

# 2018



# RULEBOOK

FOR MORE INFORMATION, VISIT US ONLINE:

[WWW.LEAGUELINEUP.COM/WDSHL](http://WWW.LEAGUELINEUP.COM/WDSHL)

FACEBOOK: WEST DEPTFORD STREET HOCKEY

TWITTER: @WD\_HOCKEY

INSTAGRAM: @WDSHL\_HOCKEY



# TABLE OF CONTENTS

## **Section A: General League Rules**

1. Age Brackets
2. 24 Hour Rule
3. Equipment
4. Team Player Minimum
5. Rescheduling Games
6. Mandatory Playing Time
7. Bench Locations
8. Scorekeeper / Timekeepers
9. Game Balls
10. Coaches Per Team
11. No Fans Zone
12. Protests
13. Standings Tie Breakers
14. Weather Delays

## **Section B: Draft / Roster Rules**

15. Coaching Changes
16. 16-Year Old Eligibility
17. Player Movement
18. Roster Call-Ups
19. 17-20 Year Olds
20. Player Placement
21. Draft Picks
22. Rostered Players
23. Fall League Draft Order
24. Summer League Draft Order

## **Section C: Playing / Game Rules**

25. Game Play
26. Playing Time
27. Running Clock / Mercy Rule
28. Start Times
29. Injured Players
30. Timeouts
31. Offsides
32. Icing / Clearing
33. Hand Passes
34. Grabbing the Ball
35. Good Goal
36. No Goal
37. Lost Sight of Ball
38. Face-Off Locations
39. Line Changes

## **Section D: Penalties**

40. Calling of Penalties

41. Penalty Times
42. Overtime Penalties
43. Game Misconduct
44. Gross Misconduct
45. Off-Setting Penalties
46. Leaving the box After a Goal
47. Player Ejections
48. Defensive Zone Delay of Game
49. Falling on Ball
50. Goaltender Penalties
51. Checking
52. Throwing Equipment
53. Penalty Shots
54. Boarding
55. Broken Stick
56. Charging
57. Cross Checking
58. Delay of Game
59. Elbowing
60. Goalie Interference
61. High Sticking
62. Holding
63. Hooking
64. Equipment Violation
65. Instigator
66. Interference
67. Kneeing
68. Leaving the Bench
69. Roughing
70. Slashing
71. Tripping
72. UsLc
73. Bench Minor
74. Butt Ending / Spearing
75. 3rd Man In
76. Intent to Injure
77. Fighting
78. Offensive / Abusive Language
79. Zero-Tolerance Rule

## **Section E: Referee Systems**

## **Section F: List of Penalties**

## **Section G: Suspension Information**

## **Section H: Contact Info**



## Section A - General League Rules

**Zero-Tolerance Rule** - Any coach that verbally abuses a referee in any manner will automatically receive a 2 minute bench minor. The minor may be served by any player of their choosing. Second offense in same game will result in automatic ejection (Referee issue another unsportsmanlike penalty to the team if they deem it appropriate) The second penalty must be served by a player on the rink at the time of the penalty and ejection. **NO WARNINGS WILL BE GIVEN!!** Coaches ejected three times in 1 season will be required to go before the league officers to see if further disciplinary action is necessary.

1st coaches ejection = 1 game suspension

2nd coaches ejection = 3 game suspension

3rd coaches ejection = 5 game suspension + board review

All suspensions are to start for the next game(s) your team will play. If the suspended player/coach does not sign the scoresheet it will not count as a game served

1. Age Brackets (Cutoff date is October 1st):
  - a. Chipmunk Division: Ages 4 - 6
  - b. Penguin Division: Ages 7 - 9
  - c. Beaver Division: Ages 10 - 12
  - d. Cadet Division: Ages 13 - 16
  - e. Freshman Division: Ages 16 - 19
  
2. 24 HOUR RULE:
  - a. IF A PARENT HAS A PROBLEM WITH A COACH, REFEREE, OR PLAYER, THE INDIVIDUALS INVOLVED WILL NOT TALK ABOUT IT AFTER THE GAME. PLEASE GIVE IT 24 HOURS BEFORE YOU CALL THE COACH. IF YOU DO NOT GET IT SETTLED WITH THE COACH, PLEASE CONTACT A BOARD MEMBER TO DISCUSS THE ISSUE! WE ASK EVERYONE PLEASE HONOR THIS NEW RULE DURING THE SEASON, AS THE PURPOSE FOR IT IS FOR ALL PARTIES INVOLVED TO COOL DOWN BEFORE HAVING A MATURE DISCUSSION TO TRY AND SETTLE WHATEVER PROBLEMS MAY HAVE TAKEN PLACE.
  
3. Equipment:
  - a. MANDATORY EQUIPMENT:
    - i. Street/Ice Hockey shin guards
    - ii. Street/Ice Hockey OR Lax gloves



- iii. Certified Hockey helmet with full cage/fish bowl visor
- iv. ABS or composite sticks, shafts, and/or blades
  - 1. Blades DO NOT have to be taped, however the butt-end of each stick must be taped or have a cap to ensure player safety
  - 2. BLADES CANNOT be wooden
- v. Cup/pelvic protection (MANDATORY)
- vi. Not required, but recommended for all players are mouthguards
- vii. Elbow Pads are MANDATORY for Penguin, Beaver and Cadet Players
- b. UNIFORMS:
  - i. Players must have matching shirts/jerseys to play
  - ii. Goalies can wear any sort of jersey to cover body armour
- c. STICKS:
  - i. No stick shall exceed 63" in length from the heel to the end of the shaft or more than 12 ½ " from the heel to the end of the blade. The blade of the stick shall not be more than 3" in width at any point and not less than 2". All edges of the blade of the stick shall be beveled. The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from any point of a maximum curvature shall not exceed 5/8 of an inch.
  - ii. The blade of the goalkeeper's stick shall not exceed 3 ½ " in width at any point except at the heel where it must not exceed 4 ½ " in width, not shall the goalkeeper's stick exceed 15 ½ " from the heel to the end of the blade
  - iii. A minor penalty shall be imposed on any player of goalkeeper not conforming to the provision of this rule
    - 1. (NOTE 1) When a formal complaint is made by the Captain or Alternate Captain of a team against the dimensions of any stick, the Referee shall take the stick to the Timekeeper's bench where the necessary measurement shall be made immediately. The result shall be reported to the Penalty Timekeeper who shall record it on the back of the penalty record. If the complaint is not sustained, a bench minor penalty shall be imposed against the complaining team.
    - 2. (NOTE 2) A player who participates in the play while taking a replacement stick to his goalkeeper shall incur a minor penalty under this rule
  - iv. In the event that a player scores on a penalty shot while using an illegal stick, the goal shall be disallowed and no further penalty imposed.



However, if no goal is scored, the player taking the penalty shot shall receive a minor penalty

- v. A minor penalty, plus a game misconduct penalty shall be imposed on any player who refuses to surrender his stick for measurement when requested to do so by the Referees
  - vi. Players who are caught using a wooden bladed stick will have the stick taken by the officials until the end of the game. If a goal is scored with an illegal stick and is challenged by the opposing team the goal will disallowed
- d. FOOTWEAR:
- i. All shoes shall be of a design approved by the Rules Committee (recommended tennis or basketball sneakers)
- e. GOALKEEPER EQUIPMENT
- i. All the equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body, and he/she must not wear any garments or use any contrivance which would give him/her undue assistance in keeping goal
    - 1. (NOTE) Cages on gloves and abdominal aprons extending down the front of the thighs on the outside of the pants are prohibited. "Cage" shall mean any lacing or webbing or other material in the goalkeepers glove joining the thumb and index finger which is in excess of the minimum necessary to fill the gap when the goalkeepers thumb and forefinger in the glove are fully extended and spread, and includes any pocket or pouch effectively produced by excess lacing or webbing or other material between the forefinger when fully extended or spread. Protective padding attached to the back or forming part of the goalkeepers gloves shall not exceed 8" in width or more than 16" in length at any point
  - ii. The leg guards worn by goalkeepers shall not exceed 11" in extreme width when on the leg of the goalkeeper
  - iii. Protective masks of a design approved by the Rules Committee may be worn by the goalkeepers
- f. DANGEROUS EQUIPMENT:
- i. The use of pads or protectors made of metal, or of any other material likely to cause injury to a player is prohibited. Equipment that has been altered is also prohibited. Hard capped elbow pads can cause injury and are illegal



1. (NOTE) The game officials are specifically authorized to make a check of each team's equipment to ensure the compliance with this rule
- g. BALL:
  - i. The ball shall be made of vinyl plastic material which, when dropped from a height of 3', shall not rebound more than 8" on the first bounce and no more than 2" on the second bounce. The outside diameter of the ball shall not exceed 2" and the weight of the ball shall range between 1.85 ounces and 2.1 ounces. All balls used in competition must be approved by the Rules Committee
4. Team Player Minimum:
  - a. Teams must have at least 6 players and a goalie present for the game to begin. If there are less than 6 the game will be rescheduled. If this occurs again at the rescheduled game it will then be considered a forfeit.
5. Rescheduling Games:
  - a. Teams will be allowed to reschedule ONE GAME per season that is not weather related.
    - i. Must give the league and opposing teams coach a minimum 24 hour notice
6. Mandatory Playing Time:
  - a. All Players must play a minimum of 2 minutes per period.
7. Bench Locations:
  - a. Home bench will be the bench nearest to the scoreboard.
8. Scorekeeper / Timekeepers:
  - a. The Home team is responsible for a Timekeeper/ Scorekeeper, grabbing the clock if it isn't already inside the scorers box and a new score sheet at the start of each game.
    - i. The home team of the last game of the evening on their respected rink will also be responsible for locking up the scoreboard, as well as placing the control monitor back inside the shed along with turning any scoresheets from the evening into the shed and turning the scoreboard off at the end of the night.



