

## 2024 (WBHL) Winnipeg Spring Ball Hockey Basic Rules & Regulations

Please refer to the 2024 version of the Canadian Ball Hockey rulebook along with this league specific supplement to the Winnipeg Spring Ball hockey league.

### **Membership & Payment of League Fees; (A)**

- 1) Players that are under 18 years of age require waiver forms to be signed by their parent or legal guardian. Forms are available on our website.
- 2) All team 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. Team reps are ultimately responsible to keep track of how much money is owed based on payment structures listed on website. The league will also email payment update reminders for convenience.
- 3) Any Outstanding payments must be made prior to the start of the game only. Indicating that payment will be made after the game is unacceptable. The timekeeper and officials have the authority to delay the game until **full** payment is made.
- 4) Team representatives are ultimately responsible for all outstanding fees by his or her team, and as such are legally liable for their team's financial commitments. Failure to comply with outstanding payments will result in automatic game default, possible league expulsion an indefinite suspension(S) until all outstanding fees are paid.

Any previous arrears must be paid before entering a future team in the league.

- 5) If a team or free agent drops out after April 15, 2024, the league reserves the right to retain the total amount of league deposit or registration amounts paid. If a team drops out at the beginning, or at any time during the season, the league reserves the right to retain all fees paid to date.
- 6) All team inquiries regarding payments and any other issues must be presented to the league via email by the team representative **only** as indicated on registration form.

### **Performance/Suspension Bond; (B)**

A performance bond may be collected from any team or individual at the start of, during, or after the season if the league deems it necessary to guarantee proper conduct and etiquette is observed by that player or team. Any outstanding fees by that player or team will be deducted from the bond before it is returned. At the end of the season or date defined on the bond agreement, if no problems or difficulties have been encountered with that player or team, then the full amount of the bond will be returned.

### **Official League Ball; (C)**

The official league ball will be the CBHA hard orange ball. No other ball will be accepted for play. Each team is provided with 10 Balls prior to the season. Additional balls are available for purchase from the league directly. Each team must supply the timekeeper with two balls prior to the start of the game.

### **League Championship Trophy & Prizes; (D)**

If a team wishes to hold on to the championship trophy upon winning their division, a \$100.00 deposit is required. The \$100.00 will be refunded when the trophy is returned to the league. **Prizes will be awarded to all championship players provided they have played in at least one playoff game.**

### **Game Officials; (E)**

Each game has three game officials, two certified referees and one Timekeeper. Timekeepers can act as a 3<sup>rd</sup> official **if called upon by one of the on-floor officials.**

### **Statistics & Schedule; (F)**

League standings, player statistics, team schedules will be available on our website at [winnipegballhockey.com](http://winnipegballhockey.com). Game scores & standings are updated live while player statistics are completed the following day.

### **Players in Uniform; (G)**

Each team is allowed a maximum 26 player roster excluding goalies. (See Rule H5) They may only dress up to 19 players (18 attackers and 1 goaltender max or 17 attackers and two goalies) for each game. If a player leaves a game for any reason, his or her game roster spot cannot be filled for that game. Dressed Goalies are not permitted remove their goalie gear and play as an attacker at any point during the game. Females are permitted to play in all men's divisions.

### **Roster: (H)**

1) The timekeeper will check the jersey numbers of each team's players at the beginning of the game. It is important that each player be assigned to a specific jersey number and remains with that number for the duration of the season.

2) Teams may add players right up until their last game of the season, however all attacking Players must be credited as playing in 4 regular season games to qualify for the Playoffs (Masters Division 3 games). If a player is signed in but not present, the timekeeper shall cross the name off the game sheet). Goaltenders are only required 1 game credited (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 a combination of 4 or more games in the regular season, they can play as an attacker in the playoffs.

3) 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 and must inform timekeeper that they are injured and unable to play. Picture ID and Physician note may be required.

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 or games in question and sent to the league directly at [winnipegballhockey@gmail.com](mailto:winnipegballhockey@gmail.com). The League will follow up with physician to confirm documentation.

Physician Notes will not be accepted at seasons end to gain credit for games for situations earlier in the season. If the injury is ongoing and stated by physician, additional games will be credited for a max of 3 for the season. Players that use Physician notes and receive credit for games due to injury, they **must still actively participate or be present to sign in as injured in at least 1 game to be eligible for playoffs.**

**Backup goalies** are only required to be dressed behind the bench in goalie gear to receive credit for a game played. They are not required to participate on the floor.

