

Preface

This handbook was prepared by Wes Pfarner who has over thirty years of experience as an Off-Ice Official in various capacities. He has worked with youth leagues, adult leagues and local professional teams. Currently a scorekeeper for the New Mexico Lobos at the Outpost Ice Arena in Albuquerque, New Mexico, he is also League Statistician for the New Mexico Interscholastic Ice Hockey League and is responsible for conducting annual seminars for New Mexico Off-Ice Officials..

This 6th edition references the 2013-2017 USA Hockey rules. I have added my comments to the section on rules in order to add emphasis where I felt it was needed, as the rulebook's emphasis is universal and equal.

Comments and suggestions are appreciated – please send them to wes.pfarner@comcast.net so that your ideas may be included in the next revision of this document.

Acknowledgments

Much is owed to many people previously and currently involved in New Mexico hockey who provided encouragement, opportunity and some sterling ideas for this handbook. It would be seriously deficient without their thoughts.

The New Mexico Ice Hockey Foundation assisted with the original work and gave me a place at the Outpost Ice Arena to preach my doctrine in 2001 to several of their Off-Ice Officials. The Land of Enchantment Amateur Hockey Association (LOEAHA) broadened my horizons in 2002 when the second edition of this handbook was used in my seminars that instructed over 100 Scorekeepers and Timekeepers who worked the six New Mexico hockey rinks. Many other New Mexico scorekeepers and timekeepers worked with later editions over the last ten years and many of their comments are evident in this latest edition.

Various portions of this handbook are unashamedly copied from portions of USA Hockey publications – the 2013-2017 versions of the following USA Hockey publications:

- Official Rules and Casebook of Ice Hockey
- Basic Officiating Manual
- Intermediate Officiating Manual
- Advanced Officiating Manual
- Off-Ice Officiating Manual

In fact, USA Hockey is one of the prime sources of amateur ice hockey information. Also, various ideas have been incorporated from the Canadian Amateur Hockey Association, the National Collegiate Athletic Association and from many other amateur hockey organizations around the United States and Canada, thanks to the Internet and the google.com search engine.

Thanks to the LOEAHA for publishing this teaching, learning and reference aid for all prospective and present New Mexico Off-Ice Officials.

Wes Pfarner, September 1, 2013
Albuquerque, New Mexico

Off-Ice Official's Handbook



6th Edition



Land of Enchantment Amateur Hockey Association

The USA Hockey Affiliate for New Mexico

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One: Off-Ice Official's Seminar Guidebook

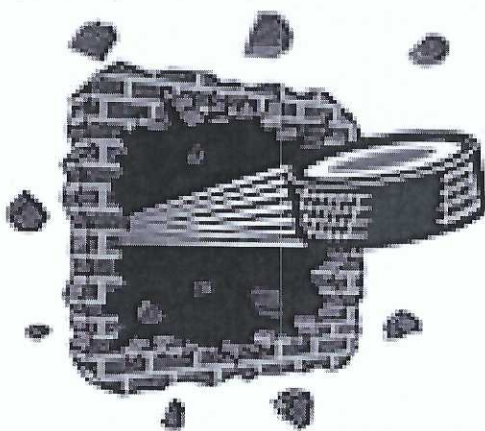
Why Bother ...

Why would anyone want to become an Off-Ice Official? It's quite a bit of trouble and besides they have to work during the game instead of cheering on their favorite players and team. Why bother?

Let me tell you why:

- ◆ You'll get personal satisfaction from being part of the game rather than just an onlooker.
- ◆ You'll learn more about the game and some of its intricacies.
- ◆ You'll have more confidence in the events of games after working up close with the Game Officials.
- ◆ You'll be aiding the success of the organization that makes hockey possible for your favorite player(s).
- ◆ Your good performance as an Off-Ice Official will certainly be noticed by the coaches and players of visiting teams, thus enhancing the reputation of your entire organization and its hockey program.
- ◆ Everyone in your hockey organization – players, parents, officers and officials – will benefit from your participation.
- ◆ The player(s) in your household will be amazed at your knowledge of the game.

Now, hang on and let's see what this is all about ---



Introduction ...

The Off-Ice Officials are a somewhat less visible piece of the officiating team but are a necessary part of all hockey games from Mite through Professional as played everywhere. The game could not take place without someone to keep score, operate the time clock or monitor penalty situations. These tasks cannot be done by the On-Ice Officials because they are really busy overseeing the game in progress on the ice.

The Off-Ice Official positions require knowledge of the game and diligence in performance of the duties required. These are not “social” positions. The minimum age to be able to do these jobs is probably around 14 years old, but is dependent on the maturity of the young person.

The USA Hockey Rulebook defines four Off-Ice Official jobs:

- ❖ **Official Scorer** [Rule 505] – records all events occurring during the game, including goals scored, assists awarded, penalties assessed, goalkeeper statistics and the times at which each event takes place. This accurate and complete written record will be used as a permanent record of the game and to publish statistics for the league, players and media. This person is generally considered to be the leader of the Off-Ice Officials for the duration of the game.
- ❖ **Game Timekeeper** [Rule 506] – operates the game clock, including stopping and starting the clock when required, displaying penalty information and signaling the beginning and end of a warm-up period, playing period or intermission.
- ❖ **Penalty Timekeeper** [Rule 507] – ensures that penalized players serve their penalty times correctly and return to the game as intended by the On-Ice Officials.
- ❖ **Goal Judge** [Rule 504] – determines whether the puck has entered the goal. Not often used in lower level games.

The first three major jobs are usually performed by the two people assigned as Scorekeeper and Timekeeper. Sometimes an additional person may do the required announcing (see below). The information and suggestions that follow are not directed at any one of these persons, but rather at the Off-Ice Officiating Team. While much is seemingly pointed at the Scorekeeper, the Timekeeper should be equally interested.

Only mentioned by inferences in the Rulebook are the:

- ❖ **Game Announcer** - delivers pertinent game information to all who are present at the game. Most rinks have public address systems available in the Scorer’s Bench.
- ❖ **Penalty Bench Attendants** - operate the Penalty Bench gates, insure that penalties are served correctly and that players return to the ice as intended. They usually receive instructions from the Scorekeeper or Timekeeper, but in the case of complicated penalties, the Referee may wish to speak directly to these persons to eliminate any misunderstandings.

Equipment ...

- ❖ **Official Scoresheet** – Don’t even think about using anything else. Be sure that you know where to get them.
- ❖ **Pens** – If your favorite pen dies, you’ll really want a spare. Bring two to every game.
- ❖ **Scratch sheets of your choice** – one or more blank sheets of paper necessary for keeping shots-on-goal and for writing down goal scoring and penalties before transcribing them to the scoresheet. It is often easier to write events down on a separate sheet of paper while the referee is telling you something, and then transcribe it carefully onto the score sheet. If you go directly onto the score sheet, you will find that it’s amazingly easy to write the right thing in the wrong place.
- ❖ **Whistle** – this is optional, depending on the rink and the condition of the clock, but handy if you need to signal the end of a period or the game and the horn is broken.
- ❖ **Stop watch** – optional, same as for the whistle, but very useful to keep track of game time if all else fails. A wristwatch that can indicate seconds will do in a pinch.
- ❖ **Public-Address System** – useful to insure that goals and assists are correct and that the penalties are understood. The On-Ice Officials, the coaches, the players and the spectators all appreciate the information received in this manner. If this is available at your rink, please take the trouble to find out how to use it and make it a part of the game.

Pre-Game ...

- ❖ Arrive at the rink 30 minutes prior to game time. Your player probably needs to be there at the same time.
- ❖ Determine which team is to be the “Home” team as they receive special consideration during the game. This is usually noted on the schedule, but perhaps the coaches can help you find out. Set up the scoresheet correctly for your rink for Home and Visitor by circling one of each. Always try to have the scoresheet reflect where the team benches are relative to your position in the Scorer’s Bench. Avoid having them reversed, as this will greatly increase the number of errors you will make.
- ❖ Gather roster information from the coaches and/or managers. If stickers are provided, be sure that you get one for each page of the scoresheet - three or four, depending on the scoresheet in use. Include first names of all players, referees and coaches.
- ❖ Complete the game identification information on the scoresheet and fill out rosters complete with coach information which must include their USA Hockey certification. Be sure to have all the coaches of each team sign the scoresheet as their certification that their roster is correct. “Curfew time” is the time by which the game must be completed. Most games are curfew games, except at higher levels of hockey.
- ❖ If the rink operator has not yet turned on the game clock, have it turned on well before game time. And test the game clock a little to make sure it is working properly and prepare it for the warm-up session by setting the clock to the proper warm-up time for your game.
- ❖ Find out the On-Ice Officials’ names and print them in the space provided, leaving room for a Referee’s signature.
- ❖ Consult with the Referee(s) on game format (period length, running or stop clock and intermission length). *See also the following section on Running Time vs. Stop Time.*
- ❖ During the warm-up, check off players on the ice against the roster, count them and count the roster length. The On-Ice Officials should be helping you with this. At this time, you are mainly looking for players who are not on the roster. Finding them now will simplify everyone’s lives during the game.
- ❖ Present the scoresheet to the Referee(s) for his/her scrutiny and inform him/her of any roster problems that you have discovered or suspect.

Team Official Information Block

TEAM OFFICIALS		
HEAD COACH	_____	
HEAD COACH (sign)	_____	
CEP LEVEL _____	CEP NO. _____	YEAR _____
COACH	_____	
CEP LEVEL _____	CEP NO. _____	YEAR _____
COACH	_____	
CEP LEVEL _____	CEP NO. _____	YEAR _____
COACH	_____	
CEP LEVEL _____	CEP NO. _____	YEAR _____

Game Identification Block

Mark your scoresheet for the proper category and circle Home/Visitor sides and consult the schedule for the Game No.

HOME		VISITOR	1 TIER I	1 TIER II	1 GIRLS/WOMEN	1 HIGH SCHOOL	1 HOUSE/REC.	1 ADULT	HOME		VISITOR
------	--	---------	----------	-----------	---------------	---------------	--------------	---------	------	--	---------

Note: this is shown quite condensed from the actual scoresheet

DATE: ___/___/___ GAME NO. _____ DIVISION: _____	
TIMES: Start _____ End _____ Curfew _____	
ARENA: _____ SURFACE: _____	
PRINTED NAMES	
Official Scorer	Referee Signature
Official (R or L)	Level
Official (R or L)	Level
Official (R or L)	Level

Running Time vs. Stop Time ...

Definition: A “curfewed” game is one that must be ended by a certain time of day due to agreements made between the hockey association and the rink operator.

1. Timekeeping Options

- ❖ Curfewed games may be conducted using running time, stop time or a combination of both. Discuss with the Referee(s) which format is to be followed for your game. Note the period length and whether running time or stop time was used somewhere on the scoresheet. (i.e.: 12 min. stop or 15 min. run)
- ❖ Younger age levels usually use straight running time; older age levels may utilize both running and stop time in order to maximize the time on the ice.
- ❖ High school games in the NMIHL use three 17-minute stop time periods for all games, but still may use running time when curfew is in effect.
- ❖ Tournament games will probably use a combination of stop time and running time.

2. Running Time Penalties

- ❖ Penalties in running time games will begin expiring when the puck drops to resume play. The scoresheet should show the time that the penalty began expiring, not the time when the penalty was called.

Note: Try to visualize the situation as if the clock actually did stop when the Referee stopped play to assess the penalty. The times in that case would be identical for both the stoppage of play and the resumption of play. So, in a running time game, the only time of interest is that of when play resumes.

- ❖ In running time games, penalties that expire during a stoppage in play must result in a delay in the player leaving the Penalty Bench. The player must wait until the puck is dropped to resume play before reentering the game. The scoresheet should reflect the normal 2-minute or 5-minute penalty time, not the extra time the player had to wait for play to resume.

Game Time ...

- ❖ It's a good idea at this time to clear the Scorer's Bench of distractions such as small children, musical devices, etc. so that all your attention will be focused on the game.
- ❖ The Timekeeper must prepare the game clock for the playing period by setting the clock to the correct period length for your game. You should know this from your earlier discussions with the Referee(s).
- ❖ Record game clock time for all scoresheet entries. This is "time remaining" in the period. The use of colons between minutes and seconds is optional. Don't note tenths of seconds, but rather, round down to the next-lowest whole second. Example: a goal scored with 4.1 seconds remaining is recorded as 0:05 and a goal scored with 4.0 seconds remaining is recorded as 0:04.

Recording of Goals and Assists

- ❖ The Referee will tell you the team name or color that scored, the player numbers for the goal scorer and the assists. For example: he may say "Blue goal by number 8 from 19" or "Highland goal by number 14, unassisted".
- ❖ Record each goal on a line by itself and do not leave blank lines. Verify that all players are on the roster and if not, notify the Referee. Use of the PA system to announce goals and assists will greatly reduce scoring errors.

Home Team Side

SCORING					
NO.	PER.	TIME	G	ASSIST	TYPE
1	1	10:37	17	10, 6	PP
2	1	4:45	18	---	PS
3	1	1:48	7	8	EV
4	2	5:13	10	17, 9	EV
5	3	11:41	18	10, 12	PP
6	3	0:04	14	---	EV

Visiting Team Side

SCORING					
NO.	PER.	TIME	G	ASSIST	TYPE
1	1	5:48	8	19	PP
2	2	9:00	10	12, 14	PP
3	3	13:33	14	10, 12	EV
4					
5					
6					

Scoresheet Definitions: "NO." is the sequential number of the goal scored by a team; "PER." is the period; "TIME" is the time the goal was scored, "G" is for the number of the player scoring the goal; "ASSIST" is for the number(s) of the player(s) awarded assists (no more than two); TYPE is the category of goal type as listed below.