- ii. No more than 2 people will be allowed inside the scorekeeper / timekeepers are during games. Play will be stopped to enforce the rule if necessary

9. Game Balls:

- a. Game officials will determine what types of hockey balls will be used for the game
  - i. Head Referee will supply game balls to the officials before the start of each game

10. Coaches per Team:

- a. Each teams will be allowed to have no more than 4 coaches on the bench during a game throughout the season
  - i. Penguin Division coaches will be allowed to have one coach on the rink during the first 5 games of the season

11. No Fans Zone:

- a. Painted areas behind nets will be kept clear of fans at all times. Fence screens will be placed behind the nets if necessary

12. Protests:

- a. Any coach that wants to protest a game must do so during the course of that game. Protest must be documented on score sheet. Protest will be reviewed by the board at earliest convenience

13. Standings Tie Breakers:

- a. Points
- b. Wins
- c. Head-To-Head
- d. Goals Against
- e. Goals For
- f. Coin Toss

14. Weather Delays:

- a. Lightning will delay a game 30 minutes from the last visible strike/flash
- b. Thunder will delay a game 20 minutes from the last rumble
- c. Rain will delay a game only if game officials and/or league board members determine the rink is unplayable. If the rink takes on too much water, the game



will be suspended and will resume play, from the exact moment it was stopped, at a later date.

- d. Games that are suspended by rain, or any other reason not listed above, will only be considered final if a team has a 3 goals or more lead in the third period





## **SECTION B: DRAFT / ROSTER RULES**

### 15. Coaching Changes:

- a. No head coaching changes will be allowed after the final coaches meeting before the draft
- b. The Board has the final decision on all head coaching changes during the year
  - i. If a head coach steps down, he will not be allowed on the bench for the remainder of the season

### 16. 16-Year old Eligibility:

- a. Board Members will vote every year on whether 16 year olds will be permitted to play in Cadet Division.
- b. No 16 year olds will be permitted to play during the fall season unless they were on a roster the previous fall season
  - i. If there are any questions regarding this rule, you will be able to make a ruling if a player is not eligible to play in the NSHA travel season after the WDSHL Fall season completes. This means that they are entering their final year for WDSHL Cadet hockey, and they will not be allowed to play during the WDSHL Fall season

### 17. Player Movement:

- a. Players may only be rostered to one team per season throughout the entire league
  - i. Last year Cadets will be permitted to play in the Freshman Division, making them the only age group allowed to play in two divisions
- b. Any 7 year old girl, or 10 year old girl that wishes to stay down in either the Chipmunk or Penguin division for safety purposes must be approved by WDSHL Board Members
- c. Any player wishing to be moved up into the next age division early must get approval from WDSHL Board Members
- d. Any 3 year old that wishes to play must get approval from WDSHL Board Members

### 18. Roster Call-Ups

- a. If a team has 9 or fewer players, they will be allowed to call a player from the oldest age group up from the division below theirs until they hit a total of 10 active players on their roster
  - i. Penguin can call up 6-year old Chipmunks



- ii. Beaver can call up 9-year old Penguins
- iii. Cadet can call up 12-year old Beavers
- iv. Freshman can call up 15 & 16-year old Cadets

19. 17-20 Year Old Players:

- a. No player turning 17 years of age between October 1<sup>st</sup> and December 31<sup>st</sup> (OR DURING THE CALENDAR YEAR) will be permitted to play in the Cadet Division, and no player turning 20 years of age between October 1<sup>st</sup> and December 31<sup>st</sup> (OR DURING THE CALENDAR YEAR) will be permitted to play in the Freshman Division

20. Player Placement:

- a. No player will be placed on a specific team for travel or ride purposes.
- b. No player may re-enter the draft if they played the previous season and are still in the same division.

21. Draft Picks:

- a. Head Coaches child or player siblings will not count toward draft pick
  - i. They will count towards the team total, taking away compensation picks
  - ii. No trading of players/draft picks unless there is approval by the WDSHL Board Members

22. Rostered Players:

- a. Once a player is selected to a team, he/she will be on that roster until they age out of that division
  - i. Fall Season:
    - 1. If a players parent/legal guardian wishes to take a team as a head coach, the player is permitted to go to that new team
    - 2. If a parent/legal guardian would like their child to be placed back in the draft and on a new team, they must submit, in writing, a request to the WDSHL Board members and a vote between Board Members will take place to see if the request is approved
    - 3. WDSHL Board Members will vote before the start each season if the Freshman Division will re-draft or keep the same roster
  - ii. Summer Season:
    - 1. Teams will be re-drafted each year for every division



### 23. Fall League Draft Order:

- a. The Draft order will be the reverse order of the regular season standings.
  - i. Teams will receive at least a first round draft pick
  - ii. Teams will receive a pick in the last round if their roster limit allows it
    1. Compensation round(s) will take place in the middle of the draft to ensure each team will have a balance number before all teams in the draft get another pick in the same round
      - a. After compensation round(s) have taken place, the “hat pick” round(s) will start immediately. Each team is entitled to asking for a hat pick (barring a hat pick is available at that team's draft position)
        - i. If a majority of coaches present at the draft agree a player is well-known and good enough to be draft in the the 1st or 2nd round, that player will be taken out of the hat and made available to be drafted at any point during the draft
        - ii. If there are more hat picks than draft spots left, hat picks will open up at the earliest convenience, ensuring each player will be placed on a team
    - iii. Teams that DO NOT need a goalie CANNOT select one during the first round of the draft.
  - b. Expansion Draft rules (if needed) will be made available at the final coaches meeting before the draft

### 24. Summer League Draft Order:

- a. Draft order will be made available on a season-by-season basis at the final coaches meeting before the draft.



## Section C - Playing / Game Rules

### 25. Game Play:

- a. All games will start with 6 total players on the rink. Teams must start each game with only 1 goalkeeper and 5 positional players of their choosing (typically 3 forwards and 2 defensemen)

### 26. PLAYING TIME:

- a. The game will consist of three, 13 min periods of stop time. Teams will defend the net closest to their own bench for the start of the game, and will alternate sides after each period. The clock will stop whenever play is whistled dead by an official.
- b. Intermission will be 2 minutes long
  - i. There will be a 30-second intermission between the 3rd period and OT during the regular season
  - ii. There will be a full intermission between any and all periods during the Playoffs
- c. Overtime (FALL HOCKEY ONLY):
  - i. In case of a tie during the regular season:
    1. Penguin Division - 5-on-5 sudden death for 10 minutes, with the first 9 minutes running and the last minute stopped clock. Teams will defend the net closest to their own bench for both the Overtime period and shootout. Game will end in a tie if no winner is determined before the conclusion of the OT period
    2. Beaver Division - 4-on-4 sudden death for 10 minutes, with the first 9 minutes running and the last minute stopped clock. Teams will defend the net closest to their own bench for both the Overtime period and shootout. Game will end in a tie if no winner is determined before the conclusion of the OT period
    3. Cadet Division - 3-on-3 sudden death for 10 minutes, with the first 9 minutes running and the last minute stopped clock. Teams will defend the net closest to their own bench for both the Overtime period and shootout. Game will end in a tie if no winner is determined before the conclusion of the OT period
    4. Freshman Division - 3 on 3 sudden death for 10 minutes, with the first 9 minutes running and the last minute stopped clock. If the



game is still tied after OT, a 5-man shootout will be used. If there is no winner after the shootout, the game will be declared a tie

- ii. In case of a tie during Playoffs:
  1. All Divisions - A full 5-on-5 sudden death period will take place. Teams will switch sides at the start of each OT period. If no one scores after the end of the first OT period, another period will take place until a winner is decided

#### 27. Running Clock / Mercy Rule:

- a. If at anytime, a team acquires an 6 goal lead, the clock will then begin to run continuously. Clock will only be stopped for penalty, goal, or injury. If at anytime the lead goes below 6 goals, clock will then return to normal operation.
- b. If a team acquires a 8 goal lead after at least 2 full periods, the game will be called by a mercy rule.

