

USA HOCKEY JUNIOR OFFICIATING PROGRAM 2008-2009 SEASON



OFFICIATING and GAME OPERATIONS MANUAL

WWW.USAHOFFDEV.COM

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Atlantic Junior Hockey League
Central States Collegiate Hockey League
Central States Hockey League
Great Lakes Junior Hockey League
Minnesota Junior Hockey League
Metropolitan Junior Hockey League
North American Hockey League
Southern Professional Hockey League
United States Hockey League
Upper Midwest High School Elite Hockey League

Welcome to the premier officiating hockey officiating development program in all of North America. This manual contains information for the playing and operations of the 2008-09 season for the Leagues that operate in conjunction with our Program. Enclosed in this manual are League policies, procedures, game night operations, officiating directives and points of emphasis. Please take the time necessary to familiarize yourself with this manual. This manual has been designed and created so that it may be updated and changed throughout the season. Thank you for your commitment, support and continuing effort to keep our Program the premier officiating development program in all of North America. As the season approaches, progresses, and finishes it is very important that we, as a team, remember the goals and objectives of Junior hockey and our member Leagues.

The goals of our Program are:

- 1. To provide our talented officials an opportunity to officiate at a highly competitive level of hockey.*
- 2. To provide the opportunity to improve and develop the skills and abilities of the participants, which include the players, coaches, team personnel, officials and trainers.*
- 3. To provide all participants an avenue and exposure to collegiate and professional levels of hockey.*
- 4. Provide our participants with a healthy, constructive environment in which to develop socially.*
- 5. To provide the fans with the best entertainment value.*
- 6. To always act and represent our hockey family in a first class manner.*

USAHOFFDEV Program Mission Statement

To recruit, develop and promote officials to the highest levels of amateur, international and professional hockey through program sponsored education, game experience and individual career guidance. By fostering a safe, positive and fair environment for all participants, it will serve to promote a passion for the game.

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2007-09 USA HOCKEY JUNIOR POINTS OF EMPHASIS

The goal of USA Hockey is to promote a safe and positive playing environment for all participants while continuing to focus on skill development and enjoyment of the sport. All officials, coaches, players, parents, spectators and volunteers are encouraged to observe these “Points of Emphasis” when participating in the sport of ice hockey.

FAIR PLAY AND RESPECT

Fair play and respect are the backbone of any successful amateur sports program. In order for a positive environment to be created, it is imperative that all participants and spectators have respect for all players, coaches, officials, administrators, spectators and the sport of hockey. Hockey is a game demanding high levels of concentration and skill.

Intimidation or “bullying” has no place in ice hockey. Any act that includes taunting or teasing of players, coaches, officials, or spectators by means of verbal ridicule, obscene gesture, threat of physical violence, or physical violence itself will not be tolerated at USA Hockey events.

Players are encouraged to develop a deep sense of respect for all (opponents and officials) while endeavoring to enjoy the sport and improve their playing ability. Each player is encouraged to use proper skill and technique when engaging in any type of body contact.

Coaches are responsible for instructing their players to play the sport in a safe and sportsmanlike manner. To that end, coaches are directed to teach only those skills necessary to allow for proper and legal body contact.

Officials should be diligent and confident when officiating the sport. Each official should enforce the playing rules fairly and respectfully.

Spectators are encouraged to support their teams while showing respect for all players, coaches, officials and other spectators.

Standard of Play and Rule Emphasis

USA Hockey will continue to observe the Standard of Play and Rule Emphasis adopted in June 2006. The goal is to reduce restraining infractions in the game, allowing the skill levels of the participants to determine the outcome of a game and to increase participant enjoyment. There is no intention to remove legal body checking or body contact. A legal body check or using body contact or position to gain a competitive advantage over an opponent should not be penalized as long as it is performed within the rules.

UNNECESSARY CONTACT DURING TOUCH-ICING

All officials are to make this the number one priority this season. Even a very soft push during a touch-icing situation is not acceptable. This infraction may also be treated as attempt to injure or deliberate injury of an opponent. **This policy is not open to discussion or interpretation. Any coach/player who protests a penalty call on a touch-icing situation maybe assessed a bench minor/misconduct penalty.**

CONCLUSION

Hockey should be enjoyed by all participants. To that end, all participants and spectators should observe a level of personal behavior that demonstrates respect for all. The USA Hockey Officiating and Coaching Education programs will continue to increase awareness among all officials and coaches with regard to these Points of Emphasis and the Standard of Play and Rule Emphasis.

2007-09 STANDARD OF PLAY AND RULES EMPHASIS

Through the standard of rules enforcement, our game will continue to allow the opportunity for improved skill development and a more positive hockey environment for all participants. The mission of USA Hockey is clear; through this new initiative a greater emphasis will be placed on skating, puck possession and the proper use of the body to establish position and a competitive advantage.

The goal of the enforcement standard is to reduce restraining infractions in the game and not to remove legal body checking or body contact. A hard body check or using body contact/position (non-checking classifications) to gain a competitive advantage over the opponent should not be penalized as long as it is performed within the rules.

The principles of this new enforcement standard include the following:

- **The use of the stick will be limited to only playing the puck.**
- **The stick will not be allowed to in any way impede a player's progress.**
- **The use of a free hand/arm will not be allowed to grab or impede a player's progress.**
- **Players who use their physical skills and/or anticipation and have a positional advantage shall not lose that advantage as a result of illegal acts by the opponent.**
- **Players will be held accountable for acts of an intimidating or dangerous nature.**

Enforcement Standard – These penalties are to be called with very strict enforcement

HOOKING

- A player cannot use his/her stick against an opponent's body (puck carrier or non-puck carrier) to gain a positional advantage. Examples include:
 - tugs or pulls on the body, arms or hands of the opponent which allows for the space between the players to diminish
 - placing the stick in front of the opponent's body and locking on – impeding the opponent's progress or causing a loss of balance.
 - stick on the hand/arm that takes away the ability for the opponent to pass or shoot the puck with a normal amount of force

TRIPPING

- A player cannot use his/her stick on the legs or feet of an opponent in a manner that would cause a loss of balance or for them to trip or fall. Examples include:
 - placing the stick in front of the opponents legs for the purpose of impeding progress, even if on the ice, with no effort to legally play the puck
 - placing the stick between the legs of the opponent (can opener/corkscrew) that causes a loss of balance or impedes the progress of the opponent.

HOLDING

- A player cannot wrap his/her arms around an opponent or use a free hand to clutch, grab or hold the stick, jersey or body on the opponent in a manner that impedes their progress. Examples include:
 - wrapping one or both arms around the opponent along the boards in a manner that pins them against the boards and prevents them from playing the puck or skating
 - grabbing the opponent's body, stick or sweater with one or both hands
 - using a free arm/hand to restrain or impede the opponent's progress

INTERFERENCE

- The use of the body ("pick" or "block") to impede the progress of an opponent with no effort to play the puck, maintain normal foot speed or established skating lane. Examples include:
 - intentionally playing the body of an opponent who does not have possession or possession and control of the puck.
 - using the body to establish a "pick" or "block" that prevents an opponent from being able to chase a puck carrier
 - reducing foot speed or changing an established skating lane for the purpose of impeding an opponent from being able to chase a puck carrier
- **Allowed Actions**
 - **a player is entitled to the ice he/she occupies as long as they are able to maintain their own foot speed and body position between opponent and puck**
 - players are allowed to compete for body position using their strength and balance in front of the goal or along the boards.

SLASHING

- The use of the stick will be limited to only playing the puck. Any stick contact, as a result of a slashing motion, to the hands/ arms or body of the opponent will be strictly penalized. In addition, hard slashes to the upper portion of the stick (just below the hands) of an opponent, with no attempt to legally play the puck, shall also be penalized.

OTHER INFRACTIONS

- In addition to the above mentioned enforcement standards, all other infractions, including contact to the head, checking from behind, cross checking, high sticking and roughing (including late avoidable check) shall be penalized to a strict enforcement standard.

▪ **CONCLUSION**

- All members of USA Hockey share an equal responsibility to ensure the integrity of the game is upheld. The onus to incorporate change is not only on the officials, but also the administrators, coaches and parents, as well.
 - Administrators are expected to hold players, coaches, officials and parents accountable for their actions in an effort to promote a safe and positive environment for all participants.
 - Coaches are expected to teach proper skills and hold their players accountable for illegal and dangerous actions, regardless as to whether they are properly penalized, or not.
 - Parents are expected to support the decisions of the officials and support the coaches in teaching the proper skills in a safe and positive environment.
 - Officials shall enforce a strict penalty standard according to the guidelines that have been established. In addition, officials must be aware of players who embellish or dive to draw penalties.

All USA Hockey members must demonstrate awareness and support for the application, spirit and the respect of the rules in order for continued improvement in the game of hockey.

