



REGULATIONS OF THE WINNIPEG RINGETTE LEAGUE

I INTRODUCTION

- A. These are the League's regulations for team formations, games, etc.
- B. These regulations may be amended by two-thirds majority of the members present and voting at a monthly board meeting.
- C. These regulations may be amended by two-thirds majority of the members present and voting at the annual meeting.
- D. Notice of motions for inclusion at the AGM must be submitted (in writing) at a monthly WRL council meeting no less than 30 days prior to voting on motion.

II. TEAM FORMATION

A. ELIGIBLE PLAYERS

- 1. Only teams whose roster is comprised entirely of eligible players may be registered with the WRL.
 - a. No team may participate in a WRL game if playing with an ineligible player.
 - b. Any team using ineligible players will forfeit any points earned for those games where the ineligible players were played.
 - c. Teams will not be permitted to protest the loss of points due to the use of ineligible players.
 - d. **Local associations must report all roster additions and deletions to the WRL Registrar. Newly-rostered players may not participate in any WRL games until the Registrar has been notified. The notification must include a copy of RMB's automated reply, received when making the roster change.**
- 2. An eligible player is defined as follows:
 - a. The player is registered with RMB, with the exception of player transfer from outside the jurisdiction of the WRL.
 - i. Players should be registered with RMB by October 1st of the current playing season. Player registrations will not be processed after January 15 of the current season.

- ii. No player shall be eligible to play until proof of age has been submitted to the Local Association Registrar.
 - b. The player is registered on the roster of one, and only one, ringette team that is involved in regular league play (except where a transfer has occurred per ARTICLE II A.3).
 - i. This rule may be waived by the registration committee.
 - ii. Players residing on either side of a border line down the middle of their street shall play for the local association in which they reside.
 - iii. In the case of a *bona fide* change of address after September 15 of the current playing season from one ringette local association to another, a player can choose to play for the local association to which the player has moved. To do so, they must submit a completed "Application for Release" form to the league. No action is necessary to continue playing for their current team.
 - c. The player is registered within their home association.
 - d. The player is registered on only one team registration form only per season (unless released by team first registered with prior to January 15). Anyone registering with more than one team without proper release may be suspended.
3. Player Transfer
- a. A transfer for any ringette player moving from a centre that does not have an existent, active ringette program to a centre that has an active program requires only the signature of the local association President.
 - b. At the discretion of the registration committee, no transfer will be granted after January 14 of the current playing season.
 - c. **All transfers are granted on a one-year basis only and transferred players must report to their home local association for the following season.**
 - d. Transfers between local associations must first be approved by the local associations concerned, with final approval being granted by RMB.
 - e. All transfer applications for players between community centres are the jurisdiction of the local association.
4. Temporary Players
- a. See ARTICLE VIII.
5. Additions and Deletions
- a. Coaches shall present roster additions and deletions to their community centre convenor. The convenor shall phone in the particulars to the local association Registrar, who in turn, shall immediately notify the league Registrar. The local association Registrar must forward the documentation to the league Registrar of the current playing season.

- b. It will be the coaches' responsibility to ensure that all players on their team are registered with their community centre convenor. The head coach must ensure their roster is current and up to date with the association convenor and with RMB. Any submission for additions/deletions will incur paperwork that should be dated and kept on file, along with any confirmations from RMB. Failing to ensure the roster is correct may incur a suspension to the head coach for playing with ineligible players. Head coaches are encouraged to take the time to review the accuracy of their rosters—particularly when additions occur.
- 6. The WRL is a female league as defined by RMB. Male players are not permitted to play in the league with the following exceptions:
 - a. At U14 and younger, the WRL will be defined as mixed, permitting up to 20% of a roster to be male.
 - b. In accordance with Ringette Manitoba, male goaltenders may continue to play in the WRL if they were registered RMB prior to May 7, 2005.

B. TEAM REGISTRATION

- 1. ALL TEAMS MUST BE REGISTERED BY RMB DEADLINE.
- 2. All teams will be registered on Ringette Canada forms which will be issued by RMB.
- 3. The local association Presidents or Registrars shall forward to the league Registrar all registration material prior to or on the registration date set forth by the Executive.
 - 1. Local associations shall determine placement of their team in the A, B or C categories. The league shall accept the philosophy that players are allowed to play at their level of competitiveness. The level of competitiveness for each player is at the discretion of the local association. **The WRL/RMB may overrule said placement for valid reasons.**
 - 2. The WRL will offer only A, B and C categories to begin the season. Pools may be formed where the number of registered teams exceeds 12. Pools will be formed by geography, not strength. Corrections will be made by the WRL Council at realignment.
 - 3. At U10, the WRL will offer seeding in "n/9 (rounded down)" loops. **Local associations must submit their final count of U10 teams no later than one week prior to the seeding meeting.** "N" in the formula prior, will be represented by the total number of teams recorded with the WRL one week prior to seeding. Failure to provide numbers will result in fewer pools.
 - 4. For age-groups other than U10, the WRL will offer only A, B and C categories to begin the season. Pools may be formed where the number of registered teams exceeds 12.

5. **The WRL Open Committee shall determine the number of divisions and placement of teams within the Open age group.**
6. At U10 and U12, the WRL will follow the division naming convention of A1, A2, A3 and so on, where A3 represents a lower level than A2 or A1 with A1 using shotlocks at the U12 level.
7. The WRL scheduler should schedule each team in a division such that they play against every other team in that division an equal amount of times, plus or minus one game, within each half of regular season play, when possible.
8. U10 seeding will be determined using the U10 Seeding Matrix developed by the WRL Council. Seeding and the Matrix will be governed by the following:
 - a. The WRL Council has the right to modify the formula of the Seeding Matrix.
 - b. Local associations must provide the Matrix results for each of their U10 teams no later than four days prior to the seeding meeting.
 - c. Team rankings must be provided back to the Local associations THREE DAYS PRIOR TO THE SEEDING MEETING.
 - d. Local associations may seed any of their teams up to one loop higher than their matrix rank.
 - e. Local association requests to seed their team up to one loop lower than their matrix rank MAY be approved if either:
 - i. The teams are their own teams that have been evaluated by the same evaluation system and the evaluations show that a team should be lower than a different team of that association. (E.g. team A is made of all players that scored 3–5 out of 5 and team B is made up of all players that scored 2–3 out of 5 yet team B is in a higher loop from the Matrix, they may switch or move the appropriate team.)
 - ii. The team has already had an exhibition game with another team and the results of that game show that a move is needed for one of those teams.
 - f. There will be a special U10 seeding meeting that will take place one hour before the rest of the ages. The local associations will send their most knowledgeable U10 rep for that portion of the meeting. The meeting will be to finalize and discuss the team movements and placements that should have all been done prior to this meeting.
 - g. Local associations are encouraged either to evaluate their players, watch their players in pre-season skates, or if possible, have exhibition games prior to this process.
12. Any team supplying ice from an arena more than 75 km straight line distance from the Sports Federation Building in downtown Winnipeg

not previously approved by the WRL must receive approval prior to ice being scheduled.

13. Each local association shall be responsible for the collection of membership and/registration fees, and shall submit the same with team entry forms to their respective local association Registrar. The local association Registrar shall in turn remit the required fees to the WRL Treasurer.
14. If a team is withdrawn after the WRL Seeding Committee's appeal meeting, no fees will be refunded by the Treasurer.

C. AMALGAMATION

1. Any local association hosting and holding tryouts for a team that is combined with players from another association must evaluate all players trying out objectively and equally regardless of which association is their originating area.
2. Any local association that is hosting a team approved by a WRL amalgamation must consult with the adjoining association(s) regarding any substantial changes to the format or roster of that team.
3. If an association violates an approved amalgamation agreement with another association, the non-offending association may request assistance from the WRL. **No local association will begin their tryout process until after the WRL Amalgamation meeting has taken place.**
4. Players or coaches who knowingly violate an approved amalgamation agreement may be suspended from play.

