player/goalie, as long as this is accomplished within 15 seconds from the time of the infraction call by the official. A team can choose a player to defend the goal on the penalty shot, however the player must be wearing full facial protection. Failure to have a defending player/goalie ready at the referee's signal shall result in an automatic goal against the offending team.
- h) Each penalty shot will take place only on the referee's signal.
- i) The face-off on a single awarded penalty shot shall occur in one of two places: if the shot results in a goal, the face-off shall occur at the center ice face-off. If the penalty shot results in a missed opportunity to score, the face-off shall occur at the face-off circle in the offending team's zone (beside the offending team's goal). In

the event of multiple penalty shots awarded to one team or to both teams (non-coincidental penalties), the face-off shall always occur at the center face-off circle.

11 Regular Season Standings

a) The statistician shall monitor the standing as follows:

Win - **Two (2) Points**
Tie - **One (1) Point**
Loss - **No (0) Points**

b) For Inter-Tier play:

Win - **Two (2) points if top tiered team wins**
- **Three (3) points if bottom tiered team wins**
Tie - **One (1) point for any tie or if bottom tiered team is within four (4) goals of top tier team in a loss**
Loss - **No (0) points for losses or if bottom tiered team is not within four (4) goals of top tiered team in a loss**

c) The Regular Season standings will apply the following criteria in placing the teams from first to last place:

- i) Team with most points
- ii) Head to Head Winner
- iii) Team with fewest penalty minutes
- iv) Team with least goals against
- v) Team with fewest losses
- vi) Highest goal span percentage (goals for divided by the sum of (goals for + goals against))
- vii) TBD by League Officials

12 Post Season Standings

a) The statistician shall monitor post season round robin standings and “series” rankings as follows:

Win - **Two (2) Points**
Tie - **One (1) point**
Loss - **No (0) points**

- b) The Post Season Round Robin standings will apply the same regular season standings criteria

13 Overtime Rules

Regular season games and round robin play-off games

- a) Games which end in a tie during these games will result in a 'sudden death' shootout to determine a victor.
- b) Both teams receive one (1) point for the tie during the game.
- c) Each team shall select players to shoot until a victor is established. All players, on the team with the fewest players participating, must shoot before the shoot-out line-up is recycled for both teams in the shoot-out (this is only if a victor is yet to established).
- d) The team to score first during their opportunity, while the other team fails to score during the same opportunity, will win the game.
- e) Winning team will earn one (1) extra point.

Elimination game over time rules

- a) In Post Season play in games that are not Round Robin games and which must decide a team to advance or become the victor, such as elimination games or championship games, the following rules shall be applied to decide the winning team:

Note: *Each team starts period in the end the team's finished the regular time in.*

- i. One (1), five (5) minute overtime period will be played (Sudden Victory)
- ii. Shoot-out (see below)
- b) Overtime rules only come into play when the game is tied after regular time expires and all awarded regular time penalty shots have been taken.
- c) Penalty shot rule applies (see Penalty Shot rule)
- d) If the game is still tied after the five (5) minute stop time overtime period, an overtime shootout shall commence with the following rules:
 - i. Each Coach/Team Rep shall submit a hand written list to the official of five (5) players on their roster, including jersey numbers, and in the order they wish the players to shoot on the opposing goal.
 - ii. The goalie that finishes the five (5) minute overtime period for their team must be in net for the five (5) opposing players in the shootout in the goal that they finished the overtime period.
 - iii. Starting with the first selected players for each team, the players will start from center line and at the same time in the direction of the opposing goal shall proceed on the official's signal (whistle).

- iv. The goalie's feet must be position between the goal posts until the official signals the start of the penalty shot.
- v. The winner of the shootout, and the game, will be the team with more overtime penalty shot goals (best of).
- vi. Penalty shots will stop once a team has no chance of equaling their opponents overtime penalty shot goals. The team with more goals shall be awarded the victory.
- vii. If both teams have equal number of overtime penalty shots at the conclusion of the initial five (5) shooters, the process shall repeat, starting with the first selected penalty shot players, except that if a player scores for his team when the opposing player does not, the player that scores will win the game for his team.

14 Individual Player Scoring and Standings

- a) The Regular and Post Seasons will have it's own distinct Player Scoring Standings.
- b) The Statistician shall record Player scoring as follows:
 - Goal - One (1) point
 - Assist - One (1) point
- c) The Player Scoring standings will apply the following criteria for ranking players:
 - i) Most Points
 - ii) Least penalized player
 - iii) Least games played
 - iv) Most goals
- d) If default occurs, no individual stats will be awarded to any player on the winning team.
- e) If after a game is played but the game becomes a win by default (i.e. illegal player), the non-defaulting team will retain all individual scoring points. The defaulting team will lose all individual scoring points. All penalty minutes and suspensions will be retained by both teams as part of league statistics, and must be served. See defaults.

