

2024-25 Winnipeg Winter Ball Hockey League Rules & Regulations

Specific Rules (Section 1):

- A) The League will consist of a 14-game regular season. Playoff formats for each division will be outlined on our website prior to the start of the season.
- B) Games will be 40 Minutes in length, divided into two 20 Minute halves of running time with a 1-minute break between halves. The last 2 minutes of the game will be stop time if there is a three or less goal spread. There shall be no overtime in regular season play.
- C) During stop time situations, all play stoppages will result in a faceoff. For Defending teams that cause a stoppage of play in their own side of center, the ensuing face-off shall be at the nearest face-off spot closer to their own goal. If the attacking team causes a stoppage of play in the defending team's zone, the faceoff shall be at the nearest center spot.
- D) If a team has a 12 or more-goal lead with 10 or less minutes left in the game, the game will be called and the and the score at that time will be recorded as the final score.
- E) Each team will be allowed one 30 second time-out **per game** and must be called by a player on the floor after a whistle during a stoppage of play. If Team "A" had possession prior to the whistle and they call a timeout, play will resume with a faceoff. If Team B called the timeout, then Team "A" will maintain possession when the referee whistles in the play.
- F) Injuries: If there is an apparent major injury on the floor, the clock will be stopped at only the *referee's* discretion. The timekeeper will not stop the clock unless at the referee's signal. The clock shall resume once the injured player is safely removed or proceeds to the bench or dressing room.
- G) There will be **no** off-sides or flooring in effect.
- H) Slap shots (back swing is limited to waist height) are not permitted in any division. If a player does so, the play shall be immediately blown dead, and possession granted to the opposing team from the closest spot along the wall to the occurrence of the shot. Repeat offenders may be assessed a delay of game penalty at the discretion of the referee. Faking a slapshot (Over the waste) by any player will lead to a turnover of possession at the discretion of the referee.

- I) The referee may use his discretion to stop time due to injury, equipment problem or a player deliberately delaying the time, or there are no available balls if one goes out of play.
- J) Games shall start on time. If one or both teams do not have the required number of players at the scheduled game time, the clock will start. The team without the minimum number of players will be assessed a delay of game penalty. After 3 minutes (and every three minutes afterwards) the team ready to play will be awarded a goal. If the team(s) are not ready to play after the clock has run for 10 minutes, the game will be defaulted. Note that once a goal is awarded, the delay of game penalty is cancelled.
- K) Goalies are not permitted to remove their equipment and play as an attacker at any point in the second half of the game. In the event a goalie gets injured in a game, an attacker may dress in the goalie position.
- L) If a team is playing without a goalie in the **Co-ed division**, they may have five attackers on the floor, 3 of them may be male players. For **Men's & Women's** division, they may have four attackers on the floor. At no time may any player at all cover the ball, or throw/catch the ball, in the key area. If this occurs, an automatic goal will be called against the offending team. If this infraction occurs outside of the key area, a delay of game penalty will be assessed.
- M) Player ineligibility is the only grounds for any protests in the Winter Ball Hockey. Please see section 8.

Waiver & Releases (Section 2):

- A) All players in the league must sign an official online MBHA waiver form prior to starting their first game for all participating teams involved. If they join a team after filling out the initial waiver, they will be required to fill out an additional form with the team in question. Any player under the age of 16 must have their parents consent before playing. Any player found playing without signing and completing the team waiver will be notified immediately and required to sign before continuing to play.
- B) Players may not change teams after the 6th game. This must be carried out before the start of the new team's 7th game of the season. The league must receive written confirmation or email from the current team rep before they can sign with the new team. Games played will not be carried over and that player will be frozen to that roster for the remainder of the season. The player will still count as a roster spot for their original team if movement is in the same division. Rosters are frozen for attacking players after game 11. No new attacking player's may be added unless goaltenders.

