

Game Rules

2023-2024 Season

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MAHA Home/Away Series

As of September 1, 2023

Tier 1 (AAA): Belle Tire Hockey Club, Fox Motors Hockey Club, Biggby Coffee AAA Hockey, Victory Honda AAA Hockey, Little Caesars AAA Hockey Club, Honeybaked Hockey Club, Compuware Youth Hockey, Soo Indians, Oakland Junior Grizzlies

Scoresheets should be labeled: "MAHA Home/Away Series Game"

GameSheet mandatory for all games

When using a game to count for both the MAHA Home/Away Series and a league game, the league rules are to be used.

Division	Ice Block	Warm Up	Period Length	Zam	Overtime	Referees	Time Out	Curfew Clock	Mercy Rule
18U 2005/2006 16 Only 2007 15 Only 2008	2 hours	5 min	17 min stop time; 1 min between periods	Yes [1] [4]	Yes [2]	3 man [5]	One 1 min time out allowed during the game including overtime	Non-curfew	Yes [3]
14U 2009 13U 2010 12U 2011 11U 2012 10U 2013	90 min	3 min	15 min stop time; 1 min between periods	None	None	2 man [6]	One 1 min time out allowed during the game	Non-curfew	Yes [3]

[1] **Ice resurfacing** shall take place immediately after the first whistle after ten (10) minutes remaining in the second period. Play will resume after the resurface at the spot of the last whistle.

[2] **Overtime** Procedures:

- a) A five (5) minute sudden death 4 on 4 (four on four) overtime period. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force. If a team ended the game in regulation time with a 5 on 4 advantage, the advantage will continue as 4 on 3 in the overtime period. If there is still no winner at the end of the overtime period, a shoot out will commence.
- b) Three different shooters from each team will take alternate shots. The team with the advantage in goals scored will be deemed the winner. All designated players will have an opportunity to shoot unless it is evident by the score a clear cut winner can be determined.
- c) If no clear winner emerges, the teams will continue in a "sudden death" shootout, until the game is decided. If the first player scores, the next player from the opposing team will have the opportunity to score. If this player does not score, the game is over and a winner is declared. All players must be used prior to using a single player again. Once all players have been used, any player can be used if the game is still tied. The players of both teams will take the shots alternately.
- d) Any player whose penalty was not over when overtime ended cannot take the shots and must stay in the penalty box.
- e) Only the decisive goal will count in the results.
- f) The home team will choose whether to shoot first or second.
- g) Shots will be taken at both ends of the ice. The goalkeepers will defend the same goal, as determined by the referee.
- h) If either team declines to play in the necessary overtime period or shoot out, the game shall be declared a loss for that team.

[3] If there is a **six (6) goal differential** in the 3rd period, the game must go to run time (not an option). If a penalty is called, the clock should stop; at the drop of the puck, the clock reverts back to run time. If the score differential in the 3rd period becomes three (3), the clock reverts back to stop time. In the third period if the goal differential is 15 the game will conclude (not an option to continue).

[4] The **ice resurface** cannot be waived even if both coaches agree. The home team is required to have sufficient ice time for the ice resurface to occur.

[5] Teams should schedule **3 referees**. If only two can be provided by the referee scheduler, this is not a protestable event. There should be email documentation between the two teams at the time of scheduling that the scheduler can only provide 2 referees.

[6] **Penalty Length:**

Rule 402 Minor Penalties	1:30 min	Rule 404 Misconduct Penalties	8:00 min
Rule 403 Major Penalties	4:00 min	Rule 405 Match Penalties	4:00 min

Little Caesar Amateur Hockey League



As of September 1, 2023

Tier 2 (AA); A; and Tier 3 (B)

Games should be scored using GameSheet

Division	Ice Block	Warm Up	Period Length	Zam	Overtime	Referees	Time Out	Curfew Clock	Mercy Rule
AA 14U '09 A 13U '10 AA 12U '11 A 11U '12 AA 10U '13 A 9U '14 B 10U '13/14	[1]	Equal and reasonable	>Recommended by the home team >Minimum 10 min stop time >Maximum 15 min stop time [2] [6]	None	None	2 man Certified by USA Hockey [3]	None allowed	Yes [4]	Yes [5]

[1] The **length of the game** should be documented on the score sheet prior to the start of the game and should be acknowledged and agreed to by the visiting team prior to the start of the game.

[2] Once the game starts, the length of the first period is assumed to be the **period length** for the remainder of the game.

[3] If only **one official** is present prior to the start of the game, Team Officials from both teams must agree in writing in the appropriate section of the score sheet to play the game.

[4] LCAHL games played at **curfew** rinks must be documented on the score-sheet prior to the start of that game.
USA Hockey Areana is a curfew rink.

[5] **Running Clock:** if the goal differential between the two teams is equal to or greater than seven (7) goals at the end of the second period or at any time in the third period, running time shall commence for the remainder of the game.

The game shall return to regular timing for the remainder of the game if the goal differential is reduced to two goals.

