

**Northern Ontario Junior Hockey League  
Officials Handbook  
2018-2019**



# **NOJHL OFFICIATING COMMITTEE**

## **Robert J Mazzuca**

- Commissioner NOJHL

705.562.2972 (Cell)

## **Danny McCourt**

- Special Assistant to the Commissioner (SAC)
- NOJHL Lead Supervisor and Officiating Manager
- National Hockey League

## **Stacy Jackson**

– NOJHL Director of Officials

## **Supervisors**

Eric Caetano

Matt Davie

Jeff Golden

Derik Gratton

Doug Horner

Max Kallio

Bryce Kulik

Darren Long

Doug McNaught

Troy Miller

Derek Shoppoff

This year Hockey Canada has implemented some rule changes. Prior to beginning our season, you will have completed the online registration and exam and should be familiar with these rules changes. I have reviewed the rule changes and most of them are wording changes or only apply to minor hockey however, the new signal for too many men on the ice is now this:

## New Signal



Indication with six fingers (one hand open) in front of the chest.



The new rule pertaining to face-off violations under Rule 10.2 face-offs does not apply to our league. Linesman will conduct face-offs in the normal manner we have been using however, I would encourage linesman to be very diligent in controlling the face-offs. In the past after a linesman ejected a centreman, the winger coming in would commit a more obvious encroachment and no call would be made. Control your face-offs and be on the centreman early on in the season.

This handbook has some changes from last season and I have tried to mark those as new and/or in red.

**Be sure to read the handbook. Not knowing is not an excuse.**

## **NOJHL OFFICIATING PROGRAM OBJECTIVES**

- Encourage and support the development of current NOJHL officials
- Identify prospective officials.
- Monitor and assist with the development of prospective officials both male and female.
- Select the best officials for the NOJHL.
- Provide a leadership role in the development of officials in Northern Ontario.
- Assist officials in the pursuit of opportunities in Provincial and Canadian Championships.

Good leadership involves responsibility to the welfare of the group, which means that some people will get angry at your actions and decisions. It's expected if you're honourable. Trying to get everyone to like you is a sign of weakness: you'll avoid the tough decisions, you'll avoid confronting the people who need to be confronted, and you'll avoid offering differential rewards based on differential performance because some people might get upset.

## **WHERE WE'RE HEADED**

The NOJHL is looking for officials, both linesman and referees. It is a competition. One that is individual and team based. So not only are you trying to do your best to succeed, but you are also working with your team of officials to do your best. We are a performance-based league and those who perform, move on. Seniority and experience are assets, but are meaningless if you are only out for yourself and not the betterment of the game of hockey.

Once you reach this level, you have to keep doing what you did to get here. If we think there is a better official at Midget AAA, we are moving him up. All games are viewed on Hockey TV or supervised in person.

## **SUPERVISION**

The NOJHL held a supervisors' meeting in August of this year with supervisors attending from across the north. The NOJHL is committed to all officials in the league and as such committed to the improvement of each and every official. The NOJHL will be more proactive in having each official supervised as much as possible and provided feedback to each official post-game both in person and by way of a supervision form. This form will be sent to the official and the Director of Officials as a tracking form to assist with the development of all officials. This will help to ensure you are reaching

your fullest potential as an official. **As well, all games are viewed on Hockey TV. So, if a supervisor is not there, this does not mean you have the night off.** The absence or perceived absence of a supervisor does not mean that you are not being evaluated. Please remember this and officiate to the best of our abilities at all times. Laziness and not following procedures are noticeable on camera. This is not what you want league officials to think of you, and if this is a common occurrence, you will not be officiating NOJHL hockey for long.

As Director of Officials, I want to make things clear to you and help you all improve. Regular feedback will be given in person from supervisors in the building, as well from Mr. McCourt and myself via email. It is up to you with what you do with it. You will receive criticism as well as praise, and taking the information given to you from your supervisors will only make you a better official.

**You will also be sent video clips asking for your explanation on calls made or not made during games. This is not to put you under the gun or embarrass you, it is simply a way of us asking you to explain a call. We know that everyone has a different sightline in the arena, and the league has the benefit of watching a play several times and slowing things down. If you are asked for an explanation on a call, don't panic!**

If you have questions, ask with respect. Don't criticize the supervisor. We are looking from a different point of view and are only trying to make you better. Discussion is always welcome.

## **EXPECTATIONS**

**BRING YOUR BEST GAME, EVERY GAME!** It is your job to know the rules and how to apply them appropriately to the level you are officiating at. This is one of the highest levels of hockey in Northern Ontario and you need to make sure you are doing the best job that you can. Take pride in being a part of this league. **If you are out for a "Sunday skate" because no one is at the game, be prepared to have future games removed.**

## **Off-Ice**

### **Affiliated Players**

Players on Minor Hockey cards must wear a full-face mask and NOHA rules apply to any violations. Players must be identified on the score sheet by an A.P. Teams must have an NOHA player affiliation record form duly completed and signed by their Association Signing Officers for each player(s) participating in any game as an

affiliated player. This form must be signed by a referee for each game this player participates. Officials must sign these affiliated player's record forms all season.

Note: We cannot tell the team that a player cannot play if they do not have the NOHA player affiliation record form with them. Inform the team that the player will be written up and reported to the NOJHL Director of Officiating.

## **Alcoholic Beverages / Tobacco Products**

The Northern Ontario Junior Hockey League has banned the use of all tobacco products, including chewing tobacco, at all NOJHL events. It should be understood that the use of such tobacco products is therefore not permitted in the Official's Dressing Room at any NOJHL Exhibition, Regular, and / or Play-off Games.

There is to be no alcoholic beverages supplied and / or consumed in the Official's Dressing Room at any NOJHL Exhibition, Regular and / or Playoff Games.

As a member partner of the OHF, the NOJHL fully supports the OHF CODE OF CONDUCT. The OHF CODE OF CONDUCT states in part that officials "*shall avoid behaviour which brings the OHF and/or it's Member Partners, or the sport of hockey into disrepute, including but not limited to the abusive use of alcohol and/or non-medical use of drugs, and; Shall not use unlawful performance enhancing drugs or methods, or narcotics, nor shall they engage in activity or behaviour that endangers the safety of others...*"

## **Arrival to Assignments**

Officials are expected to arrive for their assignments at least one hour before game time. Allowances should always be made for traffic delays, weather conditions and other factors. If you are running late you must notify your partners and the Director of Officials or the Commissioner.

## **Assignment Procedures**

This season we will continue using our own HORIZON WEBREF, a web based assigning software. Each of you should have received an email asking you to log on. This software will help us manage assignments in numerous leagues (NOJHL, OUA, OHL and AAA Midget). Therefore, it is extremely important that you take the time to update your availability as per email notifications. This program only works if you do your job. Assignments will be coming out soon, and declining assignments will not be acceptable. Please ensure you have updated your availability.

**For officials that work higher level hockey such as the OHL and OUA, I will attempt to wait until those assignments are published before assigning the junior league. I will allow 24 hours after the OHL assignments have been published for you to update your availability for the NOJHL. Hopefully this will prevent any changes that need to be made after the assignments are published.**

If you have to book off a game, for personal reasons, just call the Director of Officials, or the Commissioner. An email is not sufficient and will not be accepted, as you are responsible to make sure your message is received. Once you have advised the Director of Officials, you are not considered released from the game until a replacement has been found and only by the Director of Officials. Do not give your game to someone else. This is grounds for disciplinary action. Doing this will ensure you do not officiate in the NOJHL for long! If you are unable to get in contact with the Director of Officials, contact the Commissioner by phone.

## **Code of Conduct**

The Northern Ontario Junior Hockey League, with the cooperation and support of all NOJHL officials, implemented a CODE OF CONDUCT for the League's officiating team.

The following disciplinary actions represent minimum sanctions that can be modified by the League on per case basis depending on the severity of the situation.

- Missed Game Assignment:
  1. 4 Game Suspension
  2. Reviewed by the league
  3. Dismissal from the League
  
- Misapplication of a playing rule and/or procedure:
  1. 2 Game suspension
  2. 4 Game suspension
  3. Dismissal from the league
  
- Late arriving to arena – not notifying partner and league
  1. Warning
  2. 2 Game suspension
  3. Reviewed by the league
  
- Game sheet error or Failing to submit penalty report
  1. Warning
  2. 2 game suspension
  3. Reviewed by the league
  
- Unprofessional behavior on or off the ice that is prejudicial to the image and the integrity of the NOJHL.
  1. Review by the League
  
- **Reverse Abuse**
  1. **Hearing with the league.**
  2. Hearing with the league.

3. Dismissal from league and NOHA/OHF notified
- Dress code off ice (Jacket, dress shirt & tie)
    1. Written warning
    2. 1 Game suspension
    3. Reviewed by the league
  - Social Media Infraction
    1. Reviewed by league and suspension
    2. Dismissal from the league

## **Code of Ethics**

The Northern Ontario Junior Hockey League and its member clubs should expect from the on-ice officials the highest possible standards of personal integrity, professionalism, competence, sound judgment and discretion.

