

# Grade 1 Official rulebook - 2025

## Section 1: League Charter

### 1a) Commissioner

- A commissioner will be appointed by the WIHA board prior to the start of the season for the full season.
- The commissioner should ideally be someone who is not a manager (although could be if all of the managers agree) and should be someone who is across all of the players and teams in Grade 1.
- The commissioner will serve as a deciding vote if the 8 managers of the 4 teams can't vote on an issue.
- The commissioner may intervene in any trades that are not deemed in the best interests or spirit of the league.
- The commissioner may need to help accommodate new players joining or existing players leaving mid season so that the teams remain balanced.

### 1b) Managers

- 2x Managers (General + Assistant) will be assigned to each team before the season.
- These managers will be decided by the prior seasons Managers + Commissioner or the WIHA board.
- If a Manager does not wish to renew their duties or if there is demand for a change in Managers, then new Managers will be appointed by the prior seasons Managers + Commissioner and signed off by the WIHA VP of Adult Hockey.
- When submitting the Protected Lists, two Managers must be designated on the list along with up to 2 Players (non-Managers).
- Each team shall be assigned one vote when voting on league matters. A total of 3 Managers votes to affirm, constitutes a majority. If the Managers are deadlocked at two votes apiece or if only 2 votes are obtained for a proposal, it is up to the Commissioners to cast the deciding vote.
- Managers are responsible for communicating with their own team about league rules and league information.
- WIHA is responsible for appointing off-ice officials (scorekeepers) for each game. Managers may be required to support Scorekeeping duties as a last resort.
- Managers are responsible for looking after the uniforms in the off season unless asked or other arrangements have been made.
- A Manager may not be traded to another team, unless the Manager first steps down or is relieved of their duties.
- A General manager will be allocated a farm team from Grade 2 by the VP of Adults hockey.

### **1c) Players**

- New "PLAYERS" entering before mid season will need to be accommodated by agreement of the Managers and Commissioner if need be. No new players after the mid season all star game.
- Ringers/ Substitutes can only be used from their Grade 2 farm team (or another Grade 2 team if their players aren't available.)
- A player may declare free agency and throw themselves in the draft, even if a team wishes to protect them.
- Players may make a proposal for a rule change or any other type of proposal to the Managers or Commissioner or VP of Adults Hockey and it will be placed on the league agenda.
- Grade 1 is a non-fighting + non-checking league and body checking is forbidden, though incidental contact does occur.
- Players must be at least 15 years of age unless exemption is granted by the League commissioner. This will be decided based on a variety of factors and will be dealt with on a case by case basis.

## **Section 2: League Administration**

### **2a) Schedule and Deadlines**

- Each team will play the other teams an equal amount of times. Each team will play a near-equal amount of 6.15pm, 7.15pm games and as equal an amount of home and away games as is possible. The schedule will be random (i.e., a team could end up playing the same team twice in the span of four games), however back-to-back games are to be avoided when creating the schedule.
- Grade 1 games will generally not occur prior to a public holiday on a Monday.
- Schedule will be available on the website WIHA.NZ
- The first 3 weeks of the season will be considered pre-season with the idea of ensuring teams are reasonably even.
- Grade 1 teams will play a total of 19 games.
- Season starts 23 March and ends 31 August
- Grade 1 will have an All-star game in the middle of the season.

### **2b) Grade 1 Trials**

- There will be 3x Grade 1 scrimmages (after early bird closing date but before the actual draft) used for the purpose of trialling players for Grade 1. Exemption may be granted to players if they've played multiple seasons of Grade 1. Failure to attend and notify the

Managers/ Commissioner will result in the unavailability of playing in Grade 1 for that season. Grade 1 trial dates: Sunday 23 Feb, 2 March and 9 March.

### **2c) Protected Players**

- Up to 2 players exc Managers can be protected per team (Goalie or Player). The protected players will be revealed by Managers at the Draft in the same order as the final standings of the prior season.
- Players will have the option to choose Free agency if they do not wish to remain in the same team or to be traded.

### **2d) Forfeits**

- Games shall be forfeited if a team cannot start the game with at least 3 players + 1 goalie on the playing surface.
- Teams will be required to pull up subs from their Grade 2 farm team to ensure they have at least 6 skaters and a goalie.
- Using an illegal player will result in the game being forfeited.
- Forfeited games will count as 5-0 wins in the league standings since the team on the winning end of a forfeit should not be penalized in goals differential for the negative actions of another team.
- If neither team is capable of fielding a team, the result shall be a 0-0 draw.

### **2e) Suspensions**

- All suspensions will be dealt with by WIHA and outlined by their code of conduct.

### **2f) Trades**

- Trades can not take place within the final round (3 weeks) before Playoffs start.
- Trading for 'future considerations' is not permitted.
- When a team trades a draft pick, it is considered to be that team's overall pick, excluding picks obtained from other teams, unless otherwise stated. Draft picks for the following season may not be dealt until the final pick of the current draft. A season officially begins after the last draft pick is completed.
- Draft picks received from other teams may be traded to a third party.
- If teams are heavily unbalanced, the league commissioner could determine that a trade/s must take place to ensure the integrity of the league. This should involve some form of future compensation to the manager forced to make a trade.