[6] **Penalty Length:**

	Period Length: 12 min or less	Period Length: 12:01 to 16:59 min	Period Length: 17:00 to 20 min
Rule 402 Minor Penalties	1:00 min	1:30 min	2:00 min
Rule 403 Major Penalties	3:00 min	4:00 min	5:00 min
Rule 404 Misconduct Penalties	6:00 min	8:00 min	10:00 min
Rule 405 Match Penalties	3:00 min	4:00 min	5:00 min

District 4 Round 1

As of December 19, 2023

Tier 2 (AA)/A/Tier 3 (B)



ROUND 1		PERIODS (mins)	ICE RESURFACE		OVERTIME (mins)	CURFEW	REFEREES	RUNNING CLOCK/ MERCY RULE	PENALTIES	ICE Hours per Game	
DIVISION	Round 1		Before Game	Every 2 Periods							
10U	B	X	13	X	no	none	none	2	yes	1:30, 4, 8	1.25
	A	X	13	X	no	none	none	2	yes	1:30, 4, 8	1.25
	AA	X	13	X	no	none	none	2	yes	1:30, 4, 8	1.25
12U	B	X	15	X	no	none	none	2	yes	1:30, 4, 8	1.5
	A	X	15	X	no	none	none	2	yes	1:30, 4, 8	1.5
	AA	X	15	X	no	none	none	2	yes	1:30, 4, 8	1.5
14U	B	X	15	X	no	none	none	2	yes	1:30, 4, 8	1.5
	A	X	15	X	X	none	none	2	yes	1:30, 4, 8	1.75
	AA	X	15	X	X	none	none	2	none	1:30, 4, 8	2.0

Notes:

[A] Referees: Referees for Round 1 play will be scheduled by the home team. For Round 1, the Referee fee is split by the teams. The cost of the Referees for Round 1 is determined by the scheduling Referee/team.

[B] Warmup times: All blocks of ice scheduled for two (2) hours will have a five (5) minute warm up. All blocks of ice scheduled for less than two (2) hours will have a three (3) minute warm up.

[C] Running Clock: For non-National bound divisions ONLY – starting in the second period if the goal differential reaches six (6) goals, the game clock goes to a running clock. The game clock will stop for penalties only. If the goal differential drops to three (3) goals, the clock returns to stop clock.

[D] Mercy Rule: For non-National bound divisions ONLY - if at any time during the third period, the goal differential reaches twelve (12) goals, the game will be stopped; not an option to continue.

[E] Time-Outs: Each team is permitted one time-out of 60 seconds, whether in regulation or overtime, per USA Hockey Rules.

[F] Puck drop: Five (5) second drop of puck rule in effect for all games - USA Hockey Rule 204.

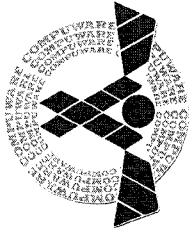
[G] Any tie break situations will follow the MAHA "2023-2024 District and State Championship Tournament Guidebook"



MAHA 8U Full Ice Games

As of December 19, 2023

No Compuware Youth Hockey teams are eligible to play full ice games



COMPUTWARE YOUTH HOCKEY - OFFICIAL GAME RECORD

Example 1

Division: SQUIRT A Curfew Arena (circle): Yes No
 Date: 10/1/2017 Game Start Time (am/pm): 7:PM
 Arena: USA HOCKEY Game End Time (am/pm): 7:50PM

Period Length (min): 10
 Allotted Game Time (min): 50
 Game No.: LCAHL # 108

Before the start of each game, each coach shall mark next to the name of each player "NIU". Not In Uniform.
 In the event that a team intends to file a protest, they must so indicate on the front of this scoresheet immediately upon completion or forfeit the right to protest.

COMPUTWARE

Home Team

#	HOME TEAM
1	David Howard (G)
2	Robert Quincey
3	Joe Lashoff
4	Zach Kindl
5	Matt Tootoo
6	Eric Helm
7	Mike Miller
8	Mitch Bertuzzi
9	Ben Franzen
10	Ross Emmerton
11	Taylor Weiss
12	Alec Smith
14	Sean Nyquist NIU
15	Trey Eves
16	Evan Howe
17	Matt Tartar
18	Kyle Anderson
19	Nick Kronwall
20	Zach Ericsson
30	Ryan Crozier (G)

Head Coach (print) JOHN DOE Level 4
 (sign) [Signature]
 CEP # 633914 Exp. N/A
 Asst. Coach (print) FRED SMITH
 (sign) [Signature] Level 1
 CEP # 115814 Exp. 12/17

Asst. Coach (print) _____ Level _____
 (sign) _____ Exp. _____
 CEP # _____

Asst. Coach (print) _____ Level _____
 (sign) _____ Exp. _____
 CEP # _____

SCORING BY PERIODS

TEAM	1	2	3	OT	TOTAL
Home	1	1	1	-	3
Visiting	-	-	2	-	2

Scorekeeper (print)

GOALS EARNED

Per Team	Goal	Asst	Asst	Time
1	H	7	6	8:07
2	H	16		2:02
3	H	18	6	7:07
3	A	12	17	6:51
3	A	9	5	2:59

Referee (print) H WHITE # 517812
 (sign) [Signature]
 Ref. Line. (print) B BROWN # 618917
 (sign) [Signature]
 Linesman (print) _____ # _____
 (sign) _____

PENALTIES

Per Team	#	Penalty	2/5/10	Time	
1	H	3	H	2	7:09
2	A	9	HK	2	5:16
3	H	9	CH	2	1:05

Head Coach (print) RAY RED Level 2
 (sign) [Signature]
 CEP # 417801 Exp. 12/18

Asst. Coach (print) _____ Level _____
 (sign) _____ Exp. _____
 CEP # _____

Asst. Coach (print) _____ Level _____
 (sign) _____ Exp. _____
 CEP # _____

BULLDOGS

Visiting Team

#	VISITING TEAM
2	PLAYED NAME
3	PLAYED NAME
5	PLAYED NAME
7	PLAYED NAME
9	PLAYED NAME
11	PLAYED NAME
12	PLAYED NAME
17	PLAYED NAME
20	PLAYED NAME
25	PLAYED NAME
29	PLAYED NAME
31	PLAYED NAME (G)

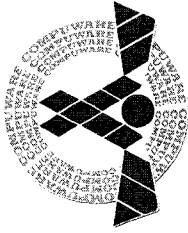
SHOTS ON GOAL

Home #	Per Shots	Away #	Per Shots
30	1	7	31
	2	11	2
	3	5	3

Penalty Codes: C Charging, E Elbowing, F Fighting, HC Head Contact, HS High-Sticking, H Holding, M Misconduct, T Tripping, MP Match Penalty, PS Penalty Shot, R Roughing, S Susting, SP Spiking, SP Spiking, M Misconduct, T Tripping, MP Match Penalty.

