

WCHL RULEBOOK

CHAPTER 1: The League

- 1.1 The Wheelchair Hockey League (WCHL) is a competitive hockey league for individuals with physical disabilities that require the use of either manual or electric wheelchairs. It is the expressed purpose of the WCHL to provide athletic opportunities for individuals with physical disabilities that use wheelchairs as part of daily life. The league strives to promote sportsmanship, cooperation, fair play, and most of all, athletic ability.
- 1.2 A game of Wheelchair Hockey is played with two teams. A team consists of at least five players including one captain and two assistant captains or two Co-Captains and one assistant captain. To the greatest extent possible, each team shall have players of equal ability for the purpose of maintaining a competitive league.
- 1.3 All WCHL games will be officiated according the rules laid out in the official rulebook. Each game shall be run by a group of officials comprised of a referee, assistant referee, scorekeeper, and line judge. The officials shall be responsible for enforcing all WCHL rules during the game.
- 1.4 Game play will start no later than 10 minutes after the posted schedule start time. The second game on the schedule will start no later than 10 minutes after the conclusion of the first game, but not sooner than one and one-half hours after the scheduled start time of the first game. Example: The first game is scheduled to start at 12pm; the second game cannot start until at least 1:30pm, unless both captains agree to the early start. If a late player shows up after the game has started, he or she may not enter the game until the start of the next period.
- 1.5 Every captain and referee will be given a set of rules at the beginning of the season. It is the responsibility of each captain to make sure that his or her team knows the rules and is playing by them. A set of rules will always be available at each contest. A set of rules will also be posted on the WCHL website for any player, official, or spectator to access.

CHAPTER 2: Specifications

2.1 RINK SIZE

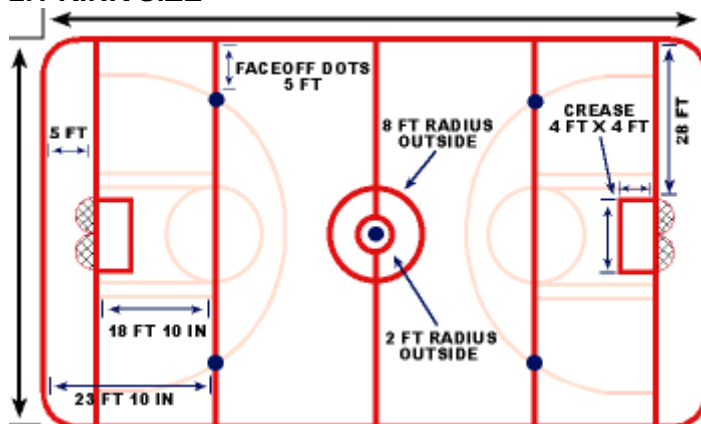


FIGURE 2.A - Measurements of the WCHL Rink

The playing surface is approximately 84 feet long by 42 feet wide in accordance with Figure 2.A. Most basketball gyms are acceptable size

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2.2 MARKING THE RINK

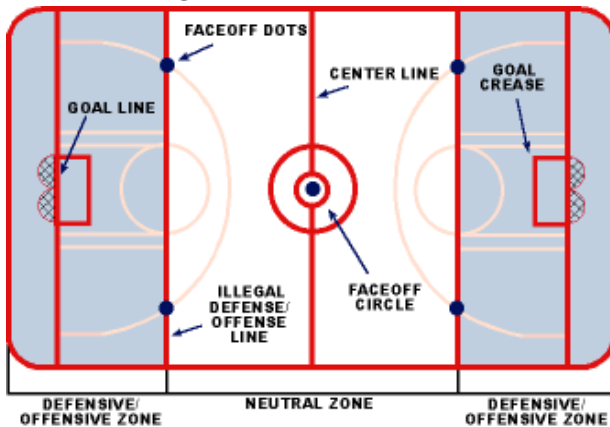


Figure 2.B -- Markings of the WCHL Rink

The playing surface shall be marked according to Figure 2.B. For marking the playing surface, the WCHL recommends using colored floor tape.