15 Goalkeeper Standings

- a) The Regular and Post Seasons will have it's own distinct Goaltending Leaders Standings. Post Season stats will not carry forward any Regular Season stats.

- b) Goalkeeper standings will be based on least goals against per game average. Goalkeepers must play at least one-third (1/3) of their team's games to date to qualify for top goaltender.
- c) The Goaltender Leaders Standings will apply the following criteria for ranking goaltenders:
 - i) Lowest Goals Against Average
 - i) Most games played
 - ii) Most wins
 - iii) Goalie with least penalty minutes
 - iv) Most shut-outs

16 Protective equipment

- a) The following equipment is mandatory in all WRABHL games:
 - 1) CSA approved hockey helmet (chin and face mask straps must be secured and “done-up”)
 - 2) ice hockey gloves or lacrosse gloves (no palmless gloves or street hockey gloves)
 - 3) athletic shoes
- b) The following equipment is recommended:
 - 1) athletic support
 - 2) soft knee pads
 - 3) elbow pads (*must be covered by jersey*)
 - 4) full facial shield
 - 5) mouth guard
 - 6) soccer shin pads or dgel ball hockey shin guards (*if hard shin pads, i.e. mylec shin guards, or hockey shin guards are worn they must be fully covered*)
- c) The following equipment is prohibited from play:
 - 1) Shoulder pads
 - 2) *Jewelry (medical alert jewelery is allowed) (i.e. chains, rings, earrings)*
- d) Jewelry is prohibited and must be removed or covered accordingly (if unable to remove) prior to playing. Medical alert bracelets or necklace are eligible to be worn during play. Referees are encouraged to remind players of removing jewelry prior to start of game, however if a player is caught with jewelry who was previously warned to remove it will receive a minor penalty for delay of game.
- e) Hockey Sticks must be of any composition but must be attached internally into the shaft and must be a blade manufactured for retail purposes. The curvature rule is

not in affect. ***Plastic attached blades are strictly prohibited.*** Tape on blade is strictly prohibited.

17 First Aid/Water bottles

- a) WRABHL strongly recommends that every team carries water bottles and adequate first aid kit on the bench at all times. Teams should also ensure that at least one (1) member have a recognized first aid certificate.

18 Playing Rules

- a) All playing rules are generally covered where applicable in the Hockey Canada Official Playing Rules book. The bylaws and rules contained herein shall take precedence where a conflict of ruling exists.
- b) Two (2) officials shall be used to officiate a game where possible. On occasion or when the situation permits, one (1) official may be used to officiate the game. Patience and good sportsmanship is a must at all times. Your cooperation will be counted on to ensure a fun and safe game for everyone involved.
- c) The maximum number of players per team on the playing surface at one time is four (4). Typical play is with three (3) players and one (1) goalie, and is referred to as “3 on 3” play.
- d) There are no blue lines/off-sides.
- e) *High sticking* is any part of the hockey stick above the normal shoulder regardless of contact with the ball or not. This action will result in a minor penalty. If the action is deemed a dangerous action by the official it could result in a major or a match penalty. This rule does not apply to a player's slap-shot. When a high sticking penalty occurs, the play is immediately stopped and the penalty is assessed.
- f) ***Slap-shots*** will be permitted.
- g) When a goalkeeper is injured or ejected from the game, another player registered to that team will be allowed two (2) minutes to put on the goalkeeper's equipment. This will only be permitted, once per team per game. The team will also forfeit one or both timeouts in that game, if they have not used all timeouts to that point. An additional attacker with no goalkeeper privileges may replace the goalkeeper.
- h) Water bottles and one (1) towel will be allowed on top of the net to be used by only the goalie.
- i) If any contact with the opposing team's goaltender who in the opinion of the official occurs in the goalie's crease, then a minor penalty shall be assessed . When a goalie's crease is not officially marked on the playing surface, the official shall

use his judgment on what constitutes the goalie's crease. Protecting the goaltender is important and why this rule is in place.