Payment of League Fees (Section 3):

League fees must be paid and up to date by a team before they can start play for a game. All games will be subject to forfeit by a team not meeting its payment requirements. Any team that does not comply with the league's payment deadline schedule shall be subject to expulsion from the league with no refunds. The team representative and rostered players will be immediately suspended, and not permitted to participate in any MBHA sanctioned play until the team's fees are paid in full. Team representatives are ultimately responsible for all outstanding fees by his or her team (not the individual players), and as such are legally liable for their team's financial commitments. No refunds will be given after October 20, 2024, which is the specified date on the electronic team registration form. No Exceptions. All payment structures will be outlined on our website including payment plan options and late fees. Any team not complying will be subject to team expulsion guidelines.

Spectators (Section 4):

Any acts of Physical or verbal abuse by any spectator or player against a league official, or member of the league, will be dealt with severely and Criminal charges will be pursued if warranted. Any Player or spectator watching a game and showing inappropriate behaviour or making inappropriate comments will be removed from the facility and later dealt with by the league's suspension board.

Defaults (Section 5):

Any team that defaults a game is subject to a fine of \$50.00.

Any team that defaults in advance of the game, it will be recorded in the standings as a 3-0 loss. Only the opposing team's current rostered players as per the statistics section as played 1 or more games will receive credit. Any new rostered players for the non defaulting team must complete email winnipegballhockey@gmail.com by 6PM the following day of the default to receive credit for game. Game credits for defaults will not be issued after this period. If a default occurs while in progress all players on both teams will receive credit.

If both participating teams default a game in advance, the game will be recorded as a default loss in the standings for both teams & no players will receive game credits.

Scenario 1: If a game is defaulted just prior to the start of a game due to lack of players on one side, the attending players on both teams will receive credit for the game.

Scenario 2: If a game is defaulted while in progress, the attending players on both teams will receive credit for the game.

Teams are required to contact the league directly when defaulting a game for any reason either by phone or email. winnipegballhockey@gmail.com

Statistics (Section 6):

League standings and player statistics will be on our website at winnipegballhockey.com. Make sure your game sheets are accurately filled out and that the official marked the statistics correctly before the end of the day's games.

Gym Damage (Section 7):

- A)** Games shall be played unless the surface is deemed unplayable by the referee or league director.
- B)** If damage occurs to the Gymnasium, and it can be attributed to a WBHL team, member player or spectator, the guilty party or team will be assessed the expenses and may be removed from further competition until such damages have been paid. Remember that damage to the facility can cause the league to fold.

Ineligible Players (Section 8):

Definition of Ineligible:

- Persons under the age of 13 years of age.
- A player/goalie that has played with one team and plays with another in the same division without proper change of team release procedure. See rule 2B. Please note: Combined divisions are considered one exclusive division.
- A player who is suspended/ejected or prohibited from playing for any reason.

Women's Division will be permitted to use goalies from another team for the regular season only. At the start of the playoffs, any goalie that plays for a team is locked into that roster for the remainder of the playoffs.

Players are always required to have picture identification on hand for any disputes regarding an illegal/ineligible player presented by the opposing teams. If a team's dispute is unsuccessful, they will receive a minor penalty for delay of game. Any goals the ineligible player was involved in will be disallowed, a 5-minute bench major penalty will be issued, and the team will be fined \$25.00. If the league receives a dispute of a team that used an ineligible player at the

conclusion of a game or within 24 hours, the game will result in a 3-0 loss. No defaults will occur after this period.

Suspensions & Appeals (Section 9):