I will:

- Do the best job I can in each game
- Always show respect for my fellow officials, the players, coaches and fans
- Be as up to date as possible on all Northern Ontario Junior Hockey League playing rules, policies and procedures.
- Represent myself and the rules of the game as fairly and as accurately as possible at all times
- Always be unquestionably impartial, keeping a professional and appropriate distance from teams
- Uphold the philosophy and right of all players to fair play and penalize accordingly all violent acts
- Be supportive of my fellow on-ice and off-ice officials at all times, even when I am a spectator.
- Contribute to the growth of officiating development programs through support, encouragement and positive attitude.
- Respect and accept constructive feedback from the supervisors and the assignments I receive from the League.

## **Dress Code**

Dress to and from the arena for games shall be a shirt and tie with a suit or a sports jacket. No hats, **no shorts, no jeans, no golf shirts.**

## **Dressing Room**

The League and NOJHL Member Teams would appreciate that the Official's Room is left in a clean manner once leaving the room at the conclusion of the game.

Your ongoing professionalism and support in this area is most appreciated.

Below is a list of items that shall be provided in all NOJHL buildings.

### **Referee Supplies:**

4 Shower Towels, 8 Bottled Waters, Cooler with Ice, Gatorade Bottle of Bath & Body Wash Product.

## **Equipment**

- Back-up goaltenders shall wear a helmet and facemask in accordance with Hockey Canada rules while on the bench or in the spectator's area
- All players on their benches or penalty bench shall wear their equipment in accordance with Hockey Canada rules
- All helmets must have a CSA sticker or it is illegal equipment
- All visors must be worn properly, if a player's visor is high, the team shall receive one warning and any subsequent infractions by the same team will result in a misconduct
- **All players in the NOJHL**, regardless of where their team is from, must wear a mouth guard and throat protector. When a player fails to wear or properly wear a mouth guard or throat protector at any time on the ice during the game, the team shall receive one warning per piece of equipment and any subsequent infractions by the same team will result in a misconduct
- **The NOJHL expects all officials to put an emphasis on mouth guards and neck guards. The players must at all times while on the ice including warm-ups have a mouth guard and neck guard worn properly. It is not to be hanging out of their mouths or tucked in their gloves or taped up or cut up. It must be worn at all times, no exceptions. Please follow Hockey Canada guidelines for penalizing players who do not wish to follow this rule. We expect all officials to adhere to this from preseason right through playoffs.**

## **Expenses**

### NOJHL EXPENSE CLAIM GUIDELINES

The NOJHL Director of Officials will be taking care of your travel claim forms this season. All mileage will remain the same. All fees will be paid at the game. The NOJHL Director of Officials will send in the form each game to the teams on game day. As well, a copy of the form will be sent to the officials.

- Per Diem allowance for travel, over 100km one way - \$10.00

- Over 200km one way - \$25.00; overnight stay (full day) - \$50.00 Breakfast - \$10.00; Lunch - \$15.00; Dinner - \$25.00
- For those of you that travel, bring copies of the expense form and have them completed, submit to the team before the game.
- The game fees and expenses will be paid at the end of the second period, do not sign the bottom of the sheet until you have been paid
- The receipt for the room must be added to your expense form to submit to the team. The teams will split the mileage cost using the chart.

Example:

Officials travelling from North Bay to Kirkland Lake on Friday and Cochrane on Saturday

Expense form for Cochrane - Mileage from North Bay to Cochrane -Meals-\$25.00 per official

Saturday for Cochrane - Mileage from Kirkland Lake to Cochran and from Cochrane to North Bay Meals-\$50.00 per official  
Room cost, paid by Cochrane

When a room is not required, all meal expenses can be added to the one form of the official claiming mileage. An example, if 4 officials travel from Sault Ste. Marie to Blind River.

$280\text{Km} = \$112.00 + \$40.00 = \$152.00$

The home team is to compensate the officials at the conclusion of the second period.

If any home team is unable to compensate the officials due to unforeseen circumstances, let the Director of Officiating, or the Commissioner know and the league will mail the funds to the officials as soon as possible as long as copies of the receipts are provided to the League Office.

## **Game Day**

The demands of officiating and the expectations of our teams require that our Officials be as fit and alert as possible on Game Day. Thus, it is not acceptable to be working any other games the same day prior to your assignment with the Northern Ontario Junior Hockey League. Disciplinary action will be taken which could consist in termination from the NOJHL

## Game Fees

### Regular Season Game Fees

Referee \$100.00

Linesmen \$75.00

## Game Sheets

Game sheets are your responsibility. You sign it, you own it!  
Please take the time to read over your game sheet before the game and after the game. If you have coded infractions, you need to ask the timekeeper to bring the sheet to the room between periods. **It is imperative that everyone on the officiating team checks over the game sheet several times during the game.**

Things to look for:

- Team officials listed
- Proper codes on infractions (This is a big issue in our league. We cannot suspend players if you do not do your job and list the proper code)
- Not filled out correctly
- Number of players on each team (Max is 20 and 2 goalies; Minimum is 14 players and 1 goalie). If there are fewer players, the game will be played and reported to the Commissioner. This will apply for both regular season and play-offs
- Stick infractions (you must ensure that if a player receives three stick infractions, that you assess a Game Ejection and it is coded properly on the game sheet)

## Insurance

All officials on staff are covered by the League's accident insurance policy through Hockey Canada. The general focus of the program is to provide coverage for various areas not covered by Ontario Health Insurance; therefore, officials must have a minimum of OHIP coverage.

## Media Policy

Game situations and incidents - Officials are requested not to make any comment to the media at the game with respect to calls, interpretations or problems arising during the course of a game.

We request that you politely refer all such inquiries to the Director of Officials or the Commissioner.

Personal Interviews - Media wishing to conduct a personal interview with an NOJHL official should be advised that prior approval is required from the Director of Officials or the Commissioner.

Our policy is not against interviews; however, we wish to have prior knowledge of same in order to give clearance.

## **Non-Hockey Canada Registered Leagues**

It should be clearly understood that Hockey Canada policy clearly indicates that all officials who take part in non-sanctioned Hockey Leagues where the participants are not registered with Hockey Canada, will lose all the benefits that belong to Hockey Canada, including:

- No coverage under Hockey Canada Insurance Program
- No assignments by Leagues whose participants are Hockey Canada registered.

No eligibility to officiate any Hockey Canada Regional, National or International Championship.

## **NOJHL Standards**

NOJHL standard requires full adherence to the following and game evaluations will reflect these:

### Skating Ability / Positioning

Strong forwards and backwards skating combined with agility and speed necessary to keep up with the pace of the NOJHL game. Positioning, based on reading and reacting to the play, and hustle to maintain maximum vision and site lines to make the proper call.

### Judgment / Knowledge

Calling and maintaining the NOJHL standard of enforcement on existing rules while being consistent and decisive on calls. Exercising sound judgment and having full rule knowledge.

### Comportment

Professional interaction with all participants within the NOJHL arena environment while remaining composed. Presence in the game by reacting under pressure while demonstrating confidence and assuredness throughout the game.

## **Officials' Room**

Please note that the Officials' Room is off-limits to **UNAUTHORIZED** personnel at all times prior to, during, and after NOJHL games. If you are in attendance at a game to which you are not assigned, you may make a BRIEF visit to the room before the start of the game and with the assigned official's permission, visit the room following the game. When a supervisor is in attendance, please wait until you are invited into the

room. We would also ask that off-ice officials only be present in the room on necessary matters pertaining to the game.

If there are any problems relating to this policy, do not hesitate to contact the Director of Officials or the Commissioner.

## **Playoff Assignments**

The NOJHL assigns playoffs based on the recommendations of the NOJHL Officials committee. Assignments are based on performance, not seniority as officials are ranked throughout the season. This year, the NOJHL will be working with all officials through attended and video supervisions to ensure you as an official are performing at your highest level. Those who excel will be rewarded. Those who chose to only do what they have to do to get through a game may not get playoff games. The Director of Officials will be contacting all officials throughout the season to ensure you are bringing your best game at all times.

## **Post-Game Report**

**The NOJHL has its own Penalty Report Form:** The officiating team must send a penalty report to the NOJHL Director of Officials by 9 am the following morning; for all Game Misconducts, Gross Misconducts, Match Penalties, and any other incident resulting in a player being seriously injured, whether a penalty was assessed or not. **An email will be sent to you and your crew on each game day.** This new form can be filled out on most cell phones and should be done while the incidents are fresh in your minds.

In elevated situations, call the Director of Officials and he will guide you in the right direction. We want to help you out to ensure nothing is missed and your report cannot be challenged.

If there are several calls by all officials, then collaborate. Make sure the report is accurate. By filling out the report together on a personal device before you leave the arena, or travelling home from the game, if safe and possible, this will eliminate the need for multiple phone calls in the morning.

