



MEMO TO ALL A.J.H.L. Officials & Teams for the 2023 – 2024 Season

This is the same information and direction given to the officials.

GENERAL INFORMATION

- Officials will follow all Hockey Canada procedures and rules except for the league specific rules and procedures in this document.
- Video operators are extremely important so that we can review plays as required.
- 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. The role of the Goal Judge is to simply answer one question; did the entire puck cross the goal line? There is only one answer to this question and that would be either yes or no. Please show respect to this position and make contact with them on a disputed goal when required. Ultimately the decision on whether or not it is a goal is still the referee's decision regardless of what the goal judge states.
- Hand shake – There will no longer be a pregame handshake with the coaches. Officials are to acknowledge the benches prior to the opening face-off.

AJHL RULES

- A player wearing a tear-away jersey will be assessed a gross misconduct.
- Referees will apply Rule 3.9 Tie Down Rule.
- **NEW:** On the 2nd goalie interference penalty to the same team, a warning will be issued to the team. On the 3rd minor goalie interference penalty to the same team, the offending player will also be assessed a game misconduct.
- **New** 16, 17 and 18 year old players (2005/2006/2007 birthyears) must wear full facial protection. It will be the team's responsibility to ensure the players required to wear a full-face shield are in fact wearing them. Should the opposing team bring to your attention a player required to wear the full facial protection is not wearing it, a report needs to be filed with the VP of Officiating.



- **New** Players required to wear the full facial protection must wear it properly. The chin cup must be tight to the player's chin. Refer to Hockey Canada Rule 10.6 (d) for a violation of this rule. A warning is first issued to the team. Any subsequent violation is a misconduct to the player.
- Fighting – please review the Hockey Canada Rulebook/Casebook for fighting penalties and procedures. **Do not forget to warn both benches after the first fight in the last 10 minutes of the game.** If there is a 2nd fight or more in the last 10 minutes of the game those players will be suspended for future game(s).
- Diving: This is 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.
- Rule 6.7 (e) Hybrid Icing is used in the AJHL (details are now in the rulebook)
- Rule 4.6 – Coincidental Minor Penalties – Junior A is used in the AJHL (details are in the rulebook)
 - Coincidental Penalties in effect going into Overtime are removed from the score clock. At the first stoppage of play following the expiration of their penalty they are released from the penalty box.
 - The coincidental minor rule applies only when the teams are playing 5 on 5 and both teams are assessed only one minor penalty. (Reminder: If the coincidental rule does not apply, revert to the Hockey Canada Rulebook for the cancelling of penalties when a goal is scored)
 - If the teams are playing 5 on 5
7:00 Team A #3 - 2 min Team B #11 – 2 min
Coincidental rule applies; teams play 4 on 4
 - If the teams are playing 5 on 5
7:00 Team A #3 - 2 min & 10 misc Team B #11 – 2 min
Coincidental rule applies; teams play 4 on 4
Team A needs a player from the ice to serve the minor penalty
 - If the teams are playing 5 on 5
7:00 Team A #3 - 2 min & 2 min Team B #11 – 2 min & 2 min
Coincidental rule does not apply; teams play 5 on 5



- If the teams are playing 5 on 5

7:00 Team A #3 - 2 min & 2 min Team B #11 – 2 min
Coincidental rule does not apply. Cancel as many as possible
Teams play 5 on 4

- If the teams are playing 4 on 4

7:00 Team A #3 - 2 min Team B #11 – 2 min
Coincidental rule does not apply. Continue to play 4 on 4

- If the teams are playing 5 on 5

7:00 Team A #3 - 2 min Team B #11 – 2 min
Team A #6 – 2 min Team B #14 – 2 min
Coincidental rule does not apply. Continue to play 5 on 5

- If the teams are playing 4 on 4 as a result of coincidentals assessed at 7:00

7:00 Team A #3 - 2 min Team B #11 – 2 min
6:00 Team A #6 – 2 min Team B scores at 5:45

Team A #6 returns. Go back to playing 4 on 4

- If the teams are playing 4 on 4 and a major is assessed

7:00 Team A #3 - 2 min Team B #11 – 2 min
6:00 Team A #14 – 5 min Team B scores at 5:45

No player returns. A#3 & B#11 are coincidentals and A#14 is a major
Teams continue to play 4 on 3

- If the teams are playing 5 on 5 (penalties going into overtime)

1:00 3rd period Team A #3 - 2 min Team B #11 – 2 min

Coincidental rule applies; teams play 4 on 4 until the end of regulation time
Start the OT period 3 on 3.

The above noted minors are taken off the clock and they will be eligible to return
at the first stoppage once their penalty expires.



- Rule 6.4 Face-off Location – Junior A is used in the AJHL (details are in the rulebook)
- **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. It will be recorded on the game sheet as Misconduct Pre-Game. If the shot is hard, and it hits an opponent it is the official's discretion to assess a match penalty.

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 is a Verbal Report from the referees. Should anything further happen between teams during the pre-game warm-up, the appropriate penalties will be assessed as per rule 4.1. 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.

- **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. 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.

- The point of release of the shot puck is the key factor to this rule. If the puck is shot from behind the red line, even if it deflects off a player from either team, or deflects off the side or end boards, this rule still applies.

4. 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**

- **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.

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** (In all other situations, for the first face-off violation the centerman will be ejected). This rule interpretation replaces Rule 6.5 Face-off violation – Junior A in the Hockey Canada rulebook.