III. ICE ALLOTMENTS AND GAME SCHEDULING

- A. An ice allotment is defined as beginning from the time the ice is made available for play (by the rink attendant/representative) until either the end of play as per the WRL rulebook or the end of ice time as indicated by the rink attendant/or representative)—whichever occurs first. This duration is solely at the discretion of the rink attendant/ representative.
- B. All teams registered within the WRL must be ready to play the first league game as early as October 15 and no later than November 1 of each year.
- C. The home team shall provide playable and properly marked ice at all times.
 1. Home teams must provide a minimum of five sheets of ice per half to accommodate scheduling.
 - a. For associations or teams that supply insufficient ice, the WRL will purchase ice of the WRL's choosing, and all costs including a minimum fine of \$200 will be borne by the association and/or team.
 2. Home teams that submit five sheets of ice per half may not request an opt-out period that occurs at the same time as one of their submitted sheets of ice.

3. The WRL recommends that each team provide 6 to 8 sheets per half to promote a balanced schedule.
 4. After scheduling, only four sheets of ice will have been used and the remaining sheets will be returned to the team or community.
 5. For each sheet of ice provided to the WRL that starts at 9:45 pm or later, teams must pay additional funds to the WRL to cover the increased cost of officiating.
 6. The WRL understands that associations and clubs have good reason to submit ice times as designated to specific teams. Every effort will be made to accommodate your designations; however, if it is necessary to assign those ice times to other teams in order to complete the schedule or to create a balanced schedule, the WRL reserves the right to do so.
 7. **The WRL strongly encourages associations to provide at least one (1) weekday sheet of ice and a suggested amount of 6 to 8 sheets per team per half, particularly at the Open division.**
- D. All local associations shall notify the Scheduler of ice allotments for the season.
1. **The deadline for the submission of regular season ice will be five (5) days prior to the October seeding meeting.**
 2. For divisions scheduled by half season, second half ice must be submitted five days prior to the December re-alignment meeting.
 3. Local associations must supply at a minimum five sheets of ice per team per half.
 4. Local associations, teams, or community centres not meeting the deadline will be fined \$1.00 for each hour of ice for each day the ice is late. If the amount is \$10.00 or less, the fine will be waived.
 5. When the schedule is prepared, the local association ice convenor or the person the local association appoints to be responsible for ice should check all details of the ice used in the schedule against the ice allotments they provided to the scheduler. Any errors in ice details on a schedule shall remain the responsibility of the district providing the ice. Any additional costs incurred that are caused by errors in the statement of those ice details on a schedule shall be borne by the district providing the ice.
 6. Outdoor ice will not be accepted, as there shall be no outdoor games scheduled by the WRL during the regular season or playoffs.
 7. The scheduler will not accept any ice submissions for games on November 11th with a start time prior to 1:30 pm.
- E. GAME RESCHEDULING & TRADING
1. RESCHEDULING

DEFINITION OF RESCHEDULED GAME: Any games that are changed from the original schedule and are not the result of a trade between teams.

- a. Rescheduling of games may only be done by the WRL Scheduler, solely at the discretion of the WRL.
- b. Rescheduling of games may be considered if the original game was not played because of unsafe weather or roads or if ice was not available.
 - i. In the event of such need, the WRL reserves the right to reschedule games with a minimum of 48 hours notice (8 hours during playoffs).
 - ii. If for some reason(s) such games cannot be rescheduled, no points will be awarded to any of the teams involved.
 - iii. No games can be rescheduled to be played after the final day of the regular season.
 - iv. Rescheduled games are the financial responsibility of the team(s) requesting the changes.
- c. The schedule of league play and playoffs will take precedence over all tournaments and exhibition games should there be a conflict of dates.
- d. Teams may request the rescheduling of a game. The request shall be made AT LEAST seven (7) days prior to the original scheduled game to:
 - i. WRL Scheduler
 - ii. WRL President
 - iii. Referee-in-Chief
 - iv. Loop Convenor via email.

Both teams shall be in agreement with the proposed rescheduling, shall supply the proposed new ice slot to the WRL at their cost, shall accept the return of the existing game ice slot from the WRL, and shall submit an administration fee of \$100 to the league.

2. GAME TRADES

- a. Coaches can trade games with other coaches if necessary, as long as:
 - i. **Coaches must receive prior clearance from the WRL Scheduler and their WRL Loop Convenor. A potential game trade must be approved by the WRL prior to any TRADED games being played. Coaches cannot return any WRL scheduled ice slots to their association as that ice becomes property of the WRL once submitted for scheduling purposes.**
 - ii. There is agreement from all parties as to exactly which game times are being traded PRIOR to any traded games being played.
 - iii. Game times are traded so as not to require any changes in referee or timekeeper staffing requirements.
- b. Failure to follow the above conditions in trading games will result in no points being awarded to either team.

3. GAME CANCELLATIONS

If for any reason you need to cancel a game, it is the cancelling coaches' responsibility to ensure that you notify:

- a. The opposing team,
- b. Your division convenor,
- c. The WRL Scheduler, and
- d. The game official assignors (on ice officials, timekeepers/scorekeepers and shotclock operators).

A cancellation due to inclement weather may only be initiated within three (3) hours of the start of the game. If the cancellation is due to inclement weather, evidence must be included to support the validity of the cancellation. Evidence can include:

- Road closure reports,
 - Photos of highway conditions within three (3) hours of the game, and/or
 - Weather forecasts and/or storm tracking
4. If the WRL deems it to be an avoidable cancellation, the cancelling team will be considered as a "No-Show" team, and will be subject to a fine as per Article V.G.2.A. If the cancellation is due to inclement weather and both teams agree that travel is unsafe, no fine will be imposed by the WRL.

An email from BOTH teams agreeing to cancel game due to inclement weather MUST be sent to :

- WRL Scheduler
- WRL Age Loop Convener
- WRL Association Rep
- WRL Referee in Chief

no earlier than three (3) hours before game time. Failure to do so may result in a "no show" (V.G.2.) and a fine imposed. Rule III 3D. will still apply.

If the cancellation is due to inclement weather, there must be evidence to support the validity of the cancellation (i.e. road closures, etc). If the WRL deems it to be an avoidable cancellation, your team will be considered as a "No-Show" team and will be subject to a fine as per Article V.G.2.A.

5. Game ice is the property of the WRL and may not be sold or otherwise traded by anyone other than the WRL Scheduler. In the event of a forfeiture or cancellation, the team forfeited or cancelled on has the sole right to use the ice time as scheduled by the WRL.
- F. SCHEDULING OMISSION REQUESTS (OPT-OUTS)
1. Teams may request to be omitted from the league schedule, for a maximum period of seven days, once per half.
 2. The lesser of four teams, or 50% of the teams in a loop may be omitted on any given weekend at the discretion of the WRL Scheduler.

3. All requests must be submitted in writing in a separate email sent directly to the scheduler, with the subject “opt/out”, authored by a person listed on the team roster.
 - a. The WRL Scheduler will send a confirmation that the request has been received and recorded.
 - b. **Unless the confirmation has been received, there is no assurance that the request has been recorded.**
4. The request must be received by the WRL Scheduler by the following dates:
 - a. Omission from 1st half – October 5
 - b. Omission from 2nd half – November 20
5. Requests will be accepted on a first come, first served basis. Only one request per half will be accepted.

