



# 2025-2026 Game Operations Western Colorado Hockey League

## GAMESHEET iPad Keys:

WCHL Games: [ipad-wchl-co](#)

WCHL Girls Games: [ipad-cghl-co](#)

Log out of Gamesheets when switching from WCHL games to WCHL Girls games to access the Gamesheets schedule.

VMHC iPad- [8642 \(VMHC\)](#)

Kristi's Cell- 970-331-6669

## GENERAL INFORMATION:

- Each team will be allowed ONE timeout in regulation play.
- Only coaches, players and team staff listed on the team's USA Hockey official roster shall be allowed on the bench.
- Each team should have both HOME and AWAY jerseys available.
- USA Hockey, CAHA, WCHL and CGHL rules apply, unless otherwise specified below
- Each team should be ready to play ten (10) minutes prior to the scheduled start of the game.

## GAME SCORING:

- The HOME Team/Higher Seed (Playoffs) is responsible for Scoring & Timeclock, unless the HOST association is the VISITING team and then they will handle these duties.
- The HOST association will provide a tablet for scorekeeping.

## WARM-UP

- 3-minutes
- Host association is responsible for warm up pucks

## WCHL PERIOD LENGTHS:

- 10U/Squirt: 12 minutes stop time
- 12U/Pee Wee: 14 minutes stop time
- 14U/Bantam: 14 minutes stop time
- Run clock in 3rd period with a 5-goal differential

## WCHL GIRLS PERIOD LENGTHS:

- Girls 10U: 12 minutes stop time
- Girls 12U: 14 minutes stop time
- Girls 15U: 14 minutes stop time
- Girls 19U: 15 minutes stop time
- Run clock in 3rd period with a 5-goal differential

## WCHL PENALTY LENGTHS

- 10U/Squirt: 1:00 minute
- 12U/Pee Wee: 1:30 minutes
- 14U/Bantam: 2:00 minutes

## WCHL GIRLS PENALTY LENGTHS:

- Girls 10U: 1:00 minute
- Girls 12U: 1:30 minutes
- Girls 15U: 2:00 minutes
- Girls 19U: 2:00 minutes

## PENALTY BOX:

- Each team is required to have an ADULT (18+) penalty box attendant for the penalty box.

## CURFEW RULE:

- Games will be curfewed when the rink's schedule requires.
- There will be a run clock option for a rink to impose should the schedule or time require either running the 1<sup>st</sup> period or running the 1<sup>st</sup> and 2<sup>nd</sup> periods. Period 3 should be a stop clock unless the game has a 5 or more goal differential.