- A)** The WBHL suspension committee may use the services of video review during the suspension or appeals process. This may also apply to calls that were not initially issued by the game official to determine suspensions. All incident related video will be exclusive only to the suspension committee.
- B)** Team representatives will be notified within 48 hours of any incidents to be reviewed regarding any incidents from their team or players.
- C)** If the league cannot identify a player that has been issued a suspension, the team representative must provide the player's name, or the team will be suspended indefinitely until identification is confirmed.
- D)** Suspended players may not play for any MBHA member league teams until fully served on the team in which the suspension occurred unless irregular circumstances exist including games occurring on different days, and secondary team's game times.
- E)** Any modifications will be at the discretion of the suspension board. No refunds will be issued for suspended players.
- F)** All suspensions shall be served in consecutive games.
- G)** Appeals: Any player/team who disagrees with a suspension may appeal. Players may not participate in a game until a decision is made on an appeal.
- H)** Appeals may be submitted on an official League Appeal Form, which can be purchased from the league at a cost of \$10.00.
- I)** Appeals must be submitted within 48 hours of the suspension notification date.
- J)** Appeals will not be accepted when a suspension results from the following:
 - A player receives 10-minute misconduct in last 10 minutes of game (1 game automatic suspension).
 - A player receives two 10-minute misconduct in a game (min. 1 game automatic suspension).
 - A player receives a major penalty in last 5 minutes of game. (1 game automatic suspension).

Sportsmanship & Facility Guidelines (Section 10):

- A)** The league reserves the right to suspend any player or team that we feel is detrimental to the game of ball hockey due to verbal or physical abuse of league officials or opposing players.
- B)** League officials are defined as and shall include referees, timekeepers, league directors and executive, paid staff, venue/facility staff, and volunteers.
- C)** The suspension committee may investigate any incident and may assess additional suspensions for any offence committed on or off the floor at any time before during and after the game inside the facility, whether such offences have been penalized by the Referee.
- D)** Intoxication: Any player, spectator seen with an alcoholic beverage or illegal stimulant in the facility, will be asked to leave the property IMMEDIATELY, and shall be suspended from their next scheduled game. If the offending individual(s) are not specifically identified (but their team is), their team rep will be suspended from their next league game. Any team that repeats the offense will be suspended from their next two league games. Any further offenses will result in a one-year ban for the offending individual(s) or team. Any intoxicated individual arriving to participate in a game will be asked to leave the property IMMEDIATELY by any league representative including referees and shall be suspended from their next scheduled game. If this is a repeat from an offending player, they will be subject to review by the suspension board.

Equipment (Section 11):

- A)** Attacking Players: Recommended equipment, although optional, include: Elbow Pads, Mouth Guard, Athletic Cup, and Knee or shin Guards, and a helmet.
- B)** Necessary Equipment includes some form of hand protection in the form of Ball Hockey Gloves, Ice Hockey Gloves or Lacrosse Gloves.
- C)** All Equipment shall be worn underneath the player's uniform. Excluding of Soft Knee/shin pads or shin pads approved for ball hockey.
- D)** Shoulder pads are not permitted in any case, other than for the goaltenders, or if the player has a doctor's certificate stating they should be worn.

- E)** All players under the age of 18 must have parental permission to participate. Facial protection is required for players under the age of 16 pending parental consent.
- F)** Goaltenders: The goaltender must wear a CSA approved helmet with facemask, or a Mylec goal mask approved for Ball Hockey. He or she must also use a goalie stick & wear goalies Glove & Blocker, Arm and Chest protection, Goal Pants, Goal or street Hockey pads, and a full sleeve jersey. Baseball gloves are not permitted.
- G)** Sticks of any kind are legal, unless they are broken, or they are deemed by the official to be marking the floor. If they are marking the floor the player will be forced to substitute the stick, and no penalty shall be assessed. If the player's stick is broken and he/she continues to use it the player shall be penalized and forced to substitute the stick. The referee shall determine if a stick is legal.
- H)** Game balls are limited to the soft or semi soft-shell design and must be approved by the league or official. Hard shell balls will not be permitted at any time.
- I)** Action cameras of any kind are not permitted on player's during game play.