- a) The width of all demarcation lines is approximately 3 cm.
- b) The goal cage has a rectangular crease that is 6.5 feet (198 cm) by 4 feet (122 cm) and a line connecting the two. The Goal Crease will begin at the score line.
- c) The centerline and face-off circle should be marked. The centerline must be in the absolute center of the surface, with the face-off circle at the center of the centerline.
- d) The center face-off circle should be wide enough for two wheelchairs.
- e) The Offensive/Defensive Zone lines will be marked 18 feet and 10 inches (574 cm) from each goal line. These zone lines in the WCHL are similar to off sides in the NHL.
- f) The two face-off points that are marked on each zone line shall be marked 5 feet (152 cm) from the playing surface edge.
- g) To the greatest extent possible, the ball being played, the playing area, and demarcation lines shall be different colors.

2.3 GOAL CAGE (NET)

The goal cage (or net) consists of a rectangular frame constructed of plastic tubing or a similar material. Measurements of the frame are inside height of 36-inches, inside width of 72-inches, and depth of 22-inches.

2.4 WHEELCHAIRS

- a) All players must require the use of a wheelchair in daily life or have a legitimate disability, and must play in a wheelchair.
- b) The player's chair may be manual or electric.
- c) Modifications to the chair that alter the motion of the ball are prohibited. If a stick is attached to the chair, it must not impede the movement of the chair itself.
- d) Captains may lodge a protest prior to a game concerning wheelchair modifications and have the head referee rule on the matter.
- e) A player is required to wear a seatbelt at all times. Failure to do so will result in the removal from the game. In the event a player elects not to wear a seatbelt, that player must notify the league in advance, at least 24 hours before a game, with an official letter.
- f) All players must remove all non-essential items from their wheelchairs before game-time. These items may include back-packs, bags, decorations, flags or any other item that may inhibit the path of the ball or another player (at the referee's discretion). This rule applies to all players, including goalies. Failure to remove these items prior to the game will result in a 2-minute penalty to be served by the captain.

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2.5 PLAYER PROTECTION

Players are free to wear protective gear such as eyewear, helmet, hand or finger guards, knee or arm pads, etc. Players use their own discretion when using protective wear. The WCHL does not require players to use protective gear, but it is highly recommended, especially for goalies. The WCHL accepts no fault with player injuries. To the greatest extent possible, a medical professional and a first aide kit shall be present at all WCHL games.

2.6 THE BALL

The WCHL uses a normal wiffle ball. A wiffle ball is a hollow plastic ball, usually two inches in diameter, with holes in it. The color of the ball must contrast with the color of the playing surface and the floor markings, thereby providing the best visual effect. Only balls approved by the WCHL will be used in all matches.

2.7 HOCKEY STICKS

- a) Players are allowed to modify their sticks for comfort and/or to increase abilities. Discretion will be given to players with problems holding their stick or limited upper movement.
- b) Double sticks are a permitted modification. A double stick is two stick blades attached forming a "V". The ball must be able to roll while in the "V" of the double stick and able to leave the "V". Should the ball get stuck in the "V" of a double stick, play will be interrupted.
- c) Dowels may be inserted through the blade of the stick for players with a limited ability to stick handle. Dowels cannot exceed more than three inches in length on either side of the blade and cannot be more than ½ inch in diameter.
- d) Players can attach the stick to their chair or arm/hand. Bindings of cloth, tape, or similar materials on the stick are permitted.
- e) All hockey sticks and blades are subject to approval of the WCHL and at the discretion of the referee, a stick may be disallowed before or during a game.

CHAPTER 3: The Team

3.1 PARTICIPATION REQUIREMENTS

A team is comprised of at least five players: four players and one goalkeeper on the playing surface at a time. To ensure the greatest amount of playing time for all players, the maximum number of players per team roster shall not exceed any other team's roster by more than one player. Refer to rule 3.9 for rules concerning alternate players.

- a) In the event a player will be unable to participate in a game, that player shall notify his or her team captain 48 hours prior to game time so a replacement may be found. Failure to comply shall be considered an unexcused absence.
- b) Team captains shall notify the league Commissioner of any unexcused absences under rule 3.1a).
- c) Three unexcused absences shall result in the loss of the player's roster spot.
- d) Rule 3.1a) will be waived in the event of an emergency or should circumstances arise that are beyond the control of the player.