- ❖ The number of the player who scored the goal according to the Referee is recorded in the "G" box. One or two players may be credited with assists, or none. It's the Referee's job to award goals and assists. Don't modify any of this without the Referee's permission.
- ❖ A goal scored at the end of a period should be recorded as 1 second before the end. (i.e.: 0:01, not 0:00)
- ❖ Some coaches or parents will get very agitated about unrecorded or incorrectly awarded goals and assists. Be certain that they understand that a scoresheet can be changed only with the Referee's approval. Once the Referee has signed the scoresheet no further changes are allowed. This is a good reason to use the public address system for goals and assists in order to avoid post-game lobby confrontations.

□ Goal Types

Here are the types of goals that you may record listed in about the frequency in which you might expect to see them to happen. They also appear on the bottom right of the scoresheet.

<u>TYPE</u>	<u>Goal Type</u>	<u>Condition</u>
Blank or EV	Even-Strength Goal	Both teams were at equal strength on the ice
PP	Power Play Goal	Scoring Team had one or two <i>more</i> players on the ice than its opponent
SH	Short-Handed Goal	Scoring Team had one or two <i>less</i> players on the ice than its opponent
EN	Empty Net Goal	Team scored upon had pulled its goalkeeper
EA	Extra Attacker Goal	Scoring Team had substituted another player for its goalkeeper
DP	Delayed Penalty Goal	Team scored upon was about to receive a penalty
PS	Penalty Shot Goal	Goal was scored during a Penalty Shot
AW	Awarded Goal	Referee awarded a goal to a team as a penalty

Recording of Penalties

Table of Penalties

Penalty Class	Players		Goalkeepers		Remarks		
	Player out for	Served on the Penalty Bench by	Goalkeeper out for:	Served on the Penalty Bench by	Recorded on scoresheet	Observations	Coincidental penalties
Minor	2 Minutes	Offender	Not applicable	Player on the ice	2 Minutes	May expire on a goal	May apply
Bench Minor	2 Minutes	Player on the ice	Not applicable	Player on the ice	2 Minutes	May expire on a goal	May apply
Major	5 Minutes	Offender	Not applicable	Player on the ice	5 Minutes	---	May apply
Misconduct	10 Minutes	Offender	Not applicable	Player on the ice	10 Minutes	---	---
Game Misconduct	Balance of game	None	Balance of game	None	10 Minutes	Referee Report	---
Match	Balance of game	Any player for 5 minutes	Balance of game	Any player for 5 minutes	10 Minutes	Referee Report	---
Penalty Shot	---	---	---	---	Penalty shot	Record success or failure	---

- ❖ Record penalty information as indicated by the Referee who will tell you the team name or color, the player number, the penalty type and the offense. For example: "Red 28, 2 minutes for holding" or "Bulldogs 21, slashing minor". Verify that the player is on the roster and announce the penalty.

Scoresheet Definitions:

"Off" is the time the player was assessed a penalty and enters the Penalty Bench

"Start" is the time that player's penalty actually begins expiring

"On" is the time the player returns to the ice

PENALTIES						
PER.	NO.	OFFENSE	MIN.	OFF	START	ON
1	28	<i>Holding</i>	2	04:33	04:33	02:33
2	20	<i>Check fm Behind (3)</i>	2	13:47	13:47	11:47
2	20	<i>Misconduct</i>	10	13:47	11:47	01:38

Note: In running-time games, penalties start to expire the moment the puck is dropped to resume play. This is the Start time, not the time when the penalty was called. Also, a player whose penalty expires during a stoppage of play may reenter the game only when play resumes. The scoresheet should show the normal 2 or 5-minute penalty time, not the extra time the player had to wait.

- ❖ A penalty can be 2, 5 or 10 minutes in length. There are no 4-minute penalties, even though the Referee may call a "Double Minor" (those are recorded as two 2-minute penalties) and there are no "12-minute" penalties (those are recorded as a 2-minute and a 10-minute Misconduct). The "Offense" area is for the actual infraction: "rough", "trip", "cross-check", etc. Be terse, but clear. Abbreviations may be used for penalty names due to lack of space on the scoresheet, but be sure that they are readable by other people. Don't use a complicated set of code names that only you may understand.
- ❖ If a penalty is being served by a substitute, just list the player serving by putting their number in parenthesis after the offense. Make sure the player who actually committed the offense is listed in the second column (NO.). This is to insure that you and the Penalty Bench Attendants know which player is supposed to return to the ice and when.
- ❖ The "Off" time and the "Start" time are frequently the same, but not always. For example, if a player gets a Minor penalty, and no one else is in the box, the "Off" and "Start" times are the same. The "On" time may be 2 minutes later, unless the other team scores a power-play goal, in which case the "On" time the time of the goal.

Penalties That May Cause Problems

❑ Consecutive Penalties

If a player gets multiple penalties on the same play, the "Off" and "Start" times are different. For example, with 13:47 remaining, player No. 20 gets 2-and-10 for checking from behind. That is entered on the sheet as 2 separate penalties:

PENALTIES						
PER.	NO.	OFFENSE	MIN.	OFF	START	ON
2	20	<i>Check fm Behind (3)</i>	2	13:47	13:47	11:47
2	20	<i>Misconduct</i>	10	13:47	11:47	01:38

The "(3)" says the Minor penalty is served by teammate No. 3. Assuming the other team did not score, No. 3 reenters the game at 11:47. At that time, No. 20's 10-minute Misconduct started. No. 20 reenters the game at the first whistle after the 1:47 mark; in this case, 01:38.

Another potential problem is when a player receives a Major and a Minor on the same play.

PENALTIES						
PER.	NO.	OFFENSE	MIN.	OFF	START	ON
2	29	<i>Boarding</i>	5	13:24	13:24	8:24
2	29	<i>Unsports Conduct</i>	2	13:24	8:24	6:24

The Major penalty is always served first, then the Minor penalty. Rule 402(e) covers this. Post seven minutes on the clock to cover both penalties.

❑ Double Minor Penalties

The Referee may award "Double Minor" penalties. He may actually say "Double Minor for Roughing" or "Four minutes for Roughing" or something like that. Whatever he says, do not write it on the scoresheet that way. Write it as two separate two-minute penalties for the same offense. This is important for counting both individual and team penalty totals. The "off" time will be identical for both, but the "start" time for the second penalty will be the same as the "on" time for the first penalty.

If the first of these penalties is terminated by a goal, the time remaining on that penalty is terminated and the second penalty begins immediately.

An example is when a player gets 4 minutes for roughing. Let's say the other team scores after 1:30 of the penalty. That looks like:

PENALTIES						
PER.	NO.	OFFENSE	MIN.	OFF	START	ON
2	6	<i>Roughing</i>	2	10:30	10:30	09:00
2	6	<i>Roughing</i>	2	10:30	09:00	07:00

If you're running the penalty clock, you should post the first penalty as 4:00 minutes. When the other team scores, the penalty clock would read 2:30 remaining. Because the first penalty has terminated, you need to change the penalty clock to read 2:00 at that point and before play resumes. Should the On-Ice Officials drop the puck before the clock is reset, use the scratch sheet to keep track of the expiration time.

❑ **Delayed Penalties**

"Off" and "Start" times will be different when you have three or more players serving penalties.

1. Let the Referee lead the way on this and we'll follow his instructions.
2. In order to know what to do next and when to do it, keep track of the number of players on the ice.
3. Don't be the cause of a "too many men on the ice" situation.

In this example, everything is fine right up until No. 20 gets his penalty.

PENALTIES						
PER.	NO.	OFFENSE	MIN.	OFF	START	ON
3	3	<i>Charging</i>	2	08:54	08:54	
3	27	<i>High Sticking</i>	2	08:23	08:23	
3	20	<i>Elbowing</i>	2	07:43		

Because the rules do not permit a team to play with more than two players short, No. 20 is replaced on the ice by another player (a substitute). No. 20's penalty cannot begin expiring until No. 3's penalty is finished. No. 20 is not playing in the game; he is not expiring his penalty; he's a "dead man". [3 skaters on the ice – the minimum]

And No. 3 cannot go on the ice until his team is entitled to another skater. So this one may end up looking like:

PENALTIES						
PER.	NO.	OFFENSE	MIN.	OFF	START	ON
3	3	<i>Charging</i>	2	08:54	08:54	06:23
3	27	<i>High Sticking</i>	2	08:23	08:23	06:05
3	20	<i>Elbowing</i>	2	07:43	06:54	04:54

No. 3 cannot rejoin his team on the ice when his penalty expires at 6:54 because they are not entitled to another player - yet. He now becomes the "dead man" as No. 20 finally begins to count down his penalty. With no goals scored during this time frame and no stoppages of play, he must wait for his team to become entitled to another player on the ice, which happens when No. 27's penalty expires at 6:23. [4 skaters on the ice]

No. 27 now becomes the "dead man" as his team is still one man short and must wait for a stoppage of play, which occurs at 6:05. They are still one man down, so No. 27's coach must decide whether he shall replace a player on the ice or come to the players' bench. [4 skaters on the ice]

No. 20 returns 2 minutes after his penalty started, at 4:54. He has spent a total of 2 minutes and 49 seconds in the Penalty Bench. You probably didn't get No. 20's time posted on the scoreboard as his penalty began while play was in progress. Keep track of the time on your scratch sheet and advise him of his release time with the "Time Out" board, a paper note or by voice. [5 skaters on the ice - full strength]

The Off-Ice Officials must be aware of the on-ice strength of the penalized team and only allow players to return during stoppages after their penalty has expired or during play only when their team is entitled to an additional skater on the ice. The penalized players will return to the ice in the order in which their penalties have expired.

❑ **Coincidental Penalties ...**

1. Minor or Major penalties of the same time length awarded to each team at the same stoppage of play.
2. They are not necessarily related to each other.
3. They are not displayed on the penalty clocks
4. Players are immediately replaced on the ice by substitutes
5. Players must wait for a stoppage of play to occur after their time expires in order to avoid a "too many men on the ice" Bench Minor penalty.
6. Make the Referee declare them "coincident" so that you and he are agreed on the situation.
7. Use voice, notes or a "Time Out" board to indicate to the players and the Penalty Bench Attendants when they will be allowed to return to the ice.

An example of coincident penalties

PENALTIES						
PER	NO.	OFFENSE	MIN.	OFF	START	ON
2	24	<i>Roughing</i>	2	3:31	3:31	1:14

PENALTIES						
PER	NO.	OFFENSE	MIN.	OFF	START	ON
2	5	<i>Roughing</i>	2	3:31	3:31	1:14

No. 24 and No. 5 are called for coincidental Minor roughing penalties with 3:31 remaining. Because the Referee has declared the penalties coincident, No. 24 and No. 5 have both been replaced on the ice by substitutes.

The penalties expire with 1:31 remaining, but because both teams are at full strength on the ice (because of the substitutes), neither No. 24 nor No. 5 can return immediately but must wait for a stoppage of play that occurs with 1:14 remaining in this example.

You may find it useful to write the return time on a sheet of paper or whiteboard and display it to the penalized players and to the Penalty Bench Attendant. Be sure to indicate that they must wait for a stoppage before returning.

#24 & #5
1:31
+
Whistle

"Time Out Board"

An example of coincident penalties that are not served at the same clock time (not in the sample game)

PENALTIES						
PER	NO.	OFFENSE	MIN.	OFF	START	ON
2	7	<i>Roughing</i>	2	9:30	9:30	7:00

PENALTIES						
PER	NO.	OFFENSE	MIN.	OFF	START	ON
2	12	<i>Slashing (22)</i>	2	9:30	9:30	7:30
2	12	<i>Roughing</i>	2	9:30	7:30	5:05

No. 7 and No. 12 are called for coincidental roughing penalties following a slash by No. 12 on No. 7. Because the Referee has declared the penalties coincident, No. 7 been replaced on the ice by a substitute. No. 12's substitute (No. 22) reports to the Penalty Bench to serve the slashing penalty, which is the first of No. 12's penalties to be served.

No. 22 returns to the ice at 7:30, bringing his team back to full strength. But when No. 7's penalty expires at 7:30, he must wait for a stoppage of play because his team is already at full strength.

No. 12's roughing penalty begins expiring at the same time that No. 22 left the Penalty Bench. He too must wait for a stoppage of play before he can reenter the game.

So even though the roughing penalties are coincident, they are not served at identical times, nor will the players necessarily be in the Penalty Bench for the same length of time due to the unequal wait for stoppages.

❖ Bench Minor Penalties

When the Referee awards a Bench Minor Penalty, the serving player is not charged with the penalty time in his records. Emphasize this by writing the player's number in parentheses and noting "Bench" in the Offense column along with the specific offense given by the Referee.

❖ Misconduct Penalties

1. Are 10 minutes in length
2. Are not displayed on the penalty clocks
3. Keep track of the expiration time on your scratch sheet
4. If a player receives additional Minor or Major penalties, they shall be served earliest by a substitute. The Misconduct Penalty does not begin to expire until all other additional penalties have expired.
5. Players serving Misconduct Penalties shall be alerted and released at the first stoppage of play after the penalty expiration.

