

2021-22
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 BNQ approved neck guard and must do so during game time as well as during practice and warm up;
- c. Goalies must wear CSA approved mask with throat protector and a BNQ approved neck guard;
- d. When a player fails to wear or properly wear mandatory equipment at any time on the ice, an automatic one (1) game suspension will be issued; and
- e. 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 GAMES

- a. The duration of each game shall be at least 40 minutes (straight time). Game shall be divided into two 20 minute periods without a flood. There will be no stop time at any point within the game. The “hurry up 15 sec face off” will be used. A minimum break of 2 minutes shall be obligatory between periods and team will not change ends;
- b. There will be a 2 min warm up before every game that will start when the Zamboni door closes. Players are not permitted to go on the ice until the Zamboni door closes.
- c. The referees will start the clock immediately after the warm up is finished whether the game sheet is completed or not. Play shall not start until the game sheet is in the time keeper’s box.

201.3 GAME SHEETS

- a. Prior to the start of the game, Team Reps are to liaise with the time keeper to ensure the game sheet is completed properly;
- b. All players have to be registered in the WHL and each names and uniform numbers have to be legible. If a name is not legible, the players' participation will not be recorded. Uniform numbers shall not be duplicated;
- c. If there is two (2) players or more with the same last name in the team roster, their first name needs to be written on the game sheet. If not, the players participation will not be recorded; and
- d. Players coming late must ensure, with the time keeper, that they are added on the game sheet.

201.4 TIE GAMES

- a. During regular season games, ties shall stand; and
- b. During post-season games, a shootout will decide the winner. A 3 person shootout will occur. Each team will be awarded 3 shooters. If the game is still tied after the first 3 shooters, teams will alternate shots until a winner is decided. Players can only shoot once unless every player on the roster has shot.

201.5 PLAYER REGISTRATION AND ELIGIBILITY

- a. All players must complete a registration form. Civilian and Class A off duty must complete the Liability Waiver located on CAF Connection online.
- b. Intersection Teams represent a specific section or workgroup on the base and must have a minimum of 18 skaters and 2 goalies to enter the League. Players may only play for the section or workgroup they are currently employed. If a unit has two teams registered in the League, players may only play for one team. The Team Rep will need to submit a roster for each team prior the start of the League.
- c. If Base teams are registered in the League, players can play with their Unit team and the Base team; if the two teams play each other, player will compete on their unit team.
- d. Players not belonging to a Unit that has a team in the League will go in the draft. Should players wish to play on a team other than their own Section or workgroup, the losing unit team rep must submit in writing to the Mil

Sports Coord releasing the player. The player will go in the draft and assigned the team with the smallest roster. Failure to comply will result in the suspension of the released/waived player from further League play;

- e. 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 Program Constitution; and
- f. To be eligible in the playoffs, players must play a minimum of 7 games during the regular season with the exception of 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. Once the playoffs have started, no more requests will be accepted for consideration.

201.6 GAME CANCELLATION

- a. Team representatives must provide a minimum of 24 hours notice for all League game cancellations to the Mil Sports Coord, League President, Vice President, opposing teams reps and Chief Official. 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; and
- b. If a Team Rep does not contact the Mil Sports Coord, League President, Vice President, opposing team reps and Chief Official prior to the scheduled game, it will be considered as a “no-show”. Disciplinary measure will be taken IAW the Intersection Sports Program Constitution.

201.7 TEAM SHORT OF PLAYERS

- a. If a team does not have the required number of players to complete its line-up (5 skaters and 1 goalie), team may pick up players from the opposing team or other teams provided they are registered League players. The opposing Team Rep must agree. The team roster shall not exceed the opposing team. If Team reps cannot agree, the short bench will lose by default; and
- b. If both teams have a limited roster for the game, it's both team reps responsibility to meet and determine the way forward. The teams can distribute players equally and continue with an officiated game. No games shall be played with less than 3 players on each team.

201.8 PLAYING RULES

The League 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 an abuse of official call will be automatically suspended. The duration of these suspensions are:
 - First offence: (3) games
 - Second offence: the case will be staffed to the WSDC with the recommendation of a 7 games suspension
 - Third offence: the case will be staffed to the WSDC with the recommendation of eligibility being reviewed for 1 season
- d. 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.
- e. A player receiving a second misconduct penalty in the same game will automatically be assessed a game misconduct penalty per Hockey Canada and be suspended from further League play until the League President investigates the incident.
- f. Any player receiving a major and game misconduct shall be ordered to the dressing room for the remainder of the game. They will also be assessed a minimum of 1 game suspension.
- g. Any player or team official incurring a “Gross Misconduct or 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. Any incidents relating to Operation Honor will be called as a Gross Misconduct and reported to the WSDC for review.
- h. 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.

- i. An AAR for the following penalties, Fighting, all Misconducts, Abuse of officials and Match must be submitted from the Game Officials to the Mil Sports Coord.
- j. Should a suspended player wish to appeal a suspension, it must be submitted in writing to the League Vice President within 2 working days of receiving the suspension. No player may participate while his/her suspension is under appeal. The League Vice President will then forward the appeal to the Mil Sports Coord who will forward to Wing Sports Disciplinary Committee for consideration and further action. Note: Official's judgement calls are non-disputable IAW CAF Ntl Rule book Chap 4, Disputes para 9.
- k. The Home team will change sweaters if there is a conflict.

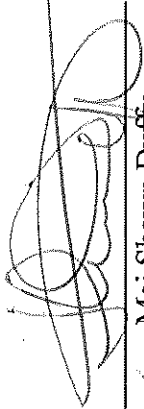
201.9 FIGHTING

- 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.

201.10 Game Protest

- a. At any time during the game, a team can lodge a formal protest. If a protest is to happen, it must be stated the nature of the protest. Please note that any protest related to player eligibility must be indicated prior to the game beginning. The referees will record protest on the game sheet and email league President, Vice president and Mil & Sport Coord. The league President, Vice president and Mil & Sport Coord will determine if the protest is valid. If the protest stands, the team in violation of the rules will be

administered a loss and the protesting team will be administered a win. If a team is found in violation 3 times, they will be removed from the league. If a team is found in violation during the playoffs, the team will be automatically awarded 2 losses and will not advance further.



Maj Shawn Duffy
President

19 Jan 22
Date

Mil Sports Coord

Comments: Recommended/Not Recommended



Mr. Ryan Meeks
Mil Sports Coord

19 Jan 22
Date

Mgr Fit & Sports

Comments: Approved/Not Approved



Mrs. Kendra Lafleur
Mgr Fit & Sports

19 Jan 22
Date