IV. TEAM RULES

A. COACHING STAFF

1. There shall be a **maximum of five team officials** in the player’s box, including the required woman. Any team official in the player’s box must be registered with Ringette Manitoba. Presence of any unrostered person on the bench may result in forfeiture of the game and suspension of the head coach as determined by the Suspension Committee.
2. On a roster/gamesheet, a coach cannot be listed as a player and a player cannot be listed as a coach on the same team. EXCEPTION: Open (18+) teams may have player/coaches according to the rules as set by RMB.
3. Coaching staff are not permitted to use any noise-makers while on the bench during any WRL game.
4. DUTIES

Coach: Ultimate responsibility for players and staff. The coach must ensure all players and staff are on the RMB roster, and any additions/deletions have been properly addressed and confirmed by RMB. Players playing who are not listed on the RMB version of the team’s roster will be deemed as an ineligible player and will be treated as outlined in the WRL rulebook under IX Suspensions B.2.

Assistant Coach: Trainee, teacher of skills, directing a given responsibility as assigned by coach.

Manager: Administrator, manager of human and other resources, transportation, communications and finance.

Trainer: First aid, prevention of injury, medical resources, physical conditioning and equipment repairs.

5. QUALIFICATION REQUIREMENTS
 - a. In accordance with the RMB policy manual.

- b. In U19 and under, one member of team staff must be a woman 18 years of age or older.
- 6. In the event that a team is without a coach for a game, the team can approach their loop convenor and the WRL Registrar to request permission for a Temporary Coach (TC). The TC must be certified and on a current Ringette Manitoba roster. The gamesheet must indicate "TC" by the Temporary Coach's name.

THE WRL STRONGLY SUGGESTS TWO WOMEN BE REGISTERED ON A TEAM ROSTER.

7. CERTIFIED FEMALE ON BENCH AT ALL TIMES

A rostered, certified female over the age of 18 must be present on the bench at all times during any regular season or playoff games in the WRL youth divisions. Failure to comply will result in the forfeiture of a game at any point that a rostered, team staff female over the age of 18 is not present during a game.

ALL COACHING STAFF shall have completed the required certification by January 15 of the ringette season. Coaching staff not meeting this deadline shall have their names deleted from the official RMB team rosters and shall not be allowed to participate further in league play.

8. IMPLICATIONS

- a. Coaches will be responsible for team and players.
- b. Coaches of teams that accumulate 60 penalty minutes over three consecutive games will be subject to disciplinary action.

B. PLAYERS NOT BEING PLAYED

- 1. If any player in attendance from the start of a game does not play at least one minute of game time in the first thirteen (13) minutes of each period, a two (2) minute, per period per player not being played, unsportsmanlike like penalty shall be assessed to the coach (except in the case of a spare goaltender).
- 2. While these unsportsmanlike penalties are being served, the unplayed players will be on the ice and not be the persons serving the penalty.
- 3. Enforcement of this rule is the responsibility of the governing body.
- 4. If a player's name is included on the gamesheet prior to the start of a game, that player may participate in the game when they arrive at any time in the game, and no penalty is assessed.
- 5. For all ages and divisions of competition within the WRL, a player who has played as a goalie in a game and has been replaced by another player in goal will be allowed to continue to play as a skater in that game providing proper equipment is worn.

c. GAMESHEETS AND REPORTING RESULTS

1. PREAMBLE

- a. **Home team is responsible for providing the gamesheet. The gamesheet is to be properly filled out with the game number, location, loop and teams playing. The gamesheet is also to be provided to the visiting team a minimum of 15 minutes prior to game start.**
 - i. If the home team is not able to supply the gamesheet, the visiting team may supply the sheet if they have one available.
 - ii. If a gamesheet is not produced within ten minutes after the scheduled start of the game, the home team may default the game.
- b. All players must be duly registered before being placed on the gamesheet.
- c. Player names should be neatly PRINTED in numerical order, with the game number from the schedule placed at the top. If using roster stickers, all copies of gamesheets must be stickered.
- d. The goaltender(s) must be marked with “G”, and temporary players marked with “TP”—along with their home team and loop identified on the gamesheet.
- e. All suspended players and/or coaches shall be placed on the gamesheet in the normal manner and shall be marked with “SUSP”. **Games not marked as such will not be considered as served towards the suspension.**
- f. Any players who are injured or ill and unable to play are to be listed on the gamesheet with the notation “INJ” beside their name. Players who are reported as injured at any time may be asked to provide evidence of their injury.

2. REPORTING RESULTS

- a. The coaching staff of the winning team or of the home team in the event of a tie must update the WRL website with the game results within 48 hours of the game.
- b. Gamesheets must be delivered to the division convenor after a game.
 - i. Legible scanned or photographed copies of the gamesheets must be emailed to the division convenor no later than 72 hours after the game, which shall include the game number and team name and loop (division) in the subject line.
 - ii. Winning team to keep white copies (originals) of all games until seven (7) days past the final playoff date in March.
 - iii. Alternately, the original copy may be mailed/delivered to the division convener no later than 72 hours after the game.

iv. At the request of the President, Vice-President, Secretary, Registrar or division convenor, teams may be required to deliver the gamesheet at any time.

c. Failure to report results in a timely fashion may result in transfer of points from the winning to the losing team.

D. PLAYER EQUIPMENT

1. It is the responsibility of the coach to make sure all players on their team are dressed with proper equipment.
2. Required uniforms, equipment, sticks and methods for handling complaints regarding them are described in Ringette Canada Official Rules.
3. In addition to the Ringette Canada Official Rules, or in emphasis of, the following equipment is required:
 - a. A C.S.A. approved helmet, with a proper and separate chin strap properly affixed, must be worn by all on-ice participants.
 - b. A C.S.A. approved face mask, with separate face mask straps properly affixed, must be worn by all players on the ice. Please note that the helmet chin strap is a separate strap and is in no way to be used to hold down the face mask.
 - c. A throat guard that has been BNQ approved.
 - d. Players are to be assigned, and must display, the same number (or numbers if two sets of jerseys are issued) each game of the entire season (unless the player is wearing a pinny).

E. DESIGNATION OF TEAM CAPTAINS

1. A team may have three captains or alternates in total.
2. Each captain or alternate must display either the letter “C” or “A”, three (3) inches high on the front of their sweaters.
3. Aside from coaches, team captains are the only team members who may speak to officials before, during or after a game.
4. Goaltenders may not be a team captain nor an alternate.

F. PLAYER INJURY

If a play is stopped for an injured player, this player cannot be involved in resumption of play.

G. SPECTATORS

1. Per Ringette Canada Official rules, spectator behaviour is the responsibility of the home team.
2. If spectator behaviour is harassing an official or having an effect on the game, the following process will be followed:
 - a. No warnings are required for the ejection of any spectator(s) nor for bench staff should the on-ice official judge it appropriate—this is entirely at the

discretion of the on-ice official and MUST be actively supported by ALL bench staff.

- b. The on-ice official will attempt to determine which team the spectator(s) in question belong to.
 - c. If this is not possible, the responsibility of the following statements falls upon the home coach and ALL spectators will be ejected.
 - d. The on-ice official will then approach the coach of said team and instruct them to remove the spectators from the audience.
 - e. The timekeepers will put two minutes up on the clock. The clock will start running at the instruction of the on-ice official.
 - f. If the coach is not able to remove the spectators from the audience within the two minutes on the clock, their team will default the game.
3. Spectator and bench noise, including the use of noisemakers, is at the discretion of the on-ice officials. Fans and other observers may not continue to use noisemakers that on-ice officials deem as having an impact on the game.

H. **SPORTSMANSHIP**

The WRL fundamentally supports a philosophy of ensuring a fair-sportsmanship environment for team competition. As such, we insist that teams exercise constraint in scoring such that no game should end with a final result where a goal differential greater than 7 exists at U10, U12A2 and lower.