On a first face-off violation by the defending Team, the front linesman conducting the face-off will backup and blow his whistle. Do not eject the center. 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.

- **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.

○ **New - AJHL Regulation 30.4 Media Timeout**

All games will include two (2) sixty (60) second breaks per period: at the first even strength whistle after the 14-minute and 7-minute marks in each period. No media timeout shall occur after the 2-minute mark of 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 and upon the puck being dropped are still at differing levels of on-ice strength.
- With less than 2 minutes remaining in the period.

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.

We will allow the media time out if we have a penalty on the stoppage that brings the teams back to even strength.

○ **Mouth Guards & Visors – Referees are encouraged to enforce this 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.

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 (Exhibition & 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 change ends to start overtime. Teams will defend their home end during the shootout.

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 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 2nd 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.

○ **Staged Fights**

Staged fights are counter to the Hockey Canada ethos of fair and safe, as well as the desire for a game based upon speed and skill. Officials are asked to be vigilant about identifying staged fights and implementing the procedures laid out below.

A “staged fight” occurs when a player enters the ice surface after a whistle and gets involved in an altercation before or immediately after the drop of the puck to start the play, or gets involved in an altercation at the conclusion of any game when players have left the bench.

There are many instances whereby two players may line up at a face-off with the intent to fight. This would include situations whereby the players have been directed to engage an opponent in order to change the flow of the game or “set the tone.”

There is not a set amount of time after a face-off that a fight must begin in order to be considered a staged fight. Officials must use their best judgement regarding the reason the fight has occurred.

- a. For example, if a player comes off the bench and immediately engages verbally with an opposing player and a fight ensues shortly after the restart of play, this is likely a staged



fight. Officials should be vigilant of players who, after the puck is dropped, demonstrate a lack of interest in engaging with the play and subsequently become involved in a fight.

- b. Additionally, players who deliberately remove equipment prior to engaging in a fight should be considered as having engaged in a staged fight and be penalized appropriately. Players who deliberately remove their equipment to fight will be penalized under Rule 10.6 – Illegal Equipment, in addition to any other penalties they may incur.
- c. Notwithstanding the above, if linespersons observe players removing their equipment in preparation to fight, they should immediately separate those players and prevent the fight from occurring, if it is safe to do so.

This is not an easy situation to judge and Referees should focus on the objective of this provision, which is to eliminate those altercations that appear to be set up in advance, rather than occurring as the natural result of an emotional game.

- **New - Video Goal Review**

- Prior to reviewing the goal, officials must have a decision on the ice. The purpose of the video review will either be to confirm that decision or to conclusively change it. Should the review be inconclusive, the original call on the ice will stand.

Purpose:

1. Video goal review will only be used to review if a puck entered the net and crossed the goal line.
2. Video goal review is only used to answer the question: Did the puck cross the goal line YES or NO?
3. Video goal review will not be used to review the following:
 - (a) If the puck crossed prior to the buzzer signalling the end of a period nor the expiration of time on the clock.
 - (b) High stuck pucks
 - (c) Pucks kicked in or batted in by something other than a stick illegally
 - (d) Goaltender interference
 - (e) Determine time on the clock
 - (f) Determine if the net was dislodged

Process to Initiate & Execute:

- i) The Referees may review replays of disputed goals at their discretion
- ii) A team may only request a Coach's Challenge if they have their time-out available and the Coach's Challenge must be effectively initiated prior to the resumption of play. If the Coach's Challenge does not result in the original call on the ice being overturned, the team exercising such challenge will forfeit its timeout. If the Coach's Challenge does result in the call on the ice being overturned, the team successfully exercising such challenge will retain its time-out.



- iii) After viewing the incident, the Official will promptly convey his decision directly to the PA Announcer and associated teams. When a play has been referred to the Video Review, the decision shall be final.
- iv) Any potential goal requiring video review must be reviewed prior to or during the next stoppage of play. No goal may be awarded (or disallowed) as a result of video review once the puck has been dropped and play has resumed.
- v) Should the first stoppage of play following an apparent goal coincide with the end of a period, the on-ice officials must instruct both teams to remain at their respective players' benches until the video review has been completed.
- vi) When a team scores an apparent goal that is not seen by the on-ice officials and play continues, the play shall be reviewed at the next stoppage of play. If the goal is confirmed by video review, the clock (including penalty time clocks, if applicable) is re-set to the time the goal was scored. If the goal is not confirmed by video review, no adjustment is required to the clock time.
- vii) Only one goal can be awarded at any stoppage of play. If the apparent goal was scored by Team A, and is subsequently confirmed as a goal by the Video Review, any goal scored by Team B during the period of time between the apparent goal by Team A and the stoppage of play (Team B's goal), the Team B goal would not be awarded.
- viii) Any penalties signalled during the period of time between the apparent goal and the next stoppage of play shall be assessed in the normal manner, except when a minor penalty is to be assessed to the team scored upon, and is therefore nullified by the scoring of the goal. If an infraction happens after the first stoppage of play following an apparent goal (infraction after the whistle) by either team, it is assessed and served in the normal manner regardless as to the decision rendered by Video Review.
- ix) If the review cannot be completed due to technical difficulties; the review will be deemed inconclusive, and the decision as called on the ice will stand. If the review is a result of a Coach's Challenge, a timeout will not be forfeited.