ALL OFFICIALS

A. **RULES AND REGULATIONS** -It is every official's duty and responsibility to understand and know the rules. Lack of rule knowledge is unacceptable. Cheat sheets in your riot pad may be a good place to start if you have CRS disease. (Can't Remember Stuff)

- 1) 1st offense - Written warning to all the on-ice officials involved and a fine up to 25% of game fee
- 2) 2nd offense - Fine up to 50% of game fee
- 3) 3rd offense – Dismissal from the Program

B. **ABUSE OF OFFICIALS**- Hockey is a very emotional game and we are going to hear some unflattering comments from time to time. Use common sense. We are in a very unique position and walk a fine line. With current NCAA rules, scouts have limited opportunities to observe players. We would like to keep the players in the game as much as possible. However, if a player/coach is out of control, don't be afraid to assess the proper penalty. Have a thick skin while not selling yourself short. If a player/coach is out of control, give him the gate. **Players and Coaches may not at any time wave their arms, sprint off the bench or make any noticeable gestures.**

- 1) Try and defuse the situation. If the player/coach continues the Referee should be the person who makes the call to assess the proper penalty. If he does not make the call, have a discussion with him after the period and then call me. The official will have less of an ass the next time you see him.
- 2) Assess a misconduct instead of a minor to players whenever possible. (Penalize the idiot(s) and not the team)
- 3) When ejecting a coach. (verbal)
 - a) Warning by referee, raising non-whistle hand (like a line change) toward bench, if continued
 - b) Bench minor assessed, if continued
 - c) Warning to Captain or Bench that the next call is a game ejection, let him deliver the message, if he continues
 - d) Assessment of a Game Ejection (if during the period). Then a warning to the Captain or Bench that any additional comments or gestures will result in a game misconduct.
 - e) If he makes any additional comments or gestures a game misconduct shall be assessed.
 - f) After a game misconduct, no further warning - any other gestures will result in the assessment of a Gross Misconduct I.
- 4) Objects on the Ice
 - a) Bench minor- 1st object
 - b) Warning by raising non-whistle hand. If verbal or objects continue then game ejection, then warning to captain the next penalty is a game misconduct. After being assessed a game ejection, any additional comments or gestures assess a Game Misconduct.
 - c) Game Misconduct - no further warnings. Any other gestures, comments assess a Gross Misconduct.

5) Gestures

- a) If a coach opens the players' bench door or stands on the bench, the Referee shall skate over to the bench and instruct the coach to close the door or get off the boards. The coach has now lost all rights to talk to you. You have the choice to explain things or to skate away. If he refuses get off the bench or slams the door, he shall be assessed a bench minor followed by a game ejection immediately.
- b) Non-verbal gestures- Hand clapping/arm waving, etc. will result in an immediate bench minor penalty. No Warning.
- c) Obscene gestures- Games Misconduct then a Gross Misconduct.

Give the players/coach enough rope to hang themselves. If a coach/player is not smart enough to stop he will be dealt with severely.

C. MEDIA - Silence can not be misquoted. No official shall be permitted to talk to the press about the game, teams, towns, franchises, League or other officials without the permission of the commissioner or RIC. Be polite and courteous to reporters and never give your opinion of any "plays" or situations. Coaches and players can't make comments about us, therefore neither can we.

D. ARRIVAL AT GAME TIME- Officials are to be in the building one and one half (1 1/2) hours before game time for all games assigned by the USA Hockey Junior Development Program. All officials will be in the pre-game meeting one-hour before game time (if applicable).

E. USING THE LEAGUE PASS

- 1) No tobacco/alcohol consumption in the building
- 2) Professional business dress when in rink and in public view
- 3) All officials shall be properly dressed on the ice.
- 4) Bring your equipment if you are using your League pass and not officiating.
- 5) Use your head - if you want to retire and be an evaluator of on-ice talent let me know. Sitting in the stands commenting on other official's work will not be tolerated.

F. GAME REPORTS - see attached

- 1) Referee shall fill out a game report after every League and playoff game. Linesmen will fill out a game report in cases of a Match, Gross or any extraordinary conduct.
- 2) Referee shall call the RIC immediately following the game involving:
 - a) All majors
 - b) All Game Ejections
 - c) All Game Misconducts
 - d) All Gross Misconducts
 - e) All Match penalties
 - f) Extraordinary incidents
- 3) Game Operational Reports if applicable
- 4) All CSCHL game reports MUST be faxed or efaxed to Dan Monacelli by 6:00 PM Tuesday evening (734) 661-0234.

- 5) Please fill out the game reports COMPLETELY, (name, number, rule, etc.). It is your job as the Referee to complete your paperwork before you leave the arena. The Game Reports are a 3 part form, the white copy goes to the Home Team, the yellow copy goes to the Visiting Team and you keep the pink copy. Submitting an incomplete report will result in a fine. All officials are reminded to keep game report to the points and PROFESSIONAL. Remember that coaches, general managers, league administrators and in some cases lawyers may read your report!
- 6) All officials are **REQUIRED** to submit a game evaluation report through the website within 48 hours of the completion of all regular season and playoff games (not exhibition games). Log-on to the website, click on "Schedule", click on the month of the game, then click on the game ID link for the game. Complete the form, then click "Submit". Your report will be submitted to Scott Brand for his review, so please be honest in your evaluations.

G. **DRESSING ROOM** - Unless you are officiating the game, **stay out** of the official's dressing room one hour before and until at least twenty minutes after the game has ended. The dressing room is not a meeting area. Show your fellow officials some respect. **ONCE AGAIN - STAY OUT OF THE DRESSING ROOM!!!**

All officials and supervisors will respect the building policies as it relations to on premises consummation of alcoholic beverages and tobacco products. This includes, but is not limited to the use of chewing tobacco. Should a crew violate a buildings policy it shall be their responsible to pay any fines and costs levied by the building. In addition, the crew may face a fine of up to 25% of their game fee for a building policy violation.

LINESMEN PROCEDURES

A. START OF GAME/PERIOD

Be on the ice before either team or about the three-minute mark. If teams are not on their way to the ice with one minute it is your responsibility to inform the absent team(s). Linesmen are not on the ice for warm-ups.

B. END OF PERIOD-PLAY IN ATTACKING ZONE

With eight seconds remaining in the period/game the front linesman will skate to the goal line. His responsibilities are:

- 1) watch the puck
- 2) watch the goal light for the red/green indication.
- 3) assist the referee in any disputes
- 4) Don't signal - confer with the referee first.

The back linesman will:

- 1) watch the clock
- 2) when clock strikes 0:00 blow your whistle
- 3) hold the home team bench while the visiting team exits

C. LINE CHANGES/GOALKEEPER SUB

With respect to the fighting rules it is important that the linesmen get the puck down more quickly. A player may not fight at a stoppage of play; so if two players are about to get at it on a face-off get the puck down.

- 1) Players will be allowed ten feet on a line change. We don't want a tight or loose standard, but a fair one.
- 2) The rear linesman will point to the player's bench of the team pulling its goalkeeper and he will not drop his arm until the goalkeeper is within ten feet of the bench, allowing the legal substitution to be complete.
- 3) If a premature substitution is called the rear linesman will conduct the ensuing face-off.

D. ICING

Remember that unnecessary contact on icing is a point of emphasis. Make sure you communicate with the players. A defending player may not "hold-up" an attacking player so that his partner can finish the touch-up. Players are required to make every effort to play the puck before it crosses the goal line. Make sure the players put forth that effort. In games that automatic icing is used, remember that players do not have to skate for the puck; however, they must make an honest effort to play the puck. Whether or not the puck will cross the goal line is the determining factor for "icing" or "no icing".

Regarding the goalkeeper leaving the crease during an icing situation, icing is waved if the goaltender makes an attempt to play the puck. If the goalkeeper is outside the crease at the beginning of the icing situation but makes an attempt to get back to the crease without attempting to play the puck, icing is to be called. If the goalkeeper is on his way off the ice for an extra attacker and does not make an attempt to play the puck or an opponent, icing is to be called. The goaltender must refrain from playing the puck or becoming involved in play regardless of whether touch icing or automatic icing is being used.

Leagues which use automatic icing will apply the following interpretations:

- 1) Goaltenders may not feign or make any attempt to play the puck or an opponent
- 2) Player(s) must make an attempt to "beat" the icing. If the Linesman out-skate the puck and the player(s), the icing must be waived.
- 3) If a defending player "picks" an attacking player and prevents the attacking player a reasonable opportunity to play the puck, the icing must be waived.

E. OFFSIDE

All Junior hockey uses the tag up offside rule, so remember that no contact is permitted during a delayed offside situation. Blow the play down before any possible contact.

Intentional off-sides - you should be able to count the number of these called in a season on your hand. Also, why is it we tend to only call these in the last five minutes of a one-goal game?

F. FACE-OFFS

- 1) ***Be very tight early*** in the season and in the game. ***No skates maybe in the neutral area between the hash marks during end zone face-offs.***
- 2) Make sure the Referee is in position before you drop the puck.
- 3) Be fair and remember quickness - keep the game moving.
- 4) Try not to put the Referee on the same side as the teams after a penalty has been assessed.
- 5) After a penalty/close play get the play started ASAP!
- 6) Because of the current fighting rules, make sure you get the puck down if two players are going to fight off the face-off.
- 7) The Linesmen dropping the puck will not make unnecessary gestures when removing the center(s).
- 8) Whistles - these are not attention getters! We should not be hearing two or three before every face-off.
- 9) The back Linesmen shall watch the attacking team defensemen regarding encroaching past the top of the circles during a gathering of players.
- 10) For all games, the puck shall be presented during all face-offs.

G. FISTICUFFS

If two players really want to fight - let them go. However, if they are just jawing and acting like tough guys avoid the problems by separating them. If a fight breaks out clean the area of all gloves, sticks, etc.