Rosters & Uniforms (Section 12):

- A) Co-ed rosters** are limited to 23 players including goalies; Each team is permitted a maximum of 11 players dressed/participating per game including goalies.
Men's & Women's rosters are limited to 21 players including goalies; but a selected maximum of 10 players dressed/participating per game including goalies. If a team reaches the limit, their roster becomes frozen for the remainder of the season. If a player leaves a game for any reason, that player may not be replaced. Once a player has played 1 game for a particular team, that is considered a roster spot.
- B) Co-ed games** are normally played with 2 males, 2 females and a goalie on the floor. A team may start and finish the game with 2 attackers and a goalie, or 3 attackers and no goalie. Anything less will result in a default. A team may play with up to 4 females on the floor at any time but no more than 2 males (excluding the goalie) may be on the floor at any given time. If a team pulls the goalie or plays without a goalie an extra male or female player may be added to the floor.
Men's & Women's games are played 3 on 3 plus goalie and must have at least 3 players on the floor to start a game. A team may start and finish the game with 2 attackers and a goalie, or 3 attackers and no goalie. Anything less will result in an automatic loss in the standings.

- C)** If the situation occurs that a team has less than 3 players at any point during the game due to a penalty or permanent injury, the game is forfeited by the offending team at that point. The game will result in a 3-0 loss to the offending team.
- D)** If both teams have the same color Jersey, a coin toss will determine who will switch Jerseys for that game. Jersey infractions will no longer be in effect; therefore, no penalties will be assessed to either team for the game in question. If the two same teams shall play again during the season, the team that won the coin toss will then be obligated to switch. In the playoffs, the home team will have the advantage.
- E)** Each team's attacking players (Goalies not included) must have a matching uniform base colour with sleeves and shall wear a visible individually identifying number with no duplicates (only whole numbers 0-99 inclusive) on the back or front by November 12. Sleeves on uniforms are always required and will also be considered a jersey infraction if not part of uniform. **Bench Minor** penalties will be issued (not to individual player) for Jersey infractions up to a maximum of 3 per game. Once the team is penalized, the player with the infraction may play for the duration of the game if the uniform color does not conflict with the opposition and sleeves are identified on the uniform. Sleeves are required at all times & Tape is not permitted on uniforms.
- F)** Each player is required to sign in by printing their name clearly on the game sheet with uniform number. It is **not** the timekeeper's responsibility to sign players in but only to verify once play begins. The team captain should carefully check to see if all players are signed in before the start of the game to ensure they get credit for the game and stats.
- G)** If a player is signed in, but not actually present just prior to game time or during the game, the timekeeper shall cross the name off the game sheet. Goaltenders are only required to play 1 game (in the goalie position) to qualify. Attackers with 4 or more games may play as a goalie in the playoffs if required. If a goalie has played 4 or more games in the regular season, they can play as an attacker in the playoffs.
- H)** If a player is injured or unable to play due to medical reasons at any point during the season and wants to receive credit for a game, he or she must be present to sign the game sheet at any point during the game. Picture ID and Physician note may be required. Players in this situation must participate on the floor in at least one game to be eligible for playoffs. If a player would like to receive credit for a game without attending, a valid physician note will be required within 1 week of the game in question.
- I)** Backup goalies are only required to be dressed behind the bench in goalie gear for the entire game to receive credit for a game. They are not required to participate on the floor.

- J)** Any player that has not been credited the minimum number of games as per the Statistics section on the website will not be eligible. Please check this carefully. In the event a team would like to dispute the number of games a player has played, the league will review the season's game sheets. If the number of games was correct, there will be a \$10.00 charge. If there was an error, the fee will be waved, and the stats will be corrected. Disputes must be presented 48 hours prior to the start of the playoffs.
- K)** The league will carefully keep track of rosters throughout the season. Once they have reached the player limit as per division, an email will be sent to the team rep indicating the roster is frozen. Once a player has participated or credited for one game, it will count towards the roster limit. Releasing players to gain a roster spot is not permitted unless a player is out for the season due to medical reasons and a doctor's note will then be required. If a player has completed an online waiver form but has not actually played or been credited for a game, it does not count against the roster limit.
- L)** Players can participate at any point during a match regardless how much time remains in the game.
- M)** Women's, Men's & Coed Roster Restrictions, crossover game regulations & division structures: Will be defined in the Winter Ball Hockey section of our website. Winnipegballhockey.com
- N)** Once a team has played 11 regular season games, their roster is frozen for adding attacking players for the rest of the season. No new player additions are permitted unless in the goaltender position. Goalies may be added up until the last regular season game.
- O)** A player s must play a minimum of 4 regular season games to be eligible to play in the playoffs. Goaltenders are required to play in 1 game (in the goalie position) to be eligible to play goal in the playoffs.
- P)** Female players are permitted to play in all Men's Divisions.
- Q)** If a team has the maximum number of players on the game roster for a match, only those are eligible to participate for the duration. No Substitutions are allowed if a player gets injured or adding an additional goaltender. If a team only has one goaltender dressed and has the max amount of players & an injury occurs, an attacking must play in the goaltender position for the remainder of the game or play without a goalie.

