

WESTERN COLORADO HOCKEY LEAGUE

Established June 1, 2018

(updated April 12, 2023)



WESTERN COLORADO HOCKEY LEAGUE RULES AND REGULATIONS

Created June 1, 2018, Last Updated April 12, 2023

I. TEAM REGISTRATION

1. Commitment of teams to the League shall be made in writing prior to the Annual Board Meeting, or as otherwise prescribed by the WCHL Board.
2. All associations will abide by and act in accordance with Articles of Incorporation, Bylaws, Rules and Regulations, and Playing Rules of USA Hockey and CAHA.
3. All teams, their players, coaches and team officials shall be registered and in good standing with CAHA and USA Hockey in accordance with CAHA Operating Procedures for the registration of players/coaches and teams.
 - a. The Corporation considers parents and guardians of players to be members of their respective associations and the Corporation. As members, parents and guardians are subject to fines and/or suspensions for violations of USA Hockey, CAHA and WCHL Rules and Regulations.
 - b. As members of CAHA and USA Hockey, the WCHL requires each to have its membership to follow and support the Safesport Program.
4. The designated USA Hockey Associate Registrar shall certify, and the team Roster Manager shall place on file with the League a copy of the USA player registration for each team prior to the start of League play. Roster changes shall be made in accordance with the rules of the CAHA and USA Hockey. Failure to do so may prohibit the start of League play and/or possible forfeiture of games.
5. Per CAHA Policy IV Registered Teams & Players, Section I - Any registered team in the WCHL cannot participate in any other League.
6. Any member association wishing to field more than 1 team per division at the same level of play must first seek approval from the League Board.
7. WCHL will follow the Colorado Amateur Hockey Association (CAHA) and USA Hockey recommended American Development Model Policies for the 8U, 10U, 12U, 14U, 16U and 18U age levels.

II. ORGANIZATION ASSOCIATION REQUIREMENTS

1. Member Organizations:
 - a. 8 or Under Classification
 - i. 45 Players within the Beginner, Intermediate, and Advanced Levels
 - ii. The Member must have an Initiation or American Development Model 8U Program
 - iii. Exemptions can be made with league approval.
 - b. 10 or Under Classification
 - i. Two (2) teams
 - ii. At least 20 players
 - iii. Exemptions can be made with league approval.
 - c. 12 or Under Classification
 - i. Two (2) teams
 - ii. At least 20 players
 - iii. Exemptions can be made with league approval.
 - d. 14 or Under Classification
 - i. Two (2) teams
 - ii. At least 20 players
 - iii. Exemptions can be made with league approval.

2. Probationary Members:

- a. 8 or Under Classification
 - i. 45 Players within the Beginner, Intermediate, and Advanced Levels

- ii. The Member must have an Initiation or American Development Model 8U Program
- b. 10 or Under Classification
 - i. Two (2) teams
 - ii. At least 20 players
- c. 12 or Under Classification
 - i. Two (2) teams
 - ii. At least 20 players
- d. 14 or Under Classification
 - i. Two (2) teams
 - ii. At least 20 players

III. TEAM DECLARATIONS AND AGE GROUPS

- 1. Declarations:
 - a. Prior to the playing season, associations are required to declare the level within an age group where their teams will be in the current season.
 - b. Preliminary declaration will be conducted in June of the current season.
 - c. Final declarations will be conducted in August of the current season
- 2. Age Groups:
 - a. The League will be structured with a 4 level make-up at 10U, 12U and 14U
 - i. A (first tier of recreational travel)
 - ii. B (second tier of recreational travel)
 - iii. C (recreational house)

IV. LEAGUE FEES

- 1. At the beginning of each season the League will decide the League fee amount for the current season. The League Fee amount is to assist in the League's operating budget.
- 2. Based on association's declarations for the current season, the League will send invoices to associations within 30 days preceding the start of League play. League Team Fees are due and payable upon receipt of invoice.
- 3. Failure to pay fees within 60 days shall result in the member team or association shall cause the member team or association loss of voting privileges at League meetings and an additional fine equal to 20% of the past due amount. Failure to pay League Team Fees may result in or constitute loss of membership in the League and all scheduled games for the offending associations season will be considered a 1-0 forfeit, whether played or not.

