



W.I.H.L. DIVISION 2 SANCTION

Winter 2007



W.I.H.L.
SKATE VICTORIA
INLINE HOCKEY BRANCH
400 CHELTENHAM ROAD KEYSBOROUGH 3173
Tel: (03) 9798-5119 **Fax: (03) 9798-5162**

1. VENUES

ROLLERCITY BAYSWATER
37 SCORESBY ROAD
BAYSWATER
9720-5980 MEL – 64 G4

LILYDALE ROLLER SKATING CENTRE
LILYDALE INDUSTRIAL PARK
155 BERESFORD ROAD
LILYDALE
9735-5888 MEL – 38

DANDENONG SKATING RINK
PRINCES HWY
DANDENONG

2. PROGRAM

- The Season will consist of a set number of rounds plus three rounds of finals to be played on a weekly basis excluding School Holidays and Public Holidays as determined by the Committee before the commencement of each Season. Winter 2007 – 15 rounds commencing 25th July. Last match to be played on November 14th followed by three weeks of finals.

3. ELIGIBILITY TO PARTICIPATE

- All players must be over 13 years of age at the commencement of the season.
- All Players must be sufficiently registered and insured with In-Line Hockey Victoria prior to playing their first game. All monies and paperwork must be with In-Line Hockey Victoria prior to playing in the sanctioned competition.
- Team managers must forward a player list to the WIHL Division 2 secretary in the first week of the season. List to include name, DOB and contact phone or email address for all players. WIHL Division 2 secretary will forward list to In-Line Hockey Victoria for confirmation of registration.
- Team managers are required to provide name, DOB and contact details for any new / additional players joining the competition throughout the season within one week of the commencement.
- Playing an unregistered player will result in forfeit of points for that game.
- All players must be of C grade level and play no higher than 16 and under level outside of the WIHL.
- Players from a level higher than C grade outside of the WIHL are accepted if playing outside of normal playing position (ie goalie playing floor position and vice versa).
- Junior and Senior ladies state team players over the age of 15 years are required to try out for Division 1. If unsuccessful they will be permitted to compete in Division 2. If no Division 1 exists the eligibility of the player will be determined by the Committee based upon advice from a representative from Skate Victoria or VIHLA.

4. POINTS & LADDERS

- Points for wins, losses, draws and forfeits are awarded as per the In-Line Hockey Victoria Rules. Where an uneven number of teams are registered to play, the ladder shall be prepared so as to ensure all teams have an equivalent number of byes.
- After each match, team managers should ensure scoresheets have been fully completed, including points scored, shots on goalies and MVP votes.
- Scoresheets should be forwarded to the appointed statistician by the Home Team Manager the day following the match.

5. FORFEITS

- A forfeiting team shall receive no premiership points and will be required to pay the rink owner a forfeiture fee of \$140 if less than 24 hours notice is provided or \$110 if greater than 24 hours notice is provided. This fee is payable within 7 days or by arrangement with the rink owner. Team Managers and Rink Owners must be reasonable in their efforts to organise a scratch match in lieu of the fixtured game. Should sufficient willing players be present to play a scratch match then rink owners should allow this game to take place in the time slot booked by Skate Victoria for the forfeited match **PROVIDED ALL RINK & REFEREES COSTS ARE COVERED BY THIS MATCH.**
- A scoresheet documenting the forfeited game, clearly showing which team forfeited and listing the players of the non forfeiting team should be completed and signed off by the referee. Scoresheet to be forwarded to the nominated statistician.
- Player's participation from the non forfeiting team will count towards eligibility to play in the finals.

6. REFEREES

- Referees must be accredited and are charged with the safety and conduct of all players, officials and spectators attending games.
- Referees will be appointed by the Rink operator and there must be either one senior referee or two junior referees.
- Referees will be paid \$20.00 for one referee or \$15.00 each for two referees.

8. GAME DURATION

- All games will be of 4 x 10 minute periods with a three (3) minute rest period at half time and one (1) minute breaks between each quarter, a ten minute warm up period should be allowed before the commencement of any game.

9. COMPETITION RULES

- All games will be conducted in the spirit of a non contact sport.
- All games will be played with regard to the In-Line Hockey Victoria Rule Book, in addition the icing rule will apply..
- Minimum number of players required to commence a game is four (4) and one (1) goalie
- If a team is short of the minimum number of players required to start a game at the scheduled game time a further ten (10) minutes will be allowed for arrival and readiness of the missing players before the game is declared a forfeit. A friendly may be played at this point, but will still be played under normal rules and conditions.
- Waist high slap shots are acceptable.

10. TRIBUNALS AND DISCIPLINARY PROCESS

- Tribunal procedures are set out in Skate Australia's Disciplinary Tribunals By-law No. 8, which includes as Attachment A the Skate Australia Inline Hockey Suspension Chart.
- Complaints or Appeals excepting those involving Harassment, must be made in writing on the Club Letterhead, signed by the Club President and forwarded to the Chief of Officials accompanied by the appropriate lodgement fee. If the complaint or appeal is upheld the lodgement fee will be refunded.

11. FINALS

- Players must play a minimum one third of the total rounds within a Season with the same Team to be eligible for finals (at least 5 games.) Forfeits will count as a game, but only for the Team which has been forfeited against and only if the player played in the round before or after the forfeited game. The Team which forfeits the match cannot claim the forfeited game as one which counts towards finals qualification. Suspensions do not count towards games played. Byes do not count as a game played.
- All Teams eligible for the finals must provide a full team list to the statistician prior to the commencement of the first Semi Final Round.

Should two or more teams tie on points for a place in the top four after the conclusion of the regular season fixture the tie will be broken as follows

1. **Goal Differential** – Highest positive or lowest negative difference between Goals for and Goals against
2. **Head to Head** – Winner of Game (s) between teams during the season
3. **Highest Number of Goals**
4. **Penalties** – The team with the lower total number of penalties for the season will finish ahead

Ties in Finals

1. If a finals game should be a draw at full time a further **ten (10)** minute period of **Sudden Death** (first goal wins) will be played after a three-minute rest.
2. If the game should still be undecided, further periods of ten minutes will be played with **three (3)** minute rest periods between them until a goal is scored.

NOTE : **Grand Finals will be played with stop time in the last two minutes regardless of the score.**