



Wisconsin Minnesota Hockey League
Position-Specific WMHL & USA Hockey Rules
11/10/2006

Manager

USA Hockey:

Zero Tolerance: Parents or spectators displaying inappropriate and disruptive behavior (obscene or vulgar language, taunting, threat of physical violence or physical violence, or throwing an object in such a manner to create a safety hazard) will be asked by the officials to leave the rink and not allowed to return. Those individuals may then be subject to further disciplinary action by the local governing body.

WMHL:

S.T.O.P. Signs - Squirt/U10 and above: Team's jerseys must have S.T.O.P. logo above back number and signed S.T.O.P. Pledge Forms are due to your WMHL Rep, by 12/31.

Rosters: Copies of signed USA Hockey rosters are due back to your association's WMHL Rep. by 12/31!

Scoresheets: winning team submits to the League Statistician within seven (7) days of the date the game is played, but no later than the day before the March WMHL Board Meeting. For forfeits, the team being recorded as the winner is responsible for submitting the scoresheet. For ties, **both** coaches shall submit a scoresheet to assure that the scoresheet has been submitted.

"League Game" Scoresheets (only) for the 2006/07 season should be submitted to:

Fax (**no header page!**): **866.779.WMHL**

Email scanned jpg files to **WMHLscores@gmail.com**

Snail Mail to: David Long, 1324 3rd Ave North, Onalaska, WI 54650

Both teams should check the WMHL web site within a week of their games to confirm the accuracy of their score posting. If missing, check your sheet, label "resubmission" and send it in again.

If your team uses Roster Stickers, you must apply a sticker to each page, or write that on the other pages. Roster stickers should include your Association Name, Team placement (e.g., "Squirt 1" or "Squirt A"), plus Coaches' identification (CEP #/Level/Year attained), and Manager's Name (and phone?).

{Please read the **rescheduling** rules under "coach," as the manager often does that on coach's behalf. }

Announcer

USA Hockey:

Rosters: Announce visiting team roster before home team.

Scoring: Announce team, time of goal, scoring player name (including player#), assists (name including player#) or "unassisted". Include 'Hat Trick' or 'Playmaker,' if appropriate.

Penalty: Announce time, team, penalized player name (including player#), type of penalty (minor, major, misconduct), and infraction. Include '3rd Penalty, etc, if appropriate.

Music, if used, must be stopped prior to play resuming.

WAHA:

Artificial noisemakers prohibited include any **arena horns or bells** not attached to the scoreboard.

WMHL:

Announce when **one (1) minute** remains in the current period (or game).

Be **impartial** and objective. Do not editorialize.

Announce a single eight (8) minute sudden-death overtime, if game tied after 3 regular periods.

Position-Specific WMHL & USA Hockey Rules

Coach

USA Hockey:

During a game, **non-skating players** on the team's bench must wear their team jersey and helmet.

WMHL:

Coaches have the **primary responsibility** of: 1). Teaching their players the rules of the game and good sportsmanship. 2). Making certain the scorekeepers and timers are present at the home games. 3). Maintaining control of their players, both on the bench and on the ice, before, during and immediately after the game. 4). Informing the association resource person or the referee if the crowd needs controlling. 5). Making certain that the referees are qualified in accordance with league standards.

Cancellations due to 'play' conditions...

Outdoor: if air temperatures is -10° F or below and/or if the wind chill factor is -20° F or below, or if snow or blowing snow is severely affecting the play on the ice, the game shall be canceled.

Indoor/Outdoor: If the ice conditions create safety hazards for the players, the game should be canceled.

>>**Prior to game time**, decisions on the above are to be made by the home coach and, wherever possible, said coach shall notify the visiting team and referees at least 3 hours in advance. **At game time and during the game**, decisions on the above are to be made by the head referee.

Cancellations due to 'travel' conditions...

Decisions on whether or not travel conditions between towns necessitate a cancellation is at the discretion of the visiting coach. Visiting coaches should check with the highway patrol for travel information. If the visiting coach intends to cancel the game, said coach should notify the home coach as soon as possible.

Rescheduling: Coaches shall promptly reschedule games canceled due to weather, ice or travel conditions. Cancellations for any other reason must be made at least one week in advance of a game. Cancellations within a week are subject to a \$100 penalty payable to the opposing team. The home team has seven (7) days to provide three (3) travel-distance-appropriate dates, and may work with the visiting team for an alternate venue. Playing League games must take precedence over tournaments and non-league games.