V. PLAYER ROSTERING

- 1. Subject to the approval of the WCHL Board, players shall be allowed to double roster on more than one (1) team within the League during any League season and may roster on any other youth team in another Colorado League or on any team in an independent association with the exception of national bound teams (registered Tier-1 and Tier-2).
- 2. No more than two (2) players per association may be permitted to play up from Mite to Squirt and two (2) players from Squirt to Peewee. Any player movement from Peewee to Bantam must be approved by CAHA and the WCHL Board of Directors.

VI. DOUBLE ROSTERING

- 1. Top 1/3 of total age level players will be locked onto the A team roster.
- 2. Bottom 2/3 age level players will be allowed to double roster between A and B teams with director approval
- 3. Players must be classified before 11/01 of the respective season.
- 4. No game cap, players must meet 50% playoff eligibility rule for league playoff participation.

5. Double rostered players will be at Executive Directors discretion, not coaches and/or team staff, and may be reviewed by the WCHL Executive Board/Competition Committee.
6. Team Roster Caps (max bench roster with DR players):
 - 14U Bantams: 13 Skaters
 - 12U Peewees: 13 Skaters
 - 10U Squirt: 13 Skaters
7. Playoff: Exceptions for playoff eligibility may be allowed, but need to be petitioned to the WCHL Executive Board/Competition Committee before 2 weeks previous league playoffs (at the same time playoff rosters are submitted).
8. The Executive Board/Competition Committee will review exception petitions case-by-case. Examples are, but not limited to; Placement by proper skill, Injuries, Family emergencies, Late enrollment, etc.

VII. PLAYER INJURY

1. In the event that a player is injured during a practice, game, or other sanctioned event and such injury results in the player being transported from the site of the injury by emergency medical personnel or otherwise seeking medical attention of the injury, the member association shall be required to:
 - a. Make sure the injured player is not permitted to return to active practice or play in any team activities until the player presents a written statement of permission to return from a physician.
 - i. The permission statement shall clearly state the player is fit to play ice hockey and is free to do so by a physician and be signed by the parent or guardian of the injured player. It is strongly suggested teams and associations adopt and follow a RTP (Return to Play) protocol for all injured players.
 - ii. The statement shall be received by the member association before the injured player returns to active participation and kept on file. Permitting an injured player to return to active play before such written permission statement is received by the WCHL Board shall cause any and all games in which the injured player participated to be forfeited.

2. PLAYER TRANSFERS

3. Teams and Members shall strongly encourage players to register with the team or association whose rink is closest to the player's full-time residence, in an effort to develop and maintain competitive balance.
4. Prior to a transfer of any player, the player must obtain a letter from an authorized officer or the Hockey Director of the association from which a player is currently a member, clearly stating that such player has no outstanding financial obligations to his/her current team or association.
5. Along with a financial player transfer letter, both association Directors, along with the parent(s) or legal guardians(s) of the transferring player, must complete and sign a WCHL player transfer form.
6. All transfers shall be completed by the start of the first League game of a season. A copy of any transfer letter may be requested from the WCHL Board of Directors.
7. Once a player registers and attends an association's tryout to be placed on a team, this player/family has made a financial commitment to this association's season fees. The association's Hockey Director may grant a financial release once all agreed upon fees are paid in full.
8. Definitions: Division is defined as 8U, 10U, 12U, 14U
9. Home Organization is defined as the organization from which a player has played the previous season.
10. For League Members that have girl's only teams, the transfer rules apply to only the teams that exist in the League.

7. Non-League team transfers do not apply.
8. Out of state transfers do not apply.
9. Prior to the player being granted a release, the organization from which the player is transferring to must accept the release.
10. The transfer of coaches is allowable under WCHL rules without transfer release or approval.