If a team finds themselves in a situation where they have ended a game in such a situation, they will automatically receive a written warning. No communication with the teams will occur prior to this warning being issued. **Should subsequent violations occur, teams should be prepared to explain the measures that they took to prevent the situation from occurring. If an explanation is lacking, or if the measures taken are considered to be incomplete, the following consequences shall occur:**

1. First offence: a written warning.
2. Second offence: the team begins their next league game with a two-minute unsportsmanlike penalty.
3. Third offence: one game suspension for the coach.
4. Additional offences: the coach will come before the Suspension committee to determine appropriate sanctions.
5. The home association of the team (preferably the WRL Rep, alternatively the President) will be identified if any of these sanctions are applied to a team.

I. **PLAYER IDENTIFICATION**

For the Open divisions, proof of identification may be required to be produced when requested by an on-ice or league official. Failure to do so will result in forfeiture of the game.

1. Upon the approval of two members of the executive council, a player may be put under review for making a mockery of the game or posing a consistent danger to others. Under such review, the league may gather evidence of a player's games and convene a panel to determine if a player is posing a consistent danger to other players, or if they have or continue to make a mockery of the game. If the evidence is sufficient to support a claim, the player will be invited to attend a suspension hearing and may receive a suspension or expulsion from the league.
2. The minimum number of players on a team shall be seven, in accordance to Ringette Canada Rules.
3. A team shall be responsible for any damage to any property or equipment of any arena or rink, and shall pay the costs for repairs. In the event that two teams are involved and the blame is debatable, both teams shall be assessed equally.
4. Teams are responsible for ensuring that they have identified a primary contact person on the WRL website by November 1 and that their contact information is up to date. Failure to do so may incur a fine of \$50. Teams will be billed an additional \$50 for each month that passes where no primary contact is listed.
5. Open teams are responsible for ensuring that they have identified two (2) primary contact persons on the WRL website by October 15, and that their contact information is up to date. Failure to do so may incur a fine of \$50.00. Teams will be billed an additional \$50.00 for each month that passes where two primary contacts are not listed.

V. CONDUCT OF GAMES

A. GAME TIMES

1. U16A, U19A and Open 1 divisions play two twenty (20) minute stop time halves. All other divisions play two eighteen (18) minute stop time halves.
2. Teams must be ready to play ten minutes before game time. At the discretion of the on-ice officials, the game may begin ten minutes before the published start-time.
3. Teams must be ready to play no later than two minutes after the game start-time, which can be anytime starting ten minutes earlier than the published start-time.
 - a. A "delay of game" penalty shall be assessed for every two minutes that a team is not ready to play.
 - b. After ten minutes has elapsed, the game will be defaulted.
4. If, in the last five minutes of regular time, there is insufficient time to finish the game, the game time will be reduced to two minutes and played stop-time. Games will not be rescheduled if not completed.

B. ON-ICE OFFICIALS

1. All games shall be furnished on-ice officials who are certified and registered by RMB.

2. Two on-ice officials are required for all divisions U10 and older.
3. If, for any reason, only on-ice official is in attendance for any game, the game will proceed if both coaches agree. Agreement should be signed on the gamesheet prior to the game starting, but is not required.
 - a. However, if in the opinion of the on-ice officials, the game has become unmanageable, the game may be stopped and rescheduled at the discretion of the league.
4. The responsibilities of the on-ice official shall be defined by Ringette Canada through the Official Rules and the National Officials Certification Program (NOCP).

In addition, the WRL adds:

- a. It is the prerogative of an on-ice official to remove, or have removed, any object connected with the facilities or personal apparel of the player or their equipment that is considered dangerous.
- b. If a bench staff or player is suspected of being under the influence of alcohol or narcotics, in the interest of player safety, will be removed from the game at the discretion of the on-ice officials.

c. MINOR OFFICIALS

1. All games from U10 and older shall be furnished timekeepers and scorekeepers who are certified and registered by RMB.
 - a. If the timekeepers and scorekeepers assigned to the game are not certified and registered by RMB, the home team shall forfeit the game with points being assigned to the visitors.
2. All games in the U12A, and U14 through Open divisions shall be furnished with shotclock operators who are certified and registered with RMB.
3. If both the timekeeper and scorekeeper are absent, the gamesheet shall be marked and be allowed to proceed utilizing volunteers from the stands to run the clock and record scores. Every effort should be made to ensure that
4. both a home team spectator and a visiting team spectator are used to fill the roles.
5. If a shotclock operator or shotclocks are absent, the game shall be marked and be allowed to proceed without the shotclocks.
6. Only the minor officials assigned to the game and/or members of the league acting in an official capacity are allowed to be in the timekeeper's box during a game. Visitors are not permitted.
7. All cellphones, smartphones or other electronic devices must not be used by minor officials during a game, unless authorized by the on-ice officials for the purpose of timekeeping. Associations are to be notified of infractions and infractions will be dealt with internally.

d. EARLY TERMINATION OF GAMES

1. A game may be stopped at any point before it's completion by the on-ice officials if, in their opinion, the game is becoming excessively rough. The

offending teams should be warned first, and afforded the opportunity to change their behaviour.

- a. If both teams are contributing to the improper conduct and the offensive conduct continues despite the warning, the game may be terminated by on-ice officials. The game will be considered complete and no points will be awarded for the game.
 - b. Should only one team be deemed guilty of improper conduct, the non-offending team will be considered to have won the game by default and the score shall be posted as 1-0.
2. Should a league game be terminated prematurely due to the injury of a player, the following shall apply:
 - a. If the injury resulted in failure to complete the 1st period, the game shall be rescheduled by the WRL to a later date where the game shall be replayed in its entirety with no carry-over of previous score or minor penalties. Any match or misconduct penalties incurred in the original, incomplete game will stand.
 - b. If the injury resulted in the termination of the game anytime after the 1st period, the game shall be considered as having been completed. The score at the time of stoppage will be taken as the final game score.

E. MERCY RULE

1. When a team is winning by seven or more goals with less than five minutes to play, the balance of the game shall be played “running time”. Running time shall continue regardless of the number of additional goals scored.

F. SAFETY ON THE ICE

1. In order to prevent injuries, players must not throw sticks or equipment on the ice or pile on the goalie in jubilation at the end of a game. If any of these actions occur, the coach will get one warning written on the gamesheet. If this occurs a second time, the division convener will notify the Referee-in-Chief for disciplinary action.
2. While on the ice, on the player’s bench or in the penalty box, all players must have their helmets and face masks properly worn, with all straps properly affixed, except for treatment of injury.
3. Any person with known medical conditions which potentially could be impacted by playing ringette must provide a medical certificate stating their ability to participate in this sport prior to participating in any WRL games. Such medical conditions could include pregnancy, epilepsy, head or neck injuries, etc.

G. NO-SHOW TEAMS

DEFINITION of a no-show team: Less than seven (7) players dressed to play a game.

In a situation where a team does not show up for a game:

1. That team shall forfeit the game, and
2. The division convenor shall notify the Treasurer who will invoice the local association in which the no show team resides. A fine shall be assessed as set down WRL Council.
 - a. The **automatic** fine is \$250.00. Upon review, the WRL Council may levy an additional fine to recover additional costs or as a punitive measure, if circumstances warrant such actions.
 - b. The WRL has ten (10) working days from the next regularly scheduled council meeting after the date of the infraction, to notify the team of its decision.
 - c. The team has ten (10) working days after notification to pay the fine. Once the ten days elapse, the team will forfeit any games until the fine is paid.
 - d. All fines must be paid within 10 days of notification to the WRL playoff opt out date (whichever is the sooner). Failure to pay fine will result in forfeit of any games until fine is paid and may result in additional fines being levied.
 - e. If incurred too late in the season for that to be appropriate, or if incurred during the playoffs, the amounts must be paid prior to registration for the following year.
3. There would be a fine (team) and/or suspension (coach) for a no-show game.