4) 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 as this is very time consuming. 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.

5) The league will carefully keep track of rosters throughout the season. Once they have reached the 26-player limit for attacking players, an email will be sent to the team rep indicating the roster is frozen. If a team adds any further players, they will be fined \$20.00 and the player in question will be ineligible. **Once a player has participated in one game, it will count towards the roster limit. Releasing players to gain a roster spot is not permitted unless a player is released as injured and out for the season.**

### **Length of Game & Start of Game and Periods: (I)**

1) Games will consist of two 20-minute halves of running time. The last 2 minutes of the game will be stop-time if there is a three or less goal spread. The clock will only be stopped during timeouts and at the official's discretion.

2) Games will start on time. A team must have at least 5 players on the floor to start a game. **This may be 5 attackers and no goalie or 4 attackers and a goalie.** If one or both teams do not have the required number of players at the scheduled game time, the clock will start. The team not ready to play 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.

3) Teams will change sides at the half, and resume play following a **1-minute intermission.**

4) If a team does not have a goalie **by** halftime (which refers to a goalie participating on the floor or dressed in goalie gear at the rink gates by the time the first half expires when the buzzer sounds) they will lose by default 3-0. A team may finish the game with 3 players and a goalie. Any less than 4 players will result in a forfeit.

### **Overtime in Playoffs; (J)**

One 10-minute overtime period, first 8 minutes running time, last 2 minutes will be stop time. Finals will be one 20-minute overtime period with last 2 minutes stop time. For division 1 best of 3 finals, only games 2 and 3 will consist of 20-minute Overtimes.

-5 on 5, sudden death.

-If still tied, then a shootout.

-Home team has the choice to shoot first or second. Home team will be indicated on the game sheet and website.

-3 shooters from each team, if still tied then 1 shooter per round until a winner. The team must go through the entire roster before shooting a second time.

- For Coed, format will be Male, Female, Male. If a shootout advances to sudden-death rounds, it will be male, female for each team and any additional rounds until a winner. The team must go through the entire roster of males & females before shooting a second time.

-Players cannot shoot a 2nd time until the entire roster has been used.

-Players in the penalty box at the end of overtime are not eligible for the shootout.

-If a team has used their time out in regulation time, they do not get an extra time out in the overtime.

### **Time-outs; (K)**

Each team is allowed one 30 second time-out **per game**.

### **Icing (flooring) the ball & Change of Players; (L)**

1) No touch icing (flooring) is in effect for all games. The offending team may not change players after flooring the ball. If the offending team calls their timeout, they will be permitted to make a line change.

2) Line changes will be permitted during stoppages of play and on the fly (see Icing/Flooring the Ball). Teams will have 5 seconds to line up for draw upon the referee's signal.

### **Illegal Player(s); (M)**

An illegal player is a player who:

-is suspended,

-has outstanding fines or bonds in any WBHL/MBHA sanctioned league or event,

-is signed/played with one team but plays or played for another in the same division. (See Rule N1 & N2 for exceptions)

-is signed in as another player.

See rules N2 for goalie exception.

If any divisions are combined, it is considered one division. Players can only play on one team per combined division (S).

Please visit [winnipegballhockey.com](http://winnipegballhockey.com) for 2024 Roster Restrictions per Division.

**Using illegal players is cheating.** If the opposing team wishes to call out a player for being "illegal". This must be done **by the end of the first period**. Illegal player investigations must be presented to the **referee before the start or during games**. The league will not investigate any illegal player inquiries once the game is complete.

If the player can produce a proper ID, the team who called for the check will receive a 2-minute delay of game penalty. This rule is in place to avoid teams from wasting time for no reason.

Any goals an ineligible/illegal player is involved in will be disallowed, a 5-minute bench major penalty will be issued if the player in question is unable to produce proper ID, and the player will be ejected from the game.

It is always the responsibility of each player or team rep to have some sort of valid picture ID with them for any disputes presented by the opposing team or timekeeper for identification. Only one ID check will be permitted during a stoppage of play, and only two (2) per game per team. ID checks are NOT permitted in overtime or during a shoot-out.