1. If any of the following happen get in quick:
 - a) Obvious size differential
 - b) Skilled player vs. less skilled player
 - c) Player(s) hit the ice
 - d) Injury
 - e) Along the boards be ready to step in
 - f) Lopsided fight

2. Multiple Fights
 - a) Stay with the original altercation
 - b) Get players off the ice with the rink door(s) closed
 - c) Go to most aggressive fight or injury potential
 - d) Communicate with each other
 - e) Don't panic - stay calm.

3. Never over handle a player or embarrass them. If a player resists assess the proper penalties.

4. **DO NOT TELL PLAYERS TO TAKE OFF THEIR HELMETS, DROP THE GLOVES OR GO TO CENTER ICE.** You are not Don King and you open yourself up to possible legal issues if a player is injured.

REFEREE PROCEDURES

1. **RULE BOOK KNOWLEDGE**

As previously stated, players and Coaches do not care about the CHA, ECHL, CCHA, etc. rules and procedures. You are expected to know our rulebook and procedures in the League you are working!

2. **START OF GAME/PERIOD**

The Referee shall be on the ice for warm-ups and shall pay attention to Rule 635(h).

3. **TALKING TO PLAYERS/COACHES**

- a) Be brief and to the point
- b) Give your explanation by telling him what you called. If the Captain wants to question/comment then end the conversation. If a captain begins to question every call explain to him that his privileges may be revoked.
- c) In regard to coaches, we want you to explain multiple situations or answer any intelligent question. At no time is the coach to stand on the boards or in the doorway with the door open while you're talking to him. If he does not want to listen then end the conversation. Be courteous!! If you talk with one bench be prepared to talk with the other bench.
- d) Don't over do it.
- e) For all discussions involving the Referee and a Coach a Linesman shall accompany the Referee.
- f) **Always treat Disrespect with Respect!!!**

4. **FISTICUFFS**

- a) Order all players of both teams to their benches. Do this early in the season and you won't have any problems later. **Blow the whistle and point to the benches.**
- b) Get in position to watch the benches and try and keep the fight in front of you.
- c) Assess the penalties and get the play going.
- d) If a fight breaks out in the goal crease area, order the goaltender to a neutral area.
- e) Multiple Fight(s)
 1. Talk to the players involved in the second and/or third fights.
 2. Check with the linesmen for any Match or Gross Misconducts
 3. Don't panic - be calm
 4. Penalize the aggressor/instigators.
 5. Watch the player's benches!
- f) Be sure to remove the aggressor/instigator from the game. Remember - not every fight is going to have an instigator.

5. **POST GAME REPORTS**

Post-game reports are one of your most important duties. They provide communication to three different people and fines and suspensions are enforced from your written report. Please fill out all information clearly and correctly. For CSCHL contests the Referee must fax the game report to Dan Monacelli at 734-661-0234 before 6:00 PM Tuesday of the following week. Failure to do so will result in a fine. For all other Leagues the home team is responsible for faxing the game report to the appropriate person(s). Make yourself available that evening. (Leave a phone number where you can be contacted). Referees are instructed to call Dan or Scott and give a brief verbal report after each game.

GAME NIGHT OPERATIONS

90 minutes prior to game time:

1. Officials shall enter the arena. Any game night scripts or special introductions should be available in the Official's dressing room. For games in the **SPHL**, USHL and NAHL, a set of League standings and statistics shall be placed in the Official's dressing room.

60 minutes prior to game time:

1. Director of Off-Ice Officials will meet the officials in the referee's dressing room for a brief pre-game meeting.
2. Twenty-five (25) minutes countdown to warm-ups on clock (Junior A games)
Fifteen (15) minute countdown to warm-ups on clock (Junior B games)

35 minutes prior to game time:

1. Referee takes the ice before the teams for warm-ups.
2. Video camera is turned on.
3. Exactly 35 minutes prior to game time the fifteen (15) minute warm-up will start regardless of whether or not a team(s) is on the ice
4. Both teams take the ice for warm-ups
5. Home teams will supply no less than **30** pucks per team for warm-ups.
6. Coach or team official on their respective bench. Report any infractions on the game report after the game.

20 minutes prior to game time:

1. Once the fifteen-minute warm-up ends, fifteen minutes (15:00) will immediately be put on the clock. All players must be off the ice once the clock hits fourteen minutes (14:00).
2. Video camera may be turned off once all players and officials are off the ice.
3. Pucks are to be picked up by arena personnel.
4. The Referee is to be given the white copy of the official playing roster before leaving the ice.

10 minutes prior to game time:

1. Five minutes (5:00) on the clock the timekeeper will sound the horn/buzzer with one long blast.

9 minutes prior to game time:

1. Four minutes (4:00) on the clock, a member of the off-ice officials will notify the teams and officials.

8 minutes prior to game time:

1. Three minutes (3:00) on the clock the timekeeper will sound the horn/buzzer with three (3) quick blasts. The officials shall begin making their way to the ice surface
2. The video camera is turned on.

7:30 minutes prior to game time:

1. Two minutes and thirty (2:30) on the clock the visiting team will take the ice. Don't play games - get on the ice (unless prearranged with home team).

7 minutes prior to game time:

1. Two minutes (2:00) on the clock. If one of the teams is not on the ice the timekeeper will sound the horn/buzzer with two (2) quick blasts.

6 minutes prior to game time:

1. One minute (1:00) on the clock. All teams and the on-ice and off-ice officials must be on the ice or in place to execute their duties.

5 minutes prior to game time:

1. Zero on the clock. If a team is not within eyesight of the ice surface a bench minor for delay of game shall be assessed to that team.
2. Teams will have their starting line-ups on the ice and ready for the pre-game announcements. All players will start on the goal line and will face the middle of the arena at all times. Failure to do so will result in a fine. The National Anthem(s) will be played and then we drop the puck. If the flag is at either end of the arena the officials will stand at center ice. If the flag is at center ice the officials shall stand by the scorer's table. All players are to remain stationary until after the anthem(s) are completed.
3. Drop the puck at game time 7:05/7:35

INTERMISSIONS

1. At the end of each period fifteen minutes (15:00) shall immediately be placed on the clock. The video camera maybe turned off once all the players and officials are completely off the ice.
2. All intermissions are to be fifteen minutes (15:00) in length unless special activities require additional time. The home team shall officially notify the League and the visiting team of any extended intermissions 3 days prior to the scheduled games. The League will notify the officials of any extended intermission that will be longer than 15 minutes.
 - a) For any special activities that require longer than the fifteen-minute (15:00) intermission the game officials and the visiting team must be notified prior to the start of the game. (This is notification - not seeking permission!)
3. **Because of radio/TV coverage and the possible assessment of penalties the last five (5:00) minutes of any intermission shall never be shortened even if the teams are in the ice.**
4. With five minutes (5:00) on the clock during the intermission the timekeeper will sound the horn/buzzer with one long blast.
5. Four minutes (4:00) on the clock a member of the off-ice officials will notify the teams and officials.
6. Three minutes (3:00) on the clock the timekeeper will sound the horn/buzzer with three (3) quick blasts. The officials shall be making their way to the ice surface. The video camera is turned on.
7. Two minutes and thirty (2:30) on the clock the visiting team will take the ice. Don't play games - get on the ice.
8. Two minutes (2:00) on the clock. If one of the teams is not on the ice the timekeeper will sound the horn/buzzer with two (2) quick blasts.
9. One minute (1:00) on the clock. All teams, on-ice and off ice officials must be on the ice or in place to execute their duties.
10. Clock hits zero all players except starters are to be on the bench. The Referee shall write up any violations.

End of Period/Game

Have the Linesmen inform the bench you want held at the end of period/game if the teams are using a common exit or are crossing. Linesmen must remind the assistant coach with about 3 minutes left in the period to hold his bench. Failure to do so could result in a bench minor being assessed. Ideally, the home team should be the last team on the ice.

The score sheet shall be delivered to the Official's dressing room in a timely manner following the game. Once signed, a copy of the score sheet and game report shall be delivered to both teams by the Official Scorer.

For the **SPHL**, USHL, NAHL, CSHL, **GLJHL**, and MJHL games a copy of the game video shall be delivered to both teams and game officials in a timely manner following the game. Do not leave the DVD in the locker room.

ON-ICE OFFICIALS POLICIES AND PROCEDURES

SELECTION AND ASSIGNMENTS

The primary goal of the USA Hockey Officiating Development Program is to keep most of our officials involved in our Program for three seasons or less. We pride ourselves on moving officials to the next level. A majority of our officials will be selected for a USA Hockey Officiating Camps held throughout the summer. All officials are independent contractors and must arrange their own reliable transportation. You are also responsible for reporting all income to your local, state and federal taxing agencies.