General Rules and Regulations (Section 13):

1. The ball shall always remain in play unless it hits the ceiling, the basketball nets, is shot out of the gym, or into the player's benches, possession will be given to the opposite team from the one that last touched the ball. Possession will be given along the wall in the proximity to where the ball was last touched by the offending team, and the three second, three feet, possession rule will come into effect. If the official cannot tell who last touched the ball a face-off shall occur in the said proximity at one of the faceoff locations.
2. Line changes will be permitted during stoppages of play and on the fly.
3. The Referee shall not start a game prior to the scheduled start time, unless agreed upon by the referee and the participating teams.
4. During the regular season there will be no overtime.
5. A face off is used to begin each half, after each goal, and if a referee inadvertently blows a whistle and no team has clear possession of the ball. These face-offs will be at center circle. A faceoff will also occur after a penalty in the offender's zone. For coincidental penalties, the faceoff will be at center.
6. Any player that closes their hand on the ball, pivots, or manoeuvres with the ball to gain any advantage whatsoever, the play shall be stopped immediately and a loss of possession will occur. The hands may be used to knock down an airborne ball with no advancement or directional placement to gain an advantage at the discretion of the referee.
7. Minor Penalties: will be assessed but not limited to for such violations as tripping, slashing, crosschecking, charging, high sticking, pushing, boarding, interfering (sliding), holding, body checking, holding the ball with the hand outside the key area, delaying the game. Each of these infractions will be imposed pending the judgement and decision of the referee. Any other infraction will be outlined in this module. Any player that receives 3 penalties in one game (2/4/5/10 Minutes) is no longer permitted to play for the remainder of the game and is considered ineligible and must leave the bench for the duration of the game.
8. All penalties must be served on the offending team's player bench.
9. Although the term non-contact is used for ball hockey a more accurate depiction would be the term minimal contact. There is no body checking, however, there is

always a bit of bumping or light pushing amongst players to gain body position between them, the opponent, and the ball. **Body checking, heavy contact or intentional** body contact **will result in a** minor penalty.

10. Any goaltender that covers the ball with their entire body outside the key area will be given a delay of game penalty. No warning will be issued.
11. Goalkeepers may not throw the ball forward. This will result in loss of possession to the opposing team behind the net.
12. Kicking the Ball: Playing the ball with the foot or kick passing to a teammate is legal.
13. Goals will be disallowed when the ball has been deliberately directed, kicked, or thrown into the net by an attacking player other than with a stick.
14. Once the goaltender freezes the ball and the referee stops play, the ball shall be placed behind the goal line and that team will have three seconds to put that ball in play. Once three seconds has elapsed, or the ball has crossed the goal line, the ball becomes live again for the opposing team. The referee shall determine when the three seconds are up. If a player attempts to play the ball before the referee's signal, or before the ball enters play again, he or she shall receive a warning. If he/she attempts to do so on the immediate play after he/she will receive a delay of game penalty. The referee will have discretion on calling this as the game progresses.
15. Net out of Position: If the net is slightly moved during a play, the referee will decide whether to stop play and fix the net (applicable if there is potential for a goal to be scored) or fix the net while the play continues (if the play has moved down the floor). The goalie may adjust their net.
16. A player may not leave the sole of both of his/her feet to block a shot/pass or opposing player. This includes but is not limited to jumping, sliding, or diving. An infraction will result in an automatic minor penalty for interference.
17. Penalty shots: The throwing of a stick at the ball or ball carrier in offending players defending zone will result in an automatic penalty shot for the non-offending team. If a defending player, except a goalkeeper, while play is in progress, falls on the ball, holds the ball, picks up the ball, or gathers the ball into his or her body or hands from the floor inside the key area, the play shall be stopped immediately, and a penalty shot shall be awarded to the non-offending team.
18. Any player who enters the goalies crease attempting to interfere with the goaltender when the ball is outside the crease area will be issued a minor penalty for interference at the discretion of the referee.

