



## MEMO TO ALL A.J.H.L. Officials for the 2020– 2021 Season

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This document contains league specific rules and procedures. If you have any questions, please let me know. Please make sure you are familiar with the Junior A Supplement and the clarifications for Junior hockey found at the end of the Casebook.

### REPORTING

Here is a list of information that is required for verbal and written reporting. These reports are imperative to me in deciding any disciplinary action. All verbal reports must be followed up with an e-mail unless stated otherwise. **Verbal reports are extremely important.** If I do not answer, leave your verbal report with a number where I can contact you, if required. It is important that you call me within 45 minutes of the completion of the game.

Please use the following as a guideline for what needs to be called in and sent to me:

- All **major & game misconducts** (with the exception of games attached to single fights. Also the automatic game, with a minor for CFB is not required) - **Verbal & Written Report**
- All **match penalties** - **Verbal & Written Report**
- All **gross misconducts** - **Verbal & Written Report**
- All **multiple fight** situations - **Verbal & Written Report**
- All incidents involving players leaving the penalty or players' box to get involved in an altercation - **Verbal & Written Report**
- Players crossing the center red line during the pre-game warm-up - **Verbal**
- **Staged Fights** – Verbal report. Please indicate on the game sheet that it was a staged fight.
- **(NEW) After each game, if there is no situation that calls for a written or verbal report, one game official must text me to advise me of anything that happened at the game that I should be made aware of (ie. Dressing room issues, conversations with a coach/GM, ice conditions, net issues, injury where there was no call on the play, security issues, etc.). If there is nothing, please text me to advise all was good at the game. I may follow up with a phone call to you.**

When you call in, please have the relevant information, i.e.: player's name, time of game, if an injury occurred and if that player returned later in the game. This is the information that is required for the verbal report.

Please take the time to go over the game sheet to ensure that it is correct before you sign it. Do not use the website to obtain your information for write-ups. The information on the web is not



always available nor is it accurate at all times. The game sheet that you sign is the place to get the official information. **Take a picture of the game sheet in case you need to refer to it later.**

## GENERAL INFORMATION

- We will follow all Hockey Canada procedures and rules except for the league specific rules and procedures in this document.
- League crests - If you do not have one, please let me know so that you have one on your sweater before your first League game. The league crest is to be sewn on the right chest.
- At times throughout the year, you may receive game clips that will be for clarification on a call or constructive criticism (to be used as learning opportunity). You may, at times, want to self-evaluate yourself or go back and look at calls that have been questioned. You can do this by watching a game through the League's PPV site. You can obtain a pass that is good for forty-eight (48) hours through Dean or myself. Please do not hesitate to use this tool.
- Dark days are very important, and I require these dates each month and updates throughout the month if they change. We understand guys work other leagues and we work very closely with these leagues to ensure AJHL officials don't miss out on assignments with other leagues. I ask that you have your dark days entered at the start of each month. For example, November dark days by Oct 1.
- Treat all rink and team personnel with respect. At no time do we enter into an argument with them. If there are any problems, please contact me and I will deal with the problem through the proper channels.
- Be cordial with team Management but be very careful not to cross the line. Personal friendships do not come into the rink. Be professional and be careful as to what you say at all times.
- You must remain in good standing in your Region which includes doing the mandatory number of supervisions to work playoff games.

## AJHL PROCEDURES

- Please be at the rink a minimum of one (1) hour before game time. All pregame warm-ups are to be watched by at least one of the linesmen. It is the referee's responsibility to ensure that they are watching the entire warm-up and reporting back any infractions that may occur. If you are going to be late, please let me know so I can advise the teams.
- Every team has goal judges. On close plays at the net please consult with the goal judge if the light comes on or if you point in a goal and the light does not come on. Ultimately the decision



on whether or not it is a goal is still the referee's decision regardless of what the goal judge states.