3.2 PLAYER QUALIFICATIONS

- a) Players must be at least 10 years of age.
- b) Players can be male or female.

3.3 CAPTAINS & ASSISTANT CAPTAINS

Every team must nominate and vote for a captain and two assistant captains or two Co-Captains and one assistant captain each season. Captain and assistant captain positions do not automatically carry over to the next season.

Any requests made to the referee are made by the captain. The captain is the leader of the team, handles line changes, and is the team representative on the court. The captain serves as the main contact for players unable to participate under rule 3.1a). Any challenge to an official shall

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be made on the court during a stoppage in play by the team captain. If a captain is unable to attend a game, the assistant captain fulfills the duties of the captain. If both the captain and assistant captains are absent for a game, the team shall elect an acting-assistant captain to serve as captain for that game only.

3.4 GOALIES

Each team must elect one player from their team to play goalie. Goalies are allowed to change during a game.

- a) A team may elect to remove or “pull” the goalie for an extra forward player at any time during the game.
- b) When a team pulls a goalie, the goalie must return to the bench before the additional player may enter the game.
 - i. If a goalie touches the ball before leaving the playing surface, while attempting to get to the bench, a two-minute bench minor penalty will be assessed. The captain or assistant captain will take the penalty.
 - ii. If the entering player touches the ball before the goalie leaves the playing surface, a two-minute bench minor penalty will be assessed to the entering player.
- c) No manual wheelchair player may play the position of goalie.
- d) Goalies may make modifications to their sticks subject to section 2.7.
- e) No player is allowed to make contact with a goalie while the goalie is in the crease.
- f) No goalie is allowed to make contact with an opposing player outside of the crease.
- g) The goalie is not allowed to touch or play the ball beyond the defensive zone.
 - i. If a goalie touches the ball beyond the defensive zone, this results in a dead ball and a face-off will result. This rule is subject to rule 3.4ci.
- h) Goalies are allowed to take the ball out of a player’s “V” double stick, if the player enters the stick or ball into the crease.

3.5 COACHES

A coach is an optional team official who assists the team during a game. The coach is subject to approval of the WCHL Board. The team captain will assist the coach by sharing duties and responsibilities.

3.6 ADMINISTRATIVE REQUIREMENTS

- a) All forms (applications, waivers, etc.) must be completed and yearly dues must be paid in order to play in a season game.
- b) Attendance may affect a player’s ability to be awarded a spot on a roster.
- c) No player may be added to a roster once the season begins, unless all captains convene and approve the roster change.
- d) To the greatest extent possible, all players shall assist the WCHL in fundraising, administrative, and auxiliary league activities.

3.7 UNIFORMS

In all league games, each player must wear a pullover or jersey of their team’s color. The captain of each team must wear a distinctive “C” designating his status. The assistant captain of each team must wear a distinctive “A” designating his status. Where two teams have the same color or colors that are liable to cause confusion, the referee will have discretion to make one team change their colors. All assigned league jerseys must contain a number.

3.8 BENCH MANAGEMENT

- a) Each player must stay in the assigned team area of his or her bench.
- b) Bench players may replace any player on their team at any time during the game.
- c) If the outgoing player touches the ball, a 2-minute bench minor penalty to that player will ensue.
- d) A player serving a penalty cannot become a substitute until the penalty has expired.

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3.9 ALTERNATES

- a) An alternate will be allowed when one of the following situations occur:
 - i. The team is missing their leading goal scorer.
 - ii. Three or more players are missing.
- b) An alternate can be any current or former WCHL player.
- c) An alternate must be agreed upon by both team captains.
- d) In the playoffs, an alternate player will only be allowed in case of forfeit.

3.10 FORFEITS

- a) A team will forfeit the game if they do not have at least four team players from their roster present at the start of the game, or are unfit to play.
 - i. Should players not be able to finish a game that they began, teams must still have at least four players in order to complete the game, otherwise that team will have to forfeit the game no matter what the current score is.
- b) No alternate player may be added to a team once a game has started.
- c) Teams will be granted a 15-minute grace period after the official scheduled start of the game to present them in a state fit to play. Should the team fail to comply; the team will automatically forfeit the game.
- d) The referee will not commence the match unless both teams are present and ready to play, within the 15 minute allotted time.
- e) The head referee may forfeit a team in the event that an individual player, a team, or spectator acts in a manner that is deemed to be beyond the reasonable bounds of sportsmanship and competition.
- f) No team is allowed to forfeit a match if their team has at least 5 players fit to play the game.