Once you have submitted your report to the Director of Officials, you must mail or scan and email the report along with the game sheet to the NOHA immediately; just make sure you do it. **Officials who do not send in their reports with the game sheets will risk being suspended.**

If you have a report it should contain the following information:

1. Reason for report
2. All players involved
3. All penalties assessed at time of incident
4. Narrative of incident
5. If any injury was sustained
6. Names of officials who observed the incident

**The more clear and concise your report is the fewer questions have to be asked.**

The below email is sent out to each official prior to their game. Officials are able to easily respond and file their report directly from their smart phone.

**Subject:** Team 1 vs Team 2 Nov 5, 2017

**From:** Stacy Jackson, NOJHL Director of Officiating

**To:** Referee 1, Referee 2, Linesman 1, Linesman 2

**cc:** Robert Mazzuca, Commissioner NOJHL

**cc:** Dan McCourt, Supervisor, NOJHL

You are receiving this as a reminder that after the above mentioned game you are required to file a game report via email with the NOJHL league office. NOJHL game report guidelines require officials to complete an incident report on each of the following: all non-fighting major penalties; match penalties; blows to the head; checking from behind; multiple fights at the same stoppage; fights at the end of a period or game; staged fights; fights in the last 10 minutes; any penalties for verbal and/or physical abuse of an official; goalie interference; all game misconducts; and any other incident you deem necessary to report to the NOJHL league office.

Note: Reports must be received by the NOJHL league office no later than 9:00AM the following day.

### **PRESS 'REPLY ALL' TO FILE A GAME REPORT**

Please include the following details for each reportable incident.

1. Reason for report
2. All players involved
3. All penalties assessed at time of incident
4. Narrative of incident
5. If any injury was sustained
6. Names of officials who observed the incident

### **Example of Referee Report Filed:**

1. Both a 5 + GM and a 2 + 10 for Blow to the head
2. Cochrane's #20 hit Elliot Lake's #25 (5+GM) and Cochrane #23 hit Elliot Lake's #15 (2+10)
3. Elliot Lake's #25 for roughing (2 minutes) and Cochrane's #20 for BTH (5#GM)  
Cochrane's #23 for BTH (2+10)

4. Cochrane's #20 delivered a hit to Elliot Lakes #25. I saw that there was a hit but from where I was at that moment I was unable to see what kind of contact was made. I intended on making a call for either Roughing or Cross-checking but noticed that my partner was directing the player to leave. I asked what he had for a penalty and he said a Blow to the head. Not having the best sight on the penalty, I agreed with the call but then afterwards saw that we were wrong. There was no contact to the head on the play. The appropriate penalty would have been a Cross-checking minor.

#23 was assessed a minor for BTH in the 3 period. Elliot Lake's #15 cut across the ice by his own blue line as 23 attempted to deliver a hit. 23's arm came up resulting in clear contact to the head. No injury resulted.

5. No injuries resulted on either play.

6. Incident #1 was observed by Evan McCrory, Darren Long, Adam Morell and Kevin Connelly. Incident #2 was observed by Evan McCrory, Darren Long, Adam Morell and Kevin Connolly.

## **Social Networking**

- The NOJHL understands the importance of SOCIAL NETWORKING. However, it also allows for inappropriate unsupervised conduct. This type of conduct may be detrimental to the welfare of the NOJHL and the future of NOJHL players.
- The NOJHL holds the entire NOJHL community, including Executive Members, Managers, Coaches, Trainers, Players, Scouts, Support Staff, on/off-Ice Officials and others who participate in SOCIAL NETWORKING to the same standards as it would with all forms of media, including television, radio and print.
- Inappropriate behaviour over SOCIAL NETWORKING media will not be tolerated and may result in disciplinary action being taken by the NOJHL. Social Media and Networking can be but is not limited to Twitter, Facebook, Instagram, Snap Chat, and further blogging apps and websites. We caution all in the NOJHL Community to take caution when posting comments regarding any games or members of the NOJHL Community directly or indirectly.

## **Texting**

Texting is becoming too common in the official's dressing room, it has been noticed that officials are reading or sending messages after each period. Between periods, this is a time that should be spent with your partners discussing calls or non-calls and situations that occurred. Also, it is important, if there is a younger official on the game, teach and help them become a better official. If a supervisor is talking to one of your partners, listen to the discussion, their comments will help you.

## **ON-ICE**

### **Abuse of officials**

If a player verbally abuses an official at any time, in a fashion that goes beyond what is acceptable by the official, a minor penalty could be assessed for unsportsmanlike

conduct. If a penalized player verbally abuses an official at any time, either prior to entering the penalty box or after his original penalty has begun, he is to be assessed a 10-minute misconduct or a game misconduct depending on the players comments and or actions. If a player verbally abuses an official on behalf of a teammate, he would be subject to a misconduct penalty.

If you assess misconduct and the player continues to make comments, the only option is not a GM 21. You can assess another misconduct that carries a game misconduct (GM 26).

If a player is disputing a call and makes it personal against you or any other official, do not hesitate to go directly to a Game Misconduct.

### **Team Officials Disputing Calls**

- When a team official disputes a call, or is making comments that are not acceptable, unless they are profane, YOU MAY approach the bench and give a verbal warning. This is no longer recorded on the game sheet. You may assess a bench immediately if in your judgement, it is warranted.
- After that, a game misconduct must be assessed, depending on the severity. Any bench minor, must be included in the post-game report. We want to know word for word what the team official has said or done to warrant the bench minor.
- The League expects you to communicate with the Team Officials. Direct and open communication is expected. However, if the attempt is made to communicate and continued disputing and or verbal abuse continues after the warning and or a bench minor has been given, a game misconduct must be assessed.
- The teams have been warned in the past that verbal abuse will not be tolerated and you will follow these guidelines to ensure proper communication.
- Under no circumstances is a team official to threaten any on ice official with video review. This is unacceptable and a Gross Misconduct may be assessed. This must be reported immediately to the Director of Officials so it can be dealt with in a timely manner.

\*\*\*\*\***NEW**\*\*\*\*\*

### **Physical Abuse of an Official**

New this season, the NOJHL will be adopting a game ejection policy in relation to Physical Abuse of an Official. This policy has currently been in place in the OHA for the past several seasons.

The policy is as follows:

Where a player has become physical with an official he/she shall be ejected from the game under GE25. Officials will then have an opportunity to recommend one of three

penalties within 12 hours of the completion of a game. This assessment would follow the player being automatically removed from the game being played, and in turn give the entire crew the opportunity to discuss the degree and intent of said physical abuse. The removal from the game will be assessed as a GE25, but the GE 25 cannot be one of the one of the three recommendations,

GAME EJECTION (GE25) – the player is immediately removed from the game, **with no time penalty attached**. A GE25 on the scoresheet would indicate to the team(s) that the Officials will submit a report to the NOJHL Office before 9am the following morning. The report in the body of the e-mail shall describe the circumstances & actions that led to the GE 25, and in turn, the recommendation of the Officials assessing one of the following infractions based on the criteria as outlined in the infraction;

GAME MISCONDUCT (GM25) – this post-game assessment would be categorized as low impact violation and would apply to a player, who through his reckless nature and not being aware of his surroundings or fellow participants, made physical contact with an Official, but that contact was deemed unintentional by the Official(s). A GM25 would carry a (min) two (2) game suspension.

GROSS MISCONDUCT (GRM25) – this post game assessment would be categorized as a medium impact violation and apply to a player, who through his own reckless actions, being fully aware of his surroundings and fellow participants, made a conscious effort to resist Officials in the performance of their duties with force. A GRM25 would carry a (min) four (4) game suspension.

MATCH PENALTY (MP25) - this post game assessment would be categorized as high impact violation and apply to a player, who made intentional contact with an Official (guidelines of HC Rule 9.6) being fully aware he was making physical contact with an Official. A MP25 would carry a (min) seven (7) game suspension – current OHF standard

NOTE; A threat or attempt to strike an Official under HC 9.6(a) would be an automatic MP25 recommendation

NOTE 1 – the Officials MAY NOT advise the team, or teams, during or after the game regarding their impending decision on the categorization of the infraction.

NOTE 2 – Under this Policy, the GE 25 does not carry any time penalty, leaving the culpability of the player's actions solely on the player. The GE25 is the ONLY penalty that can be assessed during the playing of the game.

NOTE 3 – A GRM25 & GM25 would be included in the infractions that would not be eligible for Video Review under the NOJHL VRPolicy

## **Altered equipment**

Please inform the League Office if anything seems out of order as we would rather hear it from a member of our team than from a complaining hockey team.

## **Blood**

When there is blood present on a player's equipment or his jersey, he must have it removed from the ice and either cleaned off or the equipment/jersey replaced before he is permitted to return to play.

Players with open cuts and flowing blood must be treated before being permitted to return to play.

When there is blood on the ice, it must be removed from the ice by the arena staff before resuming play.

Teams understand this policy but please work with the affected player to get the desired result.