- During the anthem, please stand at center ice with the referee on the face-off dot (or centered on the red line during a four-official game) and linesman on each side.
- Hand shake – There will no longer be a pregame handshake with the coaches. We will now just get the officials to acknowledge the benches prior to the opening face-off.
- **(NEW)** After the scoring of a goal, the linesman that retrieves the puck will drop the puck at center for the face-off. The other linesman will line up directly across and be ready to go either direction.

## AJHL RULES

- **(NEW)** The slew foot rule will be applied in the AJHL as it is written in the casebook.
- **(New)** Kneeing is now a double minor, major and Game or Match. (The Junior A Supplement needs to be updated to show double minor instead of minor.)
- A player wearing a tear-away jersey will be assessed a gross misconduct.
- We will not apply Rule 3.1 (d) minor penalty - Tie Down Rule. Teams must still have tie-downs as per 4.1 (d) (vi) of the AJHL Regulations. Under AJHL Regulations Rule 3.8 (a) States: Should a player's jersey come off during any on-ice altercation a 10-minute misconduct will be assessed. If a Game Misconduct to that player is being assessed, we do not need the misconduct applied in that situation.
- On the 2<sup>nd</sup> goalie interference penalty to the same team, a game misconduct will also be issued to that player. Please remind the coach after the 1<sup>st</sup> goalie interference penalty that the next goalie interference penalty to them and any more after that all contain a game misconduct in addition to the penalty.
- Fighting – please review the Junior A Supplement for fighting penalties and procedures.
- **9.3 Diving (NEW):** This is now an accumulation penalty and must be recorded on the game sheet as diving. A minor penalty for unsportsmanlike conduct shall be imposed on a player who attempts to draw a penalty by his actions (diving or embellishment). This penalty may be assessed with or without a foul to the opposing team at the discretion of the referee.
- **Pre-game warm up & National Anthem**



For pre-game warm-ups. If a player shoots a puck at an opposing player or at the opposition's net (while players from the opposing team are still on the ice) during the pre-game warm-up, that player will be assessed a ten-minute misconduct. Please record on the game sheet Misc Pre-Game. If the shot is hard, and it hits the player where in your discretion there is an attempt to injure, then a match penalty would be more appropriate.

A bench minor penalty shall be assessed to each team that has a player or players on the ice at the time the buzzer sounds at the end of warm-up.

Players crossing the center red line during the pre-game warm-up – **Verbal Report**. Should anything further happen between teams during the pre-game warm-up, please apply rule 4.1 (b) and assess the appropriate penalty. Penalties may be applied before, during or after a game.

Only the starting line ups are on the ice for the National Anthem. A "Future Players/Minor Hockey Child" will also be permitted.

All players on the ice must maintain their position on the blue line or in the crease with their helmets off to the completion of the National Anthem. The On-Ice Officials shall have the discretion to apply a 10-minute misconduct to the offending player(s) & the AJHL Office shall have the discretion to investigate reports of teams and/or players who are showing disrespect of the Anthem.

Note to officials: The AJHL supports any player(s) who use their platform to bring attention to issues such as social injustice including: combating systemic racism and/or discrimination relating to sexual orientation. In cases where this occurs the player(s) should not be issued a misconduct penalty. However, if a player(s) actions during this time are deemed to be mocking or degrading towards these issues please notify me after the game for the league to investigate. Any player(s) making discriminatory remarks during this time will be assessed a Gross Misconduct penalty. As well, if any discriminatory remarks are heard coming from the crowd please notify me after the game.

- **No change Situations (4 of them)**

- 1. Icing**

- A team that is in violation of icing shall not be permitted to make any player substitutions prior to the ensuing face-off.

- 2. Puck Out of Play**

- When any player, excluding the goaltender, shoots or bats (using the hand or stick) the puck directly (non-deflected) out of the playing surface while in the defensive zone



(including contact with the scoreboard, ceiling or any other facility specific objects that are determined out of play) except where there is no glass, the offending team is not allowed to change its on-ice personnel before the next faceoff which will occur in the offending teams' defensive zone. Deliberate violations of this rule shall be penalized as delay of game.

