

Grade 2 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 2.
- The commissioner will serve as a deciding vote if the 4 managers 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

- 1x Managers will be assigned to each team before the season.
- These managers will need to be decided by the prior seasons Managers + Commissioner + 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 WIHA VP of Adult Hockey.
- 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 Commissioner 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 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.

1c) Players

- New "PLAYERS" entering mid season will need to be accommodated by agreement of the Managers and Commissioner if need be. No new players after the mid season tournament.

- Ringers/ Substitutes can only be used from Grade 3.
- Players may make a proposal for a rule change or any other type of proposal to the Managers or Commissioner and it will be placed on the league agenda.
- Grade 2 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 early + late 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.
- The first 3 weeks of the season will be considered pre-season with the idea of ensuring teams are reasonably even.
- Grade 2 teams will play a total of 19 games.
- Season starts 20 March and ends 21 August
- Grade 2 will have a friendly mini mixed team mini-tournament in the middle of the season.

2b) Grade 2 Trials + Scrimmages

- There will be 3x Grade 2 scrimmages (after early bird closing date but before the actual draft) used for the purpose of trialling players for Grade 2. Exemption may be granted to players if they've played multiple seasons of Grade 1 or 2. Failure to attend and notify the Managers/ Commissioner will result in the unavailability of playing in Grade 2 for that season. Grade 2 trial dates: 27 Feb, 6 March, 13 March.

2c) Forfeits

- Games shall be forfeited if a team cannot start the game with at least 4 players + 1 goalie on the playing surface.
- 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.

2d) 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.
- 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 2 Mid season tournament

- A mini tournament will occur mid season. The details will be determined at a later date.

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 \$15/regular season game by the league. For games in which only one referee is provided, that referee shall be paid \$30 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 Scorekeeper 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.

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

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) Draft

- Draft order will be done by a public method as decided by the Grade 2 commissioner
- The Snake draft will then be used by the managers to pick your teams. 1,2,3,4,4, 3,2,1,1,2,3,4,4,3,2,1 etc
- List of eligible players will be provided to the Managers in advance
- 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 12 skaters (if possible) and 1 goalie.
- At the conclusion of the season, all players go back in to the pool to be drafted the following year.
- Order of the 2026 draft to be determined by reverse position of prior season standings eg 4th place pick first > 3rd place > 2nd place > 1st place