### **2g) Tie-Breaking Procedures/Regular Season Standings**

- At the conclusion of the regular season, the standing of the teams shall be determined in accordance with the following priorities in the order listed:
  - i. The higher number of points earned by the team.
  - ii. The greater number of games won by the team.
  - iii. The higher number of points earned in games against each other among two or more teams having equal standing under priorities (1) and (2).
  - iv. The greater differential between goals scored for and against by teams having equal standing under priority (3).

## **2h) Grade 1 All-Star Game**

- An All-star game will occur mid season. The two players with the most points (the week before the all-star game) will be assigned captains and will pick their teams on the night based on a snake draft. The player with the most points will pick first.
- Unselected players will compete in a friendly game afterwards.
- Social gathering in the car park after both games.

## **Section 3: Officials**

### **3a) Referees**

- The (“REFEREES”) shall have full control of all game officials and players before, during and after the game, including stoppages; penalties may be assessed during the warm-up period.
- Referees shall be paid \$20/regular season game by the league. For games in which only one referee is provided, that referee shall be paid \$40 for the game.
- The league and referees follow the IIHF rule book.
- Misconduct by players or officials which takes place outside of the ice surface, player benches and penalty boxes will be dealt with by the league commissioner.

### **3b) Off-ice officials (scorekeepers)**

- The “SCOREKEEPER” shall keep a record of scorers and check and ensure that the time served by all penalized players is correct.
- Off-ice officials (scorekeepers) who have completed the training will be paid \$10/game.
- Before the start of the game, the Scorekeeper shall secure the names of the Designated Alternate Captain if both Captains of a given team are absent.
- The off-ice officials shall signal the actual time on the game clock to the Referee if there is an issue with the scoreboard.
- The scorekeeper shall blow the air horn to signal the end of each period.
- In the event of any dispute regarding time, the matter shall be referred to the Referees for adjustment, and their decision shall be final.
- If multiple penalties occur, it will remain a 4v3 where the second penalty starts once the first penalty ends.

- When a penalty ends, teams will play 4 vs 4 until the next stoppage of play. Teams will then return to 3 vs 3.

## Section 4: Playoffs

### 4a) Playoffs

- Week 1
  - 1st vs 2nd (winner goes to finals and loser goes to Semi-finals)
  - 3rd vs 4th (winner goes to Semi-finals and loser goes to 3rd - 4th finals).
- Week 2
  - Friendly between Winner of 1st vs 2nd and loser of 3rd vs 4th
  - Semi-final between loser of 1st vs 2nd winner of 3rd vs 4th
- Week 3
  - Gold final between Winner of 1st vs 2nd and Winner of Semi-final
  - Bronze final match up between loser of 3rd vs 4th and loser of Semi-final

#### Week 1

#### Final 1

- 1st Place
- 2nd Place

#### Week 2

#### Friendly

- Winner Final 1 (1st + 2nd)
- Loser Final 2 (3rd + 4th)

#### Week 3

#### Gold Final (1st + 2nd)

- Winner Final 1
- Winner Final 3

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#### Final 2

- 3rd Place
- 4th Place

#### Final 3 (Semi-Final)

- Loser Final 1 (1st + 2nd)
- Winner Final 2 (3rd + 4th)

#### Bronze Final (3rd + 4th)

- Loser Final 2
- Loser Final 3

- If any playoff game finishes in a draw, a 5 minute sudden death will be played with the game ending after the next goal is scored. If no goal is scored then it will result in a 5 person shootout from each team. The designated home team will get to decide if their team shoots first or second in the shootout. If it remains a draw after all 10 attempts, the rest of the team will shoot in a round by round until we have a winner. A person may not shoot twice until everyone from the team has shot at least once. After everybody has shot once anybody may shoot as often as they want.

## Section 5: Draft

#### **4a) Protected Players**

- Protected Players will officially be allocated the position of 1-8 in the Grade 1 draft.
- Each team will have the option to lock up to 2 players from their roster (excl Managers).
- The players must be willing to stay. If they don't want to stay it'll be up to the Managers to either trade them or lock in another player. No player will be forced to be locked into a team if they don't want to.
- 1st place (Hawks) will have the first chance to lock in up to 2 players (separate from managers). For all intensive purposes, they will be officially allocated the position of 1st and 2nd draft picks. Followed by the Bunnies, Outlaws and Snipers.
- If a team didn't lock in any players, they will be required to grab one from the pool of available players. If multiple teams didn't lock in any players, then they both pick a player from the pool of players with priority being given to the team that finished lower in the previous season. At the end of this, every team must have at least one player locked in or selected from the pool.
- They continue in another round of picking players from the pool with priority given to the lower placed team until every team has 2 players locked in (exc managers).

#### **4b) Draft**

- The draft will be done live during the Draft party event.
- The Snake draft will be used to pick the rest of the teams.
- Order of the draft to be determined by teams picking their draft spot. This will be based on reverse position of prior season standings eg Snipers pick first > Outlaws > Bunnies > Hawks) - 1,2,3,4,4, 3,2,1,1,2,3,4,4,3,2,1 etc Official picks 9 - 28.
- Team Managers get 2 mins to make each pick.
- Keep going until we've gone through all of the registrants or when the teams are full.
- Teams are required to have at least 8 skaters and 1 goalie.