When the puck is shot into the players' bench, the violation will not apply. When the puck is shot over the glass behind the players' bench, the offending team is not allowed to change its on-ice personnel. When the puck goes out of the playing area directly off a faceoff, the violation will not apply.

### **3. (NEW) Goalie Freezing the Puck**

The defensive team will not be permitted a line change when a goalie freezes the puck on any shot from outside the center red line.

### **4. (NEW) Defensive Team Unintentionally dislodging the net**

If the actions of a skater of the defensive team cause a stoppage by unintentionally dislodging the net from its moorings, the defensive team will not be permitted to make a line change. Intentional dislodging the net is a penalty.

#### **○ Time out procedure for all four (4) no-change situations**

Should the offending team elect to utilize their team time-out at this stoppage of play, they are still not permitted to make any player substitutions. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team. The determination of players on ice will be made when the puck leaves the offending player's stick. If the offending team purposely tries to make a change, a warning will be given to the coach and if it occurs again a delay of game penalty will be assessed.

If either team calls a time out during a no change situation or going into a power play, the team that gets to choose the side of the ice for the face-off must make that decision prior to going into the time out. Once the time out is over our linesman will then be at the correct face-off dot to drop the puck.

#### **○ End Zone Face-off location and Procedure for all four (4) No-Change Situations**

##### **• (NEW) Choice of side**

In all four of these instances, the offensive team will have the choice of which end zone dot the face-off will take place. The referee or linesman will immediately get the coaches



attention to see which side of the ice they would like the face-off to take place (We can allow an attacking player to indicate the side).

Should the coach not indicate the side of the ice for the face-off location, the linesman shall choose.

This procedure will not add any time to the current Hockey Canada face-off procedure.

- **Face-off procedure for all four (4) no change situations**

On a first face-off violation by the defending Team, the front linesman conducting the face-off will backup and blow his whistle. The linesman will then very visibly hold up one finger in the direction of the defending team to signal that a face-off violation has occurred and if a second violation occurs a penalty will be assessed by the referee(s).

If on a first face-off violation by the defending Team the back linesman identifies rear encroachment by the defending team, he will blow his whistle and hold up one finger in the direction of the defending team. The front linesman will then follow the same procedure as outlined above.

Neither linesman will now be responsible to identify a second face-off violation against the defending Team.

The referee(s) will now be responsible to identify a second face-off violation against the defending Team and assess a bench minor penalty if required.

- **(NEW) End Zone Face-off location when a team is going on a power play**

When a team is going on a power play, with the face-off being inside the zone of the team incurring the penalty, the coach of the team beginning the power play will have choice of which side they would like the face-off to take place.

The referee or linesman will immediately get the coaches attention to see which side of the ice they would like the face-off to take place.

Should the coach not indicate the side of the ice for the face-off location, the linesman shall choose.

Note: If we go from 5 on 4 to 4 on 4, we are back to even strength so the choice of sides would not apply. It is only used when the team is going on a power play.



- **(NEW) Hybrid Icing implemented for the 2020-2021 season**

There are two decisions a linesman must make under the hybrid icing rules. First, the linesman must determine that the shot from a player's own side of center ice will cross the goal line in the attacking zone (not between the goal posts). Second, the linesman must determine whether a defending skater or attacking skater would be first to touch the puck.

This second decision must be made no later than the instant the first of the skaters reaches the end zone faceoff spots, although the decision can be made earlier. The skates of the skaters are the determining factor.

Should the puck be shot or propelled in such a way that it travels around the boards and slides back towards center ice, the linesman will determine which skater would be first to touch the puck. In this instance, the determining factor is not the end zone faceoff spots but the puck itself.

If there is no "race" for the puck, icing will not be called until the defending skater crosses his defending blue line and the puck crosses the goal line (not between the goal posts).

If the race for the puck is too close to determine which skater from which team would touch the puck first, icing will be called.