All exhibition, regular season and playoff game assignments shall be issued through our office. If you receive a game assignment in another manner, please call us to confirm the assignment. Failure to do so could result in you not having USA Hockey insurance coverage for that game. There are several new non-USA Hockey leagues forming, and while we can't prevent you from working those leagues, we would hate to lose your phone number. We will again be doing the schedule in six-week increments and will then send them to you at least ten days in advance. Please let me know of any dates you cannot work or any important travel plans. **YOU MUST KEEP YOUR EMAIL ADDRESS, CANCELLED DATES AND YOUR CONTACT INFORMATION CURRENT AT ALL TIMES ON THE WEBSITE! FAILURE TO DO SO MAY CAUSE YOU TO MISS AN ASSIGNMENT.** All assignments will be made and distributed through our website (www.usahoffdev.com). **No official may change their schedule, except in an approved emergency and with the permission of a Program Supervisor.**

As a member of the USAHOFFDEV Program, you have elected to be part of the National Officiating Development Program. Therefore, we do not expect cancellations or tolerate missed assignments period! Our website requires you to block unavailable dates. **If a date is unblocked, you are indicating to us that you are available for an assignment.** If you are a full-time member of our Program- you are expected to be available for assignment 24/7. If you cannot make this commitment then please resign from our Program. With our very powerful and comprehensive scheduling program (Ref'r'Ranger and Web'r'Ranger), so assignment mistakes don't happen. Please do not use the excuse "I didn't know about the game". Below are the fines that can be levied:

- Missing Assignment-
 - Game fee + \$50 fine
 - 2nd time - Remove assigned games
 - 3rd time – Dismissal from the Program
- Unauthorized Schedule Change - \$25 fine
- Failure to fax Game Report – Starting at \$10
- Dropping a game 1 week before - \$25 fine
- Dropping a game 72 hours before - \$50 fine
- Late to Arena
 - \$15 for 1st offense if no part of the game is missed
 - Miss any part of the 1st period - 33% of your game fee
 - Miss any part of the 2nd period - 66% of your game fee
- Turned back assignment- 2nd time out of Program
- Misapplying Rules
 - 1st time letter (cc'd to teams and players) and up to a 25% game fee fine per crew member.
 - 2nd time - up to a 50% game fee fine per crew member
 - 3rd time – dismissal from the Program
- Improper League crest on sweater or helmet - \$10.00 fine per occurrence

Officials may also be warned, fined and dismissed for not following these policies and directives.

BACKGROUND SCREENING

The USAHOFFDEV Program has implemented a Background Screening Program that complies with the current USA Hockey Screening Policy. Beginning with the 2007-2008 playing season all on-ice officials who have reached the age of majority (18 years of age, or as prescribed by law) as of July 31 of the current season must consent to a background screen and successfully complete the USAHOFFDEV Background Screening Program. Complete Background Screening information is available on our website. Officials who do not comply with the USAHOFFDEV Background Screening policy will be dismissed from the Program.

HOTELS

When an official or a crew is required to stay overnight as a result of consecutive assignments, the official may receive a hotel room at the expense of the League **if pre-approved**. Hotel rooms are limited and all arrangements must be made through the League office. We will **not** automatically make your hotel reservations. It is your responsibility to confirm a hotel room. The League will not reimburse any accommodations except those prearranged accommodations made through the League.

In cases of a weather emergency only, the League will reimburse you for hotel room expense provided you make the proper effort to depart in a timely manner for your next game/home. You are first directed to stay at an official League hotel, or if unavailable, any hotel that the League or Program has a working agreement with. The League will reimburse you up to **seventy dollars (\$70.00)** per hotel room. **This reimbursement is valid for WEATHER EMERGENCIES ONLY and must be pre-approved.**

For games in the Atlantic Junior Hockey League, the Metropolitan Junior Hockey League, and the Minnesota Junior Hockey League the League will make available a hotel room if necessary. You must contact the League no less than 2 days prior to the game (Wednesday by Noon for a Friday game) if you require a hotel room. Hotel rooms will be held until 4:00 PM on game day. You are also responsible to confirm your room with the hotel. **These hotel expenses SHALL NOT be submitted to the USAHOFFDEV program for reimbursement.**

For games in the North American Hockey League and Southern Professional Hockey League you must contact the appropriate team representative by Wednesday noon via email. This email shall also be copied to the league contact (Jim Combs-SPHL) and Mark Frankenfeld (NAHL) as well as Scott Brand.

All required USHL hotel expenses must be submitted to the USHL office for reimbursement on the USHL Expense form along with the email granting permission for the room.

For CSCHL, CSHL and GLJHL games you must contact Dan Monacelli (cshhrefs@aol.com) before Wednesday **noon via email** and let him know if you are going to require a hotel room. **These hotel expenses SHALL NOT be submitted to the USAHOFFDEV program for reimbursement.**

For all CSHL hotel expenses officials must submit the hotel receipt for room and taxes only (**on the CSHL Expense Report**) along with a print out confirmation email from Dan Monacelli. Payment will be made on the 10th of the month for the previous month. Failure to submit receipts within 45 days will result in no reimbursement.

Please be advised that the League is responsible for room and tax only. Any incidental charges that may occur are your responsibility and must be paid when checking out of the hotel. If any extra charges are sent to the League or the team you will be fined the first time and dismissed the 2nd time.

Remember, all hotels rooms must be approved 2 days in advance (Wednesday by Noon for a Friday game); otherwise you will be responsible for paying the hotel expense out of pocket.

Only pre-approved transition hotel expenses and approved weather emergency hotel expenses shall be submitted to the USAHOFFDEV program for reimbursement. These expenses must be submitted on the Junior Expense Report.

Important hotel information is listed on our website at www.usahoffdev.com

TRAVEL

All officials must have a valid driver's license and be insured or must inform the League office of their inability to meet this requirement. As independent contractors you must arrange your own transportation. Amtrak and air travel may be required to certain locations. If a Referee is heading out of the same city as his partners, it is his responsibility to drive. No rental car expense will be paid for except in Alaska, Wenatchee and Dallas (NAHL) where the crew shall be reimbursed up to \$45 per day for a car rental. Car rentals must be pre-approved and a copy of the approval and receipt must be submitted to the NAHL office. All other car rental expenses must be pre-approved and a copy of the approval and receipt must be submitted on a USAHOFFDEV Expense Report form. The USHL and NAHL have opted to utilize a monthly travel pool concept. Each official is responsible to email Johnathan Morrison (no later than the 5th of the month) your total monthly mileage by League. Travel reimbursement monies are paid to the car driver only. Only official expense forms that are correct and complete will be processed. The AJHL and MetJHL will also be using a monthly travel pool. Each driver must submit to Chris Allman. (no later than the 5th of the month) your total monthly mileage by League. Other leagues may provide travel pools and bonus at the end of the season. These will be paid automatically.

FEES/EXPENSES:

Each League will determine their game fees. All League game fees paid through our office will be paid on the first business day either on or after the 5th and 20th of each month. **Game fee payments will be by Direct Deposit only (not by check).**

All other Leagues will issue game fee payments through their office. All hotel and car rental expense paperwork must be submitted by the 10th of each month. **Warning** - travel reimbursement is a very slow process. If this causes you difficulties, don't accept out of town travel games. All game fees reflect payment in the currency in which the game took place. In addition, if you do not fill out your expense paperwork correctly it will be discarded.

For tax purposes and when required, each official will receive 1099 Forms (Miscellaneous Income) at the conclusion of the calendar year. Please note this 1099 will include money earned by any official during the calendar year.

INJURY/ILLNESS/ACCIDENT

In the event you are injured or become ill and are unable to perform your duties contact Scott Brand immediately.

INSURANCE

All officials must be properly registered with USA Hockey. Failure to meet any datelines / payments will result in your suspension from officiating in our Program. Officials are encouraged to join the National Association of Sports Officials (www.naso.com). This organization will provide you with additional liability insurance, plus they have optional coverage that would pay your game fees for any games you miss due to injury. Enrollment is optional.

OFFICIAL'S UNIFORM

Wear the crest of the League you are working! If you are going to work in different Leagues buy some Velcro or learn how to sew. Nameplates/numbers are required for all officials in Junior hockey. Nameplates will be available at our cost to our officials. It usually takes 15-20 working days to get a nameplate and orders may be placed through my office. No other crest/logo is allowed to be worn unless approved by our office. **Improper League crest on your sweater or helmet is a \$10.00 fine per occurrence.** If you are unable to purchase a helmet for each League make sure you cover up all logos from other Leagues. If you have the need to show the world the professional Leagues you work on your helmet, please spare us all and hand your resume' to both coaches before the game. Same goes for officials wearing "higher" league warm-ups around the players. They now make male private part extenders, so please purchase one of those devices if you need to show off how great you are!!

DRESS CODE

All officials will be required to wear either a suit or a jacket and tie when officiating or using the League pass during a game. If you are traveling after the game, an official League sweat suit is permitted. Officials must avoid the public, if possible. DO NOT warm-up in a public area wearing your undergarments! Save showing off your chiseled bodies for the ladies until after the game.

If USA Hockey or any of its member Leagues purchase your transportation, officials are required to wear proper attire while traveling. Dockers and a polo shirt are minimally acceptable. Backwards facing baseball caps and/or torn jeans are NOT acceptable.

GAME TICKETS

Reserve any game tickets at least three days in advance for guaranteed admission. If you want a ticket you are required to call and reserve your tickets up to four per official. Teams are not required to give you tickets and you are financially responsible for their purchase.

ABSENCE OF OFFICIALS

Every effort should be made to have three officials on the ice for all League games. If any of the assigned officials are prevented from officiating the following shall occur:

1. The game will start at the scheduled time with the existing officials
2. Attempt to contact a League official that may be available to work.
3. In all cases the one referee system will be used.
4. Attempt to contact a registered USA Hockey Official. (some non-playing players may be a registered official)
5. If no Referee is available the most qualified linesman shall Referee
6. In all instances please notify me immediately.

EQUIPMENT

You're not in the NHL so don't wear the NHL style sweater. In Junior hockey the League is responsible for the measuring of all goaltending equipment. Please make sure you have a stick gauge! If you are going to wear a half-shield in the United States Hockey League a half-shield will be provided.