#### 28. Start Times:

- a. Games will begin precisely at the stated time. Any team not ready to begin play at stated time will be immediately charged with a 2 minute minor penalty. If after an additional 10 minutes, a team is still not ready to begin, the game will then be rescheduled.

#### 29. Injured Player:

- a. If a player gets injured during the game and cannot make it to the players bench, play will be blown dead immediately.
  - i. The faceoff will be placed wherever the ball was when play was blown dead, unless the team with the injured player has control of the ball in the offensive zone, then the faceoff will be placed at either neutral zone dot outside the blue line
- b. If play was blown dead for an injured player, he must leave the rink and cannot come back onto the rink to play until the ball is dropped
- c. A player that is bleeding cannot return to the rink to play until his/her wound is covered.

#### 30. Timeouts:

- a. Regular Season - Each team will receive one 30-second timeout
- b. Playoffs - Each team will receive one 30-second timeout to use during the first 3 periods, and one additional timeout for each overtime period that is played
  - i. Timeouts do not carry over



31. Off-Sides (Floating Blue Line): Players cannot proceed the ball into the offensive blue line. Once the ball is in the zone legally the blue line “floats back to center”, meaning the offensive team now gains a larger zone all the way back to center. The defensive team must now get the ball over the center red line, not the blue line, in order for the zone to change. Once the ball has cleared the center red line all offensive players in the defensive zone must clear that zone, but only to the blue line before they can re-enter.)

a. TOUCH-UP

- i. Players of the attacking team must not precede the ball into the attacking zone. The position of the players feet and not that of his stick shall be the determining factor in all instances in deciding an off-side. A player is off-side when both feet are completely over the leading edge of the blue line involved in the play. A player is on-side when either of his feet are in contact with, or on his own side of the line, at the instant the ball completely crosses the leading edge of the blue line regardless of the position of his stick. It should be noted that while the position of the player’s feet is what determines whether a player is “off-side”, nevertheless the question of an “off-side” never arises until the ball has completely crossed the leading edge of the blue line at which time the decision is to be made. If a player legally carries or passes the ball back into his own defending zone while a player of the opposing team is in such defending zone, the off-side shall be ignored and play permitted to continue

b. DELAYED OFF-SIDE

- i. A situation where an attacking player (or players) has preceded the ball across the attacking blue line, but the defending team is in position to bring the ball back out of its defending zone without any delay or contact with an attacking player, or the attacking players are in the process of clearing the attacking zone. If an offside call is delayed, the Referee shall drop his arm to nullify the off-side violation and allow the play to continue if:
  1. All players of the offending team clear the zone at the same instant (feet contact with the blue line) permitting the attacking players to re-enter the attacking zone, or
  2. The defending team passes or carries the ball into the zone
- ii. If, during the course of the delayed off-side, any member of the attacking team touches the ball, attempts to gain possession of a loose ball, forces the defending ball carrier further back into his own zone, or who is about



to make physical contact with the defending ball carrier, the Referee shall stop play for the off-side violation. If, during a delayed off-side, an attacking player in the attacking zone elects to proceed to his players' bench (which extends into the attacking zone) to be replaced by a teammate, he shall be considered to have cleared the one provided he is completely off the surface and his replacement come onto the surface in his own defending zone. If his replacement comes onto the surface in the attacking zone, if the delayed off-side is still in effect, he too must clear the attacking zone. If the remaining players have cleared the attacking zone and the Linesman has lowered his arm for the delayed off-side, he shall be considered on-side

- iii. If an attacking team shoots the ball on a delayed off-side and it hits the goalkeeper or goes into the net, play shall immediately be blown dead and an ensuing faceoff will take place at the nearest dot from where the shot was from.

### 32. Icing / Clearing:

- a. The Blue Line will be used as the icing / clearing line
- b. Will automatically be called when a player dumps the ball from behind his own blue line and it passes the goal line of the opposing team. No touch up will be required. It can be waved off at the official's discretion if:
  - i. It is deemed that one of the opposing players has a play on the ball, or if the ball is deflected by an offensive/defensive player above the defensive dots from where the ball was shot. Ref closest to ball when shot should immediately raise arm to signal icing. Trailing Ref can then determine whether to waive off.
  - ii. If a goalie comes out of his/her crease to play the ball, it's the Referee's opinion whether the goalie can make a play on the ball. If deemed the goalie can make a play on the ball after leaving the crease, icing will be washed out

### 33. Hand Passes:

- a. Hand passes are not allowed anywhere on the rink during a game
- b. It is only a hand pass if a player directs the ball with his hand towards another player on the rink. If the ball deflects off of a players hand, it is considered a deflection and any player on the rink will be permitted to play the ball

### 34. Grabbing the Ball:



- a. Players WILL NOT be allowed to grab a ball in the air. Any player who completely closes his hand on the ball will be issued a Delay of Game penalty

35. Good Goal:

- a. Ball is considered a goal when it is COMPLETELY across goal line, isn't directly batted in with a hand or glove, isn't stuck in above the crossbar OR the player's shoulder, and isn't put into the net with a distinct kicking motion.

36. No Goal:

- a. Disallowed if offensive player enters crease before the ball, or if the ball is deflected in with a high stick, reaching above the crossbar, or is deliberately kicked, headed or batted in with a foot, helmet or hand.

37. Lost Sight of Ball:

- a. Play will be stopped immediately if goalie is on ground, has head down, and ref loses sight of ball.

38. Face Off Location

- a. When the ball leaves rink, or gets stuck in the fence:
  - i. Offensive player shoots ball out of rink. Face Off - Dot Outside of zone.
  - ii. Above shot deflects off defender below blueline. Face Off - Lower Dot
  - iii. Above shot deflects off defender above blueline. Face Off - Dot outside of blueline (attacking team will still be considered in the zone)
  - iv. Defensive player shoots ball out of rink inside blue line. Face Off - Lower Dot
  - v. Defensive player shoots ball out of rink outside blue line. Face Off - Dot outside of blueline (attacking team will still be considered in the zone)
  - vi. Defensive players pass/shot deflected out of rink by offensive player. Face Off Dot outside of blueline
  - vii. If a shot hits either post, or crossbar, and leaves the playing surface, the faceoff will REMAIN IN THE OFFENSIVE ZONE! It will be considered a shot deflected off of a defenseman, and the offensive team will not be penalized for the possible scoring chance!
  - viii. Any ball cleared inside the blue line that isn't deflected, will result in a face-off taking place in the attacking/defending team's dot nearest to the goalie





- b. Ball Lodged in fence:
  - i. If a ball is shot and gets stuck in the fence, please follow the above guidelines for a face-off location (ball is considered out of play)
- c. Ball stuck on net:
  - i. If an offensive player shoots/dumps the ball into the zone, and it gets stuck on the net, play will be blown dead and the face-off will take place outside of the blue line, with the offensive team having to gain/regain the zone
  - ii. If an offensive player shoots/dumps the ball into the zone, and it deflects before getting stuck on the net, the face-off will take place at the dots in the attacking team's offensive zone
- d. Icing:
  - i. Faceoff will be located at the team's defensive dots on the side that the ball was shot or lobbed
- e. Double Hand:
  - i. If a player bats the ball, with his palm facing up two times in a row, the play will be blown dead and the faceoff will take place at the following locations:
    - 1. Stoppage occurs inside own blue line, faceoff goes low
    - 2. Stoppage occurs between blue lines, faceoff goes towards closest dot (the attacking team will still be onside if the stoppage was on the defending team's side of the red line)
    - 3. Stoppage occurs in the offensive zone, faceoff goes to the neutral zone
- f. Offsides:
  - i. If delayed offsides is called, face-off will be located at either dot outside the blue line, and the attacking team has to gain/regain the zone
  - ii. If a team is offsides and a shot hits the goalie, play will immediately be blown dead, whether the team has already touched up or not, and the face-off will be located at the nearest dot where the shot was taken from
  - iii. If a team intentionally goes offsides, the face-off will be located deep in the team's defensive zone
  - iv. If a player receives a pass offsides, the face-off will be located at the nearest dot in the zone where the pass was initiated from
- g. Goalie covers ball:
  - i. Ball will be dropped on whichever side the play generated from
  - ii. If there is a scrum out front of the net after the goalie covers the ball and play is blown dead, the faceoff will come outside the zone if the attacking team's defenders come below the tops of the circles to join the altercation



#### h. Penalties

- i. Faceoff will be located in team's defensive zone that committed the penalty, whether the penalty was committed before or after the whistle
- ii. If coincidental minors (identical penalties) are called, face-off goes where play was blown dead at
- iii. If non-coincidental minors (different penalties) are called, face-off goes in the defensive zone of the team that was penalized first
- iv. If the team getting the power play causes the stoppage-
  1. If the team goes offside, the face-off will be located deep in the attacking team's offensive zone, regardless that they caused the stoppage
  2. If the team ices the ball, the face-off will be located at the nearest dot just outside the attacking team's own blue line