H. **OPEN LEAGUE COMMITTEE**

1. The WRL will form an Open committee that will be given authority and autonomy over regular administration of the Open divisions.
2. The structure of the committee will be as follows:
 - a. The committee shall be chaired by the Open Representative or delegate.
 - b. The committee shall consist of one registered Open player or coach appointed by each association.
 - c. Should an association not supply a delegate, the Open Representative will have authority to appoint any registered Open player or coach to fill the position for the season.
 - d. Each member of the committee shall have a vote, with the exception of the chair who may only vote in order to break a tie.
 - e. Quorum for this committee will be 50% + 1.
 - f. The committee shall meet no less than three (3) times during the regular season, on a schedule determined by the chair.
3. Authority
 - a. An appendix shall be added to the WRL rulebook that, once in place, will supersede Policy and Procedure articles:

- i. Ice Allotments and Games Scheduling
 - ii. Conduct of Games
 - iii. Competition
 - iv. Playoffs
 - v. Temporary Players
- b. The committee will be responsible for defining these articles of Policy and Procedure for the Open divisions, subject to ratification by the WRL council. They must supply their revised appendix to the WRL no later than the March meeting.
- c. The committee shall bear responsibility for day-to-day administration of the divisions which will include:
 - i. Making decisions in exception to policy.
 - ii. Proposing policy or procedures as required during the season.
 - iii. Deciding alignment and re-alignment prior to the dates requested by the WRL.
 - iv. Forming the Suspension committee, still chaired by the WRL Referee-in-Chief, when a suspension occurs at Open. Suspension hearings within the Open Division must have at least two members of the Open committee present, and no members of the WRL council are required to be present.
 - v. Forming the Protest committee, still chaired by the WRL Referee-in-Chief. No members of the WRL council are required to be present for protests within the Open division; however, their presence may be requested for consistency.
- d. All decisions of the Open Committee must be passed by a 50% + 1 majority of votes present in order to be presented to the WRL Council.
- e. The Open Division will continue to receive services of treasury, officiating and scheduling through the WRL council, and will be governed by all sections of the WRL rulebook that are not superseded in this article.

VI. COMPETITION

This section is superseded by the Open Division appendix, when it exists, for Open Divisions.

- A. All games will be played in accordance with official Ringette Canada Rules except where WRL rules take precedence.
- B. The number of games and dates of commencement in all divisions for League competition shall be determined by WRL Council.
- C. **Divisions:**

1. The number of divisions within the youth age category shall be left to the discretion of the Registration Committee. For Open ages, this shall be decided by the Open Committee.
2. Realignment
 - a. Realignment can be achieved through either bench staff of team, convenor, or association requesting their team to move up or down.
The deadline for requesting movement will be 24 hours before the realignment meeting.
 - b. Teams requesting realignment will be placed in the appropriate level/loop based on evidence provided (ex: exhibition games).
 - c. Appeal Process: All levels (except U10) have 24 hours to appeal any realignment decisions. Appeal requests can only be made by bench staff and/or associations and for their own team(s). No one can appeal another team's placement. Re-alignment appeal meeting will take place within 48 hours of the realignment meeting.
 - d. Realignment appeals will be held within 48 hours of the realignment meeting. Realignment appeals will be sent to the Registrar. The Appeals committee will hear all realignment appeals, with the Registrar attending these appeals meetings.
 - e. The Registration committee reserves the right to move teams either up or down prior to entering playoffs.
 - f. Teams requesting realignment for playoffs must do so in writing prior to the January WRL Council meeting.
 - g. If a team is moved either up or down in the Open (18+) divisions, there will be no recalculation of the standings for teams in the Open divisions affected. All teams will retain their points earned prior to the movement of that team, included the team that is realigned.

D. TOURNAMENTS

1. The WRL does not host tournaments, nor does it sanction tournaments.
2. Per RMB: Prior to participating in a City, Intra-provincial, Interprovincial or International Tournament, teams must either:
 - a. Obtain approval from RMB.
 - b. Ensure that the tournament has been sanctioned by RMB.
3. Any team or community centre wishing to host an international tournament must obtain sanction from RMB.
4. **UNDER NO CIRCUMSTANCES WILL A TOURNAMENT GAME BE CONSIDERED AS A WRL LEAGUE GAME, NOR WILL IT BE CONSIDERED FOR THE CALCULATION OF STANDINGS.**

E. TEAM STANDINGS

1. **Wins count as two points, ties count as one point and losses count as 0 points.**

- a. The sum of all points of games between teams in a division is taken and the team with the most points in the division at the end of regularly scheduled league play is deemed to have finished at the top of the division.
- b. The team with the next highest number of points is second and so on.
- c. If a division is affected by second half realignment, only the points for the second half of the season will be considered.

2. In deciding the final play-off positions in the standings of the division at the conclusion of the regular schedule, the division convenor shall decide a final standing with respect to teams finishing with an equal number of points at the end of regularly scheduled play on the following basis:

NOTE: In the breaking of ties in divisions that were re-seeded before the second half, only results from those games played in the second half will be considered.

- a. The winner of the game(s) between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d.)
- b. If still tied, the team having the greatest positive difference in the games between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d.)
- c. If still tied, the team having the least total goals against in games between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d.)
- d. If still tied, the team having the greatest positive difference between goals for and against in regular season play will be awarded the higher position. (If all of the tied teams did not play together in the same division in the first half of the season, only the second half will be considered.)
- e. If still tied, the team having the least total goals against in regular season play will be awarded the higher position. (If all of the tied teams did not play together in the same division in the first half of the season, only the second half will be considered.)
- f. If still tied, a coin toss will be used to break the tie.

Note: In calculating goal differential, the maximum goal differential allowed per game is seven.

- g. In the event of game cancellation approved by the WRL, where the game is not to be rescheduled, standings are to be determined by the points average.
 - i. The points average is the sum of all points earned by a team in a division, divided by the number of noncancelled games.
 - ii. The team with greatest points average is deemed to have finished at the top of the division.
 - iii. The team with the next greatest average is second and so on.
 - iv. If a division is affected by second half realignment only the points for the second half of the season will be used.

VII. PLAYOFFS

This section is superseded by the Open division appendix, when it exists, for Open divisions.

- A. The WRL will conduct playoffs to declare a WRL Championship in all divisions hosted for regular season games, except U16A and U19A.
- B. WRL Championship for U16A and U19A divisions will be declared based on the results of the regular season.
 - 1. Seeding will be based on the best performances of each team against every other team in the division.
 - a. The number of games considered will be equal to the least number of scheduled matches between any two teams. For example, if every team plays every team twice, but some teams three times only the best two matches against each team will be considered.
 - b. If a division is affected by second half realignment, only the points for the second half of the season will be considered.
 - 2. From the best games, teams will be awarded two points for each win, one point for each tie and zero points for each loss.
 - 3. Teams will then be ranked based on their points.
 - 4. If any ties occur in the ranking after points are taken into account the following tie-breaking rules will apply.

NOTE: In the breaking of ties, only the best games identified in rule #1 will be considered.

- a. The winner of the game(s) between the tied teams during the regular season will be awarded the higher position.
- b. If still tied, the team having the greatest positive difference in the games between the tied teams during the regular season will be awarded the higher position.
- c. If still tied, the team having the least total goals against in games between the tied teams during the regular season will be awarded the higher position.

- d. If still tied, the team having the greatest positive difference between goals for and against in regular season play will be awarded the higher position.
- e. If still tied, the team having the least total goals against in regular season play will be awarded the higher position.
- f. If still tied, a coin toss will be used to break the tie.

NOTE: In calculating goal differential, the maximum goal differential allowed per game is seven.