OFFICIALS DRESSING ROOM

In the **SPHL**, USHL, NAHL, CSHL, MJHL and AJHL and **CSCHL** the home team is responsible for providing the officials with a clean dressing room, adequate shower towels, soap and shampoo, access to drinking water/sport drink, one roll of black and one roll of white/clear tape. (**The home team must provide game stats/notes to the visiting locker room and game official's locker room.**) Please use common sense when requesting laces, sharpening, etc. Trainers and equipment managers have their own responsibilities prior to the game. If you have a request make it when you enter the building. I would suggest if you continually go to the same trainer, a token of your appreciation might be in order. If you run into any problems please contact me so that the problem can be corrected. Don't attempt to dictate to a GM or coach that you need or should have this or that. I will be very happy to correct any deficiencies.

MEDICAL SITUATION/HELP

All teams are required to provide emergency medical personnel at each game. Officials are to receive the same treatment as the home team players. (Note: Not all home teams have a certified trainer who can provide stitches). The **SPHL** and **USHL** will have a doctor available at all games.

SECURITY

Officials will be provided with security in regard to the following:

1. Dressing Room
2. Entering and exiting the ice
3. Post-game
4. Departure from the building (if necessary)

Please report your version of any security matters that you believe to be inadequate.

OFF-ICE OFFICIALS

Off-ice officials are a very important part of our game. They are under the direct supervision of the Director of Hockey Operations Office. As part of our team they are required to have extensive knowledge of the USA Hockey Off-Ice Officiating Manual and the directives included in this manual. All officials, whether on or off-ice, are expected to show each other the utmost respect.

Additions to the USA Hockey Off-Ice Officiating Manual:

1. All Directors of Off-ice Officials in the United States Hockey League shall be registered with the League and USA Hockey. All other off-ice directors and all off-ice officials are encouraged to join USA Hockey as an Affiliate member at;
<http://www.usahockeyregistration.com/>
2. If an arena has a “video communication device” (big screen video) for the general public they shall not be permitted to replay any “controversial” calls or non-calls in any unprofessional manner. If a franchise or arena does so they are subject to a fine of up to one thousand dollars (\$1,000.00) per occurrence. Warning – do not test the waters.

**USA HOCKEY JUNIOR
OFFICIATING PROGRAM
2008-2009 SEASON**



OFF-ICE OFFICIALS MANUAL

WWW.USAHOFFDEV.COM

Revised August 9, 2008

OFF-ICE OFFICIALS

The performance of every Off-Ice Official is very critical to the success of each USA Hockey game. It is very important that these duties be assigned to the most qualified individuals. While the selection of Off-Ice Officials is usually made through each team, all Off-Ice Officials come under the direct supervision of the Director of Hockey Operations. Off-Ice officials are required to observe and comply with the rules and regulations of the Junior Hockey League and USA Hockey. The following are recognized Off-Ice Officiating positions:

1. Director of Off-Ice Officials
2. Goal Judge
3. Game Timekeeper
4. Official Scorer
5. Penalty Box Attendants
6. Public Address Announcers
 - a) Music
7. Video Camera Operator
8. Security Supervisor
9. Replay/Scoreboard Operator (optional)

All Leagues recommend that each off-ice Official be qualified to handle all of the positions so that in an emergency all positions can be covered by a capable official. It is required in the USHL (and strongly recommended in all other Leagues) that the Director of Off-Ice Officials be registered with USA Hockey as an Affiliate member; however, all officials are encouraged to register with the USA Hockey Officiating Program (<http://www.usahockeyregistration.com/>). It is also important that proper consideration be given to the selection of a sufficient number of qualified alternates/substitutes who can successfully perform whenever a shorthanded situation arises during the course of the season. All Off-Ice Officials shall be at least eighteen (18) years of age.

Our Program recommends that the Director of Off-Ice Officials, Timekeeper and Official Scorer be in the building one hour before game time. This will give you the opportunity to prepare yourself and the necessary game forms for that game. (i.e., official scoresheet, game roster forms, warm-up clock, etc.) We also ask that the remaining off-ice officials be in the building at least thirty (30) minutes prior to face-off and check-in with the Director of Off-Ice Officials so he/she knows you are available for your duties.

During and after the game it is imperative that negative comments about the performance of the On-Ice Officials are kept to yourselves. Unfortunately, as off-ice officials, one of the freedoms you give up is the right to comment about the on-ice officials. Please remember all officials are a team and non-supportive comments do not help the team effort. Without trying to sound arrogant, the on-ice officials in our Program are some of the best in North America. We have qualified supervisors who critique and evaluate the on-ice officials, so please be a positive force regarding our staff. Our officials will evaluate over two hundred infractions/situations during a game and the amazing part is they don't come close to making the number of mistakes made by the teams. To put our Program into perspective we have placed officials in every Division I college league, minor pro league and the National Hockey League.

THE OFFICIATING DEPARTMENT AND THE LEAGUES REMIND EACH OFFICIAL OF THE IMPORTANT TASK FACING THEM - TO HANDLE ALL THEIR DUTIES WITH A HIGH DEGREE OF NEUTRALITY. EACH OFFICIAL IS HANDLING A JOB THAT PLACES HIM/HER IN THE ROLE OF A REPRESENTATIVE OF THE LEAGUE, AND NOT THAT OF ANY PARTICULAR CITY OR TEAM. IT IS EXTREMELY VITAL THAT EACH JOB IS PERFORMED WITH THE MAXIMUM DEGREE OF IMPARTIALITY.

Most people enjoy a cold beverage now and then but we owe it to the players, officials and fans to bring our best performance to every game. Without going into great details or to lecture we ask that all off-ice officials refrain for alcoholic beverages the day of the game. NO ALCOHOLIC BEVERAGES are to be consumed during the game. However, please feel free to find me afterwards for a cold beverage. We appreciate your dedication and understanding in this matter. While the League does not ask each minor official to wear a tie/sweater/sports coat, etc., it does ask that you please use common sense in the apparel you wear while performing your duties. (No team logos)

Note: Official League apparel maybe view and purchase on line at www.refereewear.com

DUTIES OF OFF-ICE OFFICIALS

I. DIRECTOR OF OFF-ICE OFFICIALS

This individual is in charge of seeing that all Off-Ice Officials are assigned to each game, in their proper positions at the start of the game, and that each executes his/her duties correctly. Further, it is the duty of the Director of Off-Ice Officials to meet with the Referee before the game for a private pre-game conference. If an insufficient number of off-ice officials are assigned for the game the home team will be fined up to fifty dollars (\$50.00) per absent official. If any off-ice questions or problems arise it is his/her responsibility to answer or correct such problems. This person will act as a liaison between the Off-Ice Officials and On-Ice Officials should any questions or problems need to be addressed. This person shall also act as a liaison between the Off-Ice Officials and the Director of Hockey Operations. If available, please deliver a game night “script” to the officials during the pre-game meeting. As a reminder, I can be reached at (651) 501-8724. The Director of Off-Ice Officials shall have access to your team’s officiating game assignments via our website. If you do not have a password please contact Bill Spohn at bspohn@usahoffdev.com.

A. Pre-Game Meeting

1. Conditions of arena- clock, horn or buzzer
2. Previous problems
3. Goal Judge responsibilities
4. Players leaving penalty boxes/players benches
5. Multiple-fights
6. Pre-Game and Intermission Events
7. TV/Radio events/time outs
8. Announcements
9. Security/Spectator Concerns
10. Measuring Device
11. Changes on score sheet-goals & assist
12. Starting Lineups
13. Penalty termination
14. Information to teams
15. Suspended Players
16. OT/Overtime procedures

II. GOAL JUDGES

Rule 504 (From the USA Junior Rulebook)

1. Qualifications

Goal Judges shall not be a member of either team engaged in a game, nor shall they be replaced during it’s progress unless, after commencement of the game it becomes apparent that either Goal Judge, because of partisanship, or any other cause, is guilty of making inaccurate and prejudiced decisions, in which case the Referee may appoint a replacement.

2. Position

There shall be one Goal Judge at each goal. These goal judges shall be stationed behind the goals during the progress of play, in properly screened cages, so that there can be no interference with their activities. They shall not change goals during the game.

3. Duty

In the event that a goal is being claimed, the Goal Judge shall initially determine whether or not the puck has passed between the goal posts, under the crossbar and entirely over the goal line.

Perhaps the single most crucial call during the game rests with the Goal Judges. It is their responsibility to follow the course of the puck at all times. The Referee might find himself in a position to call upon the Goal Judge to give their view of the play and to help determine whether or not the puck completely crossed the goal line.

- If the Goal Judge feels the puck has completely crossed the goal line they should immediately turn on the red light. The light should remain on until the Goal Judge receives instruction to the contrary (verbal instruction, washout signal, etc.) from the Referee.
- If an inadvertent light goes on the Goal Judge shall immediately turn the light off.
- It is mandatory that the goal judge(s) and scorer table be equipped with a communication device. (i.e. headsets) for all UNITED STATES HOCKEY LEAGUE GAMES. This device shall be used to communicate with the on-ice officials in the case of questions that may arise in determining whether or not the puck completely crossed the goal line.
- The game film shall be forward to the Director of Hockey Operations Office each time a controversial goal is awarded, and in all cases of an inadvertent goal light.
- A tip - Referees are often told if they have a question about a goal watch the defending players. If they “give-up” on the play generally they realize the puck entered the goal. Additionally, if the offensive team continues to play, generally it is accepted that indeed no goal was scored.