- j) A player may catch the ball and immediately drop it to the floor. The player cannot wave or throw the ball, or a minor penalty shall be assessed. However, a player (other than the goalie) in the defensive zone cannot catch or close his/her hand on the ball while inside the goalie crease. If this scenario occurs a penalty shot shall be awarded to the other team.
- k) All non-minor penalties shall result in game ejection.
- l) A longer 'sustained' whistle or score clock buzzer shall mark the end of all periods.
- m) A player who in the official's discretion purposely shoots the ball into one of the corner benches shall receive a minor penalty.
- n) If a player is within 5 feet of the wall, who in the opinion of the official(s), is in a vulnerable position and is pushed from behind or from the side towards the wall by an opposing player, the opposing player will receive a minor penalty for Boarding. The penalty may be increased to a double minor for Boarding at the officials discretion.
- o) During play if any player throws a stick or any item at a player, or the ball to disrupt play, will result in an automatic ten (10) minute major penalty, a Game Ejection (GE), and an one (1) game suspension.
- p) Fighting is prohibited in the league, and players/coaches who fight on the premisses of the playing facility will be given a fighting major which results in; an eight (8) game suspension which must be served for on team only ; a \$125 fine charged to the player; a suspension from all other league involvement until the eight (8)games and the \$125 fine has been served and paid; be placed on a six (6) month probation period after the suspension has been served.
- q) Penalties will result in penalty shots, the number of penalty shots will be determined by the severity of the penalty. One (1) penalty shot for each minor penalty; two (2) penalty shots for each five (5) minute major; three (3) penalty shots for each ten (10) minute major.
No penalty shot(s) will be awarded to either team on coincidental penalties.
Only players (excluding goalies) on the playing surface during the time of a penalty infraction are allowed to take the resulting penalty shot(s).
If a goal is scored during a penalty shot the resulting face-off will be at 'center floor'. If no goal is scored on a penalty shot the resulting face-off will be in the offending team's defensive zone. Face-offs on coincidental penalties will be in the zone where the ball was last played before the penalty call.
- r) All non-minor penalty shall result in game ejection. There (3) penalties in one game results in a Game Ejection (GE)

- s) Any player, who plays in multiple divisions, who receives any major penalty which result in game suspensions will be automatically suspended from all games for that day. These games missed do NOT contribute towards the games suspended. However, any game (the player is registered to play) after the day of infraction will be counted towards the games which the player will serve for the suspension.
- t) All major fines are the responsibility of the team. 100% of any team's fines must be paid prior to the team's next game. No fine money will be accepted at the facility and must be paid at least a day prior to team's next game.
- u) Verbal and physical abuse of league officials will not be tolerated. These actions may result in game ejections, suspensions, and/or fines depending on severity of the action. If any player disagrees with the an officials performance, please contact the league conveners via email after a twenty-four (24) 'cool-down' period.

19 Protests

There will be no Protest of any games.

20 Penalties, Suspensions and Fines

All fines must be paid to League Directors.

Infraction	Penalty Minutes Assessed, Penalty Shots Assessed	Minimum Additional Penalty	Fine
Any minor	2 minutes, 1 penalty shot	none	N/a
3 penalties in 1 game	Each 2 minutes, 1 penalty shot each	game ejection	\$10
Any major penalty	5 or 10 minutes, 2 penalty shots for 5 minute, 3 penalty shots for 10 minute	game ejection	\$10
Misconduct	10 minutes, 3 penalty shots	game ejection	\$10

Infraction	Penalty Minutes Assessed, Penalty Shots Assessed	Minimum Additional Penalty	Fine
M10	Throwing stick over boards		
M11	Refusing to surrender stick for measurement		
M12	Player interference / distraction during penalty shot		
M13	Goalkeeper violation / infraction during penalty shot		
M14	Equipment / face mask worn incorrectly		
M20	Disputing call of official		
M21	Harassment of official / Unsportsmanlike conduct		
M22	Inciting (taunting)		
M23	Entering official's crease		
M34	Failure to go to player's bench or neutral area		
M35	Failure to go directly to the penalty bench		
M71	Checking to the head (minor + 10 minute major)		
Game Misconduct	10 minutes, 3 penalty shots	game ejection & 2 game suspension	\$10
GM20	Disputing call of official (only one game suspension)		
GM21	Disputing a call of an official: verbal abuse of a game official		
GM26	Second misconduct		
GM28	Interference from the bench		
GM30	Fighting - <u>see below</u>		
GM32	Player(s) 2 nd , 3 rd , 4 th man into fight - <u>see below</u>		
GM33	Leaving player bench or penalty box - <u>see below</u>		
INS36	Instigator - <u>see below</u>		
AGG37	Aggressor - <u>see below</u>		
GM39	Hair pulling, grab face mask / helmet / chin strap (major + game)		
GM50	Checking from behind (minor + game)		
GM51	Checking from behind (major + game)		
GM53	High sticking (major + game)		
GM54	Cross checking (major + game)		
GM55	Slashing (major + game)		
GM56	Game ejections		
GM57	Boarding / body checking (major + game)		
GM58	Elbowing / kneeling (major + game)		
GM59	Charging (major + game)		
GM63	Discriminatory slur		
GM64	Trash talking		
GM68	Kick shot (with injury major + game)		
GM71	Checking to the head (major + game)		
GM73	Tripping (major + game)		
GM74	Interference (major + game)		
GM75	Holding (major + game)		
GM76	Hooking (major + game)		
GM77	Roughing (major + game)		
GM78	Goaltender drop kick ball (major + game / injury involved)		
GM79	Refusing to start play (coach – major + game)		
GM80	Team official interference / distraction during penalty shot		
GM81	Leaving bench without clearance from the referee (assessed to coach if altercation results in penalties at end of game)		