#### i. Start of Period/Goal:

- i. At the start of each period, and after every goal, the face-off will be conducted at center ice

#### j. Hand Pass

- i. If hand pass occurs in offensive zone, faceoff is located at the neutral zone dots, outside the blueline
- ii. if hand pass occurs in the defensive or neutral zone, the faceoff is located where the hand pass was initiated from (i.e. if player hits ball from his own net to the center ice line, the faceoff comes back in their zone)
  1. It is only a handpass when a player attempts to pass or bat the ball towards his teammate. If the ball deflects off of a player's hand, it will not be considered a handpass

#### k. Hand On net

- i. If a player bats the ball on/into the net OR into the crease with his hand, the faceoff will come outside the blue line, and in the neutral zone

#### l. Net Dislodged

- i. If the net becomes dislodged during a scrum out front, play must be blown dead immediately and the faceoff will take place in the attacking teams offensive zone
- ii. If the net becomes dislodged by a goalkeeper and the ball is in the attacking zone, the referee must make an attempt to fix the net before a shot is attempted. If the referee cannot fix the net, play must be blown dead and the faceoff will take place in the attacking teams offensive zone



- iii. If the net becomes dislodged by the attacking team in any manner (such as accidentally running into the net OR pushing an opposing teams player into the net) the faceoff will take place in the neutral zone
- iv. If the net is dislodged, but the defending team has possession of the ball, play may continue and the referee shall fix the net once the ball leaves the defending zone
  1. If the referee cannot fix the net, they shall allow play to continue until a change of possession occurs and the attacking team re-enters the offensive zone in which the net is off. Then play shall be blown dead and the faceoff will take place in the neutral zone
- v. If the net is intentionally dislodged for any reason by the defending team, a Delay of Game penalty shall be assessed to the player that dislodged the net
  1. If the net is intentionally dislodged on a breakaway, a penalty shot shall be awarded to the attacking team
    - a. If the goalkeeper is pulled when the net is intentionally dislodged on a breakaway, an automatic goal shall be assessed

### 39. Line Changes:

- a. Positional players may be replaced either during game play or during a stoppage
- b. Goaltenders may be replaced during game play as long as they are substituted by a positional player
  - i. Goaltenders may be replaced by another goaltender during a stoppage only
- c. The home team will get the option to place their players on the rink after the visiting team during a stoppage (last change)
  - i. Visiting team will have up to 7 seconds to place their players on the rink during a stoppage. After the visiting team places their players on the rink, or the 7 seconds expires,, the referee will raise his arm facing the home bench to allow the home team to place any other players on the rink for the next 5 seconds. Once the referee facing the home bench lowers his arm, teams will not be allowed to replace any players currently on the rink
    1. If the visiting team does not wish to switch players during the stoppage, they will not be allowed to place any players on the rink once the referee raises his arm and faces the home bench. The home team may switch their players at any point during the stoppage, however they are allowed to wait until the visiting team completes their change for the sake of matching players or lines



## Section D - Penalties

### 40. Calling Penalties:

- a. All penalties will be called using the “delayed call” system. The play isn’t to be blown dead until the team that committed the penalty MAINTAINS POSSESSION of the ball, or a natural stoppage of play occurs (i.e. offsidess, icing, goal)
  - i. If the team receiving the powerplay scores on the delayed call, than the team that was penalized will NOT have to serve the minor/major penalty
    1. However if the penalized team already has somebody in the box, and the opposing team scores on the delayed call, the player currently in the penalty box will be allowed to leave, and the player with the “delayed call” going against him will have to serve their minor/major penalty

### 41. Penalty Times - Referees may choose to administer any 1 or combination of the following:

- a. 2 Min. Minor - Penalty ends if goal scored.
- b. 4 Min. Double Minor - First penalty ends at 2 min or if goal scored.
  - i. Second 2 min then starts and ends early if goal scored.
- c. 5 Min. Major - Team shorthanded for full 5 minutes and player is ejected.
  - i. (Coach will choose another player that was on rink at time of infraction to serve penalty.)
- d. 5 Min. Match - Same as above plus suspended for next game. Player must attend and sign score sheet of next game to consider penalty served.
- e. 10 Min Misconduct - Player sits 10 min. (Usually accompanied by 2 min minor.)
  - i. Example - Severe Check or Gross Slash
    1. 2 min minor for penalty, served by another player on rink
    2. 10 min misconduct to player who committed penalty
    3. Team is shorthanded for 2 min.

(NOTE) If at any point during the course of a game, a team is shorthanded 5-3 and commits another penalty, the third minor will not start until the first penalty expires! The player who commits the first penalty will have to wait for a stoppage to exit the box after his penalty expires, or if they score during the course of his penalty. When the third penalty starts, the player who committed the second penalty will now be the first person out of the box, and the person with the third penalty will come out after his penalty is over.



42. Overtime Penalties (FALL HOCKEY ONLY):

a. Regular Season

- i. Manpowers during overtime will be adjusted to reflect the situation in the game, but at no time will a team have fewer than three (3) runners on the ice during the overtime period. For example, if a team enters the overtime period on a power play, manpower would be adjusted from 5 on 4 at the end of regulation to 4 on 3 at the start of overtime for the Beaver, Cadet and Freshman Divisions ONLY!. If a minor penalty is assessed during overtime for the Beaver, Cadet or Freshman Divisions, the teams will play 4 on 3. If a second minor penalty is assessed to the same team during overtime, the teams will play 5 on 3. Penguin Division games will use the traditional 5-on-5 powerplay rules if a teams manpower is affected during the overtime period

b. Playoffs

- i. All divisions will use the traditional 5-on-5 gameplay rules for any powerplays that occur during the overtime period

43. Game Misconduct:

- a. A game misconduct penalty involves the suspension of a player for the balance of the game but a substitute is not permitted to replace immediately the player or goalkeeper so removed.

44. Gross Misconduct:

- a. A match penalty for severe and/or extreme unsportsmanlike actions shown by a player and/or coach to an opposing coach, fan, parent, or any league official.
  - i. i.e. spitting, biting etc.

45. Off-Setting Penalties:

- a. Any penalty that occurs under the same whistle and/or stoppage of play will result in 4-on-4 game play
  - i. If a player gets a penalty during the play, and after the whistle another penalty takes place, it will remain 4-on-4
- b. Any matching fighting/intent to injure (match) penalties that take place, play will result in 5-on-5 game play

46. Leaving the box after a goal:

- a. If a team scores a goal while on a 5-on-4 powerplay, than the shorthanded team will get the player back that was currently in the box



- b. If a team scores a goal while on a 5-on-3 powerplay, than the shorthanded team will get the player back who committed the FIRST penalty, while the player with the second minor will have to stay in the box
- c. If a team scores a goal while on a 4-on-3 powerplay, the shorthanded team will get the player back who committed the FIRST penalty, while the player with the second minor will have to stay in the box
- d. If a goal is scored at even strength, all players that were in the penalty box must stay and finish serving the duration of their penalty
  - i. The only exception to the above rule is if a team is currently serving a coincidental minor, and the time on the penalty expires during the stretch of play

#### 47. Player Ejections:

- a. Any player who receives 3 minor penalties will be ejected
- b. Any player who receives 1 major penalty will also be ejected
- c. A 10 minute misconduct does not count towards the player's penalty total

#### 48. Defensive Zone Delay of Game:

- a. Any player that shoots or bats the ball out of the rink in the defensive zone, whether intentional or not, will be given a 2 minute minor for delay of game
  - i. Defensive zone is from the end wall up to the blue line
  - ii. A penalty cannot be issued if the ball is shot into the bench area
  - iii. Any goaltender that shoots or bats the ball out of the rink will be given 2 min minor. Penalty will not be called if ball is shot out of rink where there is no fence, such as player's bench or if ball is deflected.

#### 49. Goaltender Penalties:

- a. Any goaltender who is completely out of the crease, is not being challenged by an opposing player, and covers the ball, will receive a 2 min delay of game penalty.
- b. Any goaltender that is completely behind the end line and covers the ball, whether being challenged or not, will receive a 2 min penalty.
- c. Any goaltender that covers the ball through the net (the netting is between the goalies glove and the ball) will be issued a delay of game penalty

#### 50. Falling on Ball:

- a. A 2 minute minor delay of game penalty shall be assessed any player, except goalies, who deliberately fails on, steps on, or gathers the ball into his body anywhere on the rink.



- b. If the above penalty is committed inside the defenders own crease a penalty shot will be awarded to the opposing team. No other penalty will be assessed

51. Checking:

- a. Will NOT be permitted. A 2 min minor will be given to any player that takes one or more steps into an opposing player.

