

Over the years the organizational framework of Wimps has evolved. At present the structure is President, Vice President, Treasurer, Website maintainer, Goalie Governor, Tournament Governor, and two Governors for each night. Sign in. In order to monitor and control the number of skaters, players are required to sign in each night. Governors are responsible for ensuring the sign-up sheet is available. Regulars (players who are pre-registered for that night) must arrive and sign in before cut-off time. Regulars lose all rights to their spot at cut-off time and run the risk of missing the game if they do not sign in by cut-off time. Failure to sign in, even for regulars, may result in you being asked to leave if there are too many players.

Casuals can sign in as soon as the governors arrive, which is usually 45-60 minutes before ice time. Casuals are players who are not registered for that particular night. They do not necessarily have to be registered for any night.

Cut-off time. Cut-off time is 15 minutes before ice time: you must be signed in by then. The arena's clock will be used to determine the cut-off time (unless it is really inaccurate, in which case the Governors will have sole discretion to determine when the cut-off occurs).

Number of players and casual play. The target number of players is 20 per night. At cut-off time, the following will happen: If 20 or more regulars sign in for that particular night, no casuals will be invited to play. All the regulars who have signed in at that point are eligible to play. At the Governor's discretion, if more than 20 regulars are eligible to play, then a casual may be allowed to play in order to balance the teams.

If less than 20 regulars sign in, the Governors can accept enough casuals to bring the number of skaters up to 20. If casuals are invited to play, it will be first come, first served in the order they signed in. Casuals must pay for their ice time before they go on the ice. See the home page for current casual fees and please bring the correct change. Casuals may be asked to sign an insurance waiver, and after 5 games, a casual will be signed up for insurance, but this does not make him/her a regular.

Fees for regular play. The cost to buy a night for the season, and thereby become a regular on that night, is provided on the registration form. In addition to fees, there is a single charge for insurance which covers all the nights you play. Cash or cheques made out to Wade Hamer Hockey League are accepted. At this time, acceptance of e-transfers is at the discretion of the person receiving the funds on behalf of Wimps. Individuals are requested to pay their full fees upon registration, but we understand that people have unique personal circumstances, and if you need to discuss your payment options, please talk to us when you register. Any special payment arrangements must be approved by the President or the Treasurer.

Insurance. All regular members are required to pay the insurance fee. Exemptions of the fee will be granted if the member can provide proof that they are covered by the same insurer under another league.

For people working shift work at the mines, or similar, if you and a second player would like to play on opposite weeks or alternating periods of time, arrangements can be made.

Waiting list. Once each night has no more spots for regular players, a waiting list is created for people interested in a spot. Players on the waiting list can come out on a casual basis and will be asked to pay the casual fees. If a vacancy comes up, or attendance declines, the waiting-list player may be approached to become a regular. If approached, casual fees already paid may be applied to any balance owing on the year's fees at the discretion of the Treasurer or President.

Preference next season. Regulars on a given night get preference for that night the next season, for a period determined by the President but usually about 2 or 3 weeks. If the regular has not re-claimed his spot by registering before that period ends, the spot is opened to the waiting list. Spots can be held in the case of maternity/paternity situations or temporary employment reassignments for the period of one year at the discretion of the Governors.

Age. Although we don't like to stipulate maximum or minimum ages, the intention is that players are adults. Governors and/or the president will have the discretion to determine if a player under 19 years of age is eligible as either a casual or regular - typically this requires the parent present and a waiver signed. Our insurer covers only "Adult" players ages 19 to 79.

Refunds. If a player is asked to leave Wimps for fighting or another cause, there is no refund of any portion of the fees. Individuals resigning for medical reasons or job transfers are asked to find a replacement acceptable to the league. The league will assist in finding replacements and, at the discretion of the President, a refund may be given.

Equipment. Full equipment is required. As safety of players is paramount, individuals without suitable equipment will not be allowed on the ice.

Failure to wear either a half-visor with a mouth guard, or a full cage or visor, will void any insurance claims for facial or dental injuries.

All players are required to bring a white and a black jersey onto the ice for every game. All regular players are encouraged to purchase and wear Wimps jerseys. Colored jerseys are not acceptable; it is preferable to borrow a black or white from another player if necessary.

We encourage you to bring your own water bottle. There are no water bottles provided.

Entry onto ice. Players are asked to keep off the ice until the Zamboni has left the ice surface and the ice maintainer has closed the gates. To protect arena staff, pucks are not allowed on the ice until then. Governors will monitor and enforce this rule.

