

TRIAL EVENING	Estimated Teams/Numbers	Estimated Pool/Grade
<p>PURPOSE: This is used as an opportunity for the selectors/club reps to watch and learn about players and help them in the future leagues to select teams.</p>	Sign Ups - 70 to 80	Prem - 4 teams of 10
<p>IMPLEMENTATION: Teams will be made on the night by club reps along with draw, players are to show up at 7:15pm to be put in a team.</p>		A/B - 4 teams of 10
<p>Following rules applied:</p> <ul style="list-style-type: none"> - LENGTH: 2 nights (2 weeks) - TABLE: No points table - REFS: Refs to be used - SCORES: Not kept - GRADES: 2 grades - MERCS: Allowed, it's scratch 		

WUHA Cup (League 1)	Estimated Teams/Numbers	Estimated Pool/Grade
<p>PURPOSE: This is used as the highest level of hockey we can play at club nights. Creating tough but even grades that last a long period of time to hopefully account for teams missing players (without the use of mercs).</p>	Sign Ups - 80 to 90	Prem - 4 teams of 11
<p>IMPLEMENTATION: Based on the sign ups and mix of players the Club Reps will split the League into a suitable number of grades and subsequently teams after that. Refer to the team selection document. Captains will be chosen to help run the teams and ensure players complete ref slots and are playing.</p>		A/B - 4 teams of 11
<p>Following rules applied:</p> <ul style="list-style-type: none"> - LENGTH: 8 nights - TABLE: Yes a points table is kept - REFS: 2 in water refs, and 1 out of water chief/scorer - SCORES: Scores of each game to be kept - GRADES: 2 grades - MERCS: Not Allowed <p>- ADDITIONAL RULES:</p> <ol style="list-style-type: none"> 1. If you miss more than 2 nights in this League you will not be eligible to play in your desired/higher grade for the next WUHA Cup League you sign up for. 2. Goal scorers, bin minutes, and attendance are to be kept for players. 		

No 231 League

Estimated Teams/Numbers

Estimated Pool/Grade

PURPOSE: This is an opportunity for a change and a bit of a break from traditional 231 hockey, a mental refresher. Captains to take a leadership role to help develop the teams and decide on a different formation they wish to implement. Hopeful for players to learn some things about different formations and how they interact against one another.

Sign Ups - 50 to 70

Single Grade - 6 teams of 10

IMPLEMENTATION: Based on the sign ups and mix of players the Club Reps will split the League into a suitable number of grades and subsequently teams after that. Captains will be chosen and then randomly given a formation (222, 321, 132, 33, 1221).

Following rules applied:

- LENGTH: 4 nights
- TABLE: Yes a points table
- REFS: 2 in water refs to be used
- SCORES: Scores to be kept
- GRADES: 1 grade
- MERCS: Allowed

WUHA Cup (League 2)

Estimated Teams/Numbers

Estimated Pool/Grade

PURPOSE: This is used as the highest level of hockey we can play at club nights. Creating tough but even grades that last a long period of time to hopefully account for teams missing players (without the use of mercs).

Sign Ups - 70 to 80

Prem - 4 teams of 10

IMPLEMENTATION: Based on the sign ups and mix of players the Club Reps will split the League into a suitable number of grades and subsequently teams after that. Refer to the team selection document. Captains will be chosen to help run the teams and ensure players complete ref slots and are playing.

Following rules applied:

- LENGTH: 8 nights
- TABLE: Yes a points table is kept
- REFS: 2 in water refs, and 1 out of water chief/scorer
- SCORES: Scores of each game to be kept
- GRADES: 2 grades
- MERCS: Not Allowed

A/B - 4 teams of 10

- ADDITIONAL RULES:

1. If you miss more than 2 nights in this League you will not be eligible to play in your desired/higher grade for the next WUHA Cup League you sign up for.
2. Goal scorers, bin minutes, and attendance are to be kept for players.

4-A-SIDE**Estimated Teams/Numbers****Estimated Pool/Grade**

PURPOSE: This is an opportunity for a change and a bit of a break from traditional hockey. Hopefully players to learn some things from 4aside hockey: possession, skills, open space, intensity, subbing.

Sign Ups - 50 to 60

Prem - 4 teams of 7-8

IMPLEMENTATION: Teams will be made by Club Reps and a draw made. As this is over holiday period it will allow for mercs and players coming/going and attendance being poor.

A/B - 4 teams of 7-8

Following rules applied:

- LENGTH: 4 nights
- TABLE: Yes a points table
- REFS: 2 in water refs to be used
- SCORES: Scores to be kept
- GRADES: 2 grades
- MERCS: Allowed

SCRATCH**Estimated Teams/Numbers****Estimated Pool/Grade**

PURPOSE: This is an entirely scratch night due to tournaments clashing, no set purpose other than fun.

