

Big League Playing Rules 2010-11

CARHA rules, in general, will apply with the following exceptions:

1. **3 periods, 15 minutes each, running time.** The last minute of the first and second periods will be stop time regardless of the score. The last 2 minutes of the game will be played 'stop time' if there is a 2 goal or less difference in the score. There will be a 3-minute 'warm-up' to start the game, beginning immediately after the zamboni doors are shut.
2. **Shoot-out:** If a regular season game is tied at the end of regulation time, the tie will be broken by a shootout. Three (3) players will shoot for each team (alternating shooters). If the outcome of the game is already determined, subsequent shooters will not be allowed to shoot. (Eg: if first 2 shooters on Team A score and first 2 Team B shooters miss, then the 3rd shooters will not shoot). If still tied after 3 shooters, teams will continue to alternate shooters until the tie is broken (in a 'sudden death' format). All players dressed for that game must take a turn before any player will be allowed a second shoot-out shot.
3. Minor penalties will be **2 minutes stop time**, beginning when the puck is dropped to resume play. No body checking is allowed. A 2-minute minor or a 5-min Major + Game Misconduct will be assessed, at the discretion of the referee.
4. Major penalties will result in a player being removed from that game and a review of the incident by the league organizers (which may involve further suspensions). The team will be required to put a substitute player in the penalty box to serve the major penalty (5 min). Additional penalties or misconduct penalties, especially for dangerous play or abuse of other players, officials (verbal or physical) will be at the discretion of the referee and reviewed by league organizers.
5. Slap-shots ARE allowed in Big League – the bigger the better! **However, if playing against a team with no goalie, players taking a slap shot that puts anyone on the ice in jeopardy of being injured will be assessed a 10-minute misconduct penalty.**
6. You must have a **minimum of 5 players ready to start the game.** If a team is not ready, they can start with players they have OR may choose to wait until they are ready. If they wait, they will start the game with a 2-0 deficit. If the team is still not ready with 5 minutes left in the first period, that team will forfeit the game. (5-0 win for the other team.) If one team is short players and both teams agree, players may be picked up from the opposing team temporarily or for the entire game. In this case, the captains must decide before the game if it will count as an 'official' or a forfeited game.
7. **No "Jersey Rule"** - Players ARE allowed to score more than three goals in the same game.
8. **"Hit the Showers Rule"** – Three penalties of any kind to a player in one game, means that player is immediately ejected from that game (and another player who was on the ice at the time of her 3rd penalty must serve her 3rd penalty.) Each 2 minute or 10 minute penalty will count towards the 3 game penalties. A double minor penalty (eg: 4 minutes for spearing) will count as 2 penalties. (Note that a 5-minute penalty will automatically send the player to the showers...)
9. **"See you at the Party Rule"** – Three game ejections or game misconducts to a player in one season means that player is not allowed to play further Big League games that season.
10. **NEW: Players must play a minimum of 10 regular season games to be eligible for playoffs.**
11. **All behind-the-bench-staff must be at least 19 years old (even if they are just there to open the door.) (For insurance purposes.) Refs & timekeepers have been asked to 'patrol' this.**
12. **No player from outside the league (WHL/Big League) may play in any Big League game.**

Big League PICK UP RULES 2010-11

1. You may pick up players only to a **maximum of 11 skaters**.
2. Players under suspension are ineligible to be pickups.
3. GOALIES may be picked up from the Big League OR Middle League for an unlimited number of games during the season (to play as GOALIE only—‘Holder’ Rule.)
4. **Big League players (including any Sault College rostered players) may be picked up for an unlimited number of games by other Big League teams.**
5. **You are encouraged to pick up Middle League players (to give them a taste of the ‘Big League’) but they may be picked up for only ONE game per season by the same Big League team.**
6. The Pick Up Rules are in effect for all regular season games. There will be no pickups allowed during Big League playoffs and Early Bird Tournament.
7. The league statistician (Debbie Johnston) will ensure that an ongoing Pick Up List is provided with the game sheets each week for Captains to look at.
8. **No player from outside the WHL may play in any Big League game**

Please inform the timekeeper BEFORE your game of your pick-up players name and number—ensure that they are recorded on the game sheet!

It is NOT the responsibility of the refs/timekeepers or rink convenors to ‘police’ your pick-ups. If they see an illegal pick-up, they will let you know but it is ultimately the Captains who are responsible

Warning!

Consequences for misinterpreting the pick up rules are harsh – your team will lose (5-0) by default for using an illegal player.

Big League Procedural Items 2010-11

1. If there is a game cancelled or a location change, Sharon or Lorie will send out a mass e-mail to players to let them know of the change/cancellation. We will also phone one Captain on each team. ***It is then the Captain's responsibility to inform players who may not regularly use e-mail of the game change.***
2. Timekeepers and refs will be provided by the league. When possible, there will be a Rink Convenor at games. If you have a problem, the Rink Convenor is there to help you out.
3. We will make every effort to NOT go over our allotted ice time. This means that ***the time-keeper will start the 3-minute warm-up clock as soon as the zamboni doors shut.*** After the warm-up buzzer and between periods, the 15-minute game clock will be ***immediately*** started. This will mean that the 2nd and 3rd periods will be more like 14-minute periods because we will allow the teams a 30-60sec break between periods (with the clock running...) Running the clock 'on time' like this will allow us to still play 'Stop-Time' at the end of all 3 periods if the score is close.
4. The referees will be using the '**Line Change Procedure**' after each whistle to speed up the next face-off and avoid wasted playing time. Make your changes quickly! (Ask any referee about this procedure if you are not sure how it works).
5. Bring warm-up pucks for your team. ***Home team provides 2 game pucks.***
6. All players (but NOT bench staff) are insured by CARHA (Canadian Adult Recreational Hockey Association). A player with an injury requiring an insurance claim should call Lorie Springall for more information. 777-0782.
7. Please provide Sharon and Lorie feedback during the season. We are open to any suggestions to improve the fun (and attendance) of the Big League. Let us know immediately and preferably by phone, of any serious incidents especially if they involved suspensions/injuries.
8. **No player from outside the WHL may play in any Big League game.**

WHL HELP-LINE: 777-0782

(Sharon or Lorie) for suggestions or venting...

With any serious problems/concerns, please PHONE us rather than use e-mail.