In all cases where a Game Misconduct or Match Penalty has been given, the referee must document on the score sheet and sign.

Notes:



COMPUWARE YOUTH HOCKEY - OFFICIAL GAME RECORD

Example 2

Division: MIDGET MAJOR Curfew Arena (circle): Yes No
 Date: 10/21/2017 Game Start Time (am/pm): 9:PM
 Arena: USA HOCKEY Game End Time (am/pm): 10:50PM

Period Length (min): 17
 Allotted Game Time (min): 110
 Game No.: SCRIMPAGE

Before the start of each game, each coach shall mark next to the name of each player "NIU": Not In Uniform.
 In the event that a team intends to file a protest, they must so indicate on the front of this scoresheet immediately upon completion or forfeit the right to protest.

COMPUWARE

HOME TEAM	
1	John Howard (G)
2	Brett Guinacey
3	John Lashoff
4	Paul Kindel
5	Jacob Tootoo
6	Peter Helm
7	Max Miller
8	Nick Bertuzzi
9	Tony Emmerton INJ
10	Hank Weiss
11	Alex Weiss
12	Ron Nyquist
13	Troy-Eves NIU
14	Nicolas Howe
15	Jason Tartar
16	Ryan Anderson
17	Zach Kronwall
18	Ben Ericsson
19	Ralph Red
31	Doug Crozier (G)

Head Coach (print) RON SMITH Level 4
 (sign) [Signature]
 CEP # 519812 Exp. N/A
 Asst. Coach (print) PAUL JONES Level 4
 (sign) [Signature]
 CEP # 917814 Exp. N/A
 Asst. Coach (print) _____ Level _____
 (sign) _____ Exp. _____
 CEP # _____

SCORING BY PERIODS				
TEAM	1	2	3	OT TOTAL
Home	1	2	1	3
Visiting	-	1	1	2

Scorekeeper (print)

GOALS EARNED					
Per Team	Goal	Asst	Asst	Time	
1	H	4	5	6	8:01
2	A	9			12:04
2	H	10	12		11:06
3	H	19	7		13:04
3	A	8			2:51

Referee (print) RON RUD # 817512
 (sign) [Signature]
 Ref./Line. (print) BILL BUNT # 716819
 (sign) [Signature]
 Linesman (print) JOHN BROWN # 618912
 (sign) [Signature]

PENALTIES					
Per Team	#	Penalty	2/5/10	Time	
1	A	5	E	2	16:05
1	A	5	R	2	10:51
1	A	9	BD	2	9:45
1	A	6	XC	2	7:01
1	H	3	HK	2	5:09
1	A	4	HK	2	4:31
2	A	5	HS	2	16:41
2	A	5	E	2	14:01
2	A	17	BD	2	10:07
2	H	6	R	2	9:07
2	A	9	R	2	9:07
2	H	11	R	2	5:46
2	A	19	R	2	5:46
2	A	19	CB	2	3:07
2	A	19	CB	10	3:07
3	A	5	R	2	16:32
3	H	19	HK	2	15:11
3	A	3	S	5	11:21
3	A	10	BP	2	6:09
3	A	13	MP	7	1:05

Penalty Codes: C Choking, E Elbowing, HK Hooking, I Interference, PS Penalty Shot, US Unsportsmanlike
 BP Bench Minor, CH Checking, F Fighting, HC Head Contact, K Kicking, S Slashing, SP Sparring, MP Match Penalty
 BD Boarding, CB Check From Behind, HC Head Contact, K Kicking, S Slashing, SP Sparring, MP Match Penalty
 BC Body Checking, XC Cross-Checking, HS High Sticking, KN Kneeing, SP Sparring, MP Match Penalty
 BE Belt-Ending, DG Delay Of Game, H Holding, M Misconduct, T Tripping

In all cases where a Game Misconduct or Match Penalty has been given, the referees must document on the score sheet and sign.

SHOTS ON GOAL				
Home #	Per Shots	Away #	Per Shots	
1	1	11	33	1
	2	19		2
	3	7		3

BROWN WINGS	
#	PLAYER NAME
2	PLAYER NAME
3	PLAYER NAME
4	PLAYER NAME
5	PLAYER NAME
6	PLAYER NAME
7	PLAYER NAME
8	
9	
10	PLAYER NAME
11	PLAYER NAME
12	
13	
14	
15	
16	
17	
18	
19	
31	(G)
33	(G)

Head Coach (print) EVAN BUDÉ Level 4
 (sign) [Signature]
 CEP # 719841 Exp. N/A
 Asst. Coach (print) _____ Level _____
 (sign) _____ Exp. _____
 CEP # _____

Notes: #11 AWAY TEAM SITTING GAME MISCONDUCT #5 AWAY 401(6) HEAD COACH AWAY 401(6)
 #17 AWAY TEAM MATCH PENALTY 601F ABUSE OF OFFICIALS

GAME SHEETS

USA Hockey and the MAHA provide very specific criteria to be utilized for game score sheets. The following criteria should be followed. A game is defined as: “an ice hockey game is a match played against another team which is registered with USA Hockey” (“USA Hockey Annual Guide”, Rules & Regulations: VIII. A. and the “2021-22 MAHA Annual Guide”, Rules & Regulations Revised and Adopted January 2021: IX. 2.). All of these games are to be listed on the team game log.