Sign Ups - 50 to 70

Prem - 4 teams of 7-8

IMPLEMENTATION: Teams will be made on the night by club reps along with a draw, players are to show up at 7:15pm to be put in a team.

A/B - 4 teams of 7-8

Following rules applied:

- LENGTH: individual nights
- TABLE: No points table
- REFS: Refs to be used
- SCORES: Not kept
- GRADES: 2 grades
- MERCS: Allowed, it's scratch

WUHA Cup (League 3)	Estimated Teams/Numbers	Estimated Pool/Grade
<p>PURPOSE: This is used as the highest level of hockey we can play at club nights. Creating tough but even grades that last a long period of time to hopefully account for teams missing players (without the use of mercs).</p>		
<p>IMPLEMENTATION: Based on the sign ups and mix of players the Club Reps will split the League into a suitable number of grades and subsequently teams after that. Refer to the team selection document. Captains will be chosen to help run the teams and ensure players complete ref slots and are playing.</p>	<p>Sign Ups - 70 to 80</p>	<p>Prem - 4 teams of 10</p>
<p>Following rules applied:</p> <ul style="list-style-type: none"> - LENGTH: 6 nights - TABLE: Yes a points table is kept - REFS: 2 in water refs, and 1 out of water chief/scorer - SCORES: Scores of each game to be kept - GRADES: 2 grades - MERCS: Not Allowed 		<p>A/B - 4 teams of 10</p>
<p>- ADDITIONAL RULES:</p> <ol style="list-style-type: none"> 1. If you miss more than 2 nights in this League you will not be eligible to play in your desired/higher grade for the next WUHA Cup League you sign up for. 2. Goal scorers, bin minutes, and attendance are to be kept for players. 		

CLUBS	Estimated Teams/Numbers	Estimated Pool/Grade
<p>PURPOSE: This is an opportunity for clubs to trial players/teams and coach them and get prepared for Club Nationals.</p>		
<p>IMPLEMENTATION: Each club is to submit their draft 'teams' to play in an indicated grade. This league will need to be organised together with club reps to semi balance teams. If players are not attending nationals but wish to play they can be placed in a Merc team.</p>	<p>Crox - 4 teams, 1 x prem, 1 x A, 2 x B</p>	<p>Prem - 4 teams (CroX, KoM, 2 x Phoenix)</p>
<p>Following rules applied:</p> <ul style="list-style-type: none"> - LENGTH: 4 nights - TABLE: No points table - REFS: 2 in water refs to be used - SCORES: Scores to be kept during games but not applied to a table - GRADES: Preference for 3 separate grades, some cross over games can occur with additional players for flexibility - MERCS: Allowed, individual club to organise, possibility of an entire merc team made up of any players not attending nationals 	<p>KoM - 2 teams, 1 prem, 1 x A/B</p>	<p>A - 4 teams (CroX, Kom, 2 x Phoenix)</p>
	<p>Phoenix - 6 teams, 2 prem, 2 x A, 2 x B</p>	<p>B - 5 teams (2 x CroX, 2 x Phoenix)</p>

Men / Women Split**Estimated Teams/Numbers****Estimated Pool/Grade**

PURPOSE: This is an opportunity for getting to know some of the younger players and try convince them to build, train, and play adult regionals after going through and playing U18's.

Sign Ups - 60 to 80

Men - 4 teams of 8-10

IMPLEMENTATION: Teams will then be made by the respective Club Reps playing in Mens / Womens split and a draw made. As this is over holiday period will allow for mercs and players coming/going and attendance being poor.

Women - 4 teams of 8-10

Following rules applied:

- LENGTH: 5 nights (5 weeks only on Tuesdays)
- TABLE: Yes a points table
- REFS: 2 in water refs to be used
- SCORES: Scores to be kept
- GRADES: 2 grades
- MERCS: Allowed

WUHA Cup (League 4)**Estimated Teams/Numbers****Estimated Pool/Grade**

PURPOSE: This is used as the highest level of hockey we can play at club nights. Creating tough but even grades that last a long period of time to hopefully account for teams missing players (without the use of mercs).

Sign Ups - 70 to 80

Prem - 4 teams of 10

IMPLEMENTATION: Based on the sign ups and mix of players the Club Reps will split the League into a suitable number of grades and subsequently teams after that. Refer to the team selection document. Captains will be chosen to help run the teams and ensure players complete ref slots and are playing.

Following rules applied:

- LENGTH: 6 nights
- TABLE: Yes a points table is kept
- REFS: 2 in water refs, and 1 out of water chief/scorer
- SCORES: Scores of each game to be kept
- GRADES: 2 grades
- MERCS: Not Allowed

A/B - 4 teams of 10

- ADDITIONAL RULES:

1. If you miss more than 2 nights in this League you will not be eligible to play in your desired/higher grade for the next WUHA Cup League you sign up for.
2. Goal scorers, bin minutes, and attendance are to be kept for players.