19. Delay of Game penalty will be issued to any player who deliberately shoots the ball out of bounds or when a player holds up the game by making the ball unplayable on the floor (stepping on it, sitting on it, shielding it against the wall, etc....) at the discretion of the referee.
20. Any illegal equipment shall be removed from play and a minor penalty will be issued if the referee deems necessary. If the opposing team calls for an equipment check, and it is not found in their favour, the referee may call a minor penalty for delay of game.
21. No player may remain for more than three seconds in the opposing team's key area while the ball is in the attacking teams' side of the floor. If the ball is in the key area this rule does not apply. If the ball travels through the key area the three second count shall restart. The Defensive team is exempt from this rule in both key areas. The defensive team is defined as the team without possession of the ball. The referee shall not count the three seconds out loud. If a player attempts to block the progress of a player trying to get out of the key, that player shall receive a minor penalty for interference, and the three second count shall restart. Subsequent attempts to interfere will be additional penalties.
22. If the referee deems the play to be getting too rough, he or she may call a time out, and a warning will be issued. The face-off will occur in the proximity of the last placement of the ball on the crossing of the green lines or at centre. If the play in the corners gets too rough, the referee, with his or her discretion, may call for a face-off or grant possession to one of the teams, if it is obvious that the one team had possession.
23. All minor penalties shall be 2 minutes in length and all major penalties 5 minutes in length. Any attacking player or goaltender assessed a major penalty shall automatically be assessed a game misconduct penalty. A substitute for the penalized player shall take his place on the penalty bench to serve any time penalty.
24. If both teams are given minor penalties at the same time (i.e. coincidental penalty) both players will go off and it will result in both teams playing 1 player short for the duration, if coincidental penalties occur during a man advantage situation, the penalties will cancel out and remain the same with the penalized players serving the duration. In a situation where both teams are given 5-minute major penalties, both teams will play at full strength.
25. In Men's & Women's, no team will be down by 2 attacking players on the court at any time. Any team that is given a penalty when they are shorthanded will start the penalty when the first one has expired or when a goal is scored. If teams are playing 2 on 2 in the last 2 minutes of a game and a team is issued another penalty, play will revert to 3 on 2. Any further penalties by the short-handed team will result in a penalty shot.

26. Misconduct penalties will be 10 minutes in length and a player substitution will be allowed. Any player that receives two 10-minute misconduct penalties will be ejected from the game and subject to an automatic 1 game suspension.
27. A player will receive a misconduct penalty for any gestures or verbal abuse towards an official (timekeeper or referee), and at the referee's discretion when that abuse is directed at a spectator, other league officials or a member of the other team. Physical abuse or attempted physical abuse of any kind toward a spectator, league official, referee or timekeeper shall result in a Match Penalty.
28. A Match penalty or Gross misconduct will be assessed to any player who shows any inappropriate behaviour. (i.e. intent to injure, physical abuse or extreme verbal abuse to a player, official referee or timekeeper) The player shall receive a game ejection; he or she will also be subject to review by the suspension board and a **minimum** 3 game suspension for a Gross and **minimum** 5 games for a Match.
29. Any player who receives an equivalent of 6 game misconducts or game suspensions in one season shall receive an indefinite suspension. The matter shall be referred to the suspension board. The team that the player belongs to may also be fined.
30. Three separate infraction penalties in a game, by one player, will result in an automatic game ejection, if the third penalty is a major or misconduct the player will be automatically suspended from the next game as well.
31. Fighting: Any fighting will result in a major penalty and an automatic 5 game suspension. If an instigator is called, the instigator will receive an extra game suspension. Fighting is defined as a physical battle between two or more players in which there is an aggressor and an offensive position taken and includes throwing or attempting to throw a punch or kick. It may be considered fighting even if the other person does not fight back. If the non-instigating player partakes in a fight, you will still be issued a fighting major.
32. Head Contact: A minor penalty shall be assessed for non-intentional head contact to an opponent. A major plus a game misconduct penalty shall be assessed to any player who injures an opponent because of head contact **or** who intentionally or recklessly contacts an opponent in the head, face, or neck at the discretion of the referee. A match penalty for attempt to injure or deliberate injury to an opponent may also be assessed for head contact.
33. The third man in any altercation without the referee's signal will receive a game misconduct and a possible suspension upon review.