- 5. The number of teams and dates of the playoffs will be set by the League Council no later than December 15.
- 6. Playoff rules shall be prepared, approved and made available to all convenors, coaches, timekeepers, on-ice officials and others concerned.
- 7. All playoff games are to be one hour time slots.
- 8. All fines must be paid prior to entering playoffs.

c. **PLAYOFF RULES**

1. **ELIGIBILITY**

- a. For Open (18+) divisions only, all players must play a minimum of 30% of **eligible** regularly scheduled league games after they have registered to be eligible for playoffs.
 - i. In cases of extenuating circumstances, the league may or may not grant permission for a player to participate in playoffs who has not met eligibility requirements.
- b. The minimum number of players shall be seven in accordance with Ringette Canada Rules.
- c. No player will be allowed to play in the playoffs whose name does not appear on the Official Ringette Canada roster of the current season.
- d. Only team staff registered for that team with RMB are allowed in the box. In cases of extenuating circumstances, the WRL can be petitioned to grant permission to use alternate qualified staff.
- e. If any player in attendance from the start of the game does not play at least one full shift in the first thirteen (13) minutes of each period, a two minute (per period per player not being played) unsportsmanlike like penalty shall be assessed (except for the spare goaltender). See Article IV.B.1.

2. **TEMPORARY PLAYERS**

Temporary players are not allowed in league playoffs.

- a. In cases of extenuating circumstances, the WRL Playoff committee can be petitioned to grant a team permission to use another goalie.

For Open (18+) divisions only. The WRL Open Committee may grant a team permission to use another goaltender. The circumstances do not need to be extenuating. Temporary goaltenders may only be pulled

from a team in a lower loop, or a goalie from an eliminated team within the same loop. Lowest division can choose laterally or may also use a temporary goaltender from the Open division immediately above it.

- b. In the event that a roster falls below seven (7) players for a playoff game due to extenuating circumstances, the WRL playoff committee may grant permission to use up to three (3) temporary players to a maximum roster size of seven (7) players.
- c. Should a TP be granted in extenuating circumstances, the use of a TP will be governed by Article VIII. "Extenuating circumstances" will be determined by the Playoff Committee.
 - i. The Playoff committee has the authority to modify the TP requirements such that the approved TP must come from a lower division than the highest permitted by Article VIII.
- d. All requests for temporary players must be submitted in writing or via email, to the WRL President and Play-off Coordinator, indicating the player(s) being requested, the reason, and the game(s) for which the temporary players will be playing.

3. CONDUCT OF GAMES

- a. Playing time for the playoffs will be two 18-minute stop time periods. Playing time for the playoff Open 1 games will be two (2) twenty (20) minute stop time halves.
- b. Teams must be ready to step onto the ice fifteen (15) minutes before game time. If sufficient players are not on the ice five-minutes after the earliest possible start time as determined by the referees, the game will be defaulted.

c. DECIDING A TIE

In the case of a tie at the end of regulation time, the following tie-breaker formats will be in place:

- i. Double-knock out games
 - 1 In case of a tie at the end of regulation time during playoffs, the following tie breaker format will be in place: One additional overtime period will be added of 10-minute stop time which will be sudden victory. No timeouts will be permitted during the overtime period. In the event that no goal is scored during overtime or if the game is stopped by any authorized staff from the arena, (ie: zamboni driver or rink attendant) due to time conflict prior to a goal being scored, the team scoring the last goal will be declared the winner. Should the game end with a 0-0 result the winner will be declared by a coin toss called by the home team.
- ii. Medal Games and Turnaround Games

- 1 One, 10-minute sudden victory (stop-time) overtime period; after which
- 2 If no winner is yet declared, shootout (see point iv)
- iii. SHOOTOUT
When a shootout is to determine the winner of a game, the following format shall be used:
 - 1 First, a best of three shootout will be held. The team with the most goals after three attempts is declared the winner.
 - 2 If still tied, consecutive best-of-one shootouts will occur until a winner is declared.
 - 3 Each shot of the shootout will be taken following the rules for a penalty shot.
 - 4 Shooters must be declared at the beginning of a period and cannot repeat until all uninjured skaters in attendance have had the opportunity to shoot.
- d. If, in the opinion of the referee, a coach is purposely delaying the game with excessive questions to the referees or slow line changes during stoppage of play, a bench penalty will be assessed.
4. PLAYOFF FORMAT
Divisions will participate in a double-knockout playoff.
 - a. Teams will be seeded based on standings at the end of regular season play.
 - b. No team will be eliminated from playoffs until they have incurred two losses.
 - c. No consolation matches shall be scheduled.
 - d. On the bracket display, top team is home team. The bottom team is the visiting team and must check on colour conflict and if necessary is responsible for changing.
5. CANCELLATIONS, RESCHEDULES & DEFAULTS
 - a. **There will be no trading or rescheduling of playoff games.**
 - b. If a game is cancelled by a team for any reason, it will be at the discretion of the WRL Council whether or not the game will be rescheduled.
 - i. If a game is cancelled because of hazardous road conditions or the arena was not available, every effort will be made to reschedule the game.
 - ii. Where a team is registered within the same municipality as a scheduled game, if the roads are open within that municipality, the game will not be cancelled due to said team's players not being willing/ able to travel. You must petition for Temporary Players, or the game will be treated as a no-show.

- c. Teams defaulting games will be invoiced a penalty fee, set down by the WRL Council.
 - i. The team will be sent a bill for all charges.
 - ii. Any team intentionally defaulting games shall be eliminated from WRL playoffs.
- 6. SCHEDULING OF DOUBLE-KNOCKOUT TURNAROUND GAMES

Should the A-side champion of a double-knockout bracket lose the final game, a turnaround game will be required to determine the ultimate champion of the double-knockout bracket.

The WRL purchases less ice than could be absolutely necessary to cover all turnaround games in order to control costs. In practice, we have rarely had the need to purchase additional ice. As such, turnaround games are not scheduled until the final games are completed.

Turnaround games are scheduled as assigned by the playoff committee as appropriate.
- 7. REPORTING OF RESULTS
 - a. **Home team will supply the gamesheet** (each team will receive extra gamesheets for playoffs at the Town Hall meeting in their packages). **Teams are to refer to the playoff schedule prior to their game to determine who is the home team and who is to supply the gamesheet for that game.**
 - b. **Winning team takes the white copy and MUST send a legible copy of the gamesheet via text or email to the league representative (with GAMESHEET in subject line) NO LATER THAN TWO HOURS AFTER THE END OF THE GAME. Failure to do so may result in loss of game.**
- 8. PROTEST
 - a. No protest will be considered over the on-ice official's decision as to fact such as scoring of goals or blue line infractions, nor over the judgment of the on-ice officials.
 - b. Playoff division convenors must be notified immediately following the game of protest.
 - c. Protests are to be filled out on forms obtained from the WRL website.
 - d. The protest, signed by a qualified team member, must be delivered in writing to the league Vice-President or other WRL Executive within four hours.
 - e. Any protest delivered shall contain **ONE** (and only one) protestable issue and \$100 (cheque or cash only), along with their gamesheet.
 - f. If there are any additional items that the qualified team member wants to use to protest the same game, a separate amount of \$100 must be included for each individual item.

- g. In the event of a protest being upheld, the cheque or cash shall be returned.
 - h. In the event of a protest being disallowed no refund shall be issued and all funds will be deposited to the account of the league.
 - i. **For any protest, each team is allowed to bring up to TWO (2) representatives to the meeting. There will be no exceptions.**
9. Minor officials registered/certified by RMB will be appointed by each district in which playoff games are being held and must have a copy of the playoff rules.
- a. Minor Officials for the Championship weekend should be scheduled from the entire WRL pool of minor officials.
 - b. All WRL Championship weekend games should include a separate scorekeeper, timekeeper and shot clock operator if applicable.