- o All games played in the State of Michigan must utilize a score sheet (“2021-22 MAHA Annual Guide”, Rules & Regulations Revised and Adopted January 2021: IX. 7.).
- o Prior to the beginning of a game, the head coach and assistant coaches must sign, print his/her name, and write their CEP Level and CEP card number and the year the CEP Level expires on the score sheet (“USA Hockey Off-Ice Officiating Manual”, Updated August 2011, pages 9 and 10).
- o Each team shall appoint and designate on the score sheet a Head Coach prior to the start of the game (“2021-22 MAHA Annual Guide”, Rules & Regulations Revised and Adopted January 2021: IX. 7.).
- o At the beginning of each game, the manager or coach of each team shall list the players and goalkeepers who shall be eligible to play in the game (“USA Hockey Off-Ice Officiating Manual”, Updated August 2011, page 9) with the player’s jersey number that they are wearing.
- o Use the following symbols on the score sheet to indicate any rostered team players that are not on the bench for the game:
 - Abs = Absent
 - GM = Sitting Game Misconduct
 - Inj = Injured
 - MP = Sitting for Match Penalty
 - NIU = Not in Uniform
- o Both Head Coaches should sign the score sheet. Both head coaches should initial that they approve if any of the following occur prior to the start of the game:
 - Only one referee is going to referee the game.
 - A change in the length of the scheduled periods (shorter or longer) or a change in the curfew.
 - A team official or team family member has to referee the game.
- o At the end of the game make sure you obtain your copy of the score sheet for your records, unless the referee retains the score sheet to document a match penalty. In this case, you will need to wait for the Referee to give you the score sheet.
- o All score sheets are to be kept in order of date played in a team binder.

There are certain penalties to be aware of; refer to the “2021-22 MAHA Annual Guide”, Rules & Regulations Revised and Adopted January 2021: XII.

- o When a player, coach, or manager receives a game misconduct(s) he/she shall not be eligible to participate in the next game(s) that were already on the schedule of that team before the incident occurred. Refer to USA Hockey Rules, the MAHA District Playoff Rules, and league rules for additional penalties under certain conditions (i.e., multiple games if the next game scheduled is not a MAHA District Playoff game, multiple games in the HPHL for fighting).
“USA Hockey 2021-25 Official Rules of Ice Hockey”, 201 (c): Any Team Official assessed a game misconduct penalty or a match penalty or serving a suspension penalty may not be near the bench of their team, nor in any way communicate or attempt to direct the play of their team.

“USA Hockey 2021-25 Official Rules of Ice Hockey”, 401 (c)” For any Team Official or Player serving a suspension for a prior game misconduct violation or disciplinary suspension, the suspension will commence 45 minutes prior to the start of each game and conclude 30 minutes following the conclusion of each game. The Team Official or Player serving the suspension shall be prohibited from:

- (1) Having any interaction, involvement or communication “in person,” electronically or otherwise with the team
- (2) Being present in the locker room
- (3) Being on or near the bench of their team

- o When a player is ejected for receiving a second major penalty in a game, he/she shall be suspended for the next two games. [1] Refer to the “2021-2025 Official Rules of Ice Hockey”, Rule 403 (b).
- o The head coach accumulating **twelve (12)** or more penalties during the same game will automatically be suspended for the next game his/her team plays. [1] Refer to the “2021-2025 Official Rules of Ice Hockey”, Rule 401 (b).
- o Any player who receives **four (4)** penalties during the same game shall receive a game misconduct penalty. It is NOT a requirement for the referee to indicate the GM’s (game misconducts) on your score sheet. It is the head coach’s sole responsibility. Refer to the “2021-2025 Official Rules of Ice Hockey”, Rule 401 (b).
- o A player or team official receiving a match penalty is automatically suspended from all amateur hockey activities, including games, practices, and all other team sanctioned events, until their case has been dealt with by the District 4 Council. Refer to the “2021-2025 Official Rules of Ice Hockey”, Rule 405 (c).
- o Head Coaches are also responsible for compliance with Rule 411- Progressive Suspensions. Rule 411 increases game suspensions to a player who receives their third and subsequent major penalties for infractions classified as “Aggressive Infractions” during the same season. It also adds a suspension to the head coach for a team receiving three major penalties in the same game.

Racial/derogatory slurs: anyone assessed a penalty under Rule 601 (e.3) will now receive an automatic Match Penalty. Refer to the “2021-2025 Official Rules of Ice Hockey”.

Coaches are to maintain a copy of all score sheets (league, district, playoff, scrimmages, and tournaments). These are to be available upon request of Compuware Youth Hockey within 24 hours of the request.

Minor Penalties

Personal Fouls

601(a)	Unsportsmanlike Conduct
601(a.4)	Shooting puck after whistle
613(e)	Face-off interference
615(a)	Instigator of fighting
615(e)	Players not going to bench after warning during altercation
622(a)	Holding
625(a)	Interference
625(a.8)	Interfering with goalkeeper in crease
625(a.9)	Interference by player on bench
629(b)	Leaving penalty bench prematurely
634(d)	Stick contact with goalkeeper

Delay of Game, Player or Goalkeeper

304(e)	Deliberately removing helmet/facemask
309(a,c)	Adjusting clothing/equipment
610(a)	Freezing puck along boards or net
610(b)	Goalkeeper intentionally stops play
610(c,d)	Batting/shooting puck out of rink
610(e)	Deliberate goal displacement
610(h)	Continued improper line change during stoppages
613(d)	Second face-off violation, same team
614(a,c)	Falling on puck
618(a)	Picking up puck from ice
632(b)	Freezing puck along boards

Goalkeeper Infractions

303(g)	Wearing illegal equipment
406(c)	Thrown stick during penalty shot
407(c)	Participating in play across center line
605(c)	Going to bench for stick at stoppage
610(g)	Piling up obstacles in front of goal
610(g)	Dropping puck onto goal netting
615(e)	Leaving crease area during altercation
618(c)	Holding puck more than three seconds