In the event a player receives a penalty that warrants an automatic suspension defined in this module (ex. Match penalty, Gross Misconduct, Fighting Penalty, Major penalty in last 5 minutes, two 10-minute misconducts in a game) they will be considered actively suspended until further notice and are deemed an illegal player if they play in another

Winnipeg Ball Hockey League - [www.winnipegballhockey.com](http://www.winnipegballhockey.com)

division that same evening. It is the player's responsibility to verify the penalty call in question when ejected from the game with the timekeeper.

#### **Change of Teams: (N1)**

Players may not change teams/rosters after the midway point of the season. This must be carried out before the start of the new team's 7<sup>th</sup> game of the season. The league must receive confirmation from the current team representative 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 a player is released as per the above guidelines, they will be locked to the first team they participate with after the release for the remainder of the season. A second release will not be permitted.

#### **Goalies: (N2)**

**All division's** will be permitted to use goalies from another team up until the end of the regular season.

After the regular season ends, goalies will be bound to the roster of their original team, the first one they played for. In the playoffs, goalies can join multiple teams only if they've played at least one game for each team, and those teams are in different divisions. All ineligible goalies will be removed from the roster before the playoffs, ensuring that only eligible goalies are listed on the final postseason roster.

#### **Sportsmanship & Facility Guidelines: (O)**

- 1) The league reserves the right to suspend any player or team that the suspension committee feels are detrimental to the game of ball hockey due to verbal or physical abuse of league officials or opposing players.
- 2) League officials are defined as and shall include referees, timekeepers, league directors and executive, paid staff, venue/facility staff, and volunteers.
- 3) The suspension committee may investigate any incident and may assess additional suspensions for any offence committed on or off the floor in the facility at any time before during and after the game, whether or not such offences have been penalized by the Referee. Any players or spectators causing a disturbance of any kind or being disruptive towards an opposing player or league employee will be removed from the facility by any WBHL or Facility staff. Further disciplinary action may result from the suspension committee.
- 4) Alcohol is forbidden to be consumed inside the arena viewing area or outside the building on arena facility property.
- 5) If anyone from your team is identified as having open alcohol or smoking narcotics anywhere on the arena facility property, you will automatically be given a default for your next scheduled game and a \$50.00 fine. A second incident will result in league expulsion.

#### **Tie in Standings: (P)**

A tie in standings between TWO TEAMS will be decided by the following:

- 1.) Most wins during regular season
- 2.) Head-to-head series
- 3.) Overall +/- rating
- 4.) Overall Least goals against
- 5.) Overall, Most goals for
- 6.) Fewest penalty minutes.
- 7.) Flip of a coin.

If THREE OR MORE TEAMS have identical records, then their ranking is determined by the higher number of points in a special standing composed just from the results of their head-to-head (mutual) games if equal games played apply to all teams involved. If the number of points is equal between any of the teams in this special standing just from the results of their head-to-head (mutual) games or teams do not have equal games played between them, then the following tie breaking criteria applies (with no secondary return to the head-to-head results):

1. Overall +/- goals for minus goals against from original standings
2. Overall least goals against from original standings
3. Overall most goals for from original standings
4. Fewest penalty minutes.
5. Flip of a coin.

### **Appeals & Suspensions: (Q)**

Any player/team who disagrees with a suspension may appeal in certain cases. **Players are not permitted to participate in a game until a final decision has been made on an appeal.** Only the WBHL Suspension Committee department will deal with suspensions & appeals. All suspensions will be sent via email to only the team representative at least 6 hours prior to your team's next game. Game sheets reflect the penalties only issued to the player, but not necessarily the suspension. It is the team rep's responsibility to check email on a regular basis. All suspensions will remain active regardless of if the team rep claims they did not receive an email notification.

All timekeepers and officials will be notified of all suspensions.

Appeals will not be accepted when a suspension results from the following:

- 1) A player receives 2 misconduct penalties in 1 game (Automatic 1 game suspension).
- 2) A player receives a major penalty in last five minutes of game (Automatic 1 game suspension).

Any player suspended from one team is not permitted to play on any other MBHA sanctioned league team while the suspension is in effect. The player must serve the required number of games with the team in which the suspension occurred unless irregular circumstances exist such as the number of participating teams by suspended player, times & frequency of play. Playoff games and Finals will be valued differently from regular season games when assessing suspensions. Final decisions will be at the discretion of the suspension board. No refunds will be issued for suspended players.

Team representatives are ultimately responsible for informing any suspended players. The league or Suspension committee will not contact the player directly. Players must contact their team rep directly regarding any suspension details.