CHAPTER 4: The Game

4.1 COIN TOSS

Prior to the commencement of the match, the referee will toss a coin to decide which team has the right to choose ends. The winner of the toss decides which goal to shoot at and bench. Captains or assistant captains will represent their team for the toss.

- a) Teams will switch ends on the playing surface at the conclusion of each period.

4.2 DURATION OF MATCHES

Duration of all games is three periods, each lasting twenty minutes. The head referee has the right to change period length for time constraints. There will be a two-minute intermission between each period.

4.3 PLAYING THE BALL

The ball can only be played with a hockey stick. However, the ball may be stopped (or deflected) with the wheelchair or the body. Under no circumstances may the ball be thrown or kicked into the net. Kicking is defined as a definite movement of the leg to give direction to the ball.

No player, except goalies, shall make any purposeful contact to the ball with their hands (this includes, grabbing, swatting, stopping, etc). A first infraction will result in an offensive zone faceoff for the opposing team. A second infraction will result in a 2 minute delay of game penalty.

4.4 FACE-OFFS

- a) A face-off occurs to restart any stoppage or interruption of play and to begin the game periods.
- b) Two opposing players taking the face-off will face each other at a point indicated by the referee or assistant referee, with their backs to their own goals and stick in front of them on opposite sides of the ball, on the playing surface.
 - i. The player from the predetermined home team will have first choice of stick placement for the face-off. They must place their stick down for the

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- face-off prior to their opponent; the opponent (away team) must place their stick adjacent to the stick of the home team player.
- ii. If the home player taking the faceoff is a level 3 the opponent must also use a level 3.
- c) The referee or assistant referee will place the ball centered between the opposing players. Once the referee or assistant referee places the ball, he/she will step back and blow the whistle to signal the restart of play.
 - i) Only the referee or assistant referee who has placed the ball for a face-off can blow the whistle to declare the ball live and in play.
 - d) Should the goal cage become displaced for any reason whatsoever, the ball will be whistled dead, and a face-off will take place on the face-off dot nearest to the incident.
 - e) If a player with a double stick enters the face-off circle first, the face-off must be against another player that uses a double stick if another one is currently active or a player with similar ability.

4.5 TIME-OUTS

- a) Each team is allotted two 60-second time-outs for the entire game.
- b) A time-out may only be called during a stoppage of play.
- c) The head referee will control the time (60 seconds) of the time-out.
- d) The referee or assistant referee retains the ball during a time-out.
- e) During a time-out, all players must gather near their team's bench.
- f) Substitution of players may take place during a time-out.
- g) Once a time-out has expired, a face-off will occur at the face-off spot nearest to where play was stopped.
- h) If a time-out was called after a goal, the face-off will take place in the center circle.

4.6 PLAY INTERRUPTIONS

An interruption of play is defined as any time the whistle is blown to temporarily halt play, and results in a face-off. The clock continues to run during all play interruption situations.

- a) Play is interrupted when the ball is crushed.
- b) Play is interrupted when the ball is obstructed for three seconds by any wheelchair or foreign object.
- c) Play is interrupted if the goal cage is moved.
- d) Should the ball go over the boards or leave the playing area, either unintentionally or by ricochet, a face-off will be taken at the face-off spot closest to the point where the ball went out of play.
- e) The referee has discretion over all interruptions of play and may interrupt play for any circumstance deemed appropriate not covered in the preceding section.
- f) Play is stopped or a ball is considered dead after it is under the goalie's chair for 1-second regardless of moving or staying still. It is considered a save and a covered ball after 1-second of being under a goalies chair.
 - i. The goalies chair includes the area between front and rear wheels only and does not include the foot rests or wheelie wheels.
- g) Play is interrupted when the play is deemed off-sides.

4.7 PLAY (CLOCK) STOPPAGE

A stoppage of play is defined as any time the whistle is blown to stop play, and results in a face-off. The clock is stopped during all play stoppage situations.