IX. TEAM CONDUCT

1. Each team shall be accompanied to all League sanctioned events by an adult coach and/or manager that are registered with USA Hockey and CAHA.
2. Team officials (Coaches and Managers) shall be responsible for the conduct of their teams before, during, and after League games, including on- and off- ice behavior and in regard to the use of locker rooms. Incidents of damage or other conduct prohibited by these Rules and Regulations, the rules and regulations of CAHA or USA Hockey should be brought to the attention of the League Special Committee. Team Officials shall be held responsible for damages or other loss caused by their team.
3. Each Association Representative shall take action to insure that spectators are not abusive to officials, players, team officials, or other spectators. Failure to do so could result in team suspension or game forfeiture, and a fine as determined by the WCHL Board of Directors.
4. The home team shall furnish game pucks, a timekeeper and scorekeeper, and at least sixty (60) minutes of ice with adequate dressing room facilities for each team. The home team manager shall be responsible for ensuring that the Electronic Scoring System lists all registered players of the home and competing teams and indicate the players status if absent or suspended. Home teams shall wear a jersey, which is primarily white in color. Visiting teams shall wear a jersey, which is primarily dark in color.

X. GAME SCHEDULING

1. The League shall have the authority to determine the season dates, length of season, number of games per competitive division and the method by which games are originally scheduled for all competitive levels.
 - a. The League Schedule, when published, is considered a commitment by the participating teams and organizations to make every reasonable effort to play the entire schedule.
 - b. The League will permit teams to reschedule games by mutual consent of both organizations. A manager, team or organization may not change a scheduled game, as posted on electronic scheduling system, without the consent of the opposing team. A team attempting to do so risks having the game declared a forfeit loss by League officials.
 - c. Games listed on electronic scheduling system shall be reviewed by each participating organization to ensure that the schedule is accurate. The schedule as posted on electronic scheduling system shall be considered the official schedule of record in all disputes. It is the responsibility of organization schedulers to maintain its accuracy.
 - d. The League President has final authority and shall be notified by teams having weather or travel related issues prior to cancellation of any scheduled game.
 - e. A shortage of players does not constitute a reason for not playing a scheduled game.
2. Each member association agrees to reserve at least six (6) weekend spots during the season schedule to allow for non-league games against teams in the CCYHL, CDYHL, and Independent teams sanctioned by CAHA.
3. The WCHL league schedule for all age divisions shall be completed by July 31, and posted online by August 31.

XI. REFEREES

1. The home team shall provide two (2) officials for all Divisions
2. At least one official must be 18 years or older.

3. No official shall be allowed to officiate a game who is under the age of 14.
4. Exceptions to rules 1 and 2 must be mutually agreed upon by the Directors of both teams.
5. If a home team does not have the proper number of official referees on hand at a game, the home team will be required to reschedule the game prior to the end of the regular season. The offending team will pay for the rescheduled ice and referees. Problems in rescheduling the game must be brought immediately to the attention of the WSHL Vice President to make a decision as to if the game is necessary per the League standings.
6. Officials who are immediate relatives to players shall not officiate in games in which their relative plays.