During an icing situation which results in play being stopped, there must be strict enforcement of rules regarding avoidable contact.

During an icing situation where the icing has been cancelled because an attacking skater has gained positional advantage, skaters must compete within the rules pertaining to physical contact.

If the goaltender leaves the crease (with both feet), moving in the direction of the puck, the linesman shall wave off the icing immediately. If the goaltender is out of the crease prior to the icing, (retrieving his stick, leaving the net for an extra attacker, etc.) and skates back towards the crease, the icing shall remain in effect.

- **AJHL Regulation 30.4 Media Timeout**

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

The sixty (60) second break will NOT take place:



- After a no change situation (all 4 situations)
- After a goal
- When the stoppage occurs while the teams are at differing levels of on-ice strength. (There has been some confusion regarding penalty situations. If when the whistle goes, we are at even strength, we can allow the media time out. This means we will allow the timeout going into a power play providing we were at even strength when the whistle was blown.)

○ **Mouth Guards & Visors – Please enforce as per the rule**

For divisions of hockey that allow the wearing of the half visor, the wearing of a mouth guard is compulsory. When a player fails to properly wear a mouth guard at any time on the ice during the game, his team shall receive one warning. Any player on that team who commits a subsequent infraction will receive a Misconduct penalty. Referees are encouraged to deliver this warning directly to the Coach.

SITUATION 23 Rule 3.6 (g)

Where a player is wearing the mouth guard in a manner that is careless or clearly not within intended guidelines, the team shall receive one warning and any subsequent infractions by the same team will be penalized immediately under Rule 3.6 (g). Referees are encouraged to deliver this warning to the coach.

Any player required to wear a mouth guard who does not wear a mouth guard shall be assessed a ten (10) minute misconduct penalty.

○ **Goaltender Equipment**

When a goaltender loses his helmet and/or facial protector, blocker, trapper or skate blade play shall be stopped immediately, unless there is an imminent scoring chance. Any such deliberate action by the goaltender shall result in a Minor penalty for “Delay of Game”. If this deliberate action of removing the helmet or facial protector (by a player or goaltender) blocker, trapper or skate blade occurs when an opponent is on a breakaway in the neutral or attacking zone, or occurs during the last two minutes of regular playing time, or anytime in overtime, a Penalty Shot shall be awarded to the non-offending team.

○ **Blood or Open Cuts**





If a Referee notices a player with an open cut, or blood either on the skin, or on the jersey, at the earliest opportunity the Referee should inform the player that the cut must be treated or the jersey changed before the player is eligible to return to the ice. If the player's new jersey has a different number, this should be noted on the score sheet.

- **Overtime (Regular Season)**

At the end of regulation time, if teams are tied, there will be a 3 on 3, 5-minute sudden victory overtime period. Teams will defend the same end that they did in the 3<sup>rd</sup> period.

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.

There are many different scenarios that can arise when penalties carry over from the end of the game into overtime. You need to ensure that when the penalties expire that the on ice strength is correct. At the first stoppage you then reset to 3 on 3 if you have more players on the ice than that for each team.

Example: Team A has a minor with time to still be served going into OT  
Team B has 2 minors with time to be served going into OT

Team A would start overtime with 4 players on the ice and Team B would start with 3 players on the ice. If there is no whistle for 3 minutes then you would reset to 3-3 at the first stoppage (You would end up playing 5 on 5 for awhile once the minors expire but before the whistle is blown).



At the conclusion of the 5-minute overtime period, there will be a shoot-out, 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 shoot-out.

- 3-player shoot-out. Home team has choice of who shoots first.
- If still tied after the 3-player shootout it will go to “sudden death” with each team getting 1 shot.
- No player may shoot a 2<sup>nd</sup> time until all eligible players have taken a shot.

○ **Overtime (Playoffs)**

In the playoffs, when a game is tied after three (3) twenty (20) minute regular periods of play, the teams shall take a normal intermission and resume playing twenty (20) minute periods, changing ends for the start of each overtime period.