## **Boarding and Checking from Behind**

Checking a player violently into the boards, or trying to punish them with a hit is unnecessary. Do not substitute boarding for a check from behind. If a player is checked from behind, then the call must be made accordingly.

## **Co-Incidentals**

Time and time again, officials assess a minor to each team, this does nothing except show the teams there is no consequence.

**Send the message early in the game: The player that starts it gets the extra minor.**

## **Communicating with benches**

Bench management is a difficult but valid part of the game. This area of the game is one in which we need to ensure we are communicating effectively and efficiently. Understanding a coach's perspective and giving a warning about settling down for example, are skills we will need to exercise so that we are best able to manage emotions in the game as the season heats up.

When to go to the bench, and when not to go, is part of the art of officiating. The knowledge of which to do and when, is an essential distinction to make during a game. When Referees go to a bench, our skill should be to control the conversation, not to be taken advantage of by a coach. While it is good to recognize when a coach tries to do this you should not succumb to it. The Linesmen can help in this regard by making sure to be aware of the atmosphere of the game and offer numbers or information that can enhance and expedite time at the benches. As pressure mounts

with the advancement of the season being the calm in the storm is what makes our team unique as well as skilled in this area.

## **Communication / Game Preparation**

In preparation for games the four officials working the game should conduct a pre and post-game meeting. Post-game de-briefings do not need to be longer than five minutes and should touch on what the team did well and on something the team could have done better.

We all have the same things in common when we get to the room and should all be covering some key elements prior to every game. Below are some specific topics that can be discussed during our pre-game meeting. Please add or subtract from the topics to best facilitate your team meeting.

### Referee topics:

- Rules and standards review
- Support and Sight lines
- Focus on protecting the goalies in the blue
- Consistent application of the NOJHL standard of enforcement
- Partners habits and tendencies that you need to be aware of
- Knowing the players who are dressed and their different tactics
- Know combatants and potential problems
- Which guys embellish
- Line changes – do the teams correspond
- Discuss team trends in terms of style of play
- Who goes hard to the net
- Who is sneaky behind the play
- Who is the energy player who starts the scrums
- Which goalie freezes the puck
- Which goalie plays the puck

### Linesmen Topics

- Face-off tendencies – centremen
- Benches – line changes
- Partner's habits – leave line early, cross ice communication, procedure for entering fights.
- Discus coaching styles/systems - long pass team etc.
- Hand passes, high sticks, pucks leaving rink

### Common team topics

- Any game ceremonies delaying our start?

- What's different or weird about this rink?
- Ice good or bad? Corner bounces normal or not?
- Do the teams cross paths at period's end?
- Where do they come out?
- Is this a rink we need to delay to avoid confrontations with coaches?
- Building logistics/Arena setup – clocks, team entrances, penalty boxes, blue lines that extend into zones.
- Past problems one of us had with a team or coach or player.
- Review of the team lineups – style of play, tendencies □ Review of Starting line-ups, what players are dressed
- How was the last game between these 2 teams □ What are the captain's and goalie's first names?
- What is the captain's personalities?
- Any new players to the team
- Anything else that could be pertinent to the game

## **Conversations with coaches at end of period**

At the end of a period please inform the interested party that you will entertain a question or concern prior to the start of the next period. This will allow the player or coach a cooling off period, if they are heated up, as well we won't be left on the ice with only one player or coach which is always perceived as a competitive advantage by the opposing team.

## **Diving / Embellishment**

When a player embellishes a fall (or a slash, punch, etc.), he is to be assessed an unsportsmanlike conduct minor penalty.

Inherent in all sports is the desire to do anything for your team to gain a competitive advantage. Players don't care about anything other than winning and will do whatever it takes to grasp victory from their opponent. Does this mean embellishing infractions i.e. tripping, interference to win? Yes. Does this mean they will toy with the integrity of the game? In some cases, if necessary; yes. This isn't philosophy, it is the reality of our work environment.

Some NOJHL players have made it a habit to embellish plays in an attempt to draw penalties. We shouldn't take it personally. These guys, like all great athletes, live to win and a power play goes a long way to assisting them in this regard. Fortunately, we have avoided calling penalties in many of these dives. This is attributable to good site-lines, great judgment and a reluctance to guess on our part. Two areas we need to focus on is the area in and around the net and when players along the boards fall down in hopes of drawing a penalty.

By now players know that we will call penalties based on the act. However, it is clear some players will continue to dive. If you are 100% sure the player has embellished an infraction, then you are encouraged to call the diving penalties.

## **Encroachment**

If a linesman blows the whistle because players are not lined up behind their partner, the center of the offending team must be removed, otherwise, why blow your whistle? If both wingers move, choose one, either the first player that moved or the one that is encroaching the most.

It is very important to have consistency and good teamwork between partners in this area. We do not want to throw out centers in the third period if we have not thrown them out all game long. As well, encroachment in the first period is the same in the third.

## **Face-offs**

Rule 10.2, situation 5 states, the determining factor as to what end zone face-off spot a face-off will take place is determined by the side of the ice on which the puck is shot, unless it is frozen on the ice by the goaltender, in which case the face-off will take place on the side of the ice that the goaltender froze the puck.

A coach decides what center man to send out depending on where the face-off is. **The linesman should be pointing to the face-off spot as soon as possible so the team can make a line change.**

### **Linesmen - Face-offs**

- When the referee raises their arm for the line change procedure, the linesmen conducting the face-off checks the players behind himself once, if they are onside, they now become their partner's responsibility.
- Once the linesman checks the players, they turn and communicate with the centers, okay, line up, all this should be completed by the end of the line change procedure.
- Blow your whistle immediately once the referee has lowered their arm and points to you
- This procedure should speed up your face-offs. It is not a "blow your whistle and drop the puck".
- Linesman will present the puck at all face-offs.

### **Face-Offs on Penalty Situations**

When players are penalized resulting in penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team's end zone. There are only four exceptions to this process:

1. When a penalty is assessed after the scoring of a goal- face-off at center ice.
2. When a penalty is assessed at the start or end of a period – face-off at center

ice.

3. When the defending team is about to be penalized and the attacking players enter the attacking zone, beyond the outer edge of the end zone face-off circle – face-off in the neutral zone.
4. When the team not being penalized ices the puck – face-off in the neutral zone outside the blue line of the team icing the puck.

Note: During a delayed penalty situation against Team B with Team A in possession of the puck in their defending zone, there is a premature substitution of Team A's goaltender. - Faceoff in Team B's end zone

## **Fights**

Staged fights in hockey are very dangerous for players and officials. Trying to prevent a staged fight is imperative. All officials must be aware and do their best to prevent a staged fight. If a fight is staged and unable to be prevented, it must be reported by the officials, in their post-game report. As a league, your safety and player safety are a priority.

## **Goal Judges**

These guidelines must be followed:

- On a situation where there is a close play on goal and you are not sure if the puck crossed the goal line, you wait until the first stoppage in play and discuss with your partners
- If a definite answer is not determined, you **MUST** go to the goal judge
- They are the league's responsibility! So, if there is an issue, put it in a report and the league will deal with it.

## **Goaltender Interference**

- The onus is on the attacking player to "STAY OUT" of the crease.
- Watch for attacking players feigning that the defenseman pushed them in.
- Once a goaltender interference infraction is assessed, any subsequent goaltender interference penalties by the same team in the same game shall result in a game misconduct – GM 99. The referee must issue a warning to the team that receives its first minor for goaltender interference that subsequent penalties for the same infraction, will result in a game misconduct for the player. One warning per team.
- **Officials are not to substitute any other penalties for goaltender interference for fear of ejecting a player. The teams know the rule. Call it!**

## **High-sticking**

In Junior hockey, at the discretion of the referee, should injury be caused by an accidental high stick, a double minor penalty may be assessed. Use Hockey Canada

guidelines for all other high sticking infractions.

## Head Contact

Head Contact situations that are 2 + 10 Minimum must be called at all times. If a Major and GM are needed or a Match, make the call. Do not hesitate on the side of player safety. The league will support you.

- Blind Side Hit - If the player is hit in the head unsuspectingly with a check from the side or back and unable to protect themselves.
- Late Hit – If the player does not have control of the puck, or has passed the puck or lost control of the puck for a sufficient amount (2 to 3 seconds) of time that the opponent could play the puck or follow the movement of the puck as opposed to hitting the unsuspecting player in the head area
- Cheap Hit – If the player is defenseless while down on the ice and the opponent deliberately makes contact in any manner with their head area
- Leaving the Feet - Should both of a player's feet clearly have left the ice prior to them making a shoulder check that contacts the opponent in the head area

## Holding the Benches at End of Period/Game

- This becomes more difficult in overtime when a team scores the winning goal. The back referee and the linesman on that side of the ice must react quickly and upon the scoring of a goal, skate directly to the benches communicating to the benches to remain on their bench. The players should remain on the bench until the opposing players have left the end zone. At the same time, both referees should be informing all the players on the ice to go to their bench after each period. Officials must try their best to ensure teams and players are separated quickly.
- Referees are to inform the visiting team to leave the ice first. In some arenas, the dressing rooms are behind their benches, so all it takes is a hand signal to go. Officials are to be aware after a period when teams have to cross paths or leave through the same exit.
- If a coach is assessed a **GM 36** during the game they remains in that game and the **GM 36** is only recorded on the original copy, front and back, after the game. Penalty to Coach is automatic as a result of a player receiving a **GM 36**.
- A **GM 62** will be assessed to the coach of any team that fails to comply with this rule at the end of the game if an altercation that results in penalties of any kind is either in progress as the game ends or begins after the game has ended. A **GM 62** can be assessed to both coaches if a player from their teams leaves the bench under this rule. A **GM 62** is only recorded on the original copy, front and back, after the game

## **Icing**

The NOJHL uses the “no change” icing rule. Once the back Linesman has made the decision that icing will be called

(Determination for the correct players to remain on the ice, will be when the puck leaves the player's stick) the offending team will not be allowed to make a line or player change.