Stick and Equipment Violations

301(c)	Playing with an illegal stick
301(c)	Player playing with goalkeeper stick
301(e)	Playing with more than one stick
304(a)	Playing without helmet/facemask
304(b)	Equipment not worn under uniform
605(a)	Playing with a broken stick
605(b)	Receiving an illegal stick
615(a)	Dropping glove(s)/stick in altercation
637(a)	Throwing a stick (non-Penalty Shot)

Bench Minor Penalty

203(a)	Roster addition during game
204(b)	Too many players on the ice
204(b)	Illegal entry from penalty bench
205(b)	Improper goalkeeper substitution
205(c)	Goalkeeper to bench at stoppage
206(d)	Injured/penalized player returns prematurely
301(c)	Stick measurement legal
307(c)	Equipment measurement (legal)
308(c)	Use of electronic devices
601(b)	Abuse of officials and other misconduct
610(h)	Continued incorrect players on ice
633(a)	Refusing to start play
633(b)	Refusing to go on ice

Minor or Double Minor Penalty

640(a)	Unnecessary roughness
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Minor or Major (plus Game Misconduct Penalty)

604(c, d)	Body-checking in Competitive Contact category
609(a, b)	Cross-checking
611(a, b)	Elbowing
621(a, b)	High-sticking
623(a, b)	Hooking
628(a, b)	Kneeing
634(a, b)	Slashing
639(a, b)	Tripping/Clipping/Leg Checking
640(b, g)	Avoidable check (Late Hit)
640(c, g)	Avoidable contact after whistle
640(d, g)	Body check with no effort to gain possession of puck
640(e, g)	Body check delivered to opponent who is physically engaged
640(f, g)	Goalkeeper delivering body check

Minor plus Misconduct or Major plus Game Misconduct

603(a, b)	Boarding
607(a, b, c)	Charging
608(a, b)	Checking from behind
620(a, b)	Head Contact

Major plus Game Misconduct

606(a)	Butt-ending
608(b)	Checking From Behind (head first)
615(a, b)	Fighting
619(a)	Head-butting
622(b)	Holding/grabbing facemask
627(a)	Push off opponent with skate
629(a)	Leaving Bench in Altercation
635(a)	Spearing
639(b)	Slew Footing

Minor, Double Minor or Major plus Game Misconduct

615(a) Fighting (retaliation)

Minor plus Misconduct Penalty

301(d) Not surrendering stick for measurement

Minor plus Game Misconduct Penalty

615(a) Drop glove(s)/stick, instigate altercation

Bench Minor or Game Misconduct or both

629(d) Team Official on ice without permission

Match Penalty Option

603(c) Boarding
604(e) Body checking in Competitive Contact category
606(b) Butt-ending
607(e) Charging
608(c) Checking from behind
609(c) Cross-checking
611(c) Elbowing
615(c) Deliberately removing helmet during altercation
619(b) Head-butting
620(c) Head Contact
621(c) High-sticking
622(c) Holding/grabbing facemask
623(c) Hooking
628(c) Kneeing
634(c) Slashing
635(b) Spearing
639(c) Tripping/Clipping/Leg Checking/Slew Footing
640(h) Avoidable check (Late Hit)
640(h) Avoidable contact after whistle
640(h) Body check with no effort to gain possession of puck
640(h) Body check delivered to opponent who is physically engaged
640(h) Goalkeeper delivering body check

Match Penalty (only)

305(b) Taped hand, cutting opponent
601(e.1) Applies physical force or attempts to inflict physical harm to a game official
601(e.2) Conduct critically detrimental to the game
601(e.3) Hateful/Discriminatory Language
602(a) Attempt to injure or recklessly endanger an opponent or team official
615(c) Removing helmet prior to or during an altercation
627(b) Kicking opponent
633(a, b) Suspended game—refusal to start play

Misconduct Penalty

- 304(c) Failure to wear helmet facemask in bench area
- 304(f) Mouthguard violation
- 304(g) Equipment violation (after warning)
- 305(b) Playing with cut palm on glove
- 406(d) Distraction during penalty shot
- 601(a) Persisting in unsportsmanlike conduct
- 601(c) Abuse of officials and other misconduct

Game Misconduct Penalty

- 401(b) Four penalties to same player in game
- 403(b) Second major penalty in same game
- 404(a) Second misconduct penalty during same game
- 601(a) Persisting in unsportsmanlike conduct
- 601(d) Abuse of officials and other misconduct
- 601(f) Alcohol, tobacco, smoking, vaping on bench
- 615(c) Improperly worn helmet removed during altercation
- 615(d) First to intervene in altercation
- 626(c) Player interference with spectator

Misconduct or Game Misconduct Penalty

- 637(c) Stick thrown out of playing area

Game Misconduct or Match Penalty

- 634(d) Swinging stick at opponent in altercation

Penalty Shot (only)

- 205(g) Deliberate illegal substitution
- 610(e) Goalkeeper deliberately displaces goal, no breakaway
- 610(f) Deliberate removal of helmet/facemask, breakaway
- 629(c) Illegal entry, breakaway
- 637(b) Thrown stick, breakaway

Penalty Shot or Awarded Goal

- 610(e) Deliberate goal displacement in scoring opportunity
- 614(b) Player falling on puck in crease
- 616(a, b) Fouled from behind on breakaway
- 618(a) Player picking up puck from crease
- 637(a, b) Stick thrown at puck in Defending Zone

Awarded Goal (only)

- 610(e) Deliberate goal displacement preventing a goal
- 625(c) Goalkeeper stick left in front of goal, preventing a goal

REFEREE'S SIGNALS



BOARDING

Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.



BODYCHECKING

Open palm of the non-whistle hand, with fingers together, comes across body on to the opposite shoulder.



BUTT-ENDING

A cross motion of the fore-arms, one moving under the other arm.



CHARGING

Rotating clenched fists around one another in front of the chest.



CHECKING FROM BEHIND

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



CROSS-CHECKING

A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about one foot.