52. Throwing equipment:

- a. A 2 minute minor penalty will be given to any player that throws their stick, gloves or any other piece of equipment
  - i. A penalty shot will be awarded if above infraction occurs in defending zone while the offensive player is on a breakaway.

53. Penalty Shot:

- a. A penalty shot will be awarded to any player who loses a scoring chance on a breakaway while maintaining control of the ball.
  - i. If a player is able to generate a scoring chance on the breakaway after being fouled, a penalty shot will not be awarded but the attacking team will still get a powerplay
- b. Any player taking a penalty shot will not be permitted to touch the ball until the referee blows the whistle to signify the start of the penalty shot
- c. Players must keep the ball in a forward motion at all times, and will not be allowed to shoot once the ball stops moving forward
- d. Goaltenders must stay inside the goal crease until the referee blows the whistle to signify the start of the penalty shot
- e. Once a player shoots the ball, his shot shall be considered complete when the ball either crosses the goal line or the goaltender stops forward progress. No rebounds or second shots will be allowed during the breakaway
- f. If a player interferes with the goaltender, causing him the lose the ability to play his position, then any goal scored will be washed out
- g. If a goaltender illegally prevents a player from being able to complete his shot, the player will be allowed to re-shoot if he did not score on the previous attempt
- h. If the attacking team has a powerplay when the penalty shot takes place, the attacking team will keep their powerplay, regardless if they score or not on the penalty shot





54. Boarding:

- a. A boarding penalty shall be imposed on any player or goalkeeper who checks or pushes a defenseless opponent in such a manner that causes the opponent to hit or impact the boards violently in the boards. The severity of the penalty, based upon the impact with the boards, shall be at the discretion of the Referee.

55. Broken Stick:

- a. Player - A broken stick is one which, in the opinion of the Referee, is unfit for normal play.
- b. A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided he drops the broken stick. A minor penalty shall be imposed for an infraction of this rule.
- c. A player who has lost or broken his stick may only receive a stick at his own players' bench or be handed one from a teammate on the ice. A player will be penalized if he throws, tosses, slides or shoots a stick to teammate on the ice. A player may not participate in the play using a goalkeeper's stick. A minor penalty shall be imposed for an infraction of this rule.
- d. Goalkeeper - A goalkeeper may continue to play with a broken stick until a stoppage of play or until he has one legally handed to him by a teammate. The teammate must hand the stick to him. He cannot throw it or slide it to the goalkeeper (this includes situations where the goalkeeper has lost his stick and a teammate is trying to return it to him). For a violation of this rule, a minor penalty for throwing the stick shall be assessed to the offending player (no penalty to the goalkeeper for receiving the stick).
- e. A goalkeeper whose stick is broken or illegal may not go to the players' bench for a replacement but must receive his stick from a teammate. A goalkeeper may participate in the play using a skater's stick until such time as he is legally provided with a replacement goalkeeper's stick.
- f. For an infraction of this rule, a minor penalty shall be imposed on the goalkeeper.

56. Charging:

- a. A minor or major penalty shall be imposed on a player who runs or jumps into, or charges an opponent in any manner.





- b. Charging shall mean the actions of a player who, as a result of distance traveled, shall violently check an opponent in any manner. A “charge” may be the result of a check into the boards, into the goal frame or in open ice.
- c. A minor, major or a major and a game misconduct shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his goal crease.

57. Cross Checking:

- a. The action of using the shaft of the stick between the two hands to forcefully check an opponent.

58. Delay Of Game

- a. A player or a team may be penalized when, in the opinion of the Referee, is delaying the game in any manner.

59. Elbowing:

- a. Elbowing shall mean the use of an extended elbow in a manner that may or may not cause injury.

60. Goalie Interference:

- a. This rule is based on the premise that an attacking player’s position, inside the crease before the ball, will determine a goal being disallowed. Once the ball is in the crease, players may enter the crease. In other words, goals scored while attacking players are standing in the crease will not be allowed. Goals should be disallowed only if: (1) an attacking player, either by his positioning or by contact, impairs the goalkeeper’s ability to move freely within his crease or defend his goal; or (2) an attacking player initiates intentional or deliberate contact with a goalkeeper, inside or outside of his goal crease. Incidental contact with a goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the goal crease, provided the attacking player has made a reasonable effort to avoid such contact. If contact is made, a minor penalty will be called. If the player enters the crease before the ball, a crease violation will be called, but no penalty will be assessed.

61. High Sticking:

- a. If at any time a player's stick goes above their shoulders, a penalty will be called for high sticking. The only exceptions are if a player is winding up or following



through on a shot, or if a player is running with his stick in front of him, in a parallel fashion to the ground.

- i. A player can call for a ball with a stick above his shoulder
- ii. Also, if at any point during the game, a player's stick clips an opposing player in the face, or anywhere above the shoulders (whether on accident or not) a minor penalty will be assessed.
  1. If blood is drawn, a double minor will be issued

62. Holding:

- a. Any action by a player that retards the progress of an opposing player whether or not he is in possession of the ball

63. Hooking:

- a. Any player that uses his stick to slow up (or hook) the progress of another player by making contact with any part of his body will be assessed a hooking minor. If a player hooks another player's stick, that WILL NOT be considered a penalty as long as he doesn't make contact with the opposing player's hands

64. Equipment Violation:

- a. If any player violates any of the equipment rules, a 2 minute minor will be assessed. Example: If a player doesn't have a cup, has incorrect gloves or pads, or an illegal helmet, a penalty will be assessed. Also, if any player loses a piece of equipment in the defensive zone, they will be allowed to continue playing until the ball is cleared. If the player makes any attempt to play the ball in the neutral or offensive zone with missing equipment, a 2 minute minor will be assessed.

65. Instigator:

- a. If any player starts a fight with an unwilling opponent, he will be penalized with a 2-minute minor, a 10-minute misconduct and any fighting major/match penalty that is handed out

66. Interference:

- a. A strict standard on acts of interference must be adhered to in all areas of the rink.
- b. Body Position: Body position shall be determined as the player running in front of or beside his opponent, traveling in the same direction. A player who is behind an opponent, who does not have the ball, may not use his stick, body or free hand



in order to restrain his opponent, but must run in order to gain or reestablish his proper position in order to make a check.

- c. A player is allowed the space he is standing on (body position) and is not required to move in order to let an opponent proceed. A player may “block” the path of an opponent provided he is in front of his opponent and moving in the same direction. Moving laterally and without establishing body position, then making contact with the non-ball carrier is not permitted and will be penalized as interference. A player is always entitled to use his body position to lengthen an opponent’s path to the ball, provided his stick is not utilized (to make himself “bigger” and therefore considerably lengthening the distance his opponent must travel to get where he is going); his free hand is not used and he does not take advantage of his body position to deliver an otherwise illegal check.
- d. Possession of the Ball: The last player to touch the ball, other than the goalkeeper, shall be considered the player in possession.
- e. Restrain: The actions of a player or goalkeeper who does not have body position, but instead uses illegal means (e.g. hook with stick; hold with hands, trip with the stick or in any manner) to impede an opponent who is not in possession of the ball. Illegal means are acts which allow a player or goalkeeper to establish, maintain or restore body position other than by skating.
- f. Pick: A “pick” is the action of a player or goalkeeper who checks an opponent who is not in possession of the ball and is unaware of the impending check/hit. A player who is aware of an impending hit, not deemed to be a legal “battle for the ball,” may not be interfered with by a player delivering a “pick.” A player delivering a “pick” is one who moves into an opponent’s path without initially having body position, thereby taking him out of the play. When this is done, an interference penalty shall be assessed.
- g. Free Hand: When a free hand is used to hold, pull, tug, grab or physically restrain an opponent from moving freely, this must be penalized as holding. The free hand may be used by a player to “fend off” an opponent or his stick, but may not be used to hold an opponent’s stick or body.



67. Kneeing:

- a. Kneeing is the act of a player leading with his knee and in some cases extending his leg outwards to make contact with his opponent.

68. Leaving the Bench:

- a. No player or goalkeeper may leave the players' or penalty bench at any time during an altercation or for the purpose of starting an altercation. Substitutions made prior to the altercation shall be permitted provided the players so substituting do not enter the altercation.

69. Roughing:

- a. Roughing is a punching motion with the hand or fist, with or without the glove on the hand, normally directed at the head or face of an opponent.
- b. Roughing is also when a player is not making an attempt to play or find the ball during a battle with an opponent anywhere on the rink during the game

70. Slashing:

- a. Slashing is the act of a player swinging his stick at an opponent, whether contact is made or not. Non-aggressive stick contact to the pant or front of the shin pads, should not be penalized as slashing. Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the Referee, is not an attempt to play the ball, shall be penalized as slashing.
  - i. If blood is drawn, a double minor will be issued

71. Tripping:

- a. A player shall not place the stick, knee, foot, arm, hand or elbow in such a manner that causes his opponent to trip or fall.