There will be three (3) exceptions to this Rule:

1. To allow the goaltender back into the net when he has been substituted for an extra attacker.
2. To replace an injured player
3. When a penalty or penalties have been assessed before the puck is dropped. Co-incident minor penalties affect the on-ice strength to four (4) on four (4) so changes would be allowed.

**This means both the back linesman and referee must be aware. Be at the benches and take charge of the situation. Don't let the teams delay the face-off with discussion. Teams will try to take advantage of officials who are not paying attention, or are willing to talk every stoppage. This is unfair to the team who want the face-off conducted immediately. Be diligent in calling this rule properly.**

### **Notes on Icing:**

Should a goaltender leave his crease to potentially play the puck on an icing, but intentionally does not play the puck, the ruling, no icing. If the goaltender causes significant interference, then a minor penalty would be assessed.

Guidelines: Should a goaltender be out of his crease or leave his crease on a potential icing? Icing is to be called as long as they do not feign playing the puck, attempt to play the puck, or skates in the direction of the puck.

Note: If the goaltender is leaving the crease for an extra attacker and skating in the direction of the puck, but in the official's judgment does not attempt to play the puck, icing.

Things to consider when initiating an icing call or deciding whether to call icing:

- Has the defenseman of the non-offending team stepped up?
- If so, has he taken away the opportunity for the offending team player to play the puck? and,
- IS THE PUCK PLAYABLE? This is the key. If the puck is in the air, this is not a playable puck and therefore icing should be called. There seems to be quite the discrepancy between officials in this area. Consistency is key here. Call it early in the game, early in the season and teams will have a better understanding of the rule.

### **KEY WORDING – GOALTENDER LEAVES THE CREASE**

## **Impact Penalties**

The NOJHL is a junior hockey league and as such we want junior hockey penalties to be called. This is not minor hockey. The NOJHL wants impact penalties to be called. What's an impact penalty?

- Head Contact
- Checking From Behind
- Scoring Opportunity Taken Away
- Slew-footing
- Cross Checks in front of the Net
- Cross Checks above the Shoulders
- Severe Slashes to the Hands
- Goaltender Interference

## **Line change**

The Referee in the neutral zone conducts the line change procedure. It is important that this Referee locate himself in the center ice face-off circle to conduct this procedure. This is where the coaches will be looking for this Referee. Always try to make eye contact with the coaches during this procedure.

When the whistle is blown for a violation of the icing rule, provided no other activity is occurring on the ice, the Referee located in the neutral zone will conduct the line change procedure. The other Referee (who was in the zone where the icing was called) will skate to the far end of the ice and set up for the ensuing face-off.

## **Linesmen check list**

With respect to Linesmen, a checklist has been compiled of common game duties and occurrences that we as a team must respond to on a consistent basis. The three most common duties for Linesmen are the calling of off-sides, icings and the conducting of the face-offs. Scrums and fights are also common duties prevalent in most games.

In addition to the primary duties above, Linesmen must be aware and react to the following common occurrences.

- ✓ too many men on the ice
- ✓ high-sticking the puck
- ✓ hand pass
- ✓ puck out of play
- ✓ high-sticking that causes injury
- ✓ premature substitution on the goalkeeper

While this is not the entire list of areas of responsibility, these are the common occurrences we see during the course of the game. This checklist should be discussed before, during and after a game relating to front man, back man, and sight lines so as a team we have it covered in the game. Work to bring this checklist to the conscious mind so that this will eventually become instinctive and consistent within every game.

### Checking Nets

Linesmen are to check the nets prior to each period. Historically we have checked nets prior to leaving the ice at the conclusion of the period however some issues may come up. Teams having shooting contests, for example, have left pucks in the net which have gone unnoticed resulting in two pucks being on the ice during the play. Furthermore, checking to ensure the net is seated properly at the start of the period as well as it being empty is pertinent. The Linesmen should also check the nets anytime there has been heavy traffic around the net to ensure that no new holes have developed.

It is recommended that Linesmen carry lengths of twine in their pockets so that quick repairs can be done when it becomes necessary to do so. More significant repairs should be carried out by the arena staff.

### End of Period

In the event that the front linesman is on the same side of the ice as the lead Referee, it is wise (whenever possible) for the back Linesman to go deep into his partner's zone as the period is about to expire. The front Linesman would stop and remain at his own blue line until the buzzer sounds.

### Multiple Penalties

When a multiple penalty situation arises one of the linesmen may go to the penalty box area, after everything has settled down, to find out the penalty assessment. This will assist in determining the face-off location and speed up the process of restarting the game. Ensure this is only done if the time and opportunity to do so presents itself.

### Positioning

Linesmen after the play has left the blue line and proceeds towards your partner's blue line, you are expected to accelerate and pursue the play in case you are required to cover at your partner's line. Good acceleration and lateral movement are vital to be effective in this area.

After dropping the puck, agility should be used to avoid players and pucks while you exit back to your position.

Hustling to cover at your partner's line every time the opportunity to do so presents itself will give you great sight lines and create good work habits within each game. Being ready to spring back quickly if the play shifts and not over anticipating are keys to flowing with the play, supporting your partner and covering your line.

### Premature Substitution

Premature substitution – Linesmen must watch and be aware whenever a team substitutes the goalkeeper for an extra attacker prematurely. The back Linesman must be aware of this and watch for any premature substitution.

On delayed penalty calls, the back Linesman must watch to ensure that the non-offending team's goalkeeper is within the appropriate distance from the players' bench before the extra attacker joins the play.

It is the responsibility of the back Linesman to monitor this substitution. If the change is made prematurely, then he is to stop play immediately and the resulting face-off would be conducted at the center ice face-off spot, or where the play was stopped if this occurs prior to the center red line.

### Low Hits

Clipping and Low hits are to be called Tripping – hits below the waist shall be penalized under the following definition:

- Clipping is the act of throwing the body, from any direction, across or below the knees of an opponent.
- A player cannot lower his own body to deliver a check on or below an opponent's knees. This includes if a player goes down on his knees before the player arrives and moves in the direction of the player forcing them over top.

### Meeting the Benches

We will no longer be shaking hands with the coaching staff prior to the game.

### Mid-Period Time-Out

All games will include a sixty (60) second break at the first even strength whistle after the 10-minute mark in each period.

- (a) The sixty (60) second break will **NOT** take place:
- (i) After an icing or puck out of play scenario.
  - (ii) After the scoring of a goal.
  - (iii) When the stoppage occurs while the teams are at differing levels of on-ice strength.
  - (iv) When one team is about to begin a power-play situation.

### National Anthem

All players, team officials, referees, linesmen and all off-ice officials must stand at attention during the **complete** playing of the National Anthem. Flagrant violations will be reported to the NOJHL Director of Officiating.

## Overtime

### **\*NEW\*** Regular Season Overtime

- If teams are tied at the end of regulation time, teams do not change ends. **A five (5) minute three (3) on three (3) sudden victory overtime period will be played.**
- If both teams have a man in the penalty box with different expiration times, at the end of regulation time, then both teams would start the overtime period with three (3) skaters each. At the first stoppage of play, after the expiration of both penalties, the teams would revert back to 3 on 3.
- This ruling would apply to other scenarios where both teams would each have two (2) men in the penalty box, or one team would have two (2) men in the box and the other team have only one (1) player in the box.
- Teams will always go back to the correct manpower at the first stoppage (first whistle) after the expiration of all penalties.
- During overtime, if Team "A" is assessed a time penalty, on ice strength would be four (4) players for Team "B" and three (3) players for Team "A". Teams would go back to 3 on 3 at the first stoppage of play after the minor to Team "A" has expired.
- This same principle is to be used for any penalty situation during the overtime period.
- **At the conclusion of the 5-minute overtime period, there will be a shootout, if teams are still tied.** Players serving minor penalties will be allowed to participate in the shoot-out. Players assessed misconducts or any type of game misconduct will not be allowed to participate on the shootout.