❖ Match Penalties

Should a Match Penalty be awarded by the Referee, write "10" in the Min. column. The team will place a substitute in the Penalty Bench who will serve 5 minutes in a manner similar to a Major Penalty in that there is no early termination of the penalty in case of a goal scored against the short-handed team. Place the substitute player's number in parentheses after the offense.

Be sure to record this as a Match Penalty should the Referee report that he has awarded "a Match and a Major" to the player. The result is similar during the game but much different once the game has concluded as Match Penalties require review by a disciplinary authority before the player may play or practice again. The Referee will need to explain his decision on the back of the scoresheet following the game.

❖ Penalty Shots

No rulebook language explicitly discusses documentation of Penalty Shots. But the required entries are:

- Identity of the player who committed the infraction
- Offense that caused the Penalty Shot to be awarded
- Identity of the player taking the Penalty Shot
- Result of such a shot
- Time of occurrence

If a goal is scored it should also be entered in the scoring record as a "PS" type goal.

Penalty Shots do count for the purposes of Rule 401(b) [5/15 penalties] against a team and a player.

The 2009-2011 USA Hockey Official Rules included as part of Rule 505(a) – Penalty Timekeeper the following sentence:

"He shall report in the Penalty Record each penalty shot awarded, including the infraction and the name of the offending player, the name of the player taking the shot and the result of the shot."

This language no longer appears in the rulebook explicitly, but should be observed regardless. The following instructions should be followed based on what is covered by the rulebook and what is not.

1. If the offense that caused the Penalty Shot to be awarded was a Minor or Bench Minor Penalty, the non-offending team will choose whether to take the Penalty Shot or have the offending player or team serve the penalty normally. If they choose the Penalty Shot, then we still should record the name of the player who caused the penalty shot to be assessed.
2. If the offense was a Major, Match or Misconduct penalty, then that penalty will be recorded and served additionally and normally regardless of the outcome of the Penalty Shot [Rule 406(a)].
3. The player taking the Penalty Shot is our main interest and we will record his attempt as either "Goal" or "No Goal" in the offending team's Penalty section of the scoresheet as shown here. This is a penalty against the offending team and player for the purpose of counting penalties for Rule 401(b), so be sure to record the number of the offending player and the penalty that was committed. Penalty Shots are optional for the non-offending team, although the Penalty Shot will be taken in nearly all cases.
4. The defending goaltender gets a shot-on-goal and either a save or a goal against.

PENALTIES						
PER	NO.	OFFENSE	MIN.	OFF	START	ON
1	7	<i>Trip - #18 Goal</i>	<i>PS</i>	<i>4:45</i>		
3	12	<i>Trip - #10 No Goal</i>	<i>PS</i>	<i>2:07</i>		

4. If a goal is scored, we must record the goal normally in the non-offending team's Scoring section like this:

SCORING					
NO.	PER.	TIME	G	ASSIST	TYPE
1	1	4:45	18	---	<i>PS</i>

5. No assists are to be awarded for Penalty Shots. Mark the goal type as "PS" to distinguish it from normal goals.

❖ General Guidelines

Please don't use the "On" box as a workspace for expected expiration, use it for actual expiration time. It is very obvious to a careful reader when this situation occurs as the scoresheet will have overwrites and cross-outs.

In all cases where a substitute serves a penalty, record the jersey number of the substitute in parentheses following the offense. In the case of Bench Minor penalties, write the word "Bench" somewhere on the line.

Ensure that penalized players return to the ice at the proper time. If a mistake is made, either by the Off-Ice Officials or the players, inform the Referee(s) at the next stoppage of play.

Immediately advise the Referee(s) of any player receiving 5 or more penalties in one game as they should receive an immediate Game Misconduct penalty. Don't notify the Referee about 3 or 4 penalties to the same player.

Advise the Referee after the game if one or both teams have accumulated 15 or more penalties.

Penalties occurring during the warm-up shall be recorded at the beginning of the first period (i.e.: 20:00 or your game length). Penalties occurring at the end of a period shall be recorded at the end of the period (i.e.: 0:00).

Any penalty that causes a team to play shorthanded should be posted on the penalty clock.

When a penalty is terminated early by a goal, be sure to clear the remaining time from the penalty clock.

❖ Rule Knowledge Is Important

There are many different penalty situations that require a complete and thorough knowledge of the rules. When in doubt as to the proper procedure regarding a particular penalty situation, be sure to ask the Referee(s) for a clarification prior to play resuming. This will help eliminate confusion or mistakes occurring as penalties expire and players expect to reenter the game.

❖ Obscene Language

If a player or team official is using obscene language in the conduct of his game and it's offensive to you, report him to the Referee at the next convenient time. This conduct is not allowed by USA Hockey rules and should anyone be offended, including the Off-Ice Officials, it should be curtailed.

Goalkeepers' Statistics ...

❖ Record goalkeepers' shots on goal on your scratch sheet.

Refer to the last page of this handbook for expanded definitions of "shots" and "shots on goal"

Definition: *When a team directs the puck towards its opponent's goal, causing a goal to be scored or the opposing goalkeeper to make a save, the team shall be credited with a shot on goal.*

Your view may be blocked at times by players or officials, so all on the Scorer's Bench need to cooperate on watching for shots. Give the players the benefit of the doubt when you really can't tell if it was a shot or not.

- ❖ There are 12 columns for goalkeeping stats on the USA Hockey scoresheet.

GOALKEEPING											
JERSEY NO.	SHOTS					SAVES					MIN. PLAYED
	1	2	3	OT	TOTAL	1	2	3	OT	TOTAL	
1	17	6	7	---	30	15	6	6	---	27	36:28
30	---	6	14	---	20	---	5	15	---	18	8:32
TOTALS	17	12	21	---	50	15	11	19	---	45	45:00

- ❖ Goalkeeper statistics depend heavily on the Scorer recording what and when things happen during the game. Minutes played are an important statistic and obviously shots on goal and saves are important as well.
- ❖ Each goalkeeping change shall be indicated on the Official Scoresheet. It is not sufficient to record only total minutes played and saves. The length of each shift and the saves recorded in each shift (broken down by periods) shall be recorded each time a goalkeeping change occurs. The scratch sheet is an excellent place to do much of this work. A goalkeeping change occurs whenever one goalkeeper relieves another, a goalkeeper is pulled for an extra attacker, or a goalkeeper goes into the game following an empty-net situation.
- ❖ When goalkeepers change, it should be noted at what period/time the change took place in a blank area of the scoresheet. Usually, this will be the margin at the bottom, top or along the sides.
e.g.: *Bulldogs #30 in at 05:13 2nd for #1*
- ❖ If a goalkeeper change has occurred during the game, use care in totaling up the shots and saves at the end of the game.
- ❖ If a team had 17 shots on goal in a period, and 2 were goals, it means the goalkeeper had 15 saves. That is entered on the sheet as a "17" in the "Shots" column, and a "15" in the "Saves" column.
- ❖ A common situation: Not noticing when goalkeepers change. If you really do miss the change, perhaps the coach of that team can help you at the end of the game.

The 3rd Period Blues ...

Why is the third period of a hockey game different than the first two periods?

- ❖ **High Anxiety** - As the end of the game approaches, especially in a close game, both teams are more anxious and more aggressive in their play. This can cause problems for all of us and the Scorer's Bench can become very hectic as a result.
- ❖ **Penalties** - Frustrations may rise on both teams toward the end of a blow-out game. If a burst of penalties occurs, keep your wits about you and stay cool. This is a time when the scratch sheet becomes one of your best tools. The Referee(s) may become nervous and try to get the game over with as soon as possible. They will expect the Scorekeeper and Timekeeper to be part of the solution, not part of the problem.
- ❖ **Goalkeeper Stats** - Near the end of a close game, the trailing coach may remove his goalkeeper from the game and replace him with an extra skater. This is common at higher levels of play. Be sure to note the time that the goalkeeper gets to the bench on your scratch sheet. If the goalkeeper returns to the game, note that time as well. Should a goal be scored by either team while the goalkeeper is out of the game, the goal should be noted as an "EN" (Empty Net) goal on the scoresheet.
- ❖ **Time-outs** - Coaches may wish to take time-outs during the game and especially during the 3rd period. During a game that has a time curfew, as almost all lower-level games do, no time-outs are allowed [Rule 636(f)]. NMIHL (High School) does allow one 30-second time-out per team.

That said, should the Referee allow a time-out to be taken, ask him if he wishes you to keep the time-out time or if he will handle it himself. Note in the margin of the scoresheet which team's time-out it is and the time at which it occurred. Each team will get only one time-out per game and it's our responsibility to insure that the Referee doesn't lose track.

- ❖ **Penalty Limits** - The third period is most likely when a player or a team will reach their limit for penalties in one game. Inform the Referee when any player gets his fifth penalty as an immediate Game Misconduct is in order for that player.

If a team reaches a total of 15 or more penalties by the end of the game, call it to the Referee's attention so that the Head Coach of that team will be suspended for the next game of that team. The coach may be ejected from the game for other reasons, but not because of this.

- ❖ **Roster Line-outs and 'Ghosting'** - If a player hasn't appeared to play in the game by the third period, he's probably not going to make it, although it is still possible. Line out all rostered players not present at the game before the third period is over. This is to avoid crediting a player with a game not played, usually called 'ghosting'. Eligibility for playoffs is often based on a minimum number of games played. Stickers present a particular problem here as stickers on all pages need to be lined out.

Post-Game ...

- ❖ Don't hurry too much when completing the scoresheet! Take sufficient time to make sure that you get things right.
- ❖ If the Referee(s) is pushing you to hurry, tell him/her your problem. If you still have more work to do on the scoresheet, tell the Referee(s) that you will bring it to the Referee's dressing room for their approval.
- ❖ Insure that the penalty records are complete. Be sure that "On" times are recorded and that penalties with no return of the player due to either time running out or the type of penalty (Game Misconduct or Match) are lined out.
- ❖ Total up the goals and indicate the final score in the center section.
- ❖ Total up the goalkeepers' shots and saves. Check your arithmetic.
- ❖ Print your name legibly. You are proud of your work, aren't you?
- ❖ Do not cross out unused areas of the scoresheet, the Referee(s) will do this.
- ❖ Be sure the Referee(s) has been made aware of any player receiving five or more penalties in the game.
- ❖ Advise the Referee(s) of any team receiving 15 or more penalties in the game.
- ❖ Present the scoresheet to the Referee(s) for their signatures and game comments, if applicable. If there have been incidents during the game that resulted in Game Misconduct or Match penalties, the Referee(s) may take the score sheet to the dressing room for discussion and verification of rule numbers used in assessing the penalties. Wait patiently until they are finished.
- ❖ Distribute the yellow copy to the Home team coach and the pink copy to the Visiting coach and submit the white top original to the proper authority. This will depend on which rink you're in and what association is responsible for the game.

Announcements and Announcing ...

Events such as goals, assists, penalties and other pertinent game information should be announced to everyone in the rink as soon as practical, generally after resumption of play in order to minimize distractions for the players and officials.

- ❖ **In the Beginning** - Prior to the start of the game, your association may require you to make special announcements pertaining to sportsmanship or safety aspects of the rink.

If you are announcing the line-ups for each team, it is generally accepted that the visiting team will be announced first, followed by the home team. You may, optionally, choose to also introduce the On-Ice Officials. Now is the time to play the National Anthem, if desired.

- ❖ **Scoring** - When announcing goals and assists, it is important to only announce those players who are actually credited as such by the Referee. Also report any scoring changes made by the Referee(s).

A suggested format is:

"The Highland Hornets' goal scored by number 17, Bill Leslie, with assists by number 10, Matt Leaf, and number 6, Lyman Dimond. The time of the goal is 10:37 remaining. [or - the time of the goal is 4:23]. Leslie from Leaf and Dimond at 10:37 remaining."

If a Referee disallows a goal for a rule violation, he/she should report the reason to the Scorer's Bench in order to have his decision announced over the PA system.

- ❖ **Penalties** - When announcing penalties, report all information as given by the Referee. An example is:

"Albuquerque Bulldogs penalty assessed to number 27, Ron White, two minutes for high-sticking at 8:23 remaining in the third period. White, two minutes for high-sticking at 8:23 remaining."

If players from both teams are penalized at the same time, announce the visiting team's penalty first.

- ❖ **Other Announcements** - When one minute remains to be played in a period, it is required to announce: *"one minute remaining in the period."*; Or: *"one minute to play in the period."* [Rule 506 (a)].

At the conclusion of a period it is customary to announce shots-on-goal for each team for the period, the total thus far in the game and the score. Again, visiting team first.

- ❖ **Cautions** - If music is played during stoppages, be certain to halt the music when the puck drops.

Do not offer running commentary on the game and do not allow your personal opinion to affect the manner in which announcements are made, especially if it reflects on the Game Officials.

The Whole Package ...

As a successful Off-Ice Official you should:

Always ...

- ❖ Be impartial
- ❖ Be attentive to the game
- ❖ Be legible
- ❖ Be part of the officiating team
- ❖ Consult with the Referee(s) if you are unsure of how to proceed
- ❖ Inform the Referee(s) if a mistake has been made
- ❖ Remember – the Referee is in charge of all that concerns the game
- ❖ Respect all game participants as you expect to be respected by them

Never ...