Team selection. To select teams, all players will place their sticks together at center ice. One of the Governors will randomly divide them. The end of the ice with the Zamboni door is always black, no matter what arena is being used. One Governor will wear white and one black, so that there is a Governor on each bench.

Mode of play. Once the teams are selected and play begins, play is essentially non-stop unless someone is hurt or seems to be hurt.

At about half-way through, the senior goalie will signal the other goalie during a stopped play (covered puck or goal), and the goalies – not the players – switch ends. Play resumes only when both goalies are facing the ice and ready.

Governors may move players from one team to another if the teams appear to be unbalanced. To avoid confusion, only Governors may move players. If you have an idea for how to balance the teams, tell the Governor.

Shinny rules. The Wimps league follows shinny rules. When a team has scored, all members of the scoring team have to go behind the center line. The scored-upon team reorganizes and cannot be checked until at least one player or the puck crosses the center line.

When the goalie freezes the puck, the attacking team gives ground to the blue line.

Offsides are called by gentleman's agreement. If you are offside with the puck, give it to the other team: don't fire it at the goalie, and don't take the puck back onside with you and continue playing it.

No contact.

No slap shots. So, no matter how much you want to, and even if you are great friends with the goalie, NO SLAP SHOTS will be tolerated, not even in warm up.

High sticks are considered to be above the waist. Keep your sticks down, please. Beginners are not exempt from this rule; high sticks are dangerous.

Players should keep their shifts short.

Respect. The Wimps Hockey League promotes the sport of hockey and makes it available to anyone eligible to participate. Sportsmanship and equality are fundamental principles that all members and casuals are expected to acknowledge and respect. To that end, individuals who say or do things that are clearly intended to embarrass other players will be not be tolerated. This includes comments or actions mocking other players' abilities, ethnic background, physical attributes, age, gender, bad haircut, or mother.

Breaking rules. Governors have the responsibility for maintaining on- and off-ice discipline and ensuring a respectful atmosphere where all feel welcome to play. Individuals who forget our rules, especially the preceding two Rules, will be politely reminded of their responsibilities once. Repeated instances will be referred to the entire group of Governors for disciplinary action.

Fighting is not tolerated. Governors will ask the instigators to leave, and they will be suspended until further disciplinary action is decided on by the entire group of Governors.

Any player suspended from either the Yellowknife Rec League or Old Timers League will not be allowed to play with Wimps for the duration of the player's league suspension. During a suspension your insurance is considered null and void and you will not be covered by CARHA, nor will anyone's injuries be covered that you cause.

Goalie respect. Goalies can be hard to come by, and some are easily damaged (and can be temperamental). All goalies should be given due respect. Goalies are not to be roughed up. If the goalie is playing the puck, players should normally back off.

Players are expected to refrain from jamming at the puck when it is trapped or covered.

Players must remain in control of their speed to avoid crashing the net.

If the goalie is hit in the head with the puck, all play immediately stops and only resumes when it is assured that the goalie is fine.

When the goalies switch ends, the puck is to be held until both goalies are ready to play, and under no circumstance is play to resume until both goalies are facing the ice and ready.

Communication with City/arena staff. In order to maintain a consistent message, and to keep relations positive, only Governors should discuss matters with arena staff regarding scheduling of ice cleanings, complaints, etc.

Complaints. All comments and concerns regarding goaltenders should be referred to the Goalie Governor. All other comments and problems should be directed to the Governors or the President. Concerns regarding Governors should be directed to the President.

Rules. We can make more rules if we want.

Volunteering. There are many opportunities to volunteer with Wimps. One of the easiest ways to get involved is to help with the annual Santa Skate, which is hosted by Wimps and the City of Yellowknife. Volunteers are needed to make it a success.

Above all else, Wimps is simply a bunch of people who love hockey, out for some fun and exercise. Everyone should endeavor to make each skate an enjoyable experience for everyone. Don't take it too seriously - it has been a long time since we were last scouted for the NHL. Have fun and be careful out there.

Special events to keep in mind (for more info, ask your Governors or check the webpage):

Santa Skate (with City of Yellowknife)

Christmas Wimps (extra games over the holiday season)

Summer Wimps (hockey in August and September)

Year-End Wimps Tournament

Keep an eye on wimps.ca for more information and news throughout the year, and email wimps@wimps.ca if you have any questions.