34. The first player off the bench during a fight or altercation shall receive an automatic game ejection and possible suspension at the discretion of the suspension board.
35. A High sticking minor penalty will be called when touching the ball with your stick at a height above shoulder length. A high-sticking double-minor is assessed to any player who contacts an opposing player with a high-stick. If blood is drawn, a five-minute major penalty and a game misconduct will be assessed.
36. Goalies are not penalized if their stick goes above their waist while making a save. If they are batting the ball out of the air, they are subject to the same high-sticking rules as attacking players.
37. In coed, bench penalties may be served by either a male or female. This also applies to goaltender penalties.
38. All goals are made final by the referees only. The timekeeper shall not be called upon for any goal disputes.
39. If the league feels a team is not suited for a particular division based on competitiveness and lack of knowledge of division structure, the league will consider movement to a lower division but not after week 3.
40. Suspensions in current league will extend over to Spring league at the discretion of the suspension committee.
41. For any rule not clearly stated in this module, CBHA rules apply. Any unique situation not stated in the module may be added while the season is in progress.

Playoff format & Overtime regulations will be posted on our website at www.winnipegballhockey.com under the Winter Ball Hockey playoffs & qualifications section prior to the start of the season.

(Section 14) Fines and Suspensions

Infraction	Time of Penalty	Additional Penalty	Fine
Any Minor	2 Minutes	None	None
Any Major	5 Minutes	Game Misconduct	None
3 Penalties in one Game	2/4/5/10 Minutes	Game Ejection	None
Major in last 5 minutes of Game	5 Minutes	Game Misconduct & Automatic 1 Game Suspension	10 dollar fine
Misconduct	10 Minutes	None	None
Misconduct in last 10 minutes of game	10 minutes	Automatic 1 Game Suspension	10 dollar fine
2 Misconducts In one game	10 minutes	Automatic 1 Game Suspension	10 dollar fine
Match Penalty	5 minutes	Game Misconduct Min. 5 Game suspension	50 dollar fine
2 Match Penalties in one season		Indefinite Suspension	10 dollars per game
Fighting	5 Minutes	Game Misconduct and a 5 Game Suspension	50 Dollar Fine
Gross Misconduct		Game Misconduct Min. 3 Game suspension	10 dollars per game
2 nd Gross Misconduct in Season		Indefinite suspension	50-dollar team fine
3 rd default of season		Possible ejection from league. Pending Review	
Total of 6 Game misconducts or game suspensions		3 game suspension	10 dollars per game

- The league will review all game misconduct, major, gross & match penalties. Some mentioned suspensions are minimum, and the league may increase suspensions on a “per case” basis upon review.
- All fines must be paid in full prior to any player returning to play.
- If the suspended player fails to return to the league upon conclusion of the suspension his team must pay 50 percent of the total outstanding fine before the team can participate in playoffs.
- If the appeal is won completely or reduced, the appeal fee is returned in full, or may be applied to the player’s outstanding fines if reduced. (\$10.00 per game).