- ❖ Second-guess or criticize the On-Ice Officials
- ❖ Openly cheer for any team
- ❖ Guess about penalty expirations
- ❖ Use tobacco or alcohol in the Scorer's bench

Learn more about ...

- ❖ The rules of the game according to the USA Hockey Rulebook, especially penalty procedures
- ❖ Hockey terminology
- ❖ Referee's signals
- ❖ The operation of your arena's game clock and public address system

Consider becoming a USA Hockey Affiliated Official ...

- ❖ Would you like to learn more about the rules and officiating without actually becoming an on-ice official?
- ❖ A \$25 fee gets you a USA Hockey Rulebook (and an Off-Ice Official's Manual if you ask for it)
- ❖ You'll receive the annual open-book Referee's test (for your own use)
- ❖ You will get a subscription to American Hockey Magazine
- ❖ Go to usahockey.com/officials to complete the registration process
- ❖ Be part of the Land of Enchantment - USA Hockey Officiating Team!

Two: A Completed Scoresheet

General Recording:

Be legible! If it can't be read properly, people will think that we're not very serious about hockey.

Rosters will not usually require a starting line-up, unless announcements are being made (as in tournament play). It will be much easier to decipher goals, assists and penalties for announcements if the roster is in numerical order.

"Time Remaining" is required. Use colons in the time if you wish – or no colons – your choice. But be consistent.

There are blank areas in the scoresheet margins. If you need to make a note about goalkeeper info, etc. use them.

Penalty Notes:

The "OFFENSE" may be written out completely or in a briefer version as shown here.

"OFF" is the time the penalty is assessed, while "START" is the time the penalty actually begins to expire and "ON" is the time the player actually returns to the ice. If the player has to wait for a stoppage of play, that is the "ON" time.

The 1st Visiting Team penalty (No. 21 Slashing) terminates at 1037 instead of 0921 because of the power-play goal scored at 1037 and the 3rd Home Team penalty (No. 2 Holding) terminates at 0548 instead of 0401 because of the power-play goal scored at 0548.

The 3rd Visiting Team penalty (No. 7 Tripping) resulted in an optional Penalty Shot. Record the offending player, the offense, the shooter and the result of the Penalty Shot. If a goal is scored, also record it in the Scoring section. The 14th Visiting Team penalty shows a "No Goal" result. Be sure to count the Shot-On-Goal and the Goal Against for the goalkeeper.

The 5th and 6th Visiting Team penalties (No. 20 Check from Behind and Misconduct) both have an "OFF" time of 1347, but the start times are different because the Misconduct does not start until the Minor expires (or a goal is scored). Multiple penalties to the same player must be recorded as separate penalties. As No. 20 cannot return to the ice to bring his team back to full strength, No. 3 enters the Penalty Bench as an "additional player" to perform that function. Noting his number in parentheses will confirm to you the correct player to return to the ice when the penalty expires.

Similarly, the 9th and 10th Visiting Team penalties (No. 19 Cross-Check & Unsportsmanlike Conduct) have the same "OFF" time, but one follows the other in sequencing. In this case, a power-play goal is scored which terminates the first penalty at 1141 instead of 1033 and the Unsportsmanlike Conduct penalty then begins at 1141. No. 19 must wait for a stoppage of play before returning to the ice.

The 13th Visiting Team penalty (No. 20 Elbowing) is assessed at 0743, but No. 3's and No. 27's penalties from 0854 and 0823 are still being served. Therefore, No. 20's penalty must be delayed until the first of the others expires at 0654 (or if a goal had been scored). No. 20's "START" time is thus 0654. Also, because a substitute was put on the ice when No. 20 was removed, No. 3 cannot return immediately after his penalty expires, but had to wait for a stoppage at 00605. See Page 9 for more explanation.

The 11th Home Team penalty to No. 24 for Elbowing was his 5th penalty of the game. Implementing Rule 401(b), he receives an immediate Game Misconduct which is recorded as the 12th penalty. As No. 24 cannot serve his penalty, No. 22 is noted in parentheses as the serving player. This will help you know which is the correct player to leave the Penalty Bench when the time has been served.

Game time had expired when No. 5 received his roughing penalty, it is still written as a charge to his record.

The Visiting Team was assessed 15 penalties. The Head Coach will be suspended for the next game by Rule 401(b).

Goalkeeping Notes:

If goalkeepers are changed during a game, note the time that this occurs. Place the note in a margin on the same side of the scoresheet as that team. Minutes played is important for goalkeeper statistics. When a substitution is made for a goalkeeper, be sure to keep separate track of the shots-on-goal and saves that should be credited to each goalkeeper. Should the original goalkeeper re-enter the game, make another marginal note to that effect as you did earlier. Note the time that the goalkeeper is removed for an additional player, as near the end of a close game or when a delayed penalty call is pending. An empty net goal could be scored during this time. Also note the time of re-entry to the game.



USA HOCKEY OFFICIAL SCORESHEET



#30 in @513 2nd #1 in @1141 3rd

HOME Highland Hornets

VISITOR TIER I TIER II GIRLS/WOMEN HIGH SCHOOL HOUSE/REC. ADULT

HOME Albuquerque Bulldogs

VISITOR

TEAM NAME

TEAM NAME

DATE: 12/5/05 GAME NO.: 16 DIVISION: Varsity

POS. NO. PLAYERS

POS. NO.	PLAYERS
1	Ken Asplund
3	Ron Skibin
5	Bill Swita
7	Mike MacMillan
8	Joe Mallen
9	Glen Olson
10	Val Belmonte
12	John Mickler
14	Doug Palazzari
19	Matt Walsh
20	Jeff Marten
21	Bob McCraig
23	Bob O'Connor
27	Ron White
28	Don Aho
30	Rob Johnson

NO. PER.	TIME	G	ASSIST	TYPE	
1	1	548	8	19	PP
2	2	900	10	12,14	PP
3	3	1333	14	10,12	EV
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

NO. PER.	TIME	G	ASSIST	TYPE	
1	1	1037	17	10,6	PP
2	1	445	18	---	PS
3	1	148	7	8	EV
4	2	513	10	17,9	EV
5	3	1141	18	10,12	PP
6	3	0:04	14	---	EV
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

NO. PER.	TIME	G	ASSIST	TYPE	
1	1	548	8	19	PP
2	2	900	10	12,14	PP
3	3	1333	14	10,12	EV
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

PER. NO.	MIN.	OFF	START	ON	
1	21	Slash	2	1121	1037
2	10	Interf	2	751	551
7	7	Trip (#18-Goal)	PS	445	---
28	2	Hold	2	433	233
30	2	Chk fm Behind (3)	2	1347	1347
30	2	Misconduct	10	1347	1147
30	2	Delay of Game (3)	2	812	812
30	2	Rough	2	331	331
30	2	Cross-Check	2	1233	1233
30	2	Unsports Cond.	2	1233	1141
30	2	Charge	2	854	854
30	2	High Stick	2	823	823
30	2	Elbow	2	743	654
30	3	Trip (#10-No Goal)	PS	207	---
30	3	Rough	2	000	000

PER. NO.	MIN.	OFF	START	ON	
1	21	Slash	2	1121	1037
2	10	Interf	2	751	551
7	7	Trip (#18-Goal)	PS	445	---
28	2	Hold	2	433	233
30	2	Chk fm Behind (3)	2	1347	1347
30	2	Misconduct	10	1347	1147
30	2	Delay of Game (3)	2	812	812
30	2	Rough	2	331	331
30	2	Cross-Check	2	1233	1233
30	2	Unsports Cond.	2	1233	1141
30	2	Charge	2	854	854
30	2	High Stick	2	823	823
30	2	Elbow	2	743	654
30	3	Trip (#10-No Goal)	PS	207	---
30	3	Rough	2	000	000

PER. NO.	MIN.	OFF	START	ON	
1	24	High Stick	2	1423	1423
1	12	Interf	2	856	856
1	2	Hold	2	601	601
1	14	Hook	2	113	113
2	6	Rough	2	1030	1030
2	6	Rough	2	1030	900
2	24	Hold	2	843	843
2	(8)	Bench - TMM	2	503	503
2	24	Rough	2	331	331
3	24	Cross-Check	2	511	511
3	24	Elbow (22)	2	258	258
3	24	GM - 5 Pens	10	258	---

PER. NO.	MIN.	OFF	START	ON	
1	24	High Stick	2	1423	1423
1	12	Interf	2	856	856
1	2	Hold	2	601	601
1	14	Hook	2	113	113
2	6	Rough	2	1030	1030
2	6	Rough	2	1030	900
2	24	Hold	2	843	843
2	(8)	Bench - TMM	2	503	503
2	24	Rough	2	331	331
3	24	Cross-Check	2	511	511
3	24	Elbow (22)	2	258	258
3	24	GM - 5 Pens	10	258	---

PER. NO.	MIN.	OFF	START	ON	
1	24	High Stick	2	1423	1423
1	12	Interf	2	856	856
1	2	Hold	2	601	601
1	14	Hook	2	113	113
2	6	Rough	2	1030	1030
2	6	Rough	2	1030	900
2	24	Hold	2	843	843
2	(8)	Bench - TMM	2	503	503
2	24	Rough	2	331	331
3	24	Cross-Check	2	511	511
3	24	Elbow (22)	2	258	258
3	24	GM - 5 Pens	10	258	---

PER. NO.	MIN.	OFF	START	ON	
1	24	High Stick	2	1423	1423
1	12	Interf	2	856	856
1	2	Hold	2	601	601
1	14	Hook	2	113	113
2	6	Rough	2	1030	1030
2	6	Rough	2	1030	900
2	24	Hold	2	843	843
2	(8)	Bench - TMM	2	503	503
2	24	Rough	2	331	331
3	24	Cross-Check	2	511	511
3	24	Elbow (22)	2	258	258
3	24	GM - 5 Pens	10	258	---

PER. NO.	MIN.	OFF	START	ON	
1	24	High Stick	2	1423	1423
1	12	Interf	2	856	856
1	2	Hold	2	601	601
1	14	Hook	2	113	113
2	6	Rough	2	1030	1030
2	6	Rough	2	1030	900
2	24	Hold	2	843	843
2	(8)	Bench - TMM	2	503	503
2	24	Rough	2	331	331
3	24	Cross-Check	2	511	511
3	24	Elbow (22)	2	258	258
3	24	GM - 5 Pens	10	258	---

PER. NO.	MIN.	OFF	START	ON	
1	24	High Stick	2	1423	1423
1	12	Interf	2	856	856
1	2	Hold	2	601	601
1	14	Hook	2	113	113
2	6	Rough	2	1030	1030
2	6	Rough	2	1030	900
2	24	Hold	2	843	843
2	(8)	Bench - TMM	2	503	503
2	24	Rough	2	331	331
3	24	Cross-Check	2	511	511
3	24	Elbow (22)	2	258	258
3	24	GM - 5 Pens	10	258	---

HEAD COACH:	CEP NO.:	YEAR:
Lou Vario		
Low Varis		
1423	95-96	
Art Berglund		
0987	00-01	

HEAD COACH:	CEP NO.:	YEAR:
Lou Vario		
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HEAD COACH:	CEP NO.:	YEAR:
Lou Vario		
Low Varis		
1423	95-96	
Art Berglund		
0987	00-01	

DISTRIBUTION: WHITE - LEAGUE STATISTICIAN; YELLOW - HOME TEAM; PINK - VISITING TEAM GOAL TYPES: EV - EVEN STRENGTH; PP - POWER PLAY; SH - SHORT-HANDED; EN - EMPTY NET; EA - EXTRA ATTACKER; PS - PENALTY SHOT

Scoresheet Timeline

Goals	Penalties	1st Period - 15:00	PP Att.	Off	Start	On	Notes
	H-1 #24 V-1 #21	(2-High Sticking) (2-Slashing)	[V 0x1] [H 1x1]	14:23 11:21	14:23 11:21	12:23 10:37	no comment indicates a normal 2 min. expiration penalty terminated by power-play goal power-play goal
H 1-0 6x5 PP	#17 (#10, #6)	(2-Interference) (2-Interference) (2-Holding)	[V 0x2] [H 1x2] [V 1x3]	08:56 07:51 06:01	08:56 07:51 06:01	06:56 05:51 05:48	penalty terminated by power-play goal penalty terminated by power-play goal Penalty Shot attempt successful - SOG & GA for goalie Penalty Shot goal; no assists allowed
V 1-1 6x5 PP	#8 (#19)	(PS-Tripping) PS Att by #18 - Goal		04:45		04:45	even-strength goal penalty carries over to the 2nd period
H 2-1 6x6 PS	#18 (unassisted)	(2-Holding)	[H 1x3]	04:33	04:33	02:33	
H 3-1 6x6	#7 (#8)	(2-Holding)	[V 1x4]	01:13	01:13	14:13(2)	
----- 2nd Period - 15:00 -----							
V 2-3 6x5 PP	#10 (#12, #14)	(2-Checking From Behind) (#3) (10-Misconduct) (2-Roughing) (2-Roughing)	[H 1x4] [V 2x5] [V 2x6]	13:47 13:47 10:30 10:30	13:47 11:47 10:30 09:00	11:47 01:38 09:00 07:00	#3 served #20's minor penalty as an "additional player" starts when previous minor expires, returns at stoppage double minor - two separate and distinct penalties first penalty terminated by goal, then second begins power-play goal
H 4-2 6x6 GW	#10 (#17, #9)	(2-Holding) (2-Delay of Game) (#3)	[V 2x7] [H 1x5]	08:43 08:12	08:43 08:12	06:43 06:12	goalie's penalty, #3 served time as a "substitute" even-strength goal
	H-8 Bench V-8 #5 H-9 #24	(2-Too Many Men) (#8) (2-Roughing) (2-Roughing)	[V 2x8] [H 1x5]	05:03 03:31 03:31	05:03 03:31 03:31	03:03 01:14 01:14	bench (team) penalty, #8 served time coincident minors, return at stoppage coincident minors, return at stoppage
----- 3rd Period - 15:00 -----							
V 3-4 6x6	#14 (#10, #12)	(2-Cross-Checking) (2-Unsportsmanlike Conduct)	[H 2x6] [H 2x7]	12:33 12:33	12:33 11:41	13:33 11:41	even-strength goal penalty terminated by power-play goal starts when previous minor expires, returns at stoppage power-play goal
H 5-3 6x5 PP	#18 (#10, #12)	(2-Charging) (2-High Sticking) (2-Elbowing) (2-Cross-Checking) (2-Elbowing) (#22)	[H 2x8] [H 2x9] [H 2x10] [V 2x10] [V 2x11]	08:54 08:23 07:43 06:11 02:58	08:54 08:23 06:54 05:11 02:58	06:23 06:05 04:54 03:11 00:58	returns when team is allowed another player returns at stoppage because of substitute for #20 delayed start because of two penalties running #22 serves #24's minor as a "substitute" GM for 5 penalties in one game (Rule 404(d)) Penalty Shot attempt unsuccessful - SOG for goalie even-strength goal at 0:03.46 (round up) 5 min. on paper only, but is still a penalty
H 6-3 6x6	#14 (unassisted)	(10-Game Misconduct - 5 pens) (PS-Tripping) PS Att by #10 - No Goal (5-Roughing)		2:07 00:00		00:04 ---	15 penalties on Visitors suspends Head Coach one game