Forfeits: An association shall be subject to a penalty (rate = 1 hour of scheduled opponent's home ice) for forfeiting a game when either of the following situations occurs: a). If a visiting coach does not notify a home coach that a team will not be playing a scheduled game for whatever reason. B). If a coach notifies an opposing coach that he or she intends to forfeit a scheduled or rescheduled game or refuses to reschedule a game. The aggrieved association shall receive the fine. All subsequent forfeitures will be subject to the same penalty. If an association forfeits, that team shall be issued a loss for that game and the scheduled opponent will be issued a win. The opponent is responsible for submitting the "1-0 win" to the league statistician.

If two teams from different associations mutually agree not to play a scheduled game, no result will be posted and neither will receive a win or a loss in the league standings. An association with two teams in the same division can't forfeit games to each other, but may decide not to play by mutual consent.

If an 8+ goal win, both Head Coaches can agree to forfeit a future meeting before signing this current game's sheet. This allows both teams time to find more appropriate opponents.

Selects Tournament: Each division will hold a select tournament at seasons end. If any team coach does not nominate players to this tournament, WMHL may contact individual players for inclusion. Player fee must be paid prior to skater being rostered on a Selects team. Coaches electing to not tell their selected players prior to the submission typically pay for those skaters and are reimbursed by their parents after notification made.

Penalties: If a player sustains three (3) penalties in a league game, that player will be suspended from play from that game ~~and the first period of the next league game (scheduled at that time)~~. Note: Injury potential infractions, such as checking from behind, shall count ~~as one infraction although marked~~ as two incidents.

~~If a player sits in the next league game's first period due to penalties, scoresheet should note that.~~

A player shall receive the maximum call of penalties, shall receive a match misconduct penalty, shall be ejected from a game and shall serve a suspension from the next league game (scheduled at that time) under any of the following conditions: a) Any and all incidents of fisticuffs. A player who is attacked and does not retaliate should not receive a game disqualification. b) Deliberate injury or attempted injury of a player. c) Deliberate physical contact of an official.

Two Gross Misconduct/Match: If a player or coach receives a second penalty in one season for gross misconduct, match penalty or gross misconduct as defined by USA Hockey, the player or coach will be suspended for one calendar year, from the date of the second offense, for all WMHL league games.

Penalty Box

USA Hockey:

Penalized player misbehavior should be reported to the on-ice officials at the next stoppage of play.

Penalized players must be **released** by promptly opening the door after the penalty expires.

Coincident and misconduct-penalized skaters are NOT released onto the ice until the next clock stoppage (otherwise, their team could have 7 skaters on the ice.)

WAHA:

If “**run time**” with a stoppage of play and a **minor penalty expires**, the penalized player cannot return to the ice until play resumes.

If “**run time**” and a **misconduct or coincidental minor penalty expires**, the penalized player (that under “stop time” would wait for a stoppage of play) can return to the ice immediately at the expiration of their penalty.

WMHL:

Be polite but firm. Let the player know when and how you will let him or her back on the ice.

If there is more than one player in the box, know which player gets out first.

Do not antagonize a penalized player. Do not question an officials' call. Be neutral.

Scorekeeper

USA Hockey:

Prior to start of game: ensure that both teams' rosters and coach information (including CEP#, level and year attained) are on scoresheet, along with the signatures of ALL coaches on the bench (Manager name if on the bench, but not a signature.) “Only players dressed and ready to participate should be listed on the scoresheet.”

Event time: USA Hockey prefers that time be recorded as ‘elapsed,’ and not ‘remaining,’ but ‘remaining’ is more common; WMHL has no opinion, as long as times recorded on the scoresheet are consistent.

No more than **2 Captains** (“C”) and 2 Alternate Captains (“A”) shall be designated on scoresheet for each team.

Track “**saves**” or “shots on goal” for each team. “Shots on Goal” is the sum of saves plus scores for that ice end.

Multiple penalties on the same player at the same clock stoppage are recorded as separate lines, but the start time of the additional entry will be the same as the end time of the prior entry.

Misconduct + Minor penalty: Minor penalty is placed on the scoreboard and an additional skater from that team is placed in the penalty box. Once the Minor penalty expires or is terminated due to a goal, the additional skater is released and the misconduct penalty starts. This counts as TWO penalties for WMHL “3rd Penalty”, below.