72. UnsportsmanLike Conduct:

- a. Players, goalkeepers and non-playing Club personnel are responsible for their conduct at all times and must endeavor to prevent disorderly conduct before, during or after the game, on or off the rink and any place in the rink. The Referees may assess penalties to any of the above team personnel for failure to do so.



73. Bench Minor:

- a. A bench minor penalty involves the removal from the rink of one player of the team against which the penalty is assessed for a period of two (2) minutes. Any player except a goalkeeper of the team may be designated to serve the penalty by the Manager or Coach through the playing Captain and such player shall take his place on the penalty bench promptly and serve the penalty as if it was a minor penalty imposed upon him.

74. Butt Ending/Spearing:

- a. Any player who uses his stick to stab or jab an opposing player will be issued a 5 minute major penalty. If a player does so with his blade facing the opponent, it will be considered a spear. If a player does so with his butt-end facing the opponent, it will be considered a butt-end

75. 3rd Man In

- a. If a fight occurs, and a 3rd player jumps in and engages in the fight, he will receive a 5 minute major, as well as a game misconduct

76. Too Many Men on the Rink

- a. Players may be changed at any time from the players' bench provided that the player or players leaving the rink shall be within five feet (5') or the blue hash marks of his/her players' bench and out of the play before the change is made.
- b. A goalkeeper may be changed for another player at any time under conditions set out in this section.
- c. When a goalkeeper leaves his goal area and proceeds to his players' bench for the purpose of substituting another player, the player cannot enter the playing surface before the goalkeeper is within five feet (5') of the bench. If the substitution is made prematurely, the official shall stop the play immediately unless the non-offending Team has possession of the ball in which event the stoppage will be delayed until the ball changes hands.
- d. There shall be no time penalty to the Team making the premature substitution, but the resulting face-off will take place at the center ice face-off spot.
- e. In all other situations not covered in the above, a minor penalty may result for "too many men on the rink."
  - i. If a player is entering the rink, and he/she makes a play on the ball while the player he/she is replacing is not fully on the bench, a 2 minute minor will be issued for too many men on the rink.



- ii. If a player going to the bench turns to face the play, or makes an attempt to play the ball while the player replacing them is already on the rink, a 2 minute minor will be issued for too many men.
- f. If in the course of a substitution either the player entering the play or the player retiring is struck by the ball accidentally, the play will not be stopped and no penalty will be called.
- g. ALL TOO MANY MEN PENALTIES MUST BE SEVERED BY A PLAYER THAT WAS ON THE RINK DURING THE INFRACTION!

77. Intent to Injure:

- a. Anyone with the intent to injure another player with a stick or by any other means will result in a 5 minute Match penalty, plus a disciplinary hearing to determine further suspensions.

78. Fighting:

- a. Anyone involved in a fight will immediately receive a game misconduct and an additional 1 game suspension. Player must attend and sign score sheet of next game to consider penalty served
  - i. It is only a fight if two players from opposite teams exchange punches. If only one person throws one of more punches, they will receive a match penalty and a game misconduct

79. Offensive / Abusive Language:

- a. Any offensive/abusive language by a player or coach will result in, at minimum, a 2 minute minor penalty. Repeated violations will result in a 10 minute misconduct or ejection!
- b. Dealing with Abusive Parents
  - i. Warn parent and coach.
  - ii. 2 minute bench minor to team of abusive parent.
  - iii. Eject parent from complex

80. **Zero-Tolerance Rule :**

- a. Any coach that verbally abuses a referee in any manner will automatically receive a 2 minute bench minor. The minor may be served by any player of their choosing. Second offense in same game will result in automatic ejection (Referee issue another unsportsmanlike penalty to the team if they deem it appropriate) The second penalty must be served by a player on the rink at the time of the penalty and ejection. Penalty does not carry over to next game. NO WARNINGS WILL



BE GIVEN!! Coaches ejected three times in 1 season will be required to go before the league officers to see if further disciplinary action is necessary.

- i. 1st coaches ejection = 1 game suspension
- ii. 2nd coaches ejection = 3 game suspension
- iii. 3rd coaches ejection = 5 game suspension + board review
  1. All suspensions are to start for the next game(s) your team will play. If the suspended player/coach does not sign the scoresheet it will not count as a game served



## **Section E - REFEREE SYSTEMS**

### **2 OFFICIAL SYSTEM**

#### **GENERAL GUIDELINES**

In the 2-man system the rink is divided by the center red line. This division of the rink is for face-off procedure and proper positioning to make calls. Either official can assess penalties anywhere on the rink. The official nearest to the play in the offensive zone should watch the ball, as the trailing official should be watching the front of the net. □ Never allow the ball to pass you in the neutral zone, and be closer to your blue line than you are. If there is a situation where you are in the path of the players and the ball in the neutral zone then always move towards your blue line. This will ensure proper positioning. Officials should maintain a diagonal position in relation to one another while play is in progress. Never should both officials be on the same side of the rink. Officials should always be no more than 15 feet located off the boards. This will ensure proper positioning, and the chance for interfering with the play decreases. Officials should always be at, or just inside the blue line prior to the ball and players. This will ensure that if you do happen to interfere with the play, the zone will already be made. As the ball moves into the end zone, the front official must implement “end-zone positioning”, by positioning himself in the corner or no more than above the top of the face off circles. Meanwhile the back official will move up the boards and take a position between the red and blue line, at an appropriate angle to face the play. In general officials will be in a diagonal position relative to one another at all times.





## FACE-OFFS □

To start the game, or any faceoff at center ice, the two officials should be positioned along the center red line facing each other. The official taking the face-off should be facing the penalty bench so that the timekeeper can start the clock when the ball is dropped. When the ball is dropped, the official not dropping the ball must go with the ball, whether to the left or right, or take whichever side he and his partner decided on before the start of the game. All face-offs shall be conducted at the designated face-off spots as indicated by the reason for the stoppage, or on a line parallel to the side boards from one end zone face-off spot to the other end zone face-off spot. When a face-off takes place in the neutral zone the official not conducting the face-off, should be positioned directly across from the face-off spot in all instances and be prepared to move in either direction (left or right) depending on the direction the play moves. This will allow the official to be at the blue line prior the ball. The official conducting the face-off should run backwards to the boards as soon as it is safe to do so after dropping the ball, and then move as needed. When a face-off takes place in the end-zone the official not conducting the face-off shall be positioned diagonally between the red and blue line in the offensive zone. The official conducting the face-off should run backwards to the boards as soon as it is safe to do so after dropping the ball, and then practice proper end-zone positioning. Face-offs are taken by the official for that end, regardless of what side of the rink they are to be on. Whichever official is the “high ref” during faceoffs will control the benches during line changes. Allow the visiting team up to 7 seconds to place their players on the rink. After those 7 seconds they cannot change players. Once the visiting team finished their change, please raise your arm and face the home bench and allow them up to 8 seconds the place their players. Once they have finished their



change, no players may be switched until play starts. Please stand roughly 15 feet from the scorekeepers box during the line changes.

## **WHEN A GOAL IS SCORED**

When a goal is scored the front official (positioned in the end where the goal was scored) will signal the goal and report it to the scorekeeper. The other official can hand out any additional assists if he deems another player made contact with the ball before it went in.

## **WHEN A PENALTY IS ASSESSED**

When a penalty is assessed one official shall assess the penalty and report it to the scorekeeper. The other official will retrieve the ball and proceed to the face-off spot to conduct the ensuing face-off. All ball-drops after penalties will be taken deep in the defensive zone of the team that committed the penalty. If coincidental penalties are called, the face-off will be conducted where the ball was when the whistle blew. If non-Coincidental penalties are handed out, the face-off will take place in the end of the team that committed the FIRST penalty.