GW: Game Winner
PP: Power-Play
PS: Penalty Shot

H: Home
V: Visitor

Three: Penalty Situation Guide

(Appendix III of the USA Hockey Off-Ice Officiating Manual, Sixth Edition)

The following pages will provide some common penalty situations. These situations are broken down into three categories: coincident penalties, penalty termination and delayed penalties. Please review these situations carefully and the explanations accompanying them. If you have a basic understanding of these situations, you will be prepared, as an Off-Ice Official, to tackle any penalty situation that may arise. Remember that the Referee is the ultimate authority on penalty situations.

Coincident Penalties ...

Coincident penalties occur any time that player(s) from each team are assessed penalties of equal duration during the same stoppage of play. When coincident penalties are assessed, immediate substitution for the penalized player(s) will occur on the ice. Penalties deemed to be coincidental do not appear on the game clock. The players who are serving coincident penalties will remain in the Penalty Bench until the first stoppage of play after their penalty has expired. Following are some coincident penalty situations.

Time	Team "A"	Team "B"	Solution
08:00	X – 2 min.	Z – 2 min.	In this case, each Minor penalty will cancel out the other. Each team will be allowed immediate substitution on the ice (5 vs. 5 on-ice strength) and the penalized players will have to wait until the first stoppage after their penalties expire.
08:00	X – 2 min. Y – 2 min.	Z – 2 min. W – 2 min.	Each Minor penalty will cancel a Minor penalty from the other team and both teams will be allowed immediate substitution (5 vs. 5 on-ice strength). The penalized players will have to wait for the first stoppage of play after their penalties expire.
08:00 07:45	X – 2 min.	Z – 2 min.	Since the penalties were not assessed at the same time, coincident penalties do not apply.
08:00	X – 2 min. Y – 2 min.	Z – 2 + 2 min.	Even though Team "A" has two players penalized, the total number of penalties to each team are equal, therefore canceling each other out. Both teams will skate at full strength. Players X and Y will return at the first stoppage after two minutes while player Z will serve until the first stoppage after four minutes.
08:00	X – 2 + 2 min.	Z – 2 + 2 min.	Coincident Minor penalties still applies because there are an equal number of Minor penalties to each player.
08:00	X – 2 min. Y – 2 min.	Z – 2 min.	Player Z's penalty cancels out either X's or Y's penalty (captain's choice). Team "A" will skate shorthanded for two minutes or until a goal is scored. Player Z and either Player X or Y will remain in the Penalty Bench until the first stoppage of play after two minutes.
08:00	X – 2 + 2 min.	Z – 2 min.	Player Z's penalty will cancel out one of Player X's penalties. Team "A" will skate shorthanded (4 vs. 5 on-ice strength) for two minutes unless a goal is scored. Player Z will return to the ice at a stoppage after two minutes while Player X waits for a stoppage after the second Minor penalty expires. Since Team "A" is entitled to another player on the ice after two minutes, they need to have an additional player enter the Penalty Bench to serve the Minor penalty and enter the ice surface when it expires or a goal is scored.
08:00	X – 2 min. Y – 2 min. W – 2 min.	Z – 2 + 2 + 2 min.	Since there are an equal number of penalties on each team, coincident penalties would apply (5 vs. 5 on-ice strength). Player Z would be eligible to return during the first stoppage after six minutes. Players X, Y and W would return to the ice at the first stoppage after two minutes.
08:00	X – 5 min.	Z – 5 min.	Coincident penalties also apply to Major penalties.
08:00	X – 5 min.	Z – 2 min.	Since the penalties are not equal, coincident penalties would not apply and the team would skate shorthanded while the penalties are served in their entirety.
08:00	X – 5 min.	Z – 5 + 2 min.	Coincident penalties do apply in cases where an equal combination of Major and / or Minor penalties are assessed to each team.
08:00	X – 2 + 10 min.	Z – 2 min.	The 10-minute Misconduct penalty does not apply to coincidental penalties, therefore the Minor penalties would cancel each other out. However, in this case, Team "A" would not have to place an additional player in the Penalty Bench, but Player X would have to remain in the Penalty Bench until the first stoppage of play after 12 minutes.

Penalty Termination ...

When a team is below the numerical strength of their opponent (shorthanded) as a result of a Minor or Bench Minor penalty and a goal is scored against them, the first Minor or Bench Minor penalty then being served is terminated. In order to determine which Minor penalty, if any, caused the team to be shorthanded, follow the sequence detailed below.

When a goal is scored against a team that is shorthanded the following applies:

- If the only penalty currently being served is a Major penalty, no penalties will terminate. A Major penalty can never be terminated because a goal is scored.
- A Minor penalty will only terminate when a goal is scored if the team scored upon is below the numerical strength of the other team. In this case, the Minor or Bench Minor penalty with the least amount of time remaining on the clock (the first Minor or Bench Minor [non-coincident] assessed) is the penalty that terminates.
- When two or more Minor penalties expire at the same time, the Captain shall choose which penalty terminates.

Anytime a goal is scored when penalties are being served, the officials should ask themselves the following questions to determine which penalty (if any) terminates.

1. Was the team scored upon “shorthanded” at the time of the goal?
2. Is there at least one non-coincident Minor or Bench Minor penalty being served by the team that was scored upon?

If the officials answer yes to questions 1 and 2, then the player’s (first such Minor or Bench Minor) penalty shall terminate as a result of the goal being scored. The following are examples of how we arrive at the termination of a penalty as a result of a goal being scored.

Time	Team “A”	Team “B”	Solution
08:00 07:30	X – 2 min.	Goal	The only penalty being served is a Minor penalty. Therefore, X is allowed to return to the ice as a result of the goal.
08:00 07:30 07:00	X – 2 min. Y – 2 min.	Goal	In this case, the first penalty (Player X’s) which causes Team “A” to be shorthanded terminates as a result of the goal.
08:00 07:00	X – 2 + 2 min.	Goal	The first Minor penalty to Player X would terminate and Player X’s second Minor penalty would start. Therefore, Team “A” to be shorthanded while Player X’s second penalty is being served.
08:00 07:30 07:00	X – 2 min.	Z – 2 min. Goal	At the time of the goal, both teams were at equal strength (4 vs. 4) so no penalty would terminate as a result of the goal.
08:00 07:30 07:15 07:00	X – 2 min. Y – 2 min.	Z – 2 min. Goal	Team “A” was shorthanded at the time of the goal as a result of Minor penalties. Therefore, the first such Minor penalty (Player X’s) still being served terminates.
08:00 07:30 07:15 07:00	X – 2 min. Y – 2 min.	Z – 2 min. Goal	Player X’s penalty terminates as Team “A’s” first Minor penalty still being served.
08:00 07:00	X – 2 min. Y – 2 min.	Goal	Since X and Y’s penalties were assessed at the same time, Team “A’s” Captain shall have the choice as to which penalty terminates.
08:00 07:30 07:00	X – 2 min. Y – 2 min.	Z – 2 min. Goal	Since coincident penalties do not affect the on-ice strength of either team and cannot be terminated as the result of a goal, Player Y’s penalty would be terminated in this instance.
08:00 07:30 07:00	X – 2 + 2 min. Y – 2 min.	Z – 2 min. Goal	Player Z’s penalty is coincident with one of Player X’s. Player X’s second penalty is the first Minor penalty still being served. Therefore, Player X’s penalty terminates and the substitute for Player X returns to the ice.
08:00 07:30 07:00	X – 5 min. Y – 2 min.	Goal	Even though Player X’s penalty is the first penalty that caused Team “A” to be shorthanded, it cannot be terminated because it was a Major penalty. Since Player Y’s penalty was a minor, it will be terminated as a result of the goal.

Time	Team "A"	Team "B"	Solution
08:00 07:30 07:15 07:00	X – 2 min. Y – 5 min.	Z – 2 min. Goal	Since Player Y's penalty is a Major penalty, it cannot terminate. In this case, Player X's Minor penalty would terminate as a result of the goal.
08:00 07:30 07:15 07:00	X – 5 min. Y – 2 min. Z – 2 min.	Goal	Player Y's penalty would terminate as a result of the goal because Player X's penalty is a Major penalty and cannot be terminated.
08:00 07:30 07:00	X – 5 min. Y – 5 min.	Z – 5 min. Goal	No penalty would terminate as a result of the goal because all penalties assessed were Major penalties.
08:00 07:30	X – 5 + 2 min.	Goal	No one returns because Player X's Major penalty is served first and a Major penalty cannot be terminated as a result of a goal.
08:00 02:30	X – 5 + 2 min.	Goal	Player X would return to the ice because the Major penalty has expired and the Minor penalty is currently being served.

Delayed Penalties ...

Delayed penalties occur when a team has been assessed additional penalties when Minor or Major penalties are already being served by two different players. A team is entitled to have a minimum of three skaters plus a goalkeeper on the ice at all times. Therefore, when more than two penalties are being served by different players on the same team and an additional penalty is assessed, the third penalty will not start until the first penalty has expired. If there is a fourth penalty, it cannot start until the second penalty has expired and so on.

In this instance, the first player is not eligible to return to the ice (they are not entitled to an additional skater) until the next stoppage of play or until the next penalty expires and his / her team is entitled to another player on the ice. The general rule of thumb in these situations when penalties are expiring is the first player in will be the first player out. The following are some examples of delayed penalty situations and the proper procedures in handling them.

Time	Team "A"	Team "B"	Solution
08:00 07:30 07:00	X – 2 min. Y – 2 min. W – 2 min.		Player W's Minor penalty will not start until Player X's penalty has expired (the 06:00 mark). At that time, Player X would not be allowed to return to the ice until a stoppage or until Player Y's penalty expires and Team "A" is entitled to another player on the ice.
08:00 07:30 07:00 06:30	X – 2 min. Y – 2 min. W – 2 min.	Goal	Player X's penalty would terminate as a result of the goal and Player W's penalty would start at the time of the goal.
08:00 07:30	X – 2 min. Y – 2 min. W – 2 min.		Player W's penalty would not start until Player X and Player Y's penalties expire (at the 06:00 mark). When X's and Y's penalties expire, only one (Captain's choice) of them will be allowed to return to the ice because they are only entitled to one additional skater as a result of Player W's penalty.
08:00 07:30 07:00	X – 2 + 2 min. Y – 2 min. W – 2 min.		Player W's Minor penalty will not start until Player Y's penalty expires (at the 05:30 mark) because Player X's second penalty starts immediately at the conclusion of his / her first penalty. Player Y may not return to the ice until the earlier of a stoppage of play at or after 05:30, or at 04:00 when the second penalty to Player X expires and Team "A" is entitled to an additional skater on the ice.
08:00 07:30 07:00	X – 2 min. Y – 2 min. W – 2 min.	Z – 2 min.	Since Player X's and Player Z's penalties are coincident, this is not a situation where the delayed penalty rule would apply. Coincident penalties do not affect the on-ice strength of the teams and therefore are ignored as it applies to the delayed penalty rule.

The previous examples that demonstrate coincident penalties, termination of penalties and delay penalty situations are just some basic examples of these rules and are not intended to cover every possible situation. On-Ice Officials are expected to be familiar with every possible penalty situation and they should be the authority in practicing the proper procedures. We hope the example given here give you, the Off-Ice Official, a better understanding of the rules pertaining to penalty situations and provide you with the basic rule knowledge to be successful. Additional penalty situations, for those who are interested, are covered in the *USA Hockey Official Rules and Casebook of Hockey*.

