



Proud Member of



Western Collegiate Roller Hockey League

Rules Summary 2015-2016

- **GAME PLAY**

- **3 12-MINUTE PERIODS, STOPPED TIME**
- **7 GOAL LEAD = RUNNING CLOCK FOR REMAINDER OF GAME**
- **REGULAR SEASON OR PLAYOFF ROUND ROBIN – 4-MINUTE STOPPED TIME OVERTIME, 3-ON-3. IF STILL TIED, FOLLOWED BY 3-MAN SHOOTOUT.**

- **COINCIDENTAL PENALTIES = 4 ON 4**

- **ENTERING THE RINK**

Players entering the rink must wait until all players from the previous game have left the surface. The warmup clock (**3 minutes**) will begin 3 minutes prior to game time (first puck should be dropped at 8am sharp) or, if we are behind schedule, as soon as the first player takes the rink.

- **STARTING THE GAME WITH SHORT BENCH**

Teams cannot start with less than 4 skaters and 1 goalie. A 5-minute grace period is given, but team will be assessed a 2-minute bench minor to start the game. Teams get no further warmup and the game will start as soon as they have 4 skaters and 1 goaltender.

- **STARTING THE GAME AHEAD OF SCHEDULE**

Teams may be asked to start earlier, but we will not force them to start early. The Event Director will make these arrangements.

- **PENALTIES**

STANDARD 2-MIN MINOR, 4-MIN DBL MINOR, 5-MIN MAJOR

There is no rule regarding ejections due to 3 or 4 minor penalties in a game.

- **CHECKING**

WCRHL is a NON-CHECKING league. There will, however, be contact, as there is in any competition situation. Any open ice hits, ice hockey-type interference, and charges/checks along the boards will not be tolerated. Penalties are at the referee's discretion. Any attempt to injure will be examined closely by the WCRHL staff, and could be subject to suspension and possible ejection from the league.

- **FIGHTING**

FIGHTING IS NOT TOLERATED. All fighting majors will include a game disqualification, resulting in a minimum 1 game suspension. All fighting majors and game ejections will be subject to the review of WCRHL staff, and could require the suspension of the player for multiple games.

****Scorekeeper is to report all Game Disqualification and Game Ejection penalties to the Event Director, as soon as the game is complete.**** (basically all Misconduct penalties)

- **SCOREKEEPER RESPONSIBILITIES**

Roster Validation – When the game starts, count up the number of players on the roster sticker that are not crossed out. Make sure that equals the number of players participating in the game (on the rink and the bench). If it does not match, ask the coach/captain to fix it. This makes sure that players do not get credit for playing the game if they are not there.

Correct Numbers on Scoresheet – If a referee reports a penalty or goal with a player number that is not on the roster sticker, ask the team who it was, and fix it on the roster sticker. This will make sure the right player gets the right stats.