We continue to make a concerted effort to include all off-ice officials with improved communications. In that spirit I want to address several concerns that seem to have festered over the past few seasons. The first of which is the Referee ignoring a goal judge. We instruct the Referee to investigate every time the goal light is turned on. Failure to follow this will result in fine(s) or suspensions. The next issue to be addressed is inadvertent goal lights. We occasionally, in some games, have had as many as seven. Please put yourself in the role of the Referee. If he is running into consistent inadvertent goal lights he will begin to ignore the lights. Yours maybe the first inadvertent goal light in that season or even that building, but the night before he may have encountered one on Saturday night and another one on Friday night. Therefore, unless you are completely sure the entire puck crossed the goal line do not react by turning on the goal light.

Finally, please remember that the on-ice officials in our Program place their job on the line every game. They are here to develop and will make mistakes. As a team our goal is to eliminate all mistakes.

III. GAME TIMEKEEPER - Rule 507. Game Timekeeper (From the USA Junior Rulebook)

(A) Signal to Start Game/Period

The Game Timekeeper shall signal the Referee and the competing teams for the start of the game, and each succeeding period in accordance with League procedures. The Referee shall start play promptly in accordance with Rule 637 (Time of Match). To assist in assuring the prompt return to the ice of the teams and the officials, the Game Timekeeper shall give all preliminary warnings in accordance with League procedures.

(B) Signal to End Game/Period

If the rink is not equipped with an automatic gong, bell, or siren, or if such device fails to function, the Game Timekeeper shall signal the end of each period by ringing a gong or bell, or by blowing a whistle.

(C) Announcements

The Game Timekeeper shall cause to be announced on the public address system at the appropriate time each period that there is one (1) minute remaining to be played in the period.

Note: Should the clock malfunction the Game Timekeeper shall announce the following in each period:

- A) 15 minute mark
- B) 10 minute mark
- C) 5 minute mark
- D) 3 minute mark
- E) 2 minute mark
- F) 1 minute mark
- G) 30 second mark
- H) 10 second mark
- I) Penalties
 1. 3:00 remaining (if double minor/major)
 2. 30 seconds elapsed
 3. 1 minute elapsed
 4. 30 seconds remaining
 5. 10 second remaining

(D) Communication to the On-Ice Officials

The Game Timekeeper shall not sound the horn or buzzer during the play to notify the Referee of a malfunction of the clock or any other equipment. He shall note the time and, when play is stopped, verbally notify the Referee of the problem. In the event of any dispute regarding the time the matter shall be referred to the Referee for adjustment, and the Referee's decision shall be final. **The Game Timekeeper is reminded the importance of following the game night operations manual.** With television, paid gates and radio the role of the game timekeeper is most important. Beside the possibility of costing either team a bench minor penalty, a game which runs too long/not smoothly could cost the franchise(s) additional expense in radio/television time.

(E) Television/Radio Timeouts

The Junior A Leagues are permitted three (3) / thirty (30) second time-outs **OR** one (1) / one (1) minute time-out per period for television/radio. These breaks shall take place during a stoppage after the eighteen (18) minute mark and before the five (5) minute mark of each period. No time-outs are permitted during overtime/shootouts. No time-outs shall be taken after a penalty is assessed, goal or during a power play situation. Should the **home team** request the use of commercial time-outs it must be done in advance and brought to the attention of both teams and the officials. The commercial time out procedure is:

- 1) Whistle blows to stop play.
- 2) Scorer in the penalty box immediately hangs a red light or white towel over the glass or opens the penalty box door to indicate a stoppage.
- 3) Exactly twenty-five (25) seconds after the stoppage the light is turned off, towel removed or penalty box door closed.
- 4) Players will be lined up at the face-off spot.
- 5) No penalized player or any goalkeeper may go to the player's bench during a media timeout

IV. OFFICIAL SCORER - Rule 506 (From the USA Hockey Junior Rulebook)

Before the start of the game, the Official Scorer shall obtain from the Manager or Coach of teams, a list of all eligible players, the starting lineup of each team and the designated Captain and the designated Alternate(s). The Visiting Coach must first designate his starting line-up for the game, and his Captain and Alternate(s), on a Game Roster Form. The Home Team Coach will then follow the same procedure with regard to the complete game roster, the starting line-up, and the Captain and designated Alternate(s). The final responsibility for all roster designations for each team rests with the respective Coach. Once the Coach signs his Game Roster Form, then the Line-up is considered complete and official. After the Game Roster Forms are completed and both Coaches have signed their respective forms, a copy shall be delivered to the opposing Coach IMMEDIATELY (at least ten (10) minutes before game time.) All coaches will appreciate your assistance in receiving their Game Roster Forms in a timely manner. Prior to the start of the game, the Game Roster Forms (white copy) shall be delivered to the official's dressing room and one copy given to each linesman. (Note) these shall be returned after the game.

Notes regarding the official Game Roster Forms

- A player appearing on the Game Roster Form or the Official Score Sheet wearing an incorrectly numbered sweater shall be permitted to play and no time penalty shall be assessed when the error is brought to the attention of the Official Scorer. The Official Scorer shall make the simple error correction on the Game Roster Form or the Official Scoresheet to reflect the correct number. The Referee shall also note this error on the Official Game Report.
- A player, not listed on the Game Roster Form, who participates in a game, shall be removed for the balance of the game at the first stoppage of play after discovery. A game ejection penalty shall be assessed to the player; however, this shall not be charge to the player but to the bench.
- If a removed player scores a goal or an assist, **the goal stands (no goal is even disallowed for a roster violation)**. However, the goal or assist by a removed player shall be credited to the bench (like a shootout goal).

- If a removed player has assisted on a goal the goal stands. However, the assist shall be deleted and removed from the player's record.
- If a removed player is assessed a penalty the penalty shall be charged against the bench. If not previously served by the removed player a substitute player shall be required to serve the penalty. (any player other than a goaltender may serve this penalty)
- Late player(s) may be listed on the game roster, however, if they fail to show up during the game, they shall be stricken from the scoresheet and the game will not count in their record. (No ghosting of player)

Teams may dress no more than twenty (20) players and two (2) goalkeepers for warm-ups and for all exhibition games. Teams may dress no more than 18 players and 2 goaltenders for regular season and playoff games. When any team is playing Team USA both teams may dress up to 20 skaters and 2 goalkeepers FOR ALL GAMES. However, both teams must be notified as well as the On-Ice Officials. Failure to do so may result in a fine. Once it is determined who will play the Game Roster shall be corrected.

A. Recording On and Completing the Official Scoresheet

The Official Scorer shall be responsible for recording on and completing the Official Scoresheet as provided below.

B. Signatures

The Official Scorer shall prepare and complete the Official Scoresheet for signature by the Referee and forward it to the proper authorities.

C. Fax

Immediately after the Official Scoresheet has been signed by the Referee and he has completed the Game Report Form (s), the Official Scorer shall fax the following:

1. Game Report & Scoresheet & Game Night Report to the League Office.
2. Game Report & Game Night Report (if applicable) & score sheet (only if the game reports contains more than "none" on the report) to:
 - a. The Director of Hockey Operations (509) 756-6458 for all Junior A Leagues and the MJHL
 - b. Referee-in-Chief (734) 661-0234 for all CSCHL and CSHL games
3. Score sheet to Visiting Media. (newspaper) The League will furnish a list of fax numbers.

D. Procedure for Completion of the USA Hockey Official Scoresheet

1. Game Information

Be sure the top is correctly filled out. Attendance figures are mandatory for all Junior A and higher level games.

2. Player Names

Please list the name (both last and first) and the number of each player in the proper column **numerically**.

3. Recording Time

The time of all goals and penalties shall be recorded at the time elapsed in the game to the point of the occurrence of the event.

4. Scoring

The Official Scorer shall keep a record of the goals scored and player(s) to who assists have been credited. Further, he shall also record on the Official Scoresheet the time of entry into the game or any substitute or temporary goalkeeper. He shall record on the Official Score sheet a notation where a goal is scored when the goalkeeper has been removed from the ice.

5. Announcement

The award of points for goal(s) and assist(s) shall be announced over the public address system and all changes in such awards shall be announced in the same manner. No requests for changes in any award of points shall be considered unless made at or before the conclusion of the actual play in the game or immediately thereafter, and then only by the team Captain through the Referee.

6. Penalties

On the Official Score sheet it is necessary to record each penalty (s). The following is the list of time to be charged to each penalty:

Minor	Two (2) minutes
Double minor, etc.	Four (4) minutes
Major	Five (5) minutes
Match Penalty	Five (5) minutes
Penalty Shot-option	Two (2) minutes
Misconduct	Ten (10) minutes
Game Ejection	Ten (10) minutes
Game Misconduct	Ten (10) minutes
Match Penalty charged to player	Ten (10) minutes
Gross Misconduct	Ten (10) minutes

For all bench penalties the word “bench” shall be written across in the “Player Column” followed by the offense committed (i.e. “too many men”). Bench penalties are team penalties and should be recorded as such. The penalty time is not assessed to the player who serves the penalty.

7. Completion of Official Scoresheet Summaries

Remember that all of the total columns on the Official Scoresheet must be completed at the conclusion of the game. In addition, all goalkeepers names, minutes played, shots on goal and goals against shall be recorded. It is also important to note the time the game began and ended as well as the number of spectators in attendance.

(Notes)

- Please be sure to fill out the Scoresheet in the correct manner and neatly.
- A shot on goal/save is any shot that would have entered the goal, period! It does not matter who shot the puck or the location from where it was shot. The only question is would it have entered the goal.