### Shootout Format

- If a game remains tied at the end of the 3 on 3 five-minute overtime period, the game will proceed to a shootout.
- The teams will not change ends for the shootout. While the shootout is occurring, both teams shall return to their respective player's bench.
- The ice will **not** be flooded prior to the shootout.
- **Three (3) players** from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct or match penalty.
- The home team shall have the choice of shooting first or second. The teams shall alternate shots.
- The Referee shall place the puck on the center face-off spot and the player taking the shot will, on the instruction of the Referee (by blowing his whistle), play the puck from there and shall attempt to score on the goalkeeper.
- After each team has taken three shots, if the score remains tied, the shootout will

proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters.

- Once the shootout begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper. Only a player designated as a goalkeeper or alternate goalkeeper may defend against the shot.
- The rules governing the shootout shall be the same as those governing a Penalty Shot.
- Statistics- Shootout
- Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.
- The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal scored in his personal statistics.

## Play-Off Overtime

- For all games that go into overtime, there is to be a flood at the conclusion of regulation time while teams retire to their dressing rooms. Upon returning to the ice after the flood, change ends. There is to be an end change and a flood at the end of any 20-minute overtime period until a winner is decided.

## Penalty Standards

This is Junior A hockey, you do not call boarder line infractions for hooking, tripping and interference. It must be obvious or there is a consequence. **If you “Think you saw, thought you saw, or might have seen an infraction”, then it is not an infraction. You must make a clear decision on something you know is a penalty.**

The calls you must make are:

- Head contact
- Checking from behind
- Goaltender interference
- Stick work and low hits
- **Cross Checks to the head. Should be called head contact!!!**
- Officials are lenient on boarding. We must improve on this standard.

## Penalty Procedure

Guidelines for Referees:

- Do not skate near or in the direction of a penalized player on the way to the penalty bench.

- Either be at the penalty box and have left before he arrives or let him go first.
- The onus is on him if he skates in your direction.

## **REPORTING PENALTIES**

- It is very frustrating for the teams, fans and supervisors when officials have a lengthy discussion on what they are calling. Decide who you are going to inform, captains or coaches, too many times it is explained to both.
- Make it simple, Powassan #10, 5 for fighting and a game misconduct; you have a 2-minute power play. Kirkland Lake #20, 5 for fighting, game misconduct and he had the original high stick, put a guy in the box for 2 minutes. Get the game restarted quickly. Less discussion means less conflict.
- Please follow the proper procedure for reporting the penalties. Stop at the timekeeper's box, give your signal, and skate to the proper end zone. NO DRIVE-BYS or FLY-BYS.

## **Positioning – Referees**

The lead Referee (the Referee skating backwards ahead of the play as it enters the zone) must anticipate the play well enough to stay in front of it and lead it down towards the goal line.

Proximity to play and reading and reacting are crucial in order to be properly positioned. Anticipating and reading the play correctly will have you at your partner's blue line, which will give you the best sight lines to aid in making the correct call.

We recommend that when the play is in the end zone, it is imperative to move to locations that place you in a position to get the best sight line to see and judge the play. In addition, it is important to use your agility to avoid the play and the players.

Go behind the net for a reason, forced or for a better sightline. Only if you need to. We still use the piston. The Cone is no longer accepted by Hockey Canada.

When the lead Referee in the end zone moves to the opposite side of the ice, the Referee positioned in the neutral zone is permitted to move to the opposite side of the ice when it is safe and reasonable to do so.

The gap between you and the players and the gap between you and your partner is often directly correlated to skating hard, hustle and acceleration. If you hustle while pursuing the play the gap tightens. If you trust your strong backwards cuts you stay close to the play without it being on you. Furthermore, you will not have to wait up the ice for the play but rather flow with speed skating backwards ahead of it.

## Pre-game Warm-up

This is not a time for you to stand and talk to team officials. You have a job to do. Watch for players not wearing proper equipment. This means, throat protectors, mouth guards, chin straps, or any other infraction. If a player violates the equipment rules, send him off the ice immediately and inform the team representative that this is their warning for whatever piece of the equipment rule they have violated. NO EXCEPTIONS! The linesman will then notify the referee at the end of warm-ups what team violated the equipment rule.

Important Reminders:

- The linesmen must be on the ice two minutes before the commencement of the pre-game warm-up
- It is the responsibility of the timekeeper to give the officials a five-minute warning prior to the start of the warm-up
  
- A team official who is carded and on the game sheet must be on their player's bench before his team goes on the ice. He must remain there until the warm-up has been completed
- Timekeepers have been instructed to inform the teams when there is one minute remaining in the warm-up
- Linesmen are to blow their whistles with thirty seconds left
- When the horn goes to end the warm-up, players must have left the ice surface except for a maximum of 4 home team players that are responsible for picking up pucks
- If a player(s) does not abide by these rules it will be reported to the referees and a misconduct assessed
- No goaltender is allowed to have a player shoot pucks at him in the neutral zone
- No player is allowed to take a shot against the sideboards in the neutral zone. If a player shoots the puck directly off the glass or over the glass, the linesmen will report the player to the referees and a misconduct will be assessed

### **Centre Red Line**

If a player touches the center ice red line with their skate during warm-up, **the linesman will follow this procedure:**

First time - warning to the coach on the bench. The Linesman must do this immediately so that the Coach can start to inform his players to "stay away from the line"

If a second player from the same team touches the center red line, **then a minor penalty is assessed**. This is a team penalty and anyone can serve it. It takes the onus off the linesmen watching the warm-up to identify any player in general.

The teams must be informed of this penalty immediately so they both can change their 'Starting Line-Up' to have the proper penalty-killing and power play units on the ice. As always, the Visiting Team must identify his starters first.

## **Presenting The Puck**

NOJHL officials will continue to present the puck at all face-offs. Ensure you have a good platform prior to dropping the puck and remember good communication is the key to a fair face-off. Make sure you are getting the puck out over the centre of the face-off dot and be still before dropping the puck. Players will notice and jump if your hand or any part of your hand moves prior to dropping the puck.

**\*\*This is only for NOJHL games!!! This is not for minor hockey!!**

## **Puck Out of Play**

For arenas that have rafters: When the puck goes into the rafters whether it hits anything or not, the play is blown down. This could create an advantage to a team if the play continues. Any official can make this call.

## **Reverse Abuse**

- Inappropriate comments to team officials, players or fans made by on or off –ice officials are not acceptable.
- Reverse abuse will not be tolerated.
- This includes comments that players or team officials can interpret as threats.
- Any reverse abuse allegations brought to the attention of the league will automatically be reviewed by the officiating committee and the official will be subject to suspension and or termination from the league.

## **Roughing After the Whistle**

If players shove each other in the chest, communicate with them to skate away, a penalty normally is not necessary. If the contact is to the head, make the call. If players continue to get involved after the whistle go to both benches and inform them you are going to take one player if this continues. Put the onus on the teams to follow the rules. Take charge!

## **Scrum**

There is a noticeable increase in scrums creeping into the games as players try to find ways to send a message. This is the result of our ongoing work in the application of the instigator. As we work to call the instigator the players have resorted to other means to get at their opponents. It is important that we work to stay on top of, not only instigators, but also scrums in order to prevent players from taking the law into their own hands.

Scrum are detrimental to the flow of the game, if not controlled they will lead to a decrease in the product on the ice. Reading the game is imperative along with

secondary awareness. When the play is stopped all four officials must have a good sense of the personnel on the ice and where the potential hot spots might be. Moving to a potential problem area is a deterrent and if it does escalate our team is close at hand and ready to react.

Each year, we remind the teams that we will not be tolerant of scrums and if they do occur differentials will be called. If scrums become a characteristic or a tactic in the game the referees will take charge and penalize the team that started the scrum. We need to ensure we continue to be disciplined in this area so it will not become a point of emphasis in future games.

When dealing with a scrum situation remain calm, be firm and direct in your verbal commands. Use of the whistle is effective when necessary. Ultimatums should be avoided however controlling the situation is paramount. Our game is about speed and flow, scrums do nothing for us or the game.

**\*\*\*NEW\*\*\***

### **Slew-foot**

A Double Minor penalty or Match penalty, at the discretion of the referee based upon the degree of violence of impact with the ice, shall be assessed to any player who slew foots an opponent. Slew footing occurs when one player uses a leg or foot to knock or kick an opposing player's feet from under him, or pushes another player's upper body backward with an arm or elbow and at the same time with a forward motion of his leg knocks or kicks that player's feet from under him.

An automatic Match penalty shall be assessed to any player who injures an opponent with a slew foot.

Note: Serious consideration for a Match penalty should be paid when an offending player is in motion, skating, while committing the foul. The degree of violence of impact with the ice criteria and intent of the offending player will provide valuable considerations when a Referee makes the decision of whether a Match is warranted under this rule.

This is a dangerous play in hockey and needs to be called every time.

### **Start of Each Period**

The teams will be on the ice and ready to play prior to when the designated time runs out on the arena clock (Timekeepers responsibility to ensure proper time allotment). Only the starting line-up is allowed on ice, all other players must go directly to the bench. For teams that don't have their dressing rooms immediately behind their benches, all players (except that period's starters) will proceed "directly" to their benches without the option to take a little skate around.