- a) Play is stopped when a goal is scored.
- b) Play is stopped when a time-out is called.
- c) Play is stopped anytime a player is injured or a wheelchair becomes inoperable.
 - i. If the referee stops play, due to an injury or inoperable wheelchair, the player with the injury or inoperable wheelchair must be substituted for.

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- d) Play is stopped when a penalty is called or discussed.
- e) Play is stopped when the ball is cleared over the boards.
- f) The referee has discretion over all stoppages of play and may stop play for any circumstance deemed appropriate and not covered in the preceding section.

4.8 GOAL SPECIFICATIONS

- a) The referee shall award a goal every time the ball has completely crossed over the goal line that is marked between the two vertical posts of the goalmouth.
- b) A goal may be scored with a shot from anywhere on the playing surface.
- c) A goal scored by a player against his or her team will constitute a fair goal.
- d) The ball cannot cross the goal line on a wheelchair or in a lap, and cannot be kicked or thrown. In such instances, the referee will not award a goal.
- e) Should the goal cage become displaced before the ball rolls completely across the line, no goal will be awarded and a two minute delay of game penalty will be called. If the ball crosses the line completely and the net is knocked off afterward, a goal will be awarded and no penalty be given.
- f) The referee has discretion over all goals and may award or disallow a goal should circumstances arise not previously covered in this section.
- g) A goal may be assisted or unassisted. Two assists may be awarded on one goal. An assist will be awarded under the following circumstances:
 - i. One player passes to another (stick to stick).
 - ii. Rebound off of a goalie.

4.9 OVERTIME (PLAYOFFS ONLY)

- a) If the score of the game is tied after the completion of three periods, the two teams will play a ten-minute overtime period.
- b) The overtime period will be sudden death; the first team to score wins.
- c) If play is still tied after the ten-minute overtime period, another period will be played under the same stipulations and will continue in this manner until a goal is scored.
- d) A two-minute intermission will be held before the start of each overtime period.
- e) Each team will be given one extra timeout at the start of each overtime period.
- f) Each player must play at least one playing shift during the overtime period.
 - i. This rule is waived should a goal be scored before the completion of the overtime period.
 - ii. If all players do not participate in one playing shift, two-minute penalties will be assessed at the beginning of the next overtime period for each player who did not participate in a playing shift. The penalty(s) will be taken in the order of first by the captain, second by the assistant captain(s), and next by players participating at the conclusion of the previous overtime period.

4.10 LINE CHANGES

- a) All players must play at least two playing shifts each period.
 - i. If a player does not play for at least two shifts in one period, the following period that player must make up those missed shifts, plus play in his/her mandatory two shifts. Example: Player A only plays one shift in the second period, then in the third period Player A must play at least three shifts.
 - ii. If all players do not participate in two playing shifts each period, two-minute penalties will be assessed at the beginning of the next period for each player who did not participate in a playing shift. The penalty(s) will be taken in the order of first by the captain, second by the assistant captain(s), and next by players participating at the conclusion of the

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previous period.

- b) Whenever a goal is scored, the player who scored the goal must retire to their bench for a minimum of 60 seconds of game-time in every period. If scoring team does not have an alternate player on the bench, the team will play shorthanded for the 60 seconds. Should the shorthanded team score again, the player on the bench may return to the floor.
- c) If a player is removed due to injury or wheelchair malfunction, they may re-enter at any point. They do not have to meet the stipulations designated in rule 4.10a-i.
- d) No player may play for an entire period unless there are only five players present.
 - i. In the third period at the ten-minute mark, every player on each team should have played once. This is to prevent anybody from playing the whole third period. See rule 6.5 for line judge responsibilities.
- e) Two-minute illegal line change penalties will be assessed when any of the above conditions are not met during a game. The penalty(s) will be taken in the order of first by the captain, second by the assistant captain(s), and next by the players participating at the conclusion of the first and second period or ten-minute mark of the third period.
- f) A player deemed a level 3 must be on the floor at all times not including a goaltender.
 - i. Level 3s will be determined by the WCHL board prior to the start of each season.
 - ii. Level 3s will be marked with a yellow ribbon prior to each game for visibility.
 - iii. Level 3s serving a penalty does not fulfill this requirement.