DELAYED OFF-SIDE

Non-whistle arm fully extended above the head. To nullify a delayed off-side the Linesman shall drop the arm to the side.



DELAYED CALLING PENALTY

Extending the non-whistle arm fully above the head.



ELBOWING

Tapping either elbow with the opposite hand.



GOAL SCORED

A single point directed at the goal in which the puck legally entered.



HAND PASS

Pushing motion with the open palm.



HEAD CONTACT

Patting flat (open palm) of the non-whistle hand on this side of the head.



HIGH STICKING

Holding both fists clenched, one immediately above the other at the height of the forehead.



HOLDING

Clasping either wrist with the other hand in front of the chest.



HOLDING THE STICK

Two stage signal involving the holding signal (shown above) followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



HOOKING

A tugging motion with both arms as if pulling something from in front toward the stomach.



ICING THE PUCK

The back Referee or Linesman signals a possible icing by fully extending either arm over her head. The arm should remain raised until the front Referee or Linesman, either blows the whistle to indicate an icing or until the icing is washed out. Once the icing has been completed, the back Referee or Linesman will then point to the appropriate face-off spot and skate to it.



INTERFERENCE

Crossing arms stationary in front of the chest.



KNEEING

Slapping either knee with the palm of the hand, while keeping both skates on the ice.

**MATCH PENALTY**

Patting flat of the hand on the top of the head.

**SPEARING**

Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body.

**MISCONDUCT**

Both hands on hips.

**TRIPPING**

Striking leg with either hand below the knee, keeping both skates on the ice.

**PENALTY SHOT**

Arms crossed above the head. Give the signal upon stoppage of play.

**UNSPORTSMANLIKE CONDUCT/DIVING**

Using both hands to form a "T" in front of the chest.

**ROUGHING**

Fist clenched and arm extended out to the front or side of the body.

**WASH OUT**

A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down. This signal is used: (a) by the Referee to signal "no goal"; (b) by the Linesman to signal "no icing" and in certain situations "no off-side".

**SLASHING**

A chopping motion with the edge of one hand across the opposite forearm.

SCOREBOARD INSTRUCTIONS

NHL & OLY Rinks at Compuware Arena

Turn on Scoreboard (switch on back of console)

Enter code: 63

Press ENTER

Press ENTER again for the 10ths of a second mode or CLEAR for non-10ths mode.

Push SET TIME

Enter time

Push ENTER

To Enter Score

Push SCORE +1 on either guest or home

If you make a mistake, push ●SCORE and enter correct number of goals, push ENTER

To Enter Penalties

Push PENALTY arrow

Push ●PLAYER ●PENALTY

Push ENTER

Enter PLAYER NUMBER

Push ENTER

Enter PENALTY TIME

Time and number will now appear in the penalty section.

To Clear Penalties

Push ●PLAYER ●PENALTY

Push Up Arrow above MENU button to select penalty

Push CLEAR

Push ENTER

To Stop & Start Time

Press START button to start time

Press STOP button to stop time

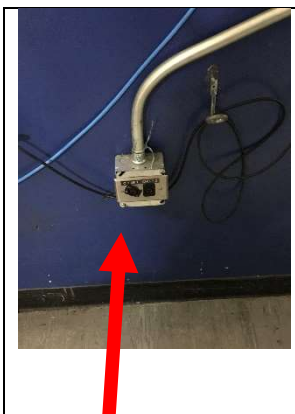

Please turn the console off when you're done! ☺

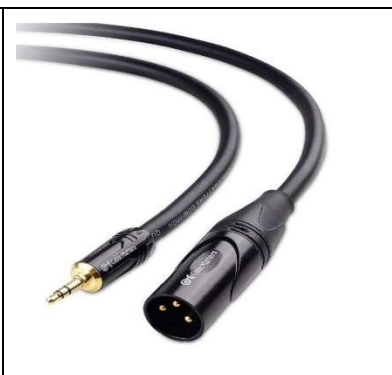
HOW TO PLAY MUSIC ON THE NHL RINK

There are two options. Option 1 is remote to the scorer's table and Option 2 is at the scorer's table. In both options, your music is best played via an iPhone or similar device. You will need to provide your own cords, adaptors, and music device.

OPTION 1

In this option, a person in the stands controls the music. In the downstairs hall near Section 111 (on the opposite wall to the entrance to Compuware Room #1) there is a wall plug. The individual playing the music can sit in Section 111 near the glass.