First violation - a warning will be issued to the offending team

Second violation - the team is penalized for "Delay of Game"

## **Stoppage of Play**

Too many officials believe when the whistle blows their job is done. There is potential for problems on every stoppage. **Look for the hot spots. Hustle is important and very evident to the players. More hustle equals less problems after the whistle.**

On a whistle, for the official picking up the puck, take a quick glance to see if there are any gatherings or altercations before retrieving the puck. For the back linesman, you are focusing on the players. If the benches are on the same side of the ice and there is a line change, position yourself between the benches. This will force players in front of you and away from the opposing bench before skating into position.

You have to know where your partner is and what they are doing. You have to react quickly with no hesitation when covering for your partner. When they are at the blue line and players are skating in their direction, they are probably going to skate inside their line to prevent getting involved in the play; you should be anticipating this and move up. If players are between your partner and the blue line that may prevent your partner from reaching their line to make the call, move up and cover. If they are doing their job, they will see this and you now will have changed ends.

## **Video Review**

There has been some conflict in the past over officials being asked to review a video. The NOJHL is not looking to "hang an official out to dry" we are only looking to understand what you saw; don't panic, or get upset. An honest answer explaining what you saw from your sightline is what we want. Remember, this is a tool, not just for officials, but for the teams as well. With a clear explanation, we can confirm your calls.

## **Whistle**

The sound of the whistle is not necessarily the determining factor when determining whether or not the play has been stopped. The determining factor is that the Referee has ruled that he no longer can see the puck or that it has been covered by the goalkeeper, etc. The time delay from that realization to the time the whistle is actually blown could mean the puck has crossed the line or come loose. If the Referee deems the play was over, then this has to be his judgment.

## **Working the Line**

Linesmen have to be at their blue line before the players. If more than one attacking player is crossing the blue line, go inside about 3-4 feet for a better angle and view. The linesman has to anticipate the play leaving their partner's end zone and know when to start skating backwards towards their line. When skating to your line, you must be aware of the players.

## 2018-2019

### Referee's Rates, Travel Rates and Meal Allowances

<b>Referee Rate</b>	<b>\$100.00</b>
<b>Linesman</b>	<b>\$75.00</b>
Per Diem Allowance for Travel	
Over 100 Km one way	\$10
Over 200 Km one way	\$25
Overnight stay (Full Day)	Breakfast \$10
Per Diem for 3 Day road trips – Add \$20 per person	Lunch \$15
	Dinner \$25
	Maximum \$50

**NOTE:** All routes are based on safest travel, Highway 17, 11 & 144 are the most used routes and are considered in the calculations of most mileage allowances. Any changes to mileage charges will be approved by the commissioner or the director of officials.

**NOTE:** If you stay over at a hotel and the hotel provides you with a free HOT breakfast, you will not be provided the \$10 for breakfast.

HOST CITY	RETURN MILEAGE	AMOUNT
BLIND RIVER to	KM	\$

HOST CITY	RETURN MILEAGE	AMOUNT
ELLIOT LAKE to	KM	\$

Soo ON	280	\$112
Elliot Lake	116	\$46
Espanola	198	\$79
Sudbury	326	\$130
Chelmsford	332	\$133
Noelville	474	\$190
North Bay	588	\$235
Powassan	646	\$258
Kirkland Lake	952	\$381
Timmins	886	\$354
Cochrane	1098	\$439
Hearst	1368	\$547
Soo USA	302	\$121

Soo ON	396	\$158
Blind River	116	\$46
Espanola	190	\$76
Sudbury	318	\$127
Chelmsford	324	\$130
Noelville	466	\$186
North Bay	582	\$233
Powassan	638	\$255
Kirkland Lake	944	\$378
Timmins	878	\$351
Cochrane	1090	\$436
Hearst	1398	\$559
Soo USA	416	\$166

HOST CITY	RETURN MILEAGE	AMOUNT
COCHRANE to	KM	\$
Soo ON	1376	\$550
Blind River	1098	\$439
Elliot Lake	1090	\$436
Espanola	912	\$365
Sudbury	836	\$334
Chelmsford	768	\$307
Noelville	844	\$338
North Bay	752	\$301
Powassan	808	\$323
Kirkland Lake	308	\$123
Timmins	214	\$86
Hearst	432	\$173
Soo USA	1108	\$443
Kapusksing	238	\$95

HOST CITY	RETURN MILEAGE	AMOUNT
KIRKLAND LAKE to	KM	\$
Soo ON	1232	\$493
Blind River	952	\$381
Elliot Lake	944	\$378
Espanola	766	\$306
Sudbury	627	\$251
Chelmsford	658	\$263
Noelville	582	\$233
North Bay	490	\$196
Powassan	546	\$218
Timmins	278	\$111
Cochrane	308	\$123
Hearst	732	\$293
Soo USA	1252	\$501

HOST CITY	RETURN MILEAGE	AMOUNT
NOELVILLE to	KM	\$
Soo ON	754	\$302

HOST CITY	RETURN MILEAGE	AMOUNT
NORTH BAY to	KM	\$
Soo ON	868	\$347

Blind River	474	\$190
Elliot Lake	466	\$186
Espanola	288	\$115
Sudbury	150	\$60
Chelmsford	198	\$79
North Bay	214	\$86
Powassan	272	\$109
Kirkland Lake	582	\$233
Timmins	764	\$306
Cochrane	844	\$338
Hearst	1266	\$506
Soo USA	774	\$310

Blind River	588	\$235
Elliot Lake	582	\$233
Espanola	404	\$162
Sudbury	266	\$106
Chelmsford	292	\$117
Noelville	214	\$86
Powassan	60	\$24
Kirkland Lake	490	\$196
Timmins	720	\$288
Cochrane	752	\$301
Hearst	1174	\$470
Soo USA	888	\$355
Astorville	50	\$20

HOST CITY	RETURN MILEAGE	AMOUNT
HEARST to	KM	\$
Soo ON	1096	\$438
Blind River	1368	\$547
Elliot Lake	1398	\$559
Espanola	1222	\$489
Sudbury	1146	\$458
Chelmsford	1078	\$431
Noelville	1266	\$506
North Bay	1174	\$470
Powassan	1232	\$493
Kirkland Lake	732	\$293
Timmins	524	\$210
Cochrane	432	\$173
Soo USA	1108	\$443
Kapusksing	194	\$78

HOST CITY	RETURN MILEAGE	AMOUNT
SUDBURY to	KM	\$
Soo ON	606	\$242
Blind River	326	\$130
Elliot Lake	318	\$127
Espanola	140	\$56
Chelmsford	50	\$20
Noelville	150	\$60
North Bay	266	\$106
Powassan	324	\$130
Kirkland Lake	627	\$251
Timmins	624	\$250
Cochrane	836	\$334
Hearst	1146	\$458
Soo USA	626	\$250

HOST CITY	RETURN MILEAGE	AMOUNT
Soo ON	KM	\$
Blind River	280	\$112
Elliot Lake	396	\$158

HOST CITY	RETURN MILEAGE	AMOUNT
TIMMINS to	KM	\$
Soo ON	1164	\$466
Blind River	886	\$354

Espanola	478	\$191
Sudbury	606	\$242
Chelmsford	612	\$245
Noelville	754	\$302
North Bay	868	\$347
Powassan	924	\$370
Kirkland Lake	1232	\$493
Timmins	1164	\$466
Cochrane	1376	\$550
Hearst	1096	\$438
Soo USA	20	\$8

Elliot Lake	878	\$351
Espanola	700	\$280
Sudbury	624	\$250
Chelmsford	556	\$222
Noelville	764	\$306
North Bay	720	\$288
Powassan	776	\$310
Kirkland Lake	278	\$111
Cochrane	214	\$86
Hearst	524	\$210
Soo USA	896	\$358
Iroquois Falls	140	\$56
Kapuskasing	330	\$132

HOST CITY	RETURN MILEAGE	AMOUNT
ESPANOLA to	KM	\$
Soo ON	478	\$191
Blind River	198	\$79
Elliot Lake	190	\$76
Sudbury	140	\$56
Chelmsford	146	\$58
Noelville	288	\$115
North Bay	404	\$162
Powassan	460	\$184
Kirkland Lake	766	\$306
Timmins	700	\$280
Cochrane	912	\$365
Hearst	1222	\$489
Soo USA	498	\$199

**OHF NEW CODING SYSTEM**

**PLEASE USE THIS AS A GUIDE TO ASSIST YOU WHEN ASSESSING PENALTIES. ALL NEW GAME SHEETS WILL HAVE THIS CODING SYSTEM. HOWEVER, IT IS STILL UP TO THE OFFICIATING TEAM TO CHECK THE GAME SHEET BETWEEN PERIODS AND AFTER THE GAME TO ENSURE THE PROPER CODES ARE ENTERED. REMEMBER, YOU SIGN IT, YOU OWN. DO NOT RELY ON THE**