Four: By the Rulebook

These are extracts from the USA Hockey 2013-2017 Official Rules of Ice Hockey. They concern only rules that apply to the Off-Ice Officials: Official Scorer, Game Timekeeper, Penalty Timekeeper and Goal Judges.

Rulebooks are available for \$9.95 from www.usahockeywear.com or may be downloaded from USA Hockey at www.usahockey/officials/publications. The most recent Off-Ice Officiating Manual is there as well.

Areas that are 'grayed out' are new additions or revisions for the 2013-2017 Rules.

SECTION ONE – THE RINK

Rule 108 - Signal and Timing Devices [complete]

- (a) Each rink shall provide a siren or other suitable sound device for the use of Timekeepers.
- (b) Each rink shall provide a timing device for the purpose of keeping all parties accurately informed as to the time remaining in each period and/or to be served for each penalty.
- (c) For games where goal judges are used, a signaling device will be placed behind each goal.
- (d) Where automatic lights are available, a red light will indicate a goal has been scored and a green light will signal the end of a period.
- (e) It is the responsibility of the on-ice officials to determine if a goal has been scored at the end of a period regardless of the use of signaling devices.

DISCUSSION: Ensure before the game starts that all such devices are operating properly. If a problem is detected, inform the Referee(s) so that they may decide what action to take.

You should have backup devices available – a stopwatch, a whistle and an extra pen.

SECTION TWO - TEAMS

Rule 201 - Composition of Teams [partial]

- (a) A team must start a game with a minimum of six players. Any time that a team has been reduced to less than four players, the game shall be declared a forfeit. A maximum of 20 players, in which not more than 18 are skaters, shall be permitted to play in the game.
- (b) Each team shall designate on the scoresheet a Head Coach prior to the start of the game. The Head Coach shall be in control of and responsible for the actions of all team personnel, including players.

A team may have up to four Team Officials on the players' bench. Only players in uniform and properly rostered Team Officials may occupy the players' bench.

DISCUSSION: The scorekeeper must inform the Referee(s) of violations of this rule.

Rule 202 - Captain of Team [partial]

- (a) Prior to the start of the game, each team shall designate one Captain and not more than two Alternates on the scoresheet. Only one of these designated players shall have the privilege of discussing with the Referee any questions relating to interpretation of rules that may arise during the progress of a game. No goalkeepers shall be entitled to exercise the privileges of Captain.

DISCUSSION: Note the Captains and Alternates by placing a "C" or "A" after their names on the roster.

Rule 203 - Players in Uniform [partial]

- (a) Prior to the start of each game the Manager or Coach of each team shall designate on the scoresheet the players and goalkeepers who shall be eligible to play in the game.

Once the game has started, an eligible player or goalkeeper may be added to the scoresheet during a stoppage of play provided no players are deleted from the game roster and maximum roster size has not been exceeded. For each player added however, a bench minor penalty for illegal substitution shall be assessed.

DISCUSSION: The roster list is those players eligible to play in the game, not those that are present.

Should an unlisted player be discovered before the game begins, he may be added to the roster with no penalty to the team. If an unlisted player is discovered or appears after the game has started, he may be added to the roster subject to the limitations of Rule 201(a) and the team will be assessed a bench minor penalty.

Rule 205 - Change of Players [partial]

- (d) A player serving a penalty on the Penalty Bench, whose penalty has expired, must proceed by way of the ice and be at his players' bench before any substitution can be made.

DISCUSSION: It is the responsibility of the Timekeeper and the Penalty Bench Attendants to make sure that players exit the Penalty Bench correctly and to report instances of rule violations to the Referee(s). Players must exit the Penalty Bench to the playing surface only, not to any other location such as the Player's Bench.

Rule 206 - Injured Players [partial]

- (d) If a penalized player has been injured he may proceed to the dressing room without the necessity of taking a seat on the Penalty Bench.

If the injured player receives a minor penalty, the penalized team shall place a substitute on the penalty bench immediately. If the injured player receives a major penalty, Rule 403(d) would apply and no replacement for the penalized player shall be permitted to enter the game except from the penalty bench.

The penalized player who has been injured and been replaced on the penalty bench shall not be eligible to play in the game until his penalty has expired. Should the penalized player return to the game before his penalty has expired, he shall replace the substitute player on the penalty bench during a stoppage of play.

For a violation of this rule a bench minor penalty for illegal substitution shall be imposed.

(Note) No substitution on the penalty bench is required under this rule for any player(s) who have been immediately substituted on the ice under Rule 402(f)-coincidental minor penalties and/or Rule 403(c)-coincidental major penalties.

DISCUSSION: Assist the Referee(s) in placing the substitute in the Penalty Bench before play resumes.

Should the injured player attempt to return to the Players' Bench instead of the Penalty Bench, inform the Referee(s) at the next stoppage of play.

SECTION FOUR: PENALTIES

Rule 401 - Penalties [complete]

(a) Penalties shall be actual playing time and shall be divided into the following classes:

- (1) Minor/Bench Minor Penalties
- (2) Major Penalties
- (3) Misconduct Penalties
- (4) Match Penalties
- (5) Penalty Shot

(Note 1) When play is not actually in progress and an offense is committed by any player or Team Official, the same penalty shall apply as though play were actually in progress.

(Note 2) Should a player commit multiple infractions on the same play, either before or after the Referee has stopped play, the offending player shall serve the penalties consecutively.

(b) Any player, except in Adult age classifications, who receives five penalties in the same game shall be assessed a Game Misconduct penalty. Any Adult player who receives five penalties in the same game shall be immediately ejected for the remainder of the game with no further suspension.

Any Head Coach whose team, except in Adult age classifications, receives 15 or more penalties during one game shall be suspended for the next scheduled game of that team.

DISCUSSION: This section of the Rulebook is of great importance to both the Scorekeeper and the Timekeeper for proper execution of penalties. Persons in these task categories should be thoroughly familiar with the rules pertaining to penalties.

Subsection (b) requires the Scorekeeper to inform the Referee(s) when a player has received a fifth penalty of any variety in a game. This player will receive an immediate Game Misconduct and must leave the game.

Also, notify the Referee(s) of a team receiving 15 or more penalties in the game. That coach shall remain in the game, but be suspended for the next scheduled game of that team. The coach may be ejected from the game for other offenses, but not under this rule.

Rule 402 - Minor Penalties [complete]

(Note) (except for Adults) Affiliates or governing bodies are authorized to reduce the length of Minor penalties to no less than one and one-half minutes for games under their jurisdiction where the period length is reduced to 15 minutes or less.

- (a) For a "MINOR PENALTY," any player, other than a goalkeeper, shall be ruled off the ice for two minutes during which time no substitute shall be permitted.
- (b) For a "BENCH MINOR" penalty one player shall be ruled off the ice for a period of two minutes, during which time no substitute shall be permitted. Any non-penalized player of the team who was on the ice at the time of the infraction, except the goalkeeper, may be designated to serve the penalty by the Manager or Coach through the playing Captain, and such player shall promptly take his place on the Penalty Bench.
- (c) If the opposing team scores a goal while a team is shorthanded (below the on ice numerical strength of its opponent at the time of the goal) by one or more Minor penalties, one of such penalties shall automatically terminate. The penalty that terminates automatically is the first Minor or Bench Minor penalty (non-coincidental) then being served by the "shorthanded" team. This rule shall not apply when a goal is scored on a Penalty Shot or an awarded goal.

- (d) When the Minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate which player will return to the ice first.
- (e) When a player receives a Major penalty and a Minor penalty at the same time, the Major penalty shall be served first by the penalized player. However, if the Major or Match penalty is assessed under the coincidental Major or Match penalty rules, the Minor penalty will be recorded and served first.
- (f) When an equal number of Minor penalties (coincidental) are assessed to players from both teams, the penalized players shall take their place on the Penalty Bench and immediate substitution will take place for an equal number of Minor penalties. The penalized players shall not leave the Penalty Bench until the first stoppage of play following the expiration of their penalties. Additional Minor penalties assessed at the same stoppage that are not considered coincidental Minor penalties shall be served in the normal manner.

Coincidental Minor penalties shall not be taken into account for the purpose of a delayed penalty under Rule 408 (Delayed Penalties).

DISCUSSION: Subsection (c) addresses the situation of power-play goals. It is important to understand which of possibly several penalties will terminate as a result of a goal.

Note that subsection (e) addresses the situation when a player must serve a major penalty before any others unless the major is coincident with another major from the opposing team.

Subsection (f) removes coincident penalties from the case when two penalties are already being served by the offending team(s) and prohibits use of the Delayed Penalty rule.

Rule 403 - Major Penalties [complete]

- (a) For the first "MAJOR PENALTY" in any one game, any player, except the goalkeeper, shall be ruled off the ice for five minutes, during which time no substitute shall be permitted.
- (b) For the second Major penalty in the same game to the same player or goalkeeper, that player shall be assessed a Game Misconduct penalty in addition to the Major penalty. The player or goalkeeper shall be suspended for his team's next two games. This two-game suspension is in addition to any other required suspensions incurred during the same incident.
- (c) When an equal number of Major penalties (coincidental), are assessed to players from both teams, the penalized players shall take their place on the Penalty Bench and immediate substitution will take place for an equal number of Major penalties. The penalized players shall not leave the Penalty Bench until the first stoppage of play following the expiration of their penalties. Additional Minor or Major penalties assessed at the same stoppage that are not considered coincidental penalties shall be served in the normal manner.

The coincidental penalty rule shall also apply in all situations where penalties of equal duration (Minor or Major penalties) are assessed to both teams.

Coincidental Major penalties shall not be taken into account for the purpose of a delayed penalty under Rule 408 (Delayed Penalties).

- (d) **(For all Youth, High School and Girls' Age Classifications)** When a player is assessed a Major plus Misconduct or Game Misconduct penalty, unless immediate substitution is permitted under the coincidental Major penalty Rule 403(c), the penalized team shall immediately place a substitute player on the Penalty Bench and such player may not be changed.

(For Adult Classifications) When a player is assessed a Major plus Misconduct or Game Misconduct penalty, unless immediate substitution is permitted under the coincidental Major penalty Rule 403(c), the penalized team shall place a substitute player on the Penalty Bench before the penalty expires. No other replacement for the penalized player shall be permitted to enter the game except from the Penalty Bench upon expiration of the penalty. For violation of this rule a Bench Minor penalty for illegal substitution shall be imposed.

DISCUSSION: A goal scored against a team that is shorthanded by reason of a major penalty does not terminate that penalty as is the case with Minor penalties.

Immediately report to the Referee(s) the case when a player has received a second Major penalty in the game. He will be given an immediate Game Misconduct penalty and must leave the game.

Rule 404 - Misconduct Penalties [complete]

- (a) A "MISCONDUCT" penalty involves the removal of a player, other than a goalkeeper, from the game for a period of 10 minutes with immediate substitution taking place on ice. A player whose Misconduct penalty has expired shall remain on the Penalty Bench until the next stoppage of play.

Unless immediate substitution is permitted under the coincidental Minor penalty rule 402(f), when a player receives a Minor penalty plus a Misconduct or Game Misconduct penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than a goalkeeper, on the Penalty Bench and such player may not be changed.

In the case where a player receives a Major plus Misconduct or Game Misconduct penalty, unless immediate substitution is allowed under the coincidental Major penalty rule 403(c), the penalized team shall place a substitute player on the Penalty Bench immediately (**for Youth, Girls' and High School Classifications**) or before the penalty expires (**for Adult Classifications**) No other replacement for the penalized player shall be permitted to enter the game except from the Penalty Bench upon expiration of the penalty.

For violation of this rule a Bench Minor penalty for illegal substitution shall be imposed.

For the second Misconduct penalty assessed to the same player during the same game, a Game Misconduct penalty shall be assessed to that player in lieu of the second Misconduct penalty.

- (b) A "GAME MISCONDUCT" penalty involves the suspension of a player or Team Official for the balance of the game with immediate substitution taking place on ice.

A player or Team Official incurring a Game Misconduct penalty shall also be suspended for his team's next game (the game already appearing on the schedule of that team at the time of the infraction), except that when such penalty is imposed under Rule 403(b) (Second Major in Game) there shall be a minimum two-game suspension.

(Note) In all cases where a Game Misconduct penalty is assessed, the incident shall be reported to the proper authorities who shall have full power to impose further suspensions.

(Note 2) For all Game Misconduct penalties regardless of when imposed, a total of 10 minutes shall be charged in the records against an offending player.

- (e) If any Team Official is assessed a Game Misconduct penalty, he may not remain near the bench of his team, nor in any way attempt to direct the play of his team.

DISCUSSION: Misconduct penalties are not posted on the penalty clocks, but must be accounted for by manual calculations using your scratch sheet. These penalized players must be informed when they may leave the Penalty Bench. The Penalty Bench Attendant, if present, must also be made aware of the expiration time.

A Game Misconduct is recorded as 10 minutes in the penalty record and the player must leave the game.

Rule 405 - Match Penalties [complete]

- (a) A "MATCH" penalty involves the immediate removal of a player or Team Official for the balance of the game and a five-minute time penalty shall be assessed.

(Note) For all "MATCH" penalties, regardless of when imposed, or prescribed additional penalties, a total of 10 minutes shall be charged in the records against the offending player or Team Official.

(For all Youth, High School and Girls' Age Classifications) Unless immediate substitution is permitted under the coincidental Major penalty Rule 403(c), the penalized team shall immediately place a substitute player on the Penalty Bench and such player shall not be changed.