## **3 OFFICIAL SYSTEM**

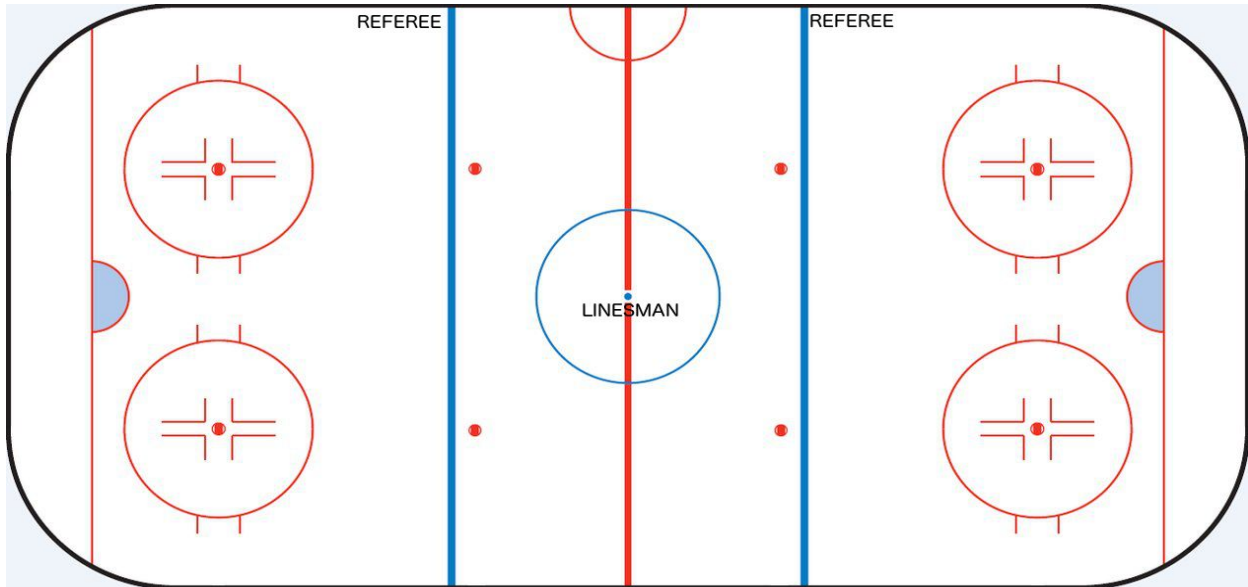
### **(2 Refs, 1 Linesman)**

#### **FACE-OFFS AT THE START OF GAME AND PERIODS**

All face-offs will be handled by the lineman with regards to the dropping of the ball in the offensive zone, and at the start of each period and after goals. Both referees will be responsible for the calling of encroachment at center ice and the trail referee in all other situations.



**Center Ice** - The referees will position themselves at the blue-lines, on the same side of the rink, and are responsible for the off-side at their line until the linesman can position him/herself to take over.

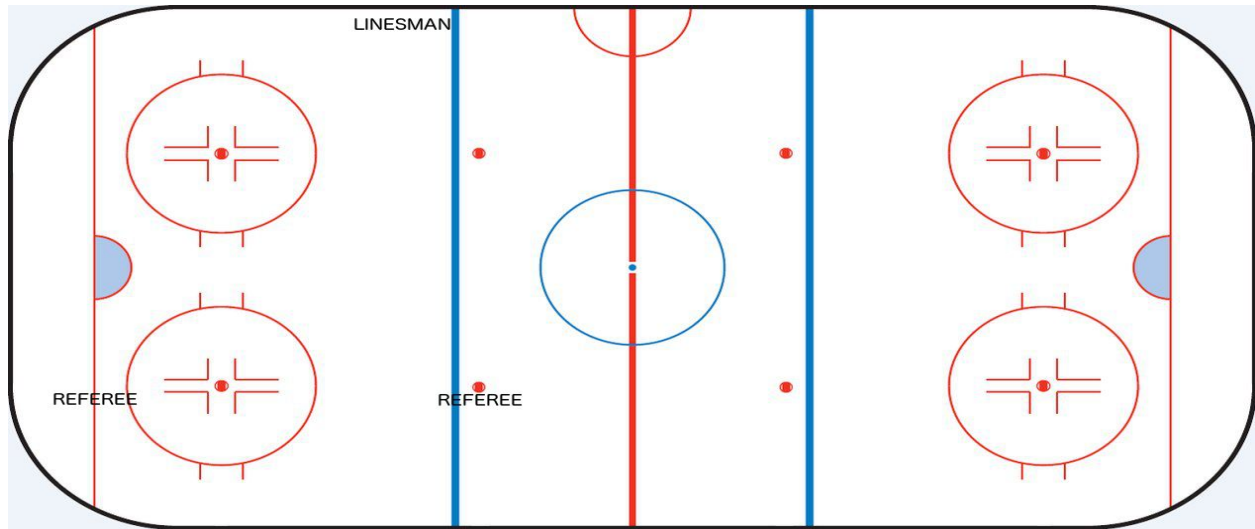


***CENTER ICE FACEOFF POSITIONING***

**Neutral Zone Faceoff Spots** - The trailing referee will conduct the faceoff, with the lead referee positioning himself on the goal line of the attacking team's offensive zone. The linesman will position himself just inside the blue line, to call on/off-sides if needed. Both referees will be on

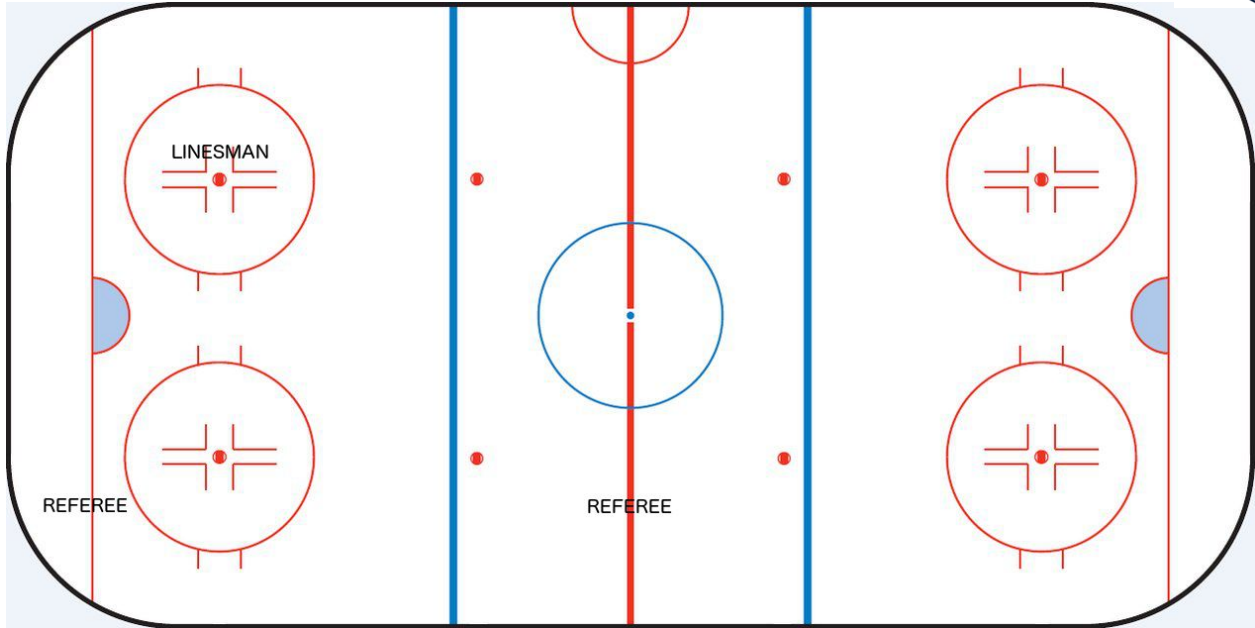


the same side of the rink



### *NEUTRAL ZONE FACEOFF POSITIONING*

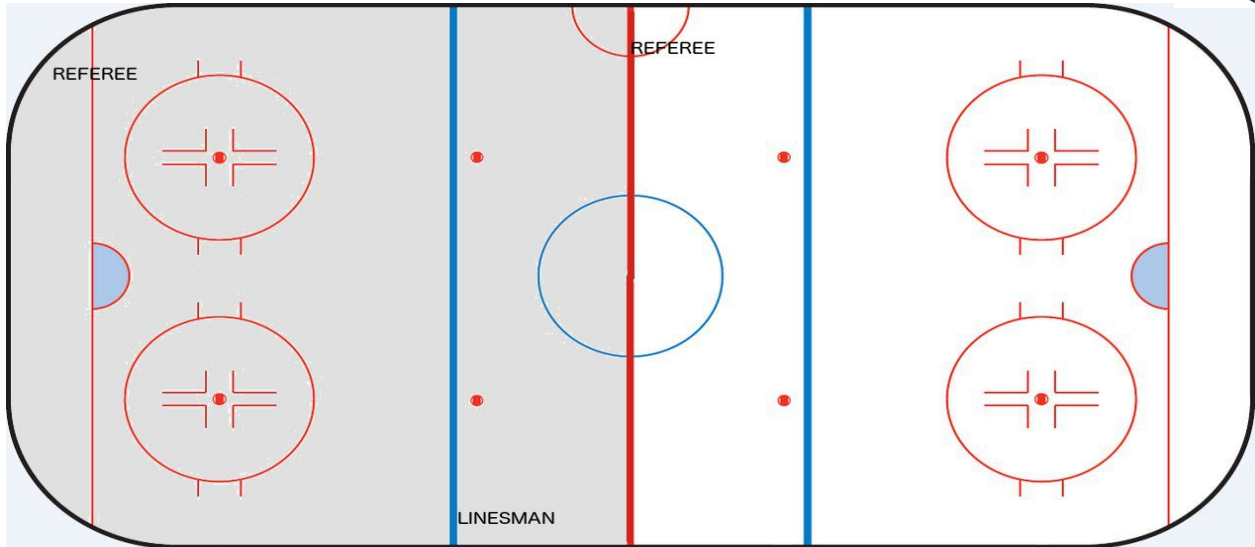
**End Zone Face-offs-** The lead referee will take the position on the opposite side of the rink where the face-off will commence and will position himself in the corner below the goal line. The trail referee will position himself on the same side of the rink as the other referee and hold the line just outside the red line until the play moves up to his side of the rink. The linesman will be responsible for dropping all offensive zone faceoffs and will slide to the blue line