V. PENALTY BOX ATTENDANT(S)

The penalty box attendant(s) shall promptly open the penalty box door when a player approaches by himself to enter the penalty box or is escorted to the box by an On-Ice Official. The door should be closed immediately upon the penalized player's entrance into the penalty box.

Please pay special attention when an On-Ice Official has escorted the player to the penalty box. For your safety the penalty box attendant(s) should not place himself in the role of a police officer. Please do not touch or hold a player. If a player wishes to depart the penalty box prematurely do not try to detain him. Please note the time at which the player leaves the box and inform the on-ice official at the next stoppage of play. All players have been informed that jumping over the boards from the penalty box is **not** permitted.

VI. PUBLIC ADDRESS ANNOUNCER

It goes without saying that you are the source of information for the fans attending the hockey game. The League requires only a few announcements be made at each game. Anything not covered by the following is your call. All the League asks is that you use your best judgement when making an announcement. The following is a guide that will be used:

(a) Before Commencement of Play

With about five (5) to six (6) minutes remaining in the intermission before the teams take the ice.

- (1) Remind spectators not to throw objects onto the ice surface
- (2) Remind spectators to watch out for pucks or broken sticks

(b) Game Announcements (**The following are Mandatory**)

(1) Off-Ice Officials

"Tonight's Off-Ice Officials are under the direction of the (_____) Hockey League and (Director of Off-Ice Officials); Head Timekeeper is _____; Goal Judges are _____ and _____; penalty box attendant(s) are _____ and _____; the Official Scorer is _____ and the Public Address Announcer is _____."

(2) Introductions

Announce the following with both teams on the ice:

- (a) Starting line-ups. Please refer to Rule 635 (a) note and the Operational Manual.
- (b) Please stand for the National Anthem(s) (a reminder for men to remove their hats)
- (c) "The officials for tonight's game as assigned by the (_____) League is Referee _____ and Linesmen _____ and _____." This announcement should be made just before the national anthem(s).

(3) During the Contest

- (a) Penalties
- (b) Goals
- (c) Time-outs
- (d) One minute warnings
- (e) Overtime procedures

For anything else please use your own best judgement and remember you are a League Game Official. You may announce offside, icing, etc. to help assist the new hockey fan.

(NOTE-MUSIC)

No derogatory music of any type shall be played while the officials come on to the ice or after a penalty call. We are not trying to regulate fun, just trying to add some class to the hockey event. "Three Blind Mice" will not be played when the officials enter the ice surface. The following however are acceptable:

- 1) Dragnet-Adam 12-SWAT, etc.
- 2) Barney's theme song
- 3) Circus music/Three Stooges Theme or Send in the Clowns (but NOT after a call).
- 4) Iron Man

If you have any questions please contact Scott Brand. By the way there will be no warnings or "I didn't know we couldn't play that song" excuses. You are now informed to get permission first. Fines may be assessed up to three hundred (\$300) dollars per occurrence.

We are very aware of the entertainment value of our product, and we will not tolerate the cheapening of that product. You may play the Barney theme song and other songs when the opposing team enters the ice. Homer Simpson's "Dote" and Brenda Lee's "I'm Sorry" after a penalty is called are also acceptable.

VII. VIDEO CAMERA OPERATOR

Your duties become extremely important when “misadventure” happens on the ice. The video is property of the League (not the home team) and must be surrendered when asked for by the official.

- The camera must be mounted on a tri-pod or affixed to a table.
- All game video must be of a format approved by the League office
- Please place the video camera settings so that when it’s slowed down for review the picture will be as clear as possible.
- Camera quality is very important
- The camera is to be placed between the blue lines preferable at center ice. If placement between the blue lines is not possible then there must have a camera for each end zone.
- Be sure to get a shot of the clock at a stoppage after the 15, 10, 5 minute mark of each period/warm-up. This shot of the clock should not be at the cost of any on-ice actives. If you are able to get a shot of the clock after each goal and penalty that is greatly appreciated. However, we do not want to sacrifice any on-ice active that may occur after a goal (make sure the coast is clear).
- Camera must be turned on any time a player of any team is on the ice. While not mandatory many teams would like you to keep the camera rolling during intermission events (shoot the puck) for two reasons. First, to show the insurance company in cases of a dispute. Second, to give to the media for publicity purposes. Ask your PR person for their instructions.
- For all Junior A games (USHL, NAHL, CSHL, MJHL and the AJHL) three (3) game DVDs must be available not less than 20 minutes after the game. A game DVD shall be delivered to the visiting team and the on-ice officials. The third copy is the official game DVD. This DVD shall be retained by the home team unless the League office demands a copy. Failure to provide the League, game officials and visiting team with a valid copy of the game DVD shall result in the following:
 - 1) 1st offense – A written warning by the League
 - 2) 2nd offense- A fine up to \$50.00
 - 3) 3rd offense – A fine up to \$100.00
 - 4) 4th Offense- A fine up to \$200.00
 - 5) For each offense over the 5th- the fine shall not exceed \$500 per game.

VIII. SECURITY OFFICIER

The security official shall meet with the on-ice officials in their dressing room no later than 15 minutes prior to game time. The first priority is to the game on-ice officials. This may include escorting them on and off the ice, to the dressing room and to their automobile. Should any fan physically attack an official the League has a prosecution policy and we expect the individual(s) to be arrested and charged. Should a player, Coach, or team personnel engage an official we ask that all details (reports) be forwarded the League Office and the Hockey Operations office. The decision to pursue criminal charge is up to the game officials; however a few states that we operate in have laws that make this type of activity an automatic criminal offense.

The next priority is the visiting team. It is imperative that during the game and between periods all fans and players are safely separated. Please remember that we are dealing with young adults who

sometime tend to act before they think. Should an incident arise we ask that all reports be forwarded to our office(s) so that we may deal with the situation.

If you have any concerns that are not being addressed by a team please forward those concerns immediately to our office. It is better to prepare for the worst and hope for the best.

IX. VIDEO SCREEN/SCOREBOARD OPERATOR

All goals and penalties may be replayed once. However, no controversial goals or calls maybe replayed, slowed down, etc. more than one time. **If there is a question about a goal don't replay it. Any team/arena video screen operator that engages in conduct which is detrimental in nature will be fined up to one thousand (\$1000.00) dollars per incident. A warning - don't test the waters.**

X. CONCLUSION

We thank you for your commitment to the League and realize that many of you volunteer your time. We hope you take the time to get to know the teams, coaches and on-ice officials and watch as they develop. Should any questions arise during the season please feel free to contact us. Have a great season and again, THANK YOU!!

OVERTIME PROCEDURE

For games in the United States Hockey League and the North American Hockey League Only

Rule 638 Tied Games

- a. During **preseason and exhibition games** if the score is tied at the end of three periods, the following shall take place:
- 1) A two- (2) minute intermission will be placed on the clock and teams will remain on/near their bench.
 - 2) Each linesman will get the line-up rosters from the official scorer.
 - 3) Goaltender will defend the same net as in the 1st and 3rd periods. The referee shall instruct the goalkeeper about the procedures.
 - 4) All players not shooting shall be in the player's bench.
 - 5) Goaltenders/Players that are not eligible to participate in the shootout are those who have received a game ejection, game misconduct, match or gross misconduct penalty. (*Note: Do NOT send a player to the dressing room late in a close/tied game*)
 - 6) Five players from each team shall participate in the shootout (penalty-shot style). Any player is eligible except those mentioned above and the back-up goaltender.
 - 7) The Visiting team **will** shoot first. A player from the home team shall then shoot and the procedure shall be repeated until all ten (five from each team) have taken a shot or until a team is mathematically eliminated. The team with the most goals wins.
 - 8) Goaltenders maybe changed before and during the shootout. No warm-ups are permitted. No time-outs maybe used during the shootout.
 - 9) If both teams have scored the same number of goals after the original five- (5) players have shot, the game will be decided by a sudden death shootout. The team who scores the first "unanswered" goal is the winner. This will continue until a winner. Players, who have already shot, are no longer eligible.
 - 10) No player may reshoot until all eligible players have shot.
Notice: If a player who has started the game is eligible to shoot is no longer dressed, the coach shall:
 - a) Pass on his team shot or
 - b) If the player is injured, inform the referee. Once any injury has been reported, the League shall order an immediate investigation. The shootout shall continue.If the League investigation finds the injury was sufficient for the player not to participant in the shootout, the results of the shootout will stand. If however the injury was not that to prevent a player from participating in the shootout the following shall take place:
 - a) The team will forfeit the shootout win and the non-offending team shall be declared the winner.
 - b) The coach shall be suspended for up to twenty (20) games.
 - c) Team/Coach may be fined up to ten thousand dollars (\$10,000)
 - 11) Linesmen are to mark and keep track of shooters.
- (b) During **regular season games and all CSHL games**, if at the end of three (3) regular twenty (20) minute periods, the score shall be tied, each team shall be awarded one point in the League standings.
- 1) A two (2) minute intermission will be put on the clock and the teams will remain on/near their bench.

- 2) The teams will then play an additional overtime period of not more than five (5) minutes with the team scoring first declared the winner and being awarded an additional point. The overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goalkeeper. Penalties to be assessed consistent with the rules in regulation time.

(Note 1) If a team is penalized in overtime, teams play 4-3

(Note 2) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team shall be permitted a fifth (5) skater.