## TIMEKEEPERS!

### OHF Official Game Report Penalty Codes & Abbreviations 2017 – 2018 Minor Hockey

Misconducts & Game Misconducts Code	Infraction	HC Rule
M10	Failure to go directly to Penalty Bench	9.2 (d)
M11	Failure to go to Penalty Box Captains	2.4 (c)
M12	Failure to go to the Player's Bench or Neutral Area	6.7 (f)
M13	Refusing to Surrender Stick for Measurement	3.3 (f)
M14	Throwing Stick Over Boards	9.8 (d)
M16	Facemask Offset	3.6 (d)
M17	Throat Protector	3.6 (f)
M18	Mouth guard	3.6 (g)
M20	Disputing Call of Official	9.2 (a)
M21	Harassment of Official/Unsportsmanlike Conduct	9.2 (b)
M22	Inciting	9.2 (e)
M23	Entering Referee's Crease	9.2 (g)
M52	Head Contact 2 + 10	6.5 (c) NOJHL
M69	Inference/Distracton During Penalty Shot	4.9 (f)
Game Misconducts Code	Infraction	HC Rule
GM21	Disputing Call with Official: Verbal Abuse of a Game Official	9.2 (b)
GM30	Fighting	6.7
GM31	2nd Fight, Same stoppage of play (3rd, 4th, etc.)	6.7 (h)
GM32	Player(s) 3rd, 4th, 5th Player into Fight	6.7 (h)
GM34	Leaving the Players bench or Penalty Box	9.5 (b)
GM35	Leaving the Penalty Box to start a fight	9.5 (c)
GM361	Coach whose player is penalized under, GM34 and/or GM35	9.5 (a,b,c)
GM37	Goaltender Leaves Crease to join a Fight	4.11 (d)
GM38	Instigator of a fight (Minor + Game Misconduct)	6.7 (b)
GM39	Aggressor of a fight (Minor + Game Misconduct)	6.7 (b)
GM41.01	Kneeing (Major + Game Misconduct)	6.6
GM41.02	Elbowing (Major + Game Misconduct)	6.6
GM41.03	Checking from Behind (Major + Game Misconduct)	6.4 (a)
GM41.04	Cross Checking (Major + Game Misconduct)	8.2 (a)
GM41.05	Cross Checking Above Shoulders (Major + Game Misconduct)	8.2 (b)
GM41.06	Cross Checking Goalie in Crease (Major + Game Misconduct)	8.2 (c)
GM41.07	Cross Checking Injury (Major + Game Misconduct)	8.2 (d)
GM41.08	Slashing (Major + Game Misconduct)	8.4 (a)
GM41.09	Slashing Injury (Major + Game Misconduct)	8.4 (b)
GM41.10	Boarding (Major + Game Misconduct)	6.2
GM41.11	Body Checking (Major + Misconduct)	6.2
GM41.12	Charging (Major + Game Misconduct)	6.3
GM41.13	Checking to the Head (Major + Game Misconduct)	6.5 (d)
GM41.14	Tripping (Major + Game Misconduct)	7.4 (a)
GM42	Hair Pulling, Grab Face Mask/Helmet/Chinstrap (Major + Game Misconduct)	6.1 (d)
GM43	Roughing (Major + Game Misconduct)	6.7 (k)

GM44	Roughing Deliberate Contact After Whistle (Major + Game Misconduct)	6.7 (l)
GM45	Holding (Major + Game Misconduct)	7.1 (a)
GM46	Holding Injury (Major + Game Misconduct)	7.1 (b)
GM47	Hooking (Major + Game Misconduct)	7.2 (a)
GM48	Hooking Injury (Major + Game Misconduct)	7.2 (b)
GM49	Interference (Major + Game Misconduct)	7.3 (a)
GM50	Interference of a Goaltender (Major + Game Misconduct)	7.3 (b)
GM51	Interference from the Bench	7.3 (d)
GM52	Interference Injury (Major + Game Misconduct)	7.3 (e)
GM53	High Sticking (Major + Game Misconduct)	8.3 (a, b)
GM55	Checking from Behind (Minor + Game Misconduct)	6.4 (a)
GM57	Goaltender Drop Kick Puck (with injury – Major + Game Misconduct)	4.11 (f)
GM58	Kick Shot (with injury – Major + Game Misconduct)	9.4
GM62	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)
GM63	Coach whose player is not identified as the first to leave the players' or penalty bench during an on-ice altercation	9.5 (i)
GM64	Team Official Interference/Distracton during Penalty Shot	4.9 (f)

It is the responsibility of each team manager and /or coach to ensure their players sit out their appropriate suspensions. When in doubt as to the relevant suspension, contact the association office.  
If unable to contact the league office, sit player(s) in question out until clarification can be obtained.  
These suspensions are in addition to game incurred.

Match Penalty reports will be forwarded to the appropriate Member Partner for further review.

GM65	Bench Official on the Ice Without Permission of Official	9.5 (f)
GM70	Refusing to Start Play (Coach – Major + Game Misconduct)	10.14 (a)
GM72	Refusing to Leave the Players Bench (Major + Game Misconduct)	10.14 (e)
GM76	Second Misconduct – Same Game	4.5 (c)
GE101	Game Ejections Infraction	4.6 HC Rule
GE25	Game Ejection – Physical Abuse of Official	

#### Match Penalties Code

MP20	Threatening an Official	9.6 (a)
MP21	Physical Abuse of an Official – Intentional Contact	9.6 (b)
MP22	Physical Abuse of an Official – Deliberate Striking	9.6 (c)
MP40.00	Attempt to Injure	6.1
MP40.01	Head Butting	6.1 (b)
MP40.02	Kicking	6.1 (c)
MP40.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (d)

MP40.04	Hair Pulling	6.1 (d)
MP40.05	Spearing	6.1(f)
MP40.06	Butt Ending	6.1 (f)
MP40.07	Boarding	6.2
MP40.08	Body Checking	6.2
MP40.09	Charging	6.3
MP40.10	Kneeing	6.6
MP40.11	Elbow ing	6.6
MP40.12	Spitting	9.7
MP41.00	Deliberate Injury	6.1
MP41.01	Head Butting	6.1 (b)
MP41.02	Kicking	6.1 (c)
MP41.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (d)
MP41.04	Hair Pulling	6.1 (d)
MP41.05	Spearing	6.1(f)
MP41.06	Butt Ending	6.1 (f)
MP41.07	Boarding	6.2
MP41.08	Body Checking	6.2
MP41.09	Charging	6.3
MP41.10	Kneeing	6.6
MP41.11	Elbow ing	6.6
MP41.12	Spitting	9.7
MP41.13	High Sticking	6.1 (f)
MP41.14	Cross-Checking	6.1 (f)
MP41.15	Facial Protector as Weapon	6.1 (e)
MP42	High Sticking Attempt to Injure	6.1 (f)
MP43	Cross-Checking Attempt to Injure	6.1 (f)
MP44	Facial Protector as Weapon Attempt to Injure	6.1 (e)
MP45	Fighting – Ring or Tape on Hand(s)	6.7 (e)
MP48	Slew footing	7.4 (b)
MP50.1	Checking from Behind	6.4
MP50.3	Head Contact	6.5 (d)
MP50.4	Head Contact Attempt to Injure	6.5 (e)

**Pre or Post Game Altercations Code**

**Infraction**

**HC Rule**

PG101	Any player involved w here Major and Game Misconducts are assessed
PG102	Coach of team w hose players are so penalized
PG103	Any team involved in a pre or post-game brawl

<b>Minor and Major Penalty – Abbreviations</b>	<b>AGG</b>	Aggressor of a fight	HO	Holding
BC		Body Checking	HP	Handling the Puck
BDG		Boarding	HS	High Sticking
BM		Bench Minor	IE	Illegal Equipment
BRS		Broken Stick	IP	Ineligible Player
BUTT		Butt Ending	INS	Instigator of a fight
CC		Cross Checking	INT	Interference
CFB		Checking from Behind	INTGT	Interference/Protection of Goalie
CHG		Charging	KNE	Kneeing
DE		Dangerous Equipment	LPB	Leaving Penalty Bench
DG		Delay of Game	PS	Penalty Shot
ELB		Elbow ing	RAW	Roughing After the Whistle
FI		Fighting	RH	Removes Helmet
FLPB		First to Leave Players/Penalty Bench	RO	Roughing
FMSK		Face Masking	SL	Slashing
FOP		Falling on the Puck	SP	Spearing
GLC		Goalie Leaving Crease	TMP	Too Many Players
HB		Head Butting	TR	Tripping
HC		Head Contact	TS	Throw ing the Stick
HKG		Hooking	USC	Unsportsmanlike Conduct

2 Minor Penalty (2 Minutes)

GRM Gross Misconduct  
Penalty  
MP Match Penalty

5 Major Penalty (5 Minutes)

GM Game Misconduct  
Penalty

10 Misconduct Penalty (10 Minutes)

GE Game Ejection