### ***OFFENSIVE ZONE FACEOFF POSITIONING***

#### **RESPONSIBILITIES:**

During the game, all 3 officials will have a different responsibility during the course of play. The 2 referees will mainly be in control of calling penalties during play, and will also signify and call icing. The linesman will be responsible for calling offsides, as well as watching the opposite side of where the play is to call any penalties that are not seen by the other two officials. The low referee will be responsible for watching the ball in the offensive zone, while the trailing referee is responsible for watching the play out front of the net



### ***OFFENSIVE ZONE POSITIONING DURING PLAY***

#### **LINE CHANGES:**

Whichever official is the “high ref” during faceoffs will control the benches during line changes. Allow the visiting team up to 7 seconds to place their players on the rink. After those 7 seconds they cannot change players. Once the visiting team finished their change, please raise your arm and face the home bench and allow them up to 8 seconds to place their players. Once they have finished their change, no players may be switched until play starts. Please stand roughly 15 feet from the scorekeepers box during the line changes.



## **SECTION F - LIST OF PENALTIES**

*\*PENALTIES INCLUDE BUT ARE NOT LIMITED TO: \**

10 MINUTE MISCONDUCT  
**3RD MAN IN**  
BENCH MINOR  
BOARDING  
BROKEN / ILLEGAL STICK  
**BUTT ENDING**  
CHARGING  
CROSS CHECKING  
DELAY OF GAME  
ELBOWING  
**FIGHTING**  
GAME EJECTION (COACHES ONLY)  
GAME MISCONDUCT  
GROSS MISCONDUCT  
HANDLING / GRABBING BALL  
HIGH STICKING  
HOLDING (PLAYER OR STICK)  
HOOKING  
INSTIGATOR  
INTERFERENCE  
KNEEING  
**LEAVING PLAYERS BENCH**  
**MATCH PENALTY**  
ROUGHING  
SLASHING  
**SPEARING**  
TRIPPING  
UNSPORTSMANLIKE CONDUCT

*\*ANYTHING IN RED IS AUTOMATICALLY A 5 MINUTE MAJOR, YOU CAN ASSESS MINORS, DOUBLE MINORS, OR MAJORS TO ANYTHING YOU DEEM NECESSARY. YOU CAN COMBINE ANY PENALTIES TO ASSURE APPROPRIATE*

*PUNISHMENTS ARE HANDED OUT\**





# Ice Hockey Officials' Signals



**Boarding**  
Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.



**Butt-Ending**  
A crossing motion of the forearms, one moving under the other.



**Charging**  
Rotating clenched fists around one another in front of chest.



**Checking (Women's Only)**  
The nonwhistle hand is placed on the shoulder and then moved out and to the side.



**Clipping**  
Keep both skates on the ice when signaling, using right hand on the leg.



**Contact to the Head**  
Extend arm above head and tap head with open palm.



**Cross-Checking**  
A single forward and back motion with both fists clenched in front of the chest.



**Delayed Calling of Penalty**  
Extend arm to upright position.



**Delayed Offsides**  
Extend arm in the air and point to line with other arm.



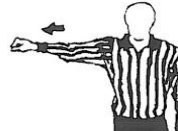
**Delay of Game**  
The nonwhistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.



**Elbowing**  
Tapping either elbow with the opposite hand.



**Fighting/Punching**  
A double "punching" motion with fist clenched, fully extended in front of the body.



**Roughing**  
Fist clenched, fully extending arm from the side.



**Goal Scored**  
Point at the net with the nonwhistle hand, palm open.



**Grasping the Face Mask**  
A single or double motion as if grasping a face mask and pulling it down.



**Hand Pass**  
The nonwhistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



**High-Sticking**  
Holding both fists, clenched, one a short space immediately above the other to the side of the head.



**Hitting From Behind**  
Arm placed behind the back, elbow bent, forearm parallel to the ice surface.



**Holding**  
Clasp wrist of whistle hand with the other hand well in front of the chest.



**Holding the Stick**  
Clasp wrist of whistle hand with the other hand well in front of the chest. Next, hold both fists, clenched, one a short space in front of the other at waist height.



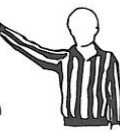
**Intentional Offside**  
After blowing whistle for offside, point toward offending team's special spot with nonwhistle hand.



**Interference**  
Crossed arms with fists clenched stationary in front of chest.



**Hooking**  
A series of lugging motions with both arms, as if pulling something toward the stomach.



**Icing**  
The back official signals the icing situation by fully extending his free arm (without whistle) at a 66° angle. The front official shall indicate the icing is completed by extending his free arm over his head, up straight, and blowing his whistle.



**Timeout/ Unsportsmanlike Conduct**  
Using both hands to form a "T" in front of the chest.



**Tripping**  
Keep both skates on the ice when signaling, using right hand on the leg.



**"Wash-out"**  
Both arms swung shoulder height, not waist height.



**Kneeling**  
A single slapping of the right palm to the left knee, keeping both skate blades on the ice.



**Misconduct**  
Hands should be moved once from sides down to hips. Thus, point to player first, hands to hips second.



**Obstruction**  
Hands in the middle of the body in the shape of an "O". Additional infraction following obstruction.



**Penalty Shot**  
Arms crossed (fists clenched) above the head.



**Spearing**  
A single jabbing motion with both hands together, thrust forward in front of the chest, then dropping hands to the side.



**Slashing**  
One slap with the nonwhistle hand across the straightened forearm of the other hand.

**PLEASE USE SIGNALS DURING GAMES!**





## SECTION G - SUSPENSION INFORMATION:

Offense	Player Suspension Length	Freshman Suspension Length	Coach Suspension Length	Spectator Suspension Length
<i>Fighting (1st offense)</i>	Minimal 3 game suspension	1 year ban from play	Minimal 10 game suspension + board review	Minimal 10 game suspension + board review
<i>Fighting (2nd offense)</i>	Minimal 6 game suspension + board review	Lifetime ban from play	1 year ban + board review	1 year ban + board review
<i>Fighting (3rd offense)</i>	1 year ban from play + board review	N/A	Lifetime ban from complex	Lifetime ban from complex
<i>3rd Man In (1st offense)</i>	Minimal 3 game suspension	1 year ban from play	1 year ban + board review	1 year ban + board review
<i>3rd Man In (2nd offense)</i>	Minimal 6 game suspension + board review	Lifetime ban from play	Lifetime ban from complex	Lifetime ban from complex
<i>3rd Man In (3rd offense)</i>	1 year ban from play + board review	N/A	N/A	N/A
<i>Match Penalty (1st offense)</i>	Minimal 3 game suspension + board review	Minimal 5 game suspension + board review	N/A	N/A
<i>Match Penalty (2nd offense)</i>	1 year ban from play	1 year ban from play	N/A	N/A
<i>Match Penalty (3rd offense)</i>	Lifetime ban from play	Lifetime ban from play	N/A	N/A
<i>Game Misconduct (1st offense)</i>	N/A	N/A	1 game suspension	1 game suspension
<i>Game Misconduct (2nd offense)</i>	1 Game Suspension	1 Game Suspension	3 game suspension	3 game suspension
<i>Game Misconduct (3rd offense)</i>	3 Game Suspension + Board Review	3 Game Suspension + Board Review	5 game suspension + board review	5 game suspension + board review

The WDSHL Board Members have final say in all decisions made regarding suspensions. They may add additional games to anything listed above if they deem necessary. This is a general guideline, showing what the **minimal** suspension length will be for the offenses listed above. If any player, coach, or spectator over the age of 18 fails to comply with any of the infractions listed above and does not follow the league's Code of Conduct, **WD Police will be contacted!**



## SECTION H - CONTACT INFORMATION

### SCOTT BRATTON: President

E-MAIL: [pirateservicesinc@verizon.net](mailto:pirateservicesinc@verizon.net)

### DAVE LIGAMERI: Vice President

E-MAIL: [DLigameri@yahoo.com](mailto:DLigameri@yahoo.com)

### ED MCCORMICK: Player Agent

E-MAIL: [tarheel23ed@yahoo.com](mailto:tarheel23ed@yahoo.com)

### ROB SIMPSON: Treasurer

E-MAIL: [simpson1@yahoo.com](mailto:simpson1@yahoo.com)