(Note 3) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4 on 4 or a 4 on 3 situation, as appropriate.

(Note 4) If there is a manpower advantage situation which carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of regulation time the teams are 5 on 4, overtime begins at 4 on 3.

(Note 5) A team shall be allowed to pull its goaltender in favor of an additional skater in the overtime period. However, should that team lose the game during the time in which the goalkeeper was removed, it would forfeit the automatic point gained in the tie at the end of regulation play, except if the goalkeeper has been removed at the call of a delayed penalty against the other team.

(Note 6) When the regulation game ends with the on-ice strength of 5 on 3, teams will commence the overtime with strength of 5 on 3. With the expiration of penalties, due to continuous action, player strength may get to 5 on 5 or 5 on 4. At the first stoppage of play following, player strength must be adjusted to 4 on 4 or 4 on 3.

(Note 7) If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches a 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.

(Note 8) If at the end of regulation time teams are 4 on 4 with a player or players in the box serving non-coincidental penalties, overtime starts 4 on 4 and players exit the penalty box as normal to 5 on 4 or 5 on 5. At the first stoppage of play teams are adjusted to 4 on 3 or 4 on 4, as appropriate.

- 3) If the score shall still remain tied at the end of the five (5) minute overtime period the following shall take place. **(For USHL regular season games only the resurfacers shall dry scrape two paths between the goals.)** A one (1) minute intermission will be put on the clock and the game shall be determined by a shootout, (see above) The winning team shall receive one additional point for a game total of two and the losing team shall receive one point in the standings. (Note: If a player is serving a minor, major, or misconduct penalty prior to the shootout that player is eligible to participate in the shoot out.)
- 4) If either team declines to play in the necessary overtime period or periods the game shall be declared a loss for that team.

(c) During **Playoff games**, if the score is tied after three period of play the following shall take place.

- 1) Teams shall return to their dressing room and the ice shall be resurfaced. A fifteen- (15) minute intermission shall take place.
- 2) Teams will change ends each overtime period.
- 3) A twenty- (20) minute period shall be played.

- 4) The game shall terminate upon a goal being scored and the team scoring declared the winner. If no goal is scored, the same procedure as above shall be repeated until a winner has been determined.

OVERTIME PROCEDURE

For games in the Minnesota Junior Hockey League and the Central States Collegiate Hockey League

For Minnesota Junior Hockey League, Central States Collegiate Hockey League and American Collegiate Hockey Association **regular season** games, if at the end of three (3) regular twenty (20) minute periods, the score shall be tied, each team shall be awarded one point in the League standings.

- 1) A two (2) minute intermission will be placed on the clock and the teams will remain on/near their bench.
- 2) The teams will then play an additional overtime period of not more than five (5) minutes with the team scoring first declared the winner and being awarded an additional point. The overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goalkeeper. Penalties to be assessed consistent with the rules in regulation time.

(Note 1) If a team is penalized in overtime, teams play 4-3

(Note 2) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team shall be permitted a fifth (5) skater.

(Note 3) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4 on 4 or a 4 on 3 situation, as appropriate.

(Note 4) If there is a manpower advantage situation which carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of regulation time the teams are 5 on 4, overtime begins at 4 on 3.

(Note 5) A team shall be allowed to pull its goaltender in favor of an additional skater in the overtime period. However, should that team lose the game during the time in which the goalkeeper was removed, it would forfeit the automatic point gained in the tie at the end of regulation play, except if the goalkeeper has been removed at the call of a delayed penalty against the other team.

(Note 6) When the regulation game ends with the on-ice strength of 5 on 3, teams will commence the overtime with strength of 5 on 3. With the expiration of penalties, due to continuous action, player strength may get to 5 on 5 or 5 on 4. At the first stoppage of play following, player strength must be adjusted to 4 on 4 or 4 on 3.

(Note 7) If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches a 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.

(Note 8) If at the end of regulation time teams are 4 on 4 with a player or players in the box serving non-coincidental penalties, overtime starts 4 on 4 and players exit the penalty box as normal to 5 on 4 or 5 on 5. At the first stoppage of play teams are adjusted to 4 on 3 or 4 on 4, as appropriate.

- 3) If either team declines to play in the necessary overtime period or periods the game shall be declared a loss for that team.

During Minnesota Junior Hockey League **Playoff games ONLY**, if the score is tied after three period of play the following shall take place.

- 1) Teams shall return to their dressing room and the ice shall be resurfaced. A fifteen- (15) minute intermission shall take place.
- 2) Teams will change ends each overtime period.
- 3) A twenty- (20) minute period shall be played.
- 4) The game shall terminate upon a goal being scored and the team scoring declared the winner.

If no goal is scored, the same procedure as above shall be repeated until a winner has been determined.

SPECIAL RULE AMENDMENTS

Attainable pass is NOT used in any Junior Hockey League

AMERICAN COLLEGIATE HOCKEY ASSOCIATION

Players in Uniform, Section 3.B - Allows for either 19 skaters and 2 goalkeepers or 18 skaters and 3 goalkeepers.

Spitting, Section 49 – A Game Disqualification penalty must be assessed.

UNITED STATES HOCKEY LEAGUE, NORTH AMERICAN HOCKEY LEAGUE AND UPPER MIDWEST HIGH SCHOOL ELITE LEAGUE

Icing Rule

Rule 620 Icing the Puck - Removes touch-icing and initiates automatic icing with the following procedure:

(Note) For the purpose of interpretation of this rule, “Icing the Puck” is completed the instant the puck completely crosses the goal line-unless an opposing player, who is legally onside at the attacking blue line with no opponent between himself and the goal line, has an obvious and eminent opportunity to be the first player to play the puck. In this case icing shall not be called. The decision to call icing or allow the play to continue shall be made no later than when the puck crosses the **end zone face-off spot**. If the puck shall have entered the goal, icing will not be called and a goal shall be awarded.

UPPER MIDWEST HIGH SCHOOL ELITE LEAGUE

All games are played by the 2007-09 USA Hockey Midget/High School Playing Rules with the following exceptions:

Rule 404 (d) Misconduct Penalties

Any player who incurs three (3) penalties in the same game shall be immediately ejected from the game with no further suspension.

Rule 620 Icing

Add to (d) - Should the opposing goalkeeper leaves his crease and/or feign playing the puck during a potential icing situation, icing shall not be called and play shall be allowed to continue.

(Note) For the purpose of interpretation of this rule, "Icing the Puck" is completed the instant the puck completely crosses the goal line-unless an opposing player, who is legally onside at the attacking blue line with no opponent between himself and the goal line, has an obvious and eminent opportunity to be the first player to play the puck. In this case icing shall not be called. The decision to call icing or allow the play to continue shall be made no later than when the puck crosses the end zone face-off spot. If the puck shall have entered the goal, icing will not be called and a goal shall be awarded.

Rule 637 Time of Match or Time Outs

Add to (e) - (Note 1) For the 2008-09 season, each team shall be permitted to take two (2) time-out of a one-minute duration during the game during a stoppage.

UPPER MIDWEST HIGH SCHOOL ELITE LEAGUE

Rule 638 Tied Games

There shall be no overtime during the regular season.

During playoffs the following shall take place:

If at the end of the three-periods the score is tied, the following shall take place:

1. A two (2) minute intermission will be put on the clock and the teams will remain on/near their bench.
2. The teams will then play an additional overtime period of ten (10) minutes with the team scoring first declared the winner. The 1st overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goalkeeper. Penalties to be assessed consistent with the rules in regulation time.

(Note 1) If a team is penalized in overtime, teams play 4-3

(Note 2) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team shall be permitted a fifth (5) skater.

(Note 3) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4 on 4 or a 4 on 3 situation, as appropriate.

(Note 4) If there is a manpower advantage situation which carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of regulation time the teams are 5 on 4, overtime begins at 4 on 3.

(Note 5) When the regulation game ends with the on-ice strength of 5 on 3, teams will commence the overtime with strength of 5 on 3. With the expiration of penalties, due to continuous action, player strength may get to 5 on 5 or 5 on 4. At the first stoppage of play following, player strength must be adjusted to 4 on 4 or 4 on 3.

(Note 6) If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches a 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.

(Note 7) If at the end of regulation time teams are 4 on 4 with a player or players in the box serving non-coincidental penalties, overtime starts 4 on 4 and players exit the penalty box as normal to 5 on 4 or 5 on 5. At the first stoppage of play teams are adjusted to 4 on 3 or 4 on 4, as appropriate.

If the score is tied at the end of the 1st 10 minute overtime- the teams shall vacate the ice return to the dressing rooms while a 15 minute intermission and ice cleaning takes place.

1. The teams will then play an additional overtime period of ten (10) minutes with the team scoring first declared the winner. The following overtime periods shall be played with each team at a numerical strength of three (3) skaters and one (1) goalkeeper. Penalties to be assessed consistent with the rules in regulation time.

(Note 1) If a team is penalized in the 2nd overtime, teams play 4-3.

(Note 2) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team shall be permitted a fifth (5) skater.

(Note 3) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 3 on 3 or a 4 on 3 situation, as appropriate.

(Note 4) Accordingly, if at the end of the previous overtime the teams are 4 on 3, overtime begins at 4 on 3.

The game shall continue 3 on 3 (unless penalties are assessed) with each overtime period ten minutes in length. Team will never change ends in overtime. The ice shall be resurfaced at the end of the 1st, 3rd, 5th etc. overtime.