(For Adult Classifications) Unless immediate substitution is permitted under the coincidental Major penalty Rule 403(c), the penalized team shall place a substitute player on the Penalty Bench before the penalty expires. No other replacement for the penalized player shall be permitted to enter the game except from the Penalty Bench upon expiration of the penalty. For violation of this rule a **Bench Minor** penalty for illegal substitution shall be imposed.

- (b) When coincidental Match penalties have been imposed or when any combination of coincidental Major and Match penalties have been assessed to a player or players of both teams, Rule 403(c) covering coincidental Major penalties will be applicable with respect to player substitutions.
- (c) A player or Team Official incurring a Match penalty shall be suspended from participating in any USA Hockey games and practices until his case has been dealt with by the proper authorities. A hearing by the proper authorities shall be offered to be held (including any further disciplinary action) within 30 days of the incident ("30-day period") together with a decision in accordance with Bylaw 10D (Suspension Hearings/Domestic Competition Playing Rules). If extenuating circumstances prevent the proper authorities from conducting the hearing within the 30-day period, the player or Team Official shall be automatically reinstated after the 30-day period. The failure to offer the hearing shall not prohibit the hearing body from conducting the hearing after the 30-day period and imposing further disciplinary action.
- (Note) The Referee is required to report all Match penalties and the surrounding circumstances to the proper authorities immediately following the game in which they occur.*
- (d) If any Team Official is assessed a Match penalty, he may not sit near the players' bench of his team, nor in any way attempt to direct the play of his team.
- (e) Original jurisdiction in any hearing resulting from a Match penalty assessed under Rule 601(f.1) (Physical Assault of Officials) shall reside with the Affiliate.

DISCUSSION: The 5-minute time penalty against the team is treated similarly to a Major Penalty in that no early termination as a result of a goal is allowed.

Should the Referee report this as "a Major and a Match" penalty, you are to interpret it as a Match penalty and record it as indicated here. You should have a discussion with the Referee on this point. It is very important to everyone as a Match penalty suspends a player until a hearing is convened.

Note that 10 minutes is entered into the penalty record, but the time penalty is only 5 minutes.

Rule 406 - Penalty Shot [partial]

- (a) If the offense for which the Penalty Shot was awarded was such as would normally incur a Minor or Bench Minor penalty, the non-offending team may, prior to the Penalty Shot, elect that the Minor or Bench Minor penalty be assessed to the offending player or team in lieu of the Penalty Shot. If the Penalty Shot is selected, the offending team shall not be reduced in on-ice strength as a result of the infraction.

If the offense for which the Penalty Shot was awarded was such as would normally incur a Major or Match penalty, such penalty shall be imposed in addition to the Penalty Shot regardless as to whether a goal was scored or not. In addition, Misconduct penalties will also be served in the normal manner.

- (b) In cases where a Penalty Shot that has been awarded where a specific player has been fouled [Rules 610(e & f), 616(b), 629(c) and 637(a & b)], the Referee shall designate the fouled player to take the Penalty Shot.

In cases where a Penalty Shot that has been awarded where a specific player has not been fouled [Rules 205(e), 610(e & f), 614(b), 618(a) and 637(a)], the player selected to take the Penalty Shot shall be designated by the Captain of the non-offending team from the players who were on the ice at the time the infraction occurred.

If by reason of injury the player designated by the Referee to take the Penalty Shot is unable to do so within a reasonable time, the shot may be taken by a player selected by the Captain of the non-offending team from the players on the ice at the time the infraction occurred.

Once the player has been designated to take the shot, either by the Referee or Captain, such player may not be changed unless that player had incurred a Game Misconduct or Match penalty prior to taking the Penalty Shot. In this instance, the Captain of the non-offending team shall designate a player who was on the ice at the time of the infraction to take the Penalty Shot.

If the player designated to take the Penalty Shot is assessed a Minor or Major penalty in connection with the play prior to taking the Penalty Shot, he shall first be permitted to complete the Penalty Shot prior to taking his place on the Penalty Bench.

Only a player designated as a goalkeeper, substitute goalkeeper or temporary goalkeeper (see Glossary) may defend against a Penalty Shot.

- (c) When an infraction occurs calling for a Penalty Shot during actual playing time, the shot will be taken immediately upon completion of the play (delayed whistle by the Referee). The time required to complete the Penalty Shot shall not be included in the regular playing time
- (d) For any violation committed by a goalkeeper during the Penalty Shot, the Referee shall allow the shot to be completed and if the shot fails, another Penalty Shot shall be awarded. Any penalties assessed will be served in the normal manner whether or not a goal is scored on the Penalty Shot.

DISCUSSION: No rule discusses documentation of Penalty Shots.

The required entries are:

1. number of the player causing the foul
2. number of the player taking the Penalty Shot
3. result of such a shot (Goal or No Goal)
4. clock time of occurrence.

Penalty shots do count for the purposes of Rule 401(b) [5/15 penalties] against a player and a team. They should be entered in the penalty record and if a goal is scored also entered in the scoring record as a type "PS" goal.

Rule 407 - Goalkeeper Penalties [complete]

- (a) A goalkeeper shall not be sent to the Penalty Bench for an offense that incurs a Minor, Major or Misconduct penalty. These penalties shall be served by another member of his team who was on the ice when the offense was committed. The player shall be designated by the Coach of the offending team through the Captain and such substitute may not be changed.
- (b) Should a goalkeeper incur a Game Misconduct or a Match penalty, his place will be taken by a member of his own team, or by a substitute or temporary goalkeeper who is available, and such player will be allowed the goalkeeper's full equipment.

Any other penalties assessed to a goalkeeper, including Minor, Major, Misconduct or Match penalties, shall be served by another member of the team on the ice at the time the offense was committed. The player shall be designated by the Coach of the offending team through the Captain and such substitute may not be changed.

(Note) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.

- (c) If a goalkeeper deliberately participates in the play in any manner when he is beyond the center red line, a Minor penalty shall be assessed.

DISCUSSION: Goalkeepers never go to the Penalty Bench. Never! However, they may be ejected from the game. A teammate from the ice must serve any and all penalties against the goalkeeper.

Note that all these penalties are charged against the goalkeeper, not the substitute from the ice. The substitute should be designated by including that player's number in parentheses after the "Offense" in the penalty record. This is to identify the correct player for release when the penalty expires or terminates.

Rule 408 - Delayed Penalties [complete]

- (a) If a third player shall be penalized while two players of the same team are serving non-coincidental penalties, he shall proceed to the Penalty Bench immediately and may be replaced by a substitute on the ice. However, the penalty time of the third player shall not begin until the first such penalty has expired.
- (b) When either team has three players serving penalties at the same time under this rule and a substitute is on the ice to replace the third penalized player, no players may return to the ice upon expiration of their penalty following a stoppage of play.

However, if the penalized team is entitled to have more players on the ice as a result of expired penalties, the Penalty Timekeeper shall permit the player(s) to return in the order in which their penalty has expired.

When the penalties of two players of the same team expire at the same time, the Captain shall designate which player will return to the ice first.

- (c) When a Major and a Minor penalty are imposed at the same time on players of the same team, the Penalty Timekeeper shall record the Minor as being the first of such penalties.
- (d) Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty, the penalized team shall have the right to make such designation provided such designation is not in conflict with Rule 402 (Minor Penalties).

*(Note) This applies to the case where the penalties are assessed to **different** players of the same team. See also Rule 402(e)(Minor Penalties).*

DISCUSSION: Only two non-coincident penalties may be expiring at the same time. Delayed penalties are complex in execution. Be certain to consult with the Referee(s) as to the proper procedure.

Keep careful track of the number of players permitted on the ice. This should indicate proper return to the game of penalized players.

Rule 409 - Calling of Penalties [partial]

- (a) Should an infraction of the rules be committed by a player of the team in possession and control of the puck, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s).

Should an infraction of the rules be committed by a player of a team NOT in possession and control of the puck the Referee shall signal a delayed penalty. Play will be stopped immediately when the offending team gains possession and control of the puck and the penalty(s) assessed to the offending players(s).

(Note 1) Play is stopped when the offending team gains "possession and control" of the puck as defined in the Glossary. A rebound off of the goalkeeper or accidental contact with any opposing player is not considered to establish "possession and control."

(Note 2) There shall be no delayed penalty signal given by the Referee for a Misconduct or Game Misconduct penalty under this section.

- (b) If the penalty or penalties to be imposed are Minor penalties and a goal is scored on the play by the non-offending team, the first Minor penalty shall be imposed and recorded but shall be deemed expired. All other penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.
- If the Referee signals an additional Minor penalty(s) against a team that is already shorthanded (below the numerical strength of its opponent on the ice at the time of the goal) because of one or more Minor or Bench Minor penalties, and a goal is scored by the non-offending team, the goal shall be allowed. The delayed penalty(s) shall be assessed and the first non-coincidental Minor penalty already being served shall terminate automatically under Rule 402(c) (Minor Penalties)
- (c) If the Referee has signaled a delayed penalty and the puck shall enter the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signaled shall be imposed in the normal manner.
- (d) All Minor and Bench Minor penalties occurring after a goal has been scored or during the stoppage of play when a Penalty Shot is being attempted, shall be served in the normal manner under this rule.

DISCUSSION: Subsection (b) discusses the termination of a minor penalty. It is important to note that the "first Minor penalty" is the one being signaled by the Referee which will be recorded, but not served. If it is against a shorthanded team then it is the "first non-coincidental Minor penalty" which is a player already in the Penalty Bench. Any additional penalties at this time will be served normally.

Rule 410 - Supplementary Discipline [complete]

- (a) In addition to the suspensions imposed under these rules, the proper disciplinary authority, at its discretion and after the game has been completed, may investigate any incident that occurs in connection with any game. Any incident that occurs prior to, during, or after the game is subject to review regardless of whether the action was penalized by the Referee.
- (b) Suspensions imposed during a USA Hockey governed playoff event (State, District or National Championships) must be served during that same event where the suspension occurred. If the length of suspension carries beyond that event for an advancing team, the Discipline Committee of the following Championship shall be the sole authority in determining the eligibility of the individual(s).
- (c) In the case of a Match penalty, the proper disciplinary authority (as defined in the Glossary) shall be required to conduct any disciplinary actions in accordance with the provisions of USA Hockey's "Resolutions of Disputes, Arbitration and Suspensions" section of the current *USA Hockey Annual Guide*.

DISCUSSION: In case someone should ask --- the local association is the usual body to be involved.

SECTION FIVE: OFFICIALS

Rule 502 – Referee [partial]

- (a) The "REFEREE" shall have general supervision of the game and his decision shall be final in all matters occurring before, during or after the game. The role of the official is to "enforce" the rules of the game and in doing so shall have full authority over all participants.

The Referee may not change his decision, or that of any other official, after the resumption of play following the rendering of the original decision.

- (b) The Referee shall order the teams on the ice at the appointed time for the beginning of a game and for the start of each period. On-Ice Officials should enter the ice surface prior to warm-ups and remain on the ice at the conclusion of each period until all players have exited to their dressing rooms. Penalties may also be assessed during the warm-up period.

Prior to the start of the game, the Referee shall confirm that the required Off-Ice Officials are in their proper position and that the timing and signaling equipment is working properly.

- (c) It shall be the Referee's duty to impose such infractions as outlined in the rules and give the final decision in matters pertaining to disputed goals after consultation with the Linesmen and/or Goal Judges. He shall be responsible for ensuring each player is wearing the required protective equipment in its intended manner.

The Referee shall announce to the appropriate off-ice official all goals and assists legally scored as well as penalties imposed. He shall request, at the first stoppage of play, to have announced the reason for disallowing a goal in every instance when the goal light is turned on in error during play.

- (d) The Referee shall see to it that players of opposing teams are separated on the Penalty Bench to prevent contact.

- (e) At the conclusion of the game, the Referee shall check the official scoresheet, including team rosters and players in uniform, for accuracy prior to signing,

DISCUSSION: The Referee(s) have responsibility for the conduct of the game. We are responsible to the Referee(s) and may be replaced at their pleasure if they think that we are not doing a proper job for them.

Note that the Referee(s) may change scoring awards to correct errors. This is considered to be a statistical change, not a change of decision.

The public address system is the communication medium between the officials and others, including the players, coaches and spectators. Please use it whenever game events demand. It is an exceptional means of detecting errors in scoring awards and providing penalty information to the players and coaches. The spectators will especially like it, as they often have no other immediate method by which to learn the details of a game.

Rule 504 - Goal Judge [complete]

- (a) When mandated by the local governing body, there shall be one "GOAL JUDGE" stationed out of play and behind each goal during the game. The area reserved for the Goal Judges shall be protected from spectators so there can be no interference with the performance of their duties.
- (b) The duty of the Goal Judge is to determine whether the puck has completely crossed the goal line between the goal posts and under the crossbar. His decision is simply "goal" or "no goal" and he shall report his version when requested to do so by the Referee.

DISCUSSION: Goal Judges must be absolutely impartial to the events of a game.

Do not change ends during the game, as the teams do.

If a goal is scored, do not use hand, head or facial signals to accompany your decision.

Rule 505 - Official Scorer [complete]

- (a) Before the start of the game, the "OFFICIAL SCORER" shall obtain from the Manager or Coach of both teams a list of all eligible players of each team. The Official Scorer shall secure the names of the Captain and Designated Alternate(s) from the Manager or Coach of each team and will indicate each by placing the letter "C" or "A" opposite their names on the scoresheet.