10. PLAYOFF OPT OUTS

- a. Open teams have the option of not participating in the WRL Playoffs. Written notice (email acceptable) must be sent to the WRL President, the Scheduler and Open Representative no later than the January council meeting. The request will be voted on at the January WRL Council Meeting and the team(s) will be informed of the outcome following this meeting by the Open Representative. No refunds will be issued by the WRL if any team withdraws from playoffs.
11. Playoff fee reimbursement to U16A and U19A teams will occur by January 15 of the appropriate year.
12. All invoices for playoff expenses must be for rates as set by Ringette Manitoba for on/off ice officials, and rates set by arenas for local associations or City of Winnipeg ice rates. Invoices cannot include expenses over these standard rates that associations are charged, specifically for ice. Invoices must be submitted no later than March 20 in order to protect the March 31 year-end reporting, and are subject to audit. A late fee of \$100 per day will be assessed for invoices not received by March 20.

VIII. TEMPORARY PLAYERS

This section is superseded by the Open Division appendix, when it exists, for Open Divisions.

- A. A temporary player is deemed to mean, a player replacing a registered player for that team.
- B. Except with the permission of the league, no player, regardless of age, shall be allowed to play in a lower age group than that in which they are registered.
- C. A temporary player must be drawn from a team of a lower division in either age group or play caliber of the team making the request, with the following exceptions:

1. No C level team may draw an A level player (or highest level A when more than 1 A level exists) for temporary substitution.
 2. Open (18+) division teams are permitted to laterally use temporary players, including goaltenders. The lowest Open division existing in any given season may also use a temporary players, including goaltenders, from the Open division immediately above it. Open teams may only use temporary players registered in the Open division and may NOT draw temporary players from youth divisions.
 3. Male goaltenders may be used as temporary goaltenders in the 18+ divisions.
 4. Temporary players may only be drawn from a team actively playing in the WRL.
- D. No player registered on a AA roster sanctioned by RMB may be used as a temporary player for any non AA team in WRL scheduled games, including playoffs.
- E. When temporary players are required to ice a team, the following criteria will be applied in order. Temporary players will be:
1. From the home local association, its next lowest skill division, its next lowest age division, only then.
 2. From the local association closest to the home community centre having eligible players.
 3. **The lowest level of U10 will be allowed to laterally transfer players or pull from R4U highest skill level.**
- F. Excluding tournament games, the maximum number of games that a player may be promoted to a given team are as follows:
1. A player may be promoted for **a maximum of two games** per team if promoted as a skater.
 2. If promoted as a goaltender, a player may be promoted for **a maximum of four games** per team. For Open (18+) divisions only, a temporary goaltender may be promoted for a maximum of six games per team.
 3. If a player is promoted sometimes as a skater, sometimes as a goaltender, the player may be promoted for **a maximum of four games** per team total, and can participate as a skater for no more than two of these games.
 - a. If, for any reason, the temporary goaltender is removed during a game and she returns to the ice as a skater, this game will count as skating game.
 - b. If the temporary player has already served two games as a skater and is now participating as a temporary goaltender; should she be

removed from the game, she may not return as a skater or the game may be considered as a forfeit and the points given to the opponent.

- G. A team **may use up to three (3)** temporary players (TP) in a single game to allow the team to ice up to 10 skaters and a goaltender; OR to bring their total number up to their registered roster size, **whichever is less**.
- H. In exercising any of the foregoing options, **a coach must obtain permission of the coach or manager of the team on which the temporary player is registered and shall identify the temporary player (TP) on the gamesheet, together with their home team and loop identified on the gamesheet. A coach who fails to secure the other coach's permission shall at the discretion of the league, be subject to suspension.**
 - 1. It is not necessary to obtain the permission of the player's coach when that player is coming from an Open (18+) team.
- I. Temporary players are not allowed for playoffs except for special conditions under ARTICLE VII.G.2
- J. If a player is used in excess of that allowed in B, C, D, E, F, G, H and I above, the team using that player shall forfeit all games in which they played beyond what is allowed (see Article IX Section B).
- K. Contravention of any of the temporary promotion regulations shall result in immediate suspension of the team official or officials.

IX. SUSPENSIONS

A. RINGETTE CANADA RULES

Some suspensions, as defined in Ringette Canada rules, are automatic. Other suspensions of coaches, players, managers and trainers shall be handled by the Suspensions committee (see By-Laws, Article V, Section D).

B. TEAMS

- 1. **Any team using an ineligible player(s) shall forfeit all games where such player(s) was used.**
- 2. An ineligible player is defined as
 - a. A player that has not been registered with the WRL Registrar, complete with proof of age (Article II.A.2.ii).
 - b. A player that has not fully served a misconduct or match penalty.
 - c. A temporary player that does not meet the criteria set under Article VIII.

C. TEAM OFFICIALS

- 1. If a coach uses an ineligible player(s), the coach will be suspended from further competition, as set out in the suggested guidelines.

2. Any team official knowingly certifying a form which falsifies a player's birthdate or place of residence shall incur automatic suspension for an indefinite period to be determined by the Suspension committee.
3. Any team official or game official who falsifies the signature on a game report shall incur automatic suspension.
4. Team officials who abuse a game official (on-ice officials, timekeepers, etc.,) or an off-ice official (game or event official) or become involved in an altercation with any of the above during or following a game will be subject to suspension. Any team official ejected from a game will be suspended for the next league game.
 - a. 1st offence – game plus a game, and a written letter of rebuke from the WRL.
 - b. 2nd offence – removal from the coaching staff until brought before the WRL Council for a suspension meeting.

D. PLAYERS

1. Any player who falsifies a birthdate or place of residence on a registration form with the league shall incur automatic suspension for an indefinite period to be determined by the Suspension committee.
2. Any player who falsifies the signature on a game report shall incur automatic suspension.
3. Any player receiving a misconduct penalty in a league game shall be ruled off the ice for the remainder of that game. The player will be considered as an ineligible player.

E. PROCEDURE

1. Misconduct Penalties
 - a. In the case of a misconduct penalty, a player and/or team official is to be suspended for the remainder of the game.
 - i. If, in the opinion of the Referee-in-Chief, the infraction warrants it, an additional game may be served.
 - ii. If, in the opinion of the Referee-in-Chief, the infraction warrants it, a suspension hearing can be called for the Suspensions Committee to review the infraction and determine whether further suspension is warranted.
 - b. A misconduct penalty occurring at zero (0:00) time will result in the game ejection penalty being served during the next league game.
 - i. If an offence occurs with time remaining on the clock and for some reason the game is stopped at that point, it shall not be ruled as occurring at the end of the game.
 - c. Repeat offenders may be subject to further game suspensions. Repeat offenders can carry up to maximum one year suspension (based on severity).

- d. Suspended players or team officials must serve their game ejection and/or suspension(s) in league games in the same capacity as their suspension was given.
 - e. A player or team official serving a game ejection or suspension resulting from a misconduct penalty is not allowed to participate in any league or WRL playoff games in the same capacity, or in a different capacity on the same team, as the suspension was given until her/his suspension has been fully served.
 - f. Unless otherwise notified by the Referee-in-Chief, players who have been suspended as a player shall still be allowed to coach teams and referee games if they also are registered coaches and qualified on-ice official in the WRL.
 - g. The Referee-in-Chief will inform the WRL President, Vice-President, Registrar, Secretary and the division convenor of the game ejection and any further league game suspension.
2. Match Penalties
- a. In the case of a match penalty, the suspended player is to be ejected from the game and will serve an automatic one (1) game suspension from the next league game.
 - i. Once served, the player may then resume play, until the suspension has been dealt with by a suspension committee. The suspension committee will review the infraction, convene a suspension hearing and determine whether a further suspension is warranted as per the suggested guidelines.
 - b. A match penalty occurring at zero (0:00) will be an automatic two (2) game suspension.
 - i. If an offence occurs with time remaining on the clock and for some reason the game is stopped at that point, it shall not be ruled as occurring at the end of the game.
 - c. The on-ice official shall contact the Referee-in-Chief as soon as reasonably possible after the game to advise of the match penalty and within thirty six (36) hours of the game during which the penalty was assessed, provide the Referee-in-Chief the game sheet and a separate written report.
 - d. The Referee-in-Chief shall notify the WRL President, Vice-President and Secretary of any upcoming suspension meetings. The Referee-in-Chief will convene and chair the Suspension Committee meeting, and will notify the same council members of the final outcome.
 - e. Suspended players or team officials must serve their suspensions in league games in the same capacity as their suspension was given or as set by the body governing the game in which the infraction occurred.
 - f. Unless indicated otherwise by the Suspension committee, these suspensions do not affect the performance of other duties in the WRL, such as officiating /playing by a suspended team official.