XII. GAME RULES

1. League sanctioned events shall be played in accordance with the rules as set forth by USA Hockey as amended by CAHA except as modified herein.
2. Period lengths, curfews and ice makes will be conducted for each level as follows:
 - a. 10U A and B:
 - i. Three periods, 12 minutes stop time each.
 - ii. Average Ice slot equals 60 min
 - b. 12U A and B:
 - i. Three periods, 14 minutes stop time each
 - ii. Average ice slot 75 min
 - c. 14U A and B:
 - i. Three periods 14 minute stop time each
 - ii. Average ice slot 75 min
3. The WCHL strives to complete all games within the allotted timeframe as scheduled, although certain situations (player injury, excessive penalties, etc.) along with facility restrictions, may cause games to be curfewed and the final period will go to a run clock.
4. There shall be no overtime in any League games.
5. Players in all divisions shall follow USA Hockey rules, with 14U having 2-minute minor penalties.
6. The time listed in the League schedule shall be the time that both teams are to take the ice.
7. A three (3) minute warm-up period for all divisions (10U, 12U and 14U) shall be allowed for both teams (whether or not they are on the ice) commencing at the designated starting time, or at the time the ice becomes available, whichever is later.
8. Each player participating in a League sanctioned event shall wear the following equipment at all times while on the ice prior to and following a League game: Helmet and face mask (USA Hockey approved), hockey gloves, shoulder pads, shin pads, athletic cup, hockey pants, elbow pads, and colored mouth guard worn correctly; and any other equipment covered by USA Hockey rules.
9. Game Misconduct: A player or coach who receives a penalty requiring sitting out a game shall be suspended for at least his team's next USA Hockey sanctioned game. CAHA and USA Hockey rules apply to non-League games in addition to League suspensions. This covers game misconduct, gross misconduct, and match penalties. Any player, coach, or manager who receives a Game Misconduct in League games may not be allowed to play during the next game. Any player, coach, or manager receiving multiple game misconducts in League sanctioned events, shall be suspended a corresponding number of games in League sanctioned events. Any player, coach, or manager who receives three (3) game misconducts in a season shall come before the Special Committee for possible further in addition to any action decided by CAHA or USA Hockey. The WCHL Board of Directors may levy additional suspensions for gross violations or repeat offenders.
10. Match Penalty or Gross Misconduct: Any player, coach, or manager or parent receiving a Gross Misconduct or Match penalty shall come under review by CAHA. If the WCHL Board of Directors is not satisfied with the actions taken by CAHA, then the WCHL Board will conduct a

hearing within fourteen (14) days of receiving the CAHA disciplinary report. The WCHL Board of Directors shall determine the appropriate penalty or additional penalty to be placed upon the individual subject to the hearing. All Member associations shall be required to comply with the CAHA rules pertaining to discipline.

11. Failure to appear as scheduled may result in forfeiture. Failure to appear as scheduled because of adverse traffic and/or weather conditions necessitates that the game played prior to the end of the League season.
12. Refusal to compete in any game without League approval is considered grounds for immediate forfeiture of the game and potential for immediate resignation from the League. Said team may be dropped from all subsequent League activities, functions, schedules, and standings. Teams refusing to compete shall result in the automatic suspension for at least one (1) year for the Coaching Staff of the offending team, pending investigation, review and ruling from WCHL Board of Directors. Any team not completing their League schedule due to a refusal to compete may be ineligible to participate in playoffs.

XIII. CANCELED GAMES

1. Cancellation of a game for any reason (including weather) must be approved by the both hockey directors prior to the game date.
2. In the event a game needs to be rescheduled due to weather or traffic, the rescheduled game will be held at the original home team venue. In the event that a game needs to reschedule due to equipment breakdown, official not showing up or other such issues, the home team is responsible for rescheduling the game with the visiting team, including rescheduling referees and any cost associated with the rescheduling of the game.
3. Any and all rescheduled games must be updated and entered into the Electronic Scheduling System.
4. In all cases, games must be played prior to the completion of the League's regular season ending date unless otherwise decided by League officials.
5. If any team does not appear for a scheduled League game and there is not weather or transportation League recognized exemption:
 - a. The team failing to appear, shall make every effort to reschedule the game, and the team shall be responsible for ice and officials expenses of the forfeited game and subject to a fine of up to \$500.00.
 - b. If the game is not rescheduled, the game shall be declared a forfeit for the offending team and the game shall be recorded as a 0-1 loss. The forfeiting team may lose playoff eligibility at the discretion of the League Executive Committee.
6. All Championship League games must be played on the dates scheduled by the WCHL Board of Directors.

XIV. LEAGUE STANDINGS

1. The League standings shall be determined on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
2. At the conclusion of the season, the League will determine the seeding for playoffs, including any tie breakers.

XV. PROTESTS

1. A protested game must be noted immediately to the opposing coach and game official (at next stoppage of play) and on the front of the Scoresheet or Electronic Scoring System at the end of the game. The signature of the protesting team official and nature of the protest must appear on the top of the Scoresheet or in the electronic scoring system notes for that game. No games will be forfeited in the event there is not adequate time to complete the game. The game may however

be directed to be rescheduled if adequate time was not available to complete the game in a competitive environment.