Infraction	Penalty Minutes Assessed, Penalty Shots Assessed	Minimum Additional Penalty	Fine
Gross Misconduct	10 minutes, 3 penalty shots	game ejection & 3 game suspension	\$50
GRM60	Travesty of the game		
GRM61	Obscene gestures		
GRM62	Removing helmet		
GRM63	Discriminatory slur		
GRM66	Head butt (double minor + gross)		
GRM67	Butt end (double minor + gross)		
GRM68	Spearing (double minor + gross)		
GRM69	Goaltender refusing to remove mask for identification		
Match Penalties	10 minutes, 3 penalty shots	game ejection & 8 game suspension	\$125
MP24	Threatening an official		
MP24	Physically abuse of an official - <u>see below</u>		
MP29	Spitting		
MP38	Fighting with ring or tape on hands		
MP40	Attempt to injure		
MP41	Deliberate injury		
MP42	Butt ending		
MP43	Grabbing face mask / helmet / chin strap		
MP44	Hair pulling		
MP45	Kicking		
MP46	Spearing		
MP47	Head butting		
MP52	Checking from behind (match)		
MP72	Checking to the head (match)		
2 Gross Misconducts in one year	each 10 minutes, 3 penalty shots each	1 year suspension from the date of the last suspension	\$125
GM30 - Fighting	10 minutes, 3 penalty shots	game ejection & 8 game suspension	\$125
INS36 / AGG37 - Fighting - instigator or aggressor	10 minutes, 3 penalty shots	game ejection, 2-minute minor, 8 game suspension	\$125
GM30 - Fighting - retaliation if aggressor called	10 minutes	game ejection & 8 game suspension	\$125
GM32 - Third man in	10 minutes, 3 penalty shots	game ejection & possible 8 game suspension	\$150
GM 33 - First player off players' bench during altercation	n/a	game ejection & possible 1 year suspension	\$150
GM 33 - Any other players off players' bench during altercation	n/a	game misconduct & possible 1 year suspension	\$150
Fighting off surface	n/a	game ejection & indefinite suspension	\$150

Infraction	Penalty Minutes Assessed, Penalty Shots Assessed	Minimum Additional Penalty	Fine
MP24 - Hitting a SWO official (physically or with equipment/object/water)	n/a	game ejection & life suspension	n/a
Any intentional contact or threat of any league official	n/a	game ejection & life suspension	n/a

21 Discipline

ALL SUSPENSIONS MUST BE SERVED PRIOR TO A PLAYER PARTICIPATING IN ANY PLAY, INCLUDING PLAYOFFS

- a) The above penalties are minimum and further discipline could be taken by WRABHL Board.
- b) The primary onus of honouring suspensions rest with the team involved. Use of a player under suspension shall result in a forfeited/defaulted game.
- c) In the event a player is suspended for more games than there are games remaining in the current season, the remaining suspensions will carry forward into future WRABHL sanctioned events.
- d) All fines must be paid before any team or player can participate in WRABHL sanctioned events.
- e) If any player commits a third offense, which carries a suspension, the player will be suspended indefinitely pending a WRABHL Director review.
- f) All outstanding suspensions will be reported to WRABHL Directors and included on the suspension list.
- g) The WRABHL Directors can take additional action on any matter of discipline as deemed necessary.

**Yelling at the
refs will help
your team win.**

**'Cause they really
like that.**

(Do ya think?)

We lose **10,000** officials every year. Are you the cause?

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Shared Respect
players-coaches-officials-parents



CANADIAN HOCKEY ASSOCIATION

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LETS PLAY !!!