Only **two (2) penalties can elapse** at a time for each team. The third penalty doesn't start running down until the first one expires or team is scored on; the third skater must remain in the box, but the team is allowed a substitution to remain at a minimum of 3 skaters plus a goaltender. In this case, when the first skater's time elapses, they cannot go on the ice until a stoppage of play (since the ‘extra’ skater is still on the ice.)

At the end of the game: confirm that all *scoring per period*, shots/saves per team, any special awards (hat trick, playmaker, or shut-out), or suspensions are recorded, then cross or line out all unused areas of the scoresheet and get signatures of the on-ice officials.

WMHL:

Ask game officials to repeat anything you are unsure of.

Third Penalty: Notify the officials immediately if a player has received their third penalty. If a player sustains three (3) penalties in a league game, that player will be suspended from play from that game ~~and the first period of the next league game (scheduled at that time).~~ Note: Injury potential infractions, such as checking from behind, shall count as ~~one infraction although marked as~~ two incidents.

~~**First Period Suspension:** If a player serves their next league game's first period suspension, scoresheet must note that.~~

WMHL League Games ending regulation play with a tie are required to play one (1) 8-minute sudden death overtime period. If the game is still tied after that single overtime period, then the final score stays a tie.

Distribute league game scoresheets as follows: White-winner (to file); Yellow-away team, Pink-home team.

Position-Specific WMHL & USA Hockey Rules

Timekeeper

USA Hockey:

Penalties **excluded** from scoreboard: coincident and misconduct (since team strength isn't affected.)

Penalty termination 'early' due to a goal and the *team scored on* is below numerical strength of *scoring team* due to minor or bench-minor penalty (non-coincidental) – Remove or zero *scored-on team's* earliest-ending penalty on scoreboard.

WAHA:

<i>Time frames by age:</i>	<i>Mites, Squirts, U10 and U12</i>	<i>All Older Teams</i>
Period Length	12 minute stop time	15 minutes stop time
Minor Penalty	1 ½ minutes	2 minutes
Major Penalty	3 minutes	5 minutes
Misconduct	6 minutes	10 minutes

Overtime, ALL LEVELS: 8 minute, sudden-death, stop time. If game is still tied after 8 minutes, the game shall be recorded as a tie.

Six-Goal Lead: Anytime a team has a 6-goal lead, the clock will be controlled under “running time” rules. If the lead closes to less than 6 goals, the clock will revert to “stop time”.

“**Running time**” – clock stops when a goal is scored, to assess a penalty, for an injury or at the direction of the on-ice officials. Once the puck is dropped to resume play, running time resumes.

Be sure to **test the clock** before the game.

If there are any problems with the clock during the game, contact the referees immediately.

Do not **register a goal** until it is verified by the referee.

Lopsided game: Timekeeper may choose to **not display goals** recorded on the scoresheet beyond a large, say, 8-goal, margin. It doesn't help the lower team's players to show 18-0, vs. an 'incorrect' 8-0 or 9-0. Goals should still be acknowledged by the Announcer.

On-Ice Officials

USA Hockey:

At start of all games, Scoresheet must contain complete rosters, and identification of all Coaches on the bench (Name, CEP#, Level, and Year CEP attained) and SIGNATURES, plus the manager's name (and phone?) if on the bench. Coaches signatures attest to the accuracy of the rosters, NOT the proper scoring (at the end).

WMHL:

Referee is required to have attained at least **one age level above** the match they are officiating.

Referees should check the rink for **safety and fairness** both before the game and between periods. This includes checking such things as doors, players' boxes, the net, the boards for loose nails, the ice for dangerous cracks, etc.

Referees should **refrain from any activities** outside their official duties, such as shooting pucks, etc.

Referees should check players for the **proper safety equipment** and make certain that all players are properly attired and equipped. All players, including goalkeepers, are required to wear a colored (non-clear) mouthpiece, which covers all the remaining teeth of one jaw, customarily the upper.

Mite/U10 WMHL games should be played with a **blue puck**; other ages will play with a black puck

Referees should consider themselves as **instructors and controllers** of the game, working with the coaches to enhance the quality and play of the game.

Referees should **maintain control** of the game and themselves at all times and must set the tone of behavior by adhering to professional conduct in every respect.

They must use sound judgement in **explanation of calls** to the coaches, explaining only complicated or controversial calls to them; otherwise, they should consult with the team captain or alternate. They should not go to the bench on every whistle.

They should **escort players** to the penalty box.

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