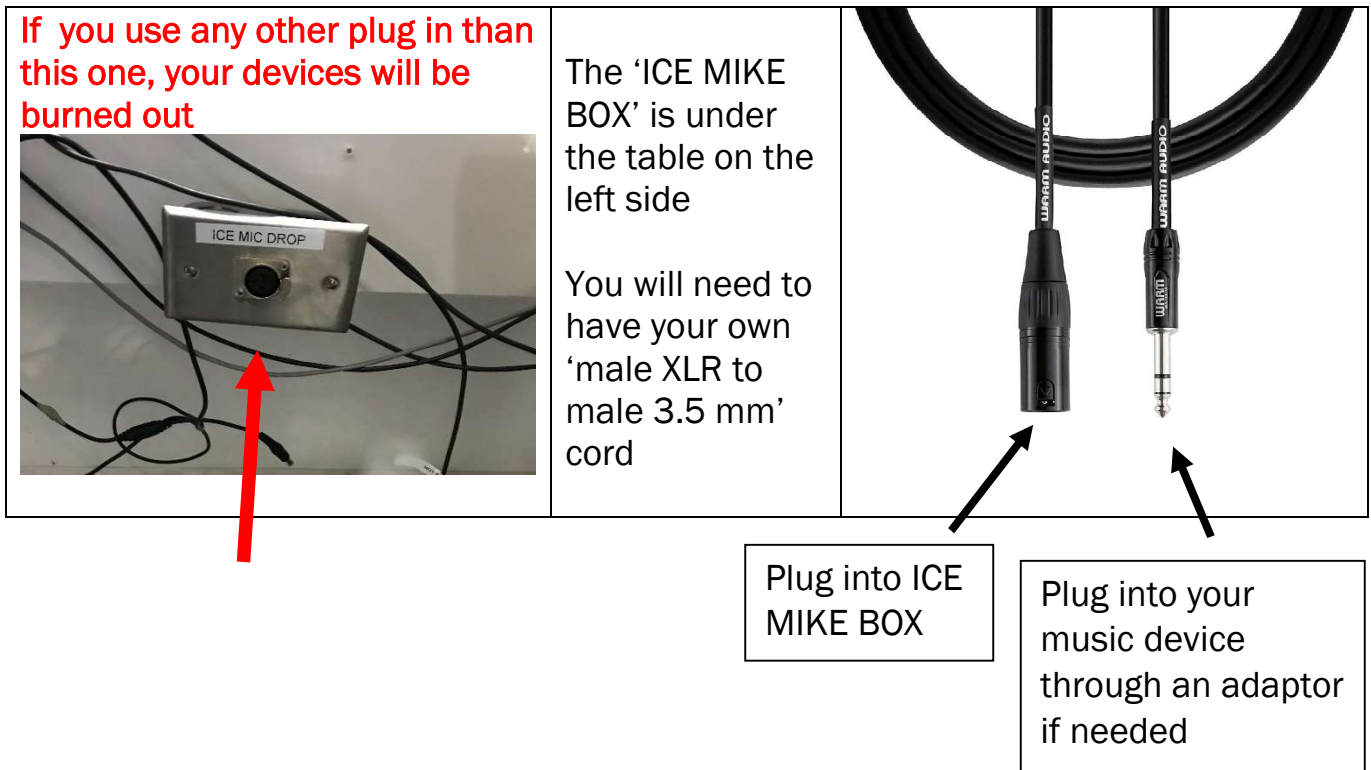
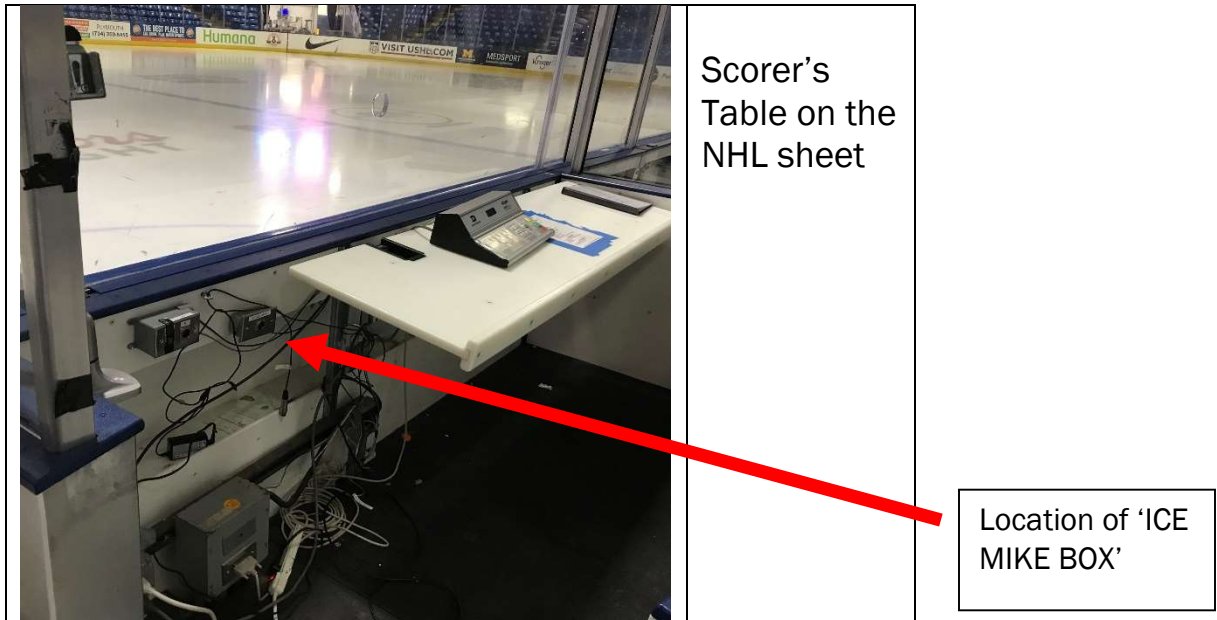
	<p>You will need to have your own 'male XLR to male 3.5 mm' cord</p> <p>Plug into CHOIR 1</p>	
<p>CHOIR 1</p>	<p>Plug into CHOIR 1</p>	<p>Plug into your music device through an adaptor if needed</p>

<p>Cable Matters (1/8 Inch) 3.5mm to XLR Cable 6 ft Male to Male (XLR to 3.5mm Cable, XLR to 1/8 Cable, 1/8 to XLR Cable)- on Amazon</p>	
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If you are experiencing any issues, you can contact Mike Sikora or Josh McAfee in the Arena main office

OPTION 2

In this option, a person at the scorer's table controls the music.