- g. In the case of a match penalty, the suspended player or team official cannot participate in any league game in the same capacity, or in a different capacity on the same team, as the suspension was given until any automatic game suspension(s) has(have) been served.
 - h. Once the automatic game suspension is served, the player may then resume play until the suspension committee has determined if a further suspension is warranted.
 - i. Repeat offenders may be subject to further game suspensions over and above the suggested minimums. Repeat offences can carry up to a maximum one-year suspension (based on severity).
 - j. Players with a match penalty should appear before the Suspension committee, accompanied by representative (coach, team manager or local association representative). In the event the player is of minor age, one parent may attend. **This parent is for moral support only; the parent will have no say in the meeting.**
3. The Referee-in-Chief shall communicate all suspension notifications to the team contact as listed on the WRL website and/or the team coach, and their Local Association. The notification shall require making positive contact with either the team or the Local Association. Positive contact is defined as either making direct phone contact (not simply leaving a voice mail) or the Referee-in-Chief receiving an email acknowledgment from the team or Local Association of them receiving the suspension notification. Local Associations and teams are required to formally acknowledge receiving suspension notifications. In the absence of acknowledgments by a team, the Local Association acknowledgments shall be deemed sufficient to satisfy the need for positive contact. Responsibility lies with the Local Association to ensure the team is aware of the suspension once the Local Association has acknowledged receiving the notification.

F. **MINIMUM SUSPENSIONS**

Where the Suspension Committee imposes a game suspension, it is intended to be served on top of any automatic suspension.

1. Contravention of policy and procedure, including but not limited to use of ineligible players, accumulating 60 penalty minutes in three consecutive games and disregard for safety on the ice.

NOTE: A suspension due to contravention of policy and procedure can be established directly by the Referee-in-Chief, or another member of the Executive or a division convenor. It is not expected that it would be preceded by a penalty delivered by a game official.

- a. first offence 1 game
- b. second offence 2 games

- c. third offence third offence suspension as a team official for the remainder of that playing season, to include all games, including the Provincials.
- 2. With consideration of the circumstances surrounding the match penalty assessment, the Suspension Committee may impose a game suspension as set out below. At the Suspension Committee's discretion, the ranges can be exceeded.
 - a. Hair pulling 0-3 games
 - b. Facemasking 0-3 games
 - c. Head butting 0-3 games
 - d. Spearing 0-3 games
 - e. Butt-ending 0-4 games
 - f. Stick swinging 0-4 games
 - g. Kicking 0-4 games
 - h. Deliberate attempt to injure (action not specified above) 0-4 games
 - i. Fighting-instigating 0-4 games
 - j. Fighting-participating 0-2 games
- 3. Abuse of an official
 - a. Excessive verbal 0-3 games
- 4. Physical abuse of an official
 - a. Minimal – e.g. touching, brushing 0-4 months
 - b. Moderate – e.g. pushing 1 calendar year
 - c. Excessive – e.g. punch, attempt to punch, push causing a fall Up to a lifetime suspension
- 5. Defaulted games do not count in the serving of the suspensions. Defaulted games refer to games due to insufficient players, no show by opposing teams, no show by officials, etc.

G. SUSPENSIONS SERVED AT PROVINCIALS

- 1. RMB Policy Section 24, Subsections 4.5 c & d require WRL to report current suspensions prior to Provincials. RMB policy states suspensions shall be served during Provincials.

2. WRL shall request copies of gamesheets from Provincials to document that WRL-assessed suspensions have been served. Games served at a Provincials event shall be recognized as equivalent to having been served at league games.

X. GAME PROTEST

- A. **A protest must be submitted in writing no later than 24 hours after the end of the game, to the division convenor.**
- B. **Any protest delivered to the division convenor shall contain only one protestable fact and a money order, certified cheque payable to the Winnipeg Ringette League or cash in the amount of \$100 shall accompany such protest.**
 1. If there are any additional items that the qualified team member wants to use to protest the same game, a separate amount of \$100 must be included for each individual item.
 2. The parties involved in the protest and all parties (excluding officials) involved in the protest shall be present at the protest committee meeting to make their case and answer potential questions from the committee.
- C. Upon receipt of protest and the appropriate fee, the protest committee (By-Laws Article V, Section F) shall convene a meeting.
- D. The parties initiating the protest, and all parties (excluding officials) involved in the protest, shall be present at the Protest committee meeting to make their case.
- E. There shall be no protest of games regarding incidences occurring during the course of play.
- F. In the event of a protest being upheld the money order, certified cheque or cash shall be returned.
- G. In the event of a protest being disallowed no refunds shall be issued and all funds will be deposited to the account of the league.

XI. APPEALS

- A. Appeals may be submitted on any rulings made by subcommittee of the WRL, including, but not limited to:
 1. the WRL Protest committee,
 2. the WRL Suspension committee,
 3. the WRL Registration committee,
 4. the WRL Playoff committee.
- B. An appeal on a ruling shall be made within seven days after the notification of such ruling. The postmark shall decide the date of the mailing.
- C. An appeal and all evidence in support thereof shall be submitted in writing and in triplicate and signed by a coach or assistant coach.

- D. The appeal shall be accompanied by a money order or certified cheque for \$150 payable to the Winnipeg Ringette League.
- E. The Chairperson of the Appeal committee shall within seven days of receipt of a written appeal, arrange a date for the appeal hearing and give notice thereof to the appellant and the player or his coach, if applicable, and to all persons who are shown on the record of the Suspension committee or Protest committee as having made a submission or given evidence to the Suspension committee or Protest committee.
- F. Representations are limited at an appeal hearing to those persons or officials requested to, or approved to, appear by the chairperson of the Appeal committee.
- G. **A ruling of the Appeal committee shall be final and binding upon all members of the WRL.**
- H. **RMB does not have a structure by which to hear an appeal of a WRL Council decision.**
- I. **A decision by a committee cannot be appealed on its merits alone. An appeal may only be heard if there are sufficient grounds for appeal. Sufficient grounds include the committee:**
 - i. Made a decision that it did not have the authority or jurisdiction (as set out in the pertinent WRL Policies or Bylaws) to make.
 - ii. Failed to follow its own procedures (as set out in the WRL Policies or Bylaws).
 - iii. Made a decision that was influenced by bias (where bias is defined as a lack of neutrality to such an extent that the committee is unable to consider other views).

XII. VIDEO SUBMISSIONS

- A. Video clip submissions may only be submitted to WRL for consideration or review by a member of the WRL executive OR by a Local Association, through their representative to council or their Local Association President.
- B. Submission of video clips shall only be made to the Referee-in-Chief, President, Vice-President and Past President. Initial screening and discussions of the submission shall be limited to these council members, so as to not potentially bias any committee members. All remaining video of a particular game shall be made available to the above-listed executive members, if so requested, after initial review of the submitted clips.
- C. Video submissions may not be used to dispute a decision or call made by an on-ice official, nor subsequent decisions of the Suspension Committee, which are based on the officials' reports.

- d. Video submissions MAY be considered for other situations, including but not limited to game protests, or to establish a player making a mockery of the game or posing a consistent danger, as per Section IV. TEAM RULES, Subsection J.
- e. When available, WRL may source third party video footage for consideration, provided that the video is available from the source to the general public.