2. A formal protest must be filed (postmarked) within thirty-six (36) hours of the incident to the WCHL Vice President.
3. A \$50.00 fee must accompany the protest, made in check form to the League. This protest fee will be refunded to the team if the protest is granted in favor of the protest.
4. The WCHL Board of Directors will investigate the protest, rule on it, and notify, in writing, all parties involved.
5. Appeals must be forwarded in writing to the WCHL Vice President within thirty-six (36) hours of the decision made by the Board of Directors. The Board of Directors will investigate the merit of the appeal and determine its validity. The Board of Directors will then notify all parties involved.
6. Rule interpretations of game officials are not a proper matter for protest.
7. Any other formal grievance requiring resolution from a league level shall be presented to the WCHL President in writing.

XVI. SCORESHEET PROCEDURE

1. When an Electronic Scoring System is not available, the home team must provide a hard copy scoresheet for recording the game.
2. The home team shall submit the Scoresheet into the Electronic Scoring System within twenty-four (24) hours after game completion.

XVII. GAME COUNTS

1. 8U (Mite): Maximum of 20 cross-ice/half-ice games
2. 10U (Squirt): Maximum of 40 games
3. 12U (Peewee): Maximum of 45 games
4. 14U (Bantam): Maximum of 50 Games
5. All tournaments shall count for the minimum games allotted for the tournament not to exceed 4 games. Quarter, Semi and championship games do not count towards a team's total game count.

XVIII. PERMITTED OUT OF STATE TOURNAMENTS

1. 10U: One (1)
2. 12U: Two (2)
3. 14U: Three (3)

XIX. CURFEW FOR LEAGUE GAMES

1. The scorekeeper shall inform the referee and the head coach of the visiting team before the start of the game that there is a curfew time for the subject game. It shall be properly recorded on the official League Scoresheet before the commencement of the game.
2. During the course of the game and the time is reaching a curfew at the end of the second period, it shall be determined whether there will be enough time to complete the game by the curfew time. The third period shall then be played under a running time with the allocated time remaining.

XX. AFTER GAME PROCEDURE

1. When one exit from the ice surface is used by both teams, and where locker rooms are similarly situated, the visiting team shall proceed first to their locker room upon instructions from their coach. Once the visiting team has entered their locker room, the home team shall proceed directly to their locker room upon instructions from their coach.
2. Teams will shake hands after each game.

XXI. REPORTING TIMES AND LOCKER ROOMS

1. All team members and coaches must be present no less than 30 minutes before the scheduled start of their game. The rink and/or officials reserves the right to start any game 10 minutes before the posted game time if he/she decides it is in the best interest of running the game.
2. Locker rooms shall be available for all teams. If a rink has limited dressing rooms, the rink needs to provide reasonable accommodations for the teams to dress in. If a rink only has two locker rooms, the teams playing must stay out of the locker room until the teams for the next game are done.
3. Only persons listed on the USA Hockey Official Player Roster as coaches, players and team managers shall be allowed on team benches or in the locker room of any team.

XXII. LEAGUE PLAYOFF SELECTION AND CHAMPIONSHIP TOURNAMENT PLAY

1. Each season, the WCHL Board of Directors will determine the playoff selection and championship tournament format. The League Playoff selection process and Championship tournament format will be posted to the WCHL website as a separate document and distributed to League officials as necessary. The WCHL reserves the right to make changes as necessary to comply with continuing changes in youth hockey. If any changes or updates are made to the WCHL Playoff Selection and Championship Tournament Document, a date of the latest version will be added to its posting.

XXIII. REPORTING GAME SCORES

1. Home teams will ensure that at the conclusion of a game, the Electronic Scoring System score sheet shall be properly submitted to Electronic Scoring System or, in the event that Electronic Scoring System is not available, shall ensure that the game scores and statistics are entered on Electronic Scoring System within 24 hours of the game. Information will include: Division/level (ex. 12U PeeWee A), game number, date played, location, teams, winning team, score, and all penalties,
2. Teams will check Electronic Scoring System, within a week of each game, to ensure scores and statistics were entered correctly. In the case of an error, team managers will notify their association's hockey director