If you are experiencing any issues, you can contact Mike Sikora or Josh McAfee in the Arena main office

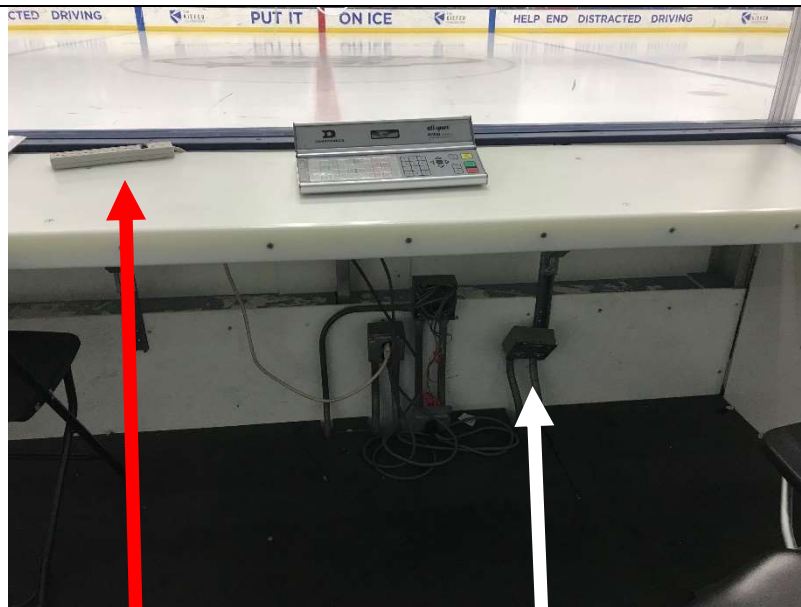
HOW TO PLAY MUSIC ON THE OLYMPIC RINK

If you desire to play music during a game, you must first obtain the needed parts from the Arena main office by contacting Josh McAfee or Mike Sikora

You will need to have your own music source i.e. an I phone or similar device



Scorer's table on the Olympic sheet



Power strip

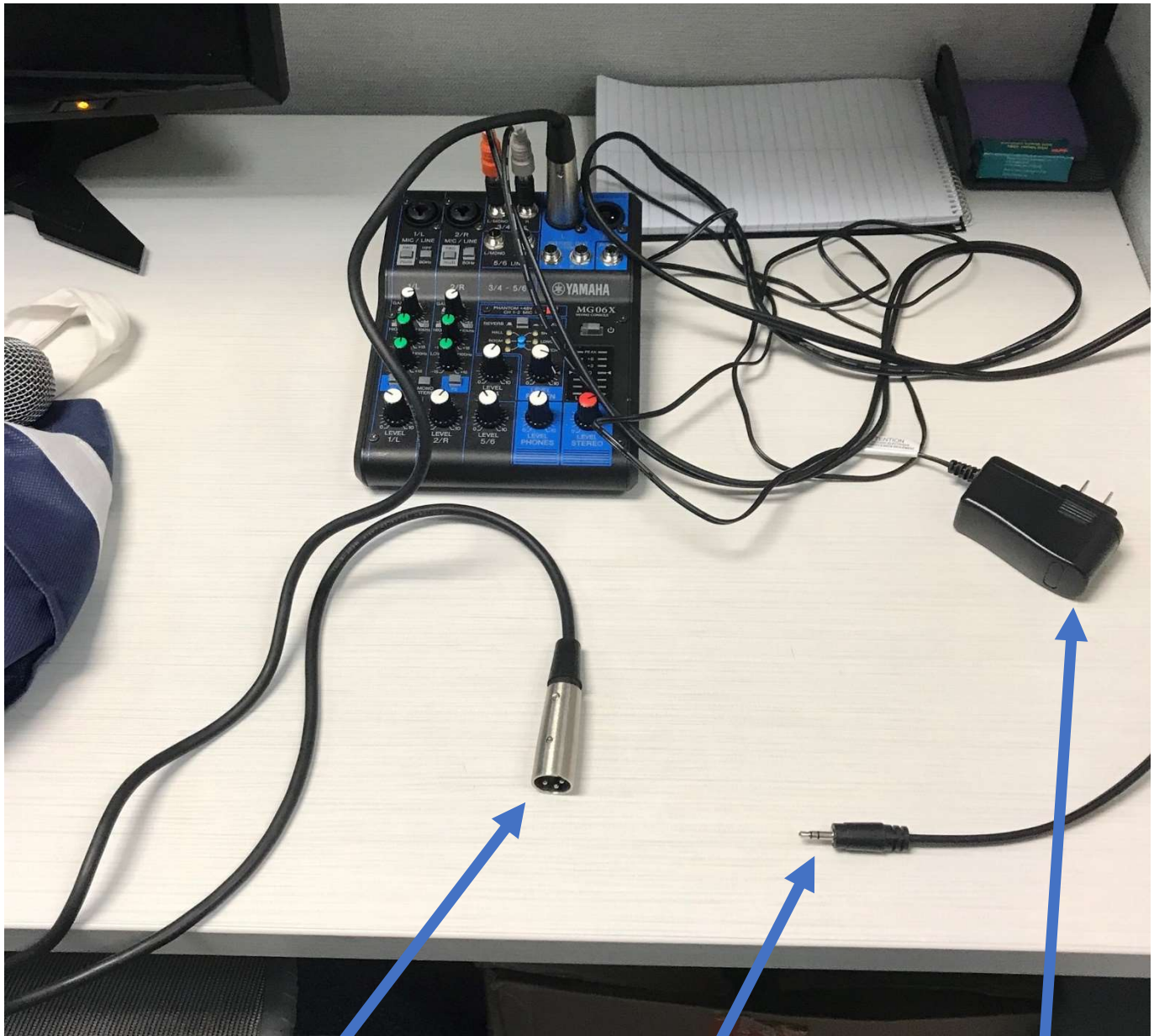
Mike 1

Mike 1 box



Use only the lower left plug

YOU NEED NOT ADJUST ANY OF THE KNOBS ON THE MIXER AS THEY ARE ALREADY MAXIMIZED FOR OPTIMUM USE



Plug in to Mike 1
Lower left under
the scorer's table

Plug into your
music device
through an
adaptor if needed

Plug into 110
outlet strip on the
scorer's table

If you are experiencing any issues, you can contact Mike Sikora or Josh McAfee in the Arena main office



Help With GameSheet



Training Videos



Quick Start Guide
for Team Managers



Quick Start Guide -
Scoring a Game