Suspended players will be fined \$10.00 per game. If a suspension is reduced following an appeal, the fine will be based on reduction amount.

The Board reserves the right to utilize video footage for evaluating suspensions and appeals. However, the league is under no obligation to distribute video materials to league members for any reason.

### **Appeal Procedure: (R)**

1. Appeals may only be submitted on an official league appeal form, which can be purchased from the timekeeper at a cost of \$10.00. No email appeals or phone calls will be accepted.
2. Appeals must be handed to the league within 48 hours of suspension notification. If incident occurred on a Thursday, the appeal may be handed in on Monday.
3. If the appeal is won or reduced, the \$10.00 fee is returned in full, or may be applied to the player's fine (if still applicable).
4. ALL fines must be paid to a designated league official or timekeeper by the team or player's next game.

**Any appeals regarding roster eligibility regarding number of games or goalie sharing during regular season must be forwarded to league 24 hours prior to playoffs. The league will review any data and have a decision within 24 hours.**

### **Protective Equipment: (S)**

- 1) All attacking players must wear protective gloves and CSA approved helmet, with the chin strap properly fastened. If a player, who is on the playing surface, loses his or her helmet, they can either put it back on immediately; with the chinstrap properly fastened, or the player must go directly to their player's bench.
- 2) If no visor/cage is attached, all J-clips must be removed from helmets. Stick tape may be used to cover up clips.
- 3) Players under the age of 18 are required to wear full face mask for protection.
- 4) 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 a goalie Glove & Blocker, Arm and Chest protection, Goal Pants, Goal pads, and a full sleeve jersey. Baseball gloves and street hockey gear is not permitted.
- 5) Action cameras of any kind are not permitted on player's during game play.

### **Penalties: (T)**

#### **1) Three Penalties in 1 game**

Any player incurring a total of three penalties during the same game shall be ejected from the game (2, 4, 5, & 10-minute penalties).

Winnipeg Ball Hockey League - [www.winnipegballhockey.com](http://www.winnipegballhockey.com)

## 2) **4 Minute Stick Penalty**

This rule as defined in the official CBHA rulebook applies to all divisions in the WBHL including Men's, Coed, Women's & Masters.

### **Game Ejections: (U)**

- 1) Any player, coach, or team official that is ejected from a game must go directly to their team's dressing room. They are not permitted to watch the game from the bench, or from the stands. Anyone caught not following this rule, can and will face a suspension.
- 2) The game official at any time may remove disruptive spectators from the facility. The league has the right to ban a spectator from all our facilities if they are deemed disruptive to the sport.
- 3) Spitting is strictly prohibited on all surfaces. Any coaches or players identified by an official, facility staff member or league representative will be automatically ejected from the game with no exceptions.

### **Co-ed Division: (V)**

- 1) Games are normally played with 3 males, 2 females and a goalie on the floor. A team may play with up to 5 females on the floor at any time. (6 may apply if goalie is pulled or is female). A team may play with no females, but no more than 3 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 (4 male players on the floor) or female player may be added to the floor.
- 2) If a male is serving a time penalty, no more than 2 males can be on the floor (3 if the goalie has been pulled).
- 3) Bench penalties may be served by a male or female.
- 4) Slap shots (back swing is limited to waist height) are not permitted in the Co-ed division and will be treated like an Icing/Flooring with an immediate whistle. The offending team is not allowed to change on this stoppage. Offenders may be assessed a delay of game penalty at the discretion of the referee.

### **Mercy rule: (W)**

If a team has a 12 or more-goal lead with 10 minutes left in the game, the game will be called and the score at that time will be recorded as the final score.

### **Defaults: (X)**

- 1) Any team that defaults a game is subject to a default fee \$50.00 which is payable to the league before their next game. No Exceptions. If a team defaults 4 games in a season, then that team will be under review and a possible suspension for the balance of the season may occur.
- 2) The team that defaults will be recorded in the standings as a 3-0 loss. Only the opposing team's **current roster** of players as per website statistics will all receive credit for game played in the statistics section. Any new rostered players for the non defaulting team who intended on playing that game can receive credit if the team representative provides the players name via email at [winnipegballhockey@gmail.com](mailto:winnipegballhockey@gmail.com) **by 6PM the following day of the default.** Game credits for defaults will not be issued after this period. When informing the league, please provide the player's full name.