4.11 MULTIPLE PENALTIES

No team shall have less than 3 players on the floor at any given time (2 players and a goalkeeper) due to penalties. Should a team have 2 players in the penalty box and another penalty is to be assessed to that team, the opposing team shall be awarded a penalty shot.

- a) Criteria for a penalty shot shall hereby be defined as:
 - i. The ball placed at a rest at the center face-off dot.
 - ii. All players must clear off the court except for the opposing goalie.
 - iii. Any player from the shooting team who was on the floor at the time of the penalty may be elected to take the penalty shot.
 - iv. The referee shall insure that the defending goalie is ready and shall signal to the shooter that they may start their penalty shot.
 - v. The shooting player shall carry the ball towards the defending goalie, constantly going towards the goalie (i.e. no turning around).
 - vi. The shooting player may shoot the ball whenever he or she feels inclined, however, once the ball has made contact with the goalie, the shooting player may not attempt another shot.
 - vii. All penalty shot goals shall be marked as unassisted.
 - viii. Once the penalty shot is over, the player who was charged with the penalty must go to the bench for at least one shift (or until after the next face-off).

4.12 OFF-SIDES

- a) An offensive player is OFF-SIDE if their entire chair crosses the center line prior to the ball.
- b) An offensive player may have two wheels over the center line and still be declared onside.
- c) If the ball leaves the offensive zone, that team's players must clear the zone before the ball can be carried or shot back into the offensive zone.
- d) If an off-side is whistled, the face-off will take place in the offending team's zone at the face-off spot nearest the center line.

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- e) If an offensive player crosses the line before the ball is shot, passed or deflected into the offensive zone, but a defending player is able to play the ball, the referee shall signal a DELAYED OFF-SIDE.
 - iii. The off-side violation will be nullified if all offensive players in the offensive zone clear the offensive zone by making chair contact with the center line.
 - iv. The offensive zone must be completely clear of offensive players before a delayed off-side can be nullified with the ball still in the offensive zone. During the delayed off-side, the referee shall stop play for the off-side violation if ANY (goalies included) offensive player touches the ball.
- f) No goal can be scored on a delayed off-side.

CHAPTER 5: Penalties

5.1 PENALTIES

Fouls committed during the game will be penalized according to the circumstances. Penalties may be called instantly or may be delayed. Delayed penalties are called only if the referee feels that calling the penalty instantly against the defensive team takes away from a direct scoring opportunity for the offensive team. Any penalty will either be a minor penalty (two-minutes) or a major penalty (four-minutes).

- a) For minor penalties, the offending team will be required to play short a player until the opposing team scores a goal or the penalty time expires.
 - i. If offsetting minor penalties are called, both teams will be required to play short a player for the full duration of the penalty time, even if a goal is scored.
- b) For all major penalties, the offending team will be required to play short a player until the penalty time expires, even if a goal is scored before the penalty time expires.
- c) If a game misconduct penalty is called, the offending player will not be allowed to continue play in the current game and will be suspended from play for the next scheduled game.
- d) Any penalty assessed to the goaltender must be served by any player on the floor.

5.2 CAPTAIN CHALLENGES

Once a penalty is called, only the captain may challenge the call to the referee. If a captain challenges a penalty, the referee will call both captains to the center, after hearing each captain's arguments, the referee will make the final decision. After the referee's final decision, the captain cannot challenge the call any further.

5.3 DELAY OF GAME

A delay of game penalty is called when a player deliberately interrupts the game. All delay of game penalties are two-minute minor penalties. A delay of game penalty may be called for any of the following reasons.

- a) A player intentionally knocks the goal off of its crease.
- b) If a goalie knocks the goal off its crease by at least 6 inches a penalty will be assessed; the penalty must be served by a captain or assistant captain.
- c) A player will not wear a jersey or provided pullover.
- d) At the referee's discretion, the ball is intentionally shot over the boards or out of play to delay the game.
- e) A player commits a second infraction playing the ball with their hands.

5.4 ROUGHING

A roughing penalty is called when a player attempts to injure another player either deliberately or through lack of proper caution.

- a) A two-minute minor or four-minute major penalty will be given depending on the severity of the rough.
- b) A roughing penalty shall be called under any of the following incidents.