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

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

- 3) Teams are required to contact **the league directly** when defaulting a game for any reason by email. [winnipegballhockey@gmail.com](mailto:winnipegballhockey@gmail.com)

When a team default's, there shall be no reversing the decision. It will be final.

### **Jerseys/Uniforms; (Y)**

1) The attacking players of each team must wear uniforms with matching short or long sleeves. While various colors may have different shades, the hues should be relatively close, as determined by the referee. Stripes on the uniforms do not need to match; it is sufficient for only the base color to be consistent. (Example: Dark Blue and Light Blue are not the same color. Light Green is not the same as, Dark Green, Light green is not the same as Lime ect.). There is no obligation for logos to match. Each player must wear a visible, unique identifying number between 0 and 99 (inclusive) with no duplicates by May 15th. The use of taped numbers and sleeveless uniforms is strictly prohibited throughout the entire season. Any failure to adhere to this rule will lead to a bench minor penalty (anyone on the floor can serve. In coed a male or female on the floor can serve), to be assessed upon acknowledgment by an official or timekeeper. Before proceeding, the tape must be removed. Any player is eligible to serve a jersey infraction penalty, except for goaltenders, who are exempt from this rule. Goaltenders are not required to have a number or matching color on their jerseys, but they must wear a full-sleeved jersey as outlined in rule S4. 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. If a 3rd time, a coin toss will determine who switches. In the playoffs, the home team will have the advantage and visitor must switch.

2) A maximum of 3 minor penalty jersey infractions may be called against any team per game. Once a jersey has been called, the player may continue in the game with that jersey if it does not conflict with the opposing team's color.

3) The league reserves the right to have a player replace their team jersey if it is deemed inappropriate.

4) May 15th is the deadline for matching jerseys with numbers regardless of how many games your team has played.

5) In the event that 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 and visitor must switch.

### **Three Seconds in the Key: (Z)**

There will no longer be a 3 second in the key rule.

**All Playoff information & Qualification is available at [winnipegballhockey.com](http://winnipegballhockey.com) under the Playoff Link.**

**Any unique situations that are not present in this module may be added for clarification by the league while the season is in progress. Please also refer to the Spring Ball Hockey section of our website.**

## **FINES & SUSPENSIONS**

<b>INFRACTION</b>	<b>TIME OF PENALTY</b>	<b>ADDITIONAL PENALTY</b>	<b>MINIMUM FINES</b>
ANY MAJOR PENALTY	5 MINUTES	GAME MISCONDUCT.	NONE
3 PENALTIES IN 1 GAME	GAME EJECTION		NONE
MAJOR IN LAST 5 MINUTES OF GAME INCLUDES GAME MISC.	5 MINUTES	AUTO 1 GAME SUSPENSION	\$10.00
MISCONDUCT	10 MINUTES	NONE	NONE
2 MISCONDUCTS IN 1 GAME		GAME MISCONDUCT AUTO 1 GAME SUSPENSION	NONE
MATCH PENALTY	5 MINUTES	AUTO MINIMUM 5 GAME SUSPENSION	\$50.00
FIGHTING	5 MINUTES AND GAME MISCONDUCT	ANY OTHER PENALTY AS REQUIRED AND AUTO 5 GAME SUSPENSION	\$50.00
INSTIGATOR/AGGRESSOR	2 MIN. MINOR 5 MIN. MAJOR AND GAME MISCONDUCT	MIN 1 GAME SUSPENSION	\$10.00
GROSS MISCONDUCT		AUTO 3 GAME SUSPENSION	\$30.00
2 <sup>ND</sup> GROSS MISC./MATCH OF SEASON		AUTO SEASON SUSPENSION	\$50.00 TEAM FINE

**\*\* THE LEAGUE SUSPENSION COMMITTEE 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 INCLUDING GAME MISCONDUCTS\*\***

- 1) All fines must be paid in full prior to any player returning to play.
- 2) If a suspended player fails to return to the league upon conclusion of the suspension, then his or her team must pay 50% of the outstanding fine.
- 3) Players are not permitted to participate in any game until a final decision has been made on an appeal.

## **Division Roster Restrictions**

Please refer to Spring ball hockey section at [winnipegballhockey.com](http://winnipegballhockey.com)

If divisions are combined, it is considered one division. Players can only play on one team per combined division.



\*\*\*A player is only considered a rostered player when they have participated in 1 or more games as per stats section in that division. This can be verified by checking the standings on our website and clicking on the Team link for all active Rostered players\*\*\*