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- i. Any player that crashes into another player with excessive force.
- ii. A player, using any body part, strikes an opposing player with any body part.
- iii. Any player that crashes another player into the boards or wall with excessive force.
- iv. Ramming any player from behind.
- v. Removing another player's stick.
- vi. Roughing of another player's hand or control.

5.5 STICKING

A sticking penalty is called when a player uses his or her hockey stick inappropriately such that the action may cause an injury to an opposing player.

- a) A two-minute minor or four-minute major penalty will be given out depending on the severity of the sticking penalty.
- b) If blood is drawn, an automatic four-minute major penalty will be called.
 - i. At the referee's discretion, a game misconduct resulting in removal from the current game and suspension from the next game will occur.
- c) A sticking penalty shall be called under any of the following circumstances.
 - i. High sticking is called when a player's stick makes contact with an opposing player above their knees or contact with ball above shoulder level will result in a 2 minute penalty.
 - ii. Slashing is when a player strikes an opponent with his or her stick anywhere from the shins and above.
 - iii. Spearing or making contact with another player with the butt end of the stick.
 - iv. Illegal stick lift is called when any player lifts the stick of a level 3 player.

5.6 HOLDING/IMPEDING MOVEMENT

A holding penalty is called when a player deliberately holds or impedes an opponent's chair, stick, or body part, thus restricting their movement. A two-minute minor penalty will be assessed.

5.7 UNSPORTSMANLIKE CONDUCT

An unsportsmanlike conduct penalty shall be called in the event of any action that violates the spirit of competition and fair play.

- a) A two-minute minor or four-minute major penalty will be assessed depending on the severity of the conduct.
- b) The player issued an unsportsmanlike conduct penalty must serve the full penalty.
- c) An unsportsmanlike conduct penalty shall be called under any of the following circumstances.
 - i. Swearing
 - ii. Excessive arguing with anybody
 - iii. Physical or verbal abuse of officials, opponents, teammates, spectators, or the equipment and playing surface.
 - iv. Excessive "trash talking".
 - v. Slamming a stick down on the playing surface.
 - vi. Throwing a stick to alter the movement of the ball or player.
 - vii. Crashing into the net after a goal is scored.
 - viii. Ignoring the commands of any official.
 - ix. If any player uses any body part to lift another player's stick.

5.8 CHARGING

Charging is when a player crashes into an opponent that was not moving at the time they were hit. A two-minute minor or four-minute major penalty will be assessed depending on the severity of the contact.

5.9 INTERFERENCE

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- a) Making contact with another player who does not have possession of the ball will result in a two-minute interference penalty.
- b) If an offensive player is picking for his or her teammate and initiates contact with a defender, a two minute interference call will be made against the offensive player.
- c) Lifting the stick of a player who does not have possession of the ball will result in a two-minute interference penalty.

5.10 DOUBLE STICK INTERFERENCE

A double stick is two hockey sticks taped together to form a "V". When a player with a double stick gets the ball inside the "V", no player can knock the ball out of the "V" with any force or run over the stick. This includes other double stick players. Should this occur, the offending player will be issued a two-minute penalty.

5.11 TOO MANY MEN

If a team has too many players on the court during the time of play, a two-minute minor penalty will be assessed and served by the team captain.

5.12 GOAL CREASE VIOLATION

- a) Sticks are always allowed in the crease.
- b) Once the ball enters the crease, all players/sticks/chairs are allowed into the crease.
 - i. Once players have entered the crease, after the ball has gone into the crease, they must exit the crease if the ball moves out of the crease before the ball re-enters the crease or a two-minute goal crease violation penalty will result.
- c) If any player's wheelchair stops in the crease, before the ball enters the crease, a two-minute goal crease violation penalty will result.

5.13 ILLEGAL DEFENSE

Illegal defense is when a team that has the ball is in the offensive zone and two of their players are still in the defensive zone.

CHAPTER 6: Officials

6.1 THE OFFICIALS

Controlling every game are one WCHL appointed head referee, one or two assistant referees, a scorekeeper, and a line judge.

6.2 HEAD REFEREE

- a) The head referee must be completely impartial.
- b) The head referee enforces all violations of the rules.
- c) The head referee will control the game with all necessary discipline, so that the game is played correctly, free of all unsportsmanlike play.
- d) The head referee has the discretion to halt the game whenever he or she declares it necessary.
- e) The head referee will make decisions on all incidents according to the WCHL rules.
- f) The head referee will judge all disputes and will make all the necessary decisions for incidents or matters concerning game play that are not covered specifically by the rules.
- g) The head referee has the discretion to warn a player before issuing a penalty.
- h) The head referee will use a whistle to signal the beginning of periods, the end of periods, and stoppage of play.
- i) It is the head referees responsibility to verify that the rink and the equipment, including that of the players, conform to WCHL regulations. Anything that does not comply with regulations will not be allowed, or will be made to comply.
- j) The head referee must check that the markings on the playing surface are correct.

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- k) The head referee will arbitrate a team protest lodged by a team captain called during a game.
- l) The head referee will hear from both team captains during a penalty dispute, and then make a final decision.

6.3 ASSISTANT REFEREE(S) / GOAL JUDGE(S)

- a) Assistant referees will assist the head referee with keeping time, keeping score, holding face-offs, and penalty calling.
- b) Assistant referees have the discretion to warn a player before issuing a penalty.
- c) Assistant referees help retrieve any dropped hockey sticks by players or assist a player who cannot sit up.
- d) A goal judge is an assistant referee who tallies the shots on goal and assists the referees in awarding goals.

6.4 SCOREKEEPERS

- a) The scorekeeper will keep track of the statistics for a game.
- b) The scorekeeper will be provided with a statistic-recording sheet before every game.
- c) The head referee or assistant referee must relay statistics to the scorekeeper.

6.5 LINE JUDGES

An impartial line judge will be declared for each game. The line judge's duty is to monitor line changes for both teams. If asked, the line judge will issue a warning about a possible illegal line change to captains, so they can adjust their line changes.

6.6 OUTSIDE INTERFERENCE

No spectator (including parents) may argue, insult, or abuse a WCHL official (only team captains may issue a challenge to the referee). Following a warning by the referee, the offending spectator shall be ejected from the playing area. If that person continues to interfere with the referee, action will be taken by the WCHL. In severe cases, the WCHL can ban the spectator from future WCHL events. If it were a parent, then their child could be suspended or expelled from the WCHL. Referees can file a protest with the WCHL about any outside interference.

6.7 ADMINISTRATIVE PROTESTS

The team captain may request a hearing only through an official letter to the Commissioner and Deputy Commissioner of the WCHL within 48 hours of the completion of the game. In the event a hearing is requested, the Commissioner and Deputy Commissioner may call an ad-hoc committee comprised of non-affected players, parents, or supporters to review the protest and arbitrate the dispute. Any actions of this committee will be considered final.

- a) In the event of a protest made during a game, the referee will advise both team captains that the game is being played under protest.
- b) The referee has the discretion to rule a protest invalid.
- c) A team captain may issue a protest under the following circumstances or if the offending action had cause to affect the outcome of the game:
 - i. The state of the rink or equipment
 - ii. Qualification of participating players
 - iii. Any action by a team, opponent, or spectator that violates the spirit of competition or sportsmanship.

CHAPTER 7: Schedule/Standings

- 7.1 All teams will be scheduled to play an equal amount of games during the regular season.
- 7.2 Teams will be awarded two points for a win, one point for tie, and zero points for a loss.
- 7.3 The top four teams qualify for the playoffs with the first place team playing the fourth place team, and the second place team playing against the third place team.
- 7.4 Should two teams be tied with the same amount of points at the conclusion of the regular season, the following tiebreaker system will be used.

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- a) First, head-to-head record
- b) Second, head-to-head score differential
- c) Third, overall win percentage.
- d) Season Total Goal Differential (Total Goals Scored - Total Goals Allowed)

7.5 The first round of the playoffs will be best out of three, with the two winners competing in another best out of three series for the Wheelers Cup.

CHAPTER 8: Amendments

Any amendment to the rulebook may be brought up by any player of the league, referee, or the commissioner. The amendment is then brought to the attention of the commissioner and referees to decide if the amendment needs further inspection by a rules committee, consisting of the commissioner, referees, and one representative from each team. Then, the amendment will be discussed, possibly altered, and voted upon. The final decision will be made by a majority vote.