(For all Youth and Girls' Classifications) Prior to the start of the game, the Official Scorer shall obtain on the scoresheet the signatures of all coaches of each team, one of whom shall be designated as Head Coach, along with the CEP card number, CEP level and the year the CEP level was attained for each coach.

- (b) The Official Scorer shall keep a record of each goal scored by indicating those player(s) who are credited with scoring the goal and any assists and have announced over the public address system. No request for changes to the official scoring shall be considered unless they are made at or before the conclusion of the game.

He shall indicate on the scoresheet those players from each team who actually participated in the game.

He shall note on the scoresheet the time any substitute or temporary goalkeeper has entered the game and designate any goal scored when the goalkeeper has been removed from the ice.

- (c) Upon the immediate conclusion of the game, the Official Scorer shall also prepare the Official Scoresheet for signature by the Referee and forward it to the proper authorities.

DISCUSSION: The Scorekeeper will perform the duties assigned to the Official Scorer.

Collect roster information from the Managers and/or Coaches. If stickers are used, be sure to get one for each page of the scoresheet (three or four, depending on the sheet used).

Players on the roster that did not play should be "lined-out" so as to avoid giving credit for a game. This should be done before the game is over, usually during the third period. Also keep track of goalkeeper changes and empty-net goal notation.

The use of the public address system will enable discovery of errors in scoring awards and also discover players participating in the game who have been omitted from the roster. The Referee(s) must approve any changes in scoring awards.

Be certain that at least one of the Referee(s) sign the scoresheet at the conclusion of the game. The Scorekeeper's name should also be noted in the proper space on the scoresheet.

Distribute the scoresheets as directed by your league or association.

Rule 506 - Game Timekeeper [complete]

- (a) The "GAME TIMEKEEPER" shall signal the Referee and the competing teams for the start of the game and each succeeding period. To assist in assuring the prompt return to the ice of the teams and On-Ice Officials, the Game Timekeeper shall give a preliminary warning three minutes prior to the resumption of play in each period.

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

He shall have announced on the public address system, at the appropriate time in each period, that there is one minute remaining to be played in the period.

- (b) The Game Timekeeper shall note the time and then notify the Referee of a malfunction of the clock, or any other equipment, during the next normal stoppage of play. In the event of any dispute regarding time, the matter shall be referred to the Referee for adjustment and his decision shall be final.

DISCUSSION: The Timekeeper will perform the duties of the Game Timekeeper.

In case the clock/horn fails and a backup signaling device is not available, notify the Referee(s) as soon as possible.

The public address system is the proper way to alert all participants of the last minute of play in any periods.

Do not use the horn to summon the Referee(s). The Timekeeper is never authorized to stop play.

In case of timing problems, keep track of the time elapsed so as to inform the Referee(s) of the problem and your suggested corrections.

Rule 507 - Penalty Timekeeper [complete]

- (a) The duties of the "PENALTY TIMEKEEPER" include maintaining a record, on the official forms provided, of all penalties imposed including the names/numbers of the players penalized, the infraction assessed, the duration of each penalty and the time at which the penalty was assessed.

He shall report to the Referee any violation of Rule 401(b) and 403(b).

- (b) The Penalty Timekeeper shall check and ensure that the time served by all penalized players is correct. He shall be responsible for the correct posting of all penalties on the scoreboard and shall promptly call to the attention of the Referee any discrepancy between the time recorded on the clock and the official correct penalty time. He shall, upon request, give a penalized player correct information as to the unexpired time of his penalty.

(Note 1) The infraction of the rules for which each penalty has been imposed will be announced twice over the public address system as reported by the Referee. Where players of both teams are penalized on the same play, the penalty to the visiting player will be announced first.

(Note 2) Misconduct penalties and coincidental Minor or Major penalties should not be recorded on the timing device, but such penalized players should be alerted and released at the first stoppage of play following the expiration of their penalties.

- (b) Only penalized players and off-ice official(s) are permitted to occupy the penalty bench. Play shall not continue until any unauthorized persons have been removed.

DISCUSSION: The Scorekeeper and Timekeeper share the tasks assigned here to the Penalty Timekeeper. A good familiarity of the rules relating to penalties is essential to ensure correct execution of penalties.

The Referee(s) must be informed when a player has been assessed a fifth penalty in the game or when a team has accrued fifteen or more penalties in the game.

The Referee(s) must be informed when clock errors have occurred and corrective action from the Referee(s) must be performed as directed. Be sure to know the amount of error that has occurred.

The public address system is the method of communicating penalty information to the participants and spectators. It is also a means by which the Referee(s) confirm that their calls are correctly understood.

Do not post Misconduct and coincident penalties on the scoreboard penalty clocks. It is confusing to everyone and can lead to errors. If they are inadvertently posted, clear them at the first opportunity.

Photographers may be temporarily allowed in the Penalty Bench, but not guests, spouses, children, etc. Spare goaltenders and extra players are not allowed as well.

Rule 508 - Proper Authorities [complete]

- (a) The term "proper authorities" or "proper disciplinary authority" as applied under these rules is defined as the governing body of the team or teams involved, as determined by the Affiliate.

DISCUSSION: The local hockey association is the "proper authorities" for most purposes. The Affiliate is the body with direct relations with USA Hockey (most frequently the state hockey association).

SECTION SIX: PLAYING RULES

Rule 601 - Abuse of Officials and Other Misconduct [complete]

(Note) For the enforcement of this rule, the following guidelines shall apply.

A Bench Minor penalty shall be assessed for actions that occur on or in the immediate vicinity of the player's bench (off the ice) or when the player in question is not readily identifiable. Any unsportsmanlike conduct by a Team Official would also warrant a Bench Minor penalty.

A Minor penalty or Misconduct penalty should be assessed for actions that occur on the playing surface or in the Penalty Bench area.

- (a) A Minor penalty for unsportsmanlike conduct shall be assessed to any player who commits the following actions:
- (1) Disputes the rulings of any official.
 - (2) Taunts or incites an opponent.
 - (3) Creates a disturbance during the game.
 - (4) Shoots the puck after the whistle, if in the opinion of the Official such shot was avoidable.

A Misconduct penalty shall be assessed to any player who persists in such conduct and any further dispute by the same player shall result in a Game Misconduct penalty being assessed.

(Note) If occurring after the game, the above actions shall be initially penalized as a Misconduct penalty.

- (b) A Bench Minor penalty shall be assessed to any team who's players or team officials commit the following actions while on the player's bench:
- (1) Using obscene, profane or abusive language to any person.
 - (2) Using the name of any official in a loud or abusive manner.
 - (3) Throwing any object onto the playing area during the progress of the game or during a stoppage of play.
 - (4) Banging the boards with a stick or other object at anytime.
 - (5) Using threatening or abusive language or gestures directed at an opponent.
 - (6) Interfering in any non-physical manner with any game official, including Off-Ice Officials, in the performance of their duties.

(Note) If any of the above actions are committed by a player who is on the players' bench and is readily identifiable, they shall be assessed a Misconduct penalty under sub-section (c) of this rule.

- (c) A Misconduct penalty shall be assessed to any player who commits the following actions:
- (1) Persists in any conduct where they were previously assessed a Minor penalty for unsportsmanlike conduct.
 - (2) Using obscene, profane or abusive language to any person anywhere in the rink before, during or after the game.
 - (3) Intentionally knocking or shooting the puck out of the reach of an official who is retrieving it during a stoppage of play.
 - (4) Not proceeding directly and immediately to the Penalty Bench or to the dressing room, after being penalized and ordered to do so by the officials (equipment shall be delivered to him by a teammate, if necessary).
 - (5) Entering or remaining in the Referee's Crease, unless invited to do so.
 - (6) Interfering in any non-physical manner with any Game Official including the Referee, Linesman, Timekeepers or Goal Judges in the performance of their duties.

- (d) A Misconduct or Game Misconduct, at the discretion of the Referee and based on severity, shall be assessed to any player who commits the following actions:
- (1) Touches or holds any official with his hand or stick.
 - (2) Attempts to continue an altercation after been ordered to stop, or resists the linesman in stopping the altercation.
 - (3) Intentionally bangs the boards or protective glass or goal frame with his stick or any other object at any time. If done in protest of an officials' decision, an additional Minor penalty for unsportsmanlike conduct shall also be assessed.

- (e) A Game Misconduct penalty shall be assessed to any player or team official who is guilty of the following actions:
- (1) Persists in any course of conduct for which he has previously been assessed a Misconduct penalty (player) or Bench Minor penalty assessed to the team (Team Official).
 - (2) Uses obscene gesture or a racial/ethnic slur anywhere in the rink before, during or after the game.
 - (3) Interferes in any physical manner with any game official, including Off-Ice Officials, in performing their duties.
 - (4) A player who receives their second Misconduct penalty during the same game shall be assessed a Game Misconduct penalty in lieu of the second Misconduct penalty.

- (f) A Match penalty shall be assessed to any player or team official who commits the following actions:
- (1) Deliberately inflicting physical harm, or attempting to do so, to any game official, including Off-Ice Officials.
(Note) Any Match penalty assessed under this rule must be reported via written game report by the officials to the USA Hockey District Referee-in-Chief within 48 hours.
 - (2) Deliberately injuring, or attempting to do so, any opposing player or team official.
 - (3) Behaving in any manner that is critically detrimental to the conducting of the game, including spitting at an opponent, spectator, game or team official, or verbally threatening a Game Official, opposing Team Official or opposing player with physical harm.

- (g) The use of tobacco products or alcoholic beverages by any player or team official is prohibited in the rink area, including the bench areas and off-ice official area. A warning shall be issued by the Referee for the first offense by any participant and any subsequent violations by the same team shall result in a Bench Minor penalty being assessed.

DISCUSSION: The Off-Ice Officials are frequently in a prime location to observe misconduct of players and team officials in and around the benches. Should the Referee ask for your observations, relate what you saw. Do not volunteer information as the Referee may already have made his decision.

Offenses against Off-Ice Officials are valid reasons for reporting such action to the Referee, who will decide what action to take in the matter.

Please note that subsection (g) applies to Off-Ice Officials as well as those specifically mentioned.

Rule 617 - Goals and Assists [complete]

(Note) It is the responsibility of the Referee to award goals and assists strictly in accordance with the provisions of this rule and his decision shall be final. In case of an obvious error in awarding a goal or an assist, corrections should be made promptly and no changes can be made to the official scoresheet once it has been signed by the Referee.

- (a) A goal shall be scored when the puck has completely crossed the goal line between the posts and under the cross bar. The player who has legally propelled the puck into the opponent's goal (or last attacking player to play the puck in cases where the puck entered the goal as a result of the actions of the defending team) shall be credited with the scoring of the goal

Up to a maximum of two assists shall be awarded to those player(s) who had possession of the puck immediately prior to the goal being scored.

Only one point can be credited to any single player for a goal scored and each goal or assist shall count as one point in the respective player's record.

- (b) A goal shall be legally scored if:
- (1) The puck has been propelled into the goal by the stick of an attacking player provided it was done in accordance with rule 621 High Sticks.
 - (2) The puck enters the goal as a result of any action by the defending team.
 - (3) The puck shall have been deflected into the goal by striking any part of an attacking player.
 - (4) The puck was legally propelled into the goal crease and not covered by the goalkeeper – making the puck available to another attacking player to propel into the goal.
- (c) A goal shall not be allowed if the following occurs:
- (1) An attacking player kicks the puck directly into the goal or a kicked puck deflects off any player, including goalkeeper, prior to entering the goal.
 - (2) The puck has been thrown or deliberately directed into the goal by any means other than a stick, even if subsequently deflecting off any player, including goalkeeper, prior to entering the goal.
 - (3) The puck was deflected into the goal directly off an official.
 - (4) The puck entered the goal while an attacking player was positioned in the crease (unless physically interfered with by a defending player causing him to be in the goal crease) or interfering with the goalkeeper (see Rule 625(b) Interference).
 - (5) The puck has not completely crossed the goal line prior to the expiration of the period.
 - (6) As otherwise specified in the Official Playing Rules.

DISCUSSION: Report goals and assists as given to you by the Referee. Any requests for changes in scoring must be dealt with by the Referee as you are not authorized to make changes on your own. After the Referee has signed the scoresheet no further changes are allowed.

Should a goal be disallowed, the Referee is supposed to report the reason to the Scorekeeper and it should be announced on the PA system.

Rule 629 - Leaving the Players' Bench or Penalty Bench [complete]

- (a) A Major plus a Game Misconduct penalty shall be assessed to any player who leaves the players' bench or the Penalty Bench during an altercation or for the purpose of starting an altercation. These penalties are in addition to any other penalties that may be assessed during the incident.

Substitutions made prior to the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.

- (b) No penalized player may leave the Penalty Bench except on the expiration of his penalty or at the end of a period.

A Minor penalty shall be assessed to any player who leaves the Penalty Bench before his penalty has expired, unless it resulted from an error by the Penalty Timekeeper. In all situations, the player shall serve the remaining penalty time. If a Penalty Timekeeper error occurred, no additional Minor penalty assessed.

(Note) In all cases where a penalized player has left the Penalty Bench prematurely, whether the result of

Timekeeper error or not, the Penalty Timekeeper shall note the time and verbally alert the Referee who shall stop play when the offending team gains possession and control of the puck.

- (c) If a player illegally enters the game either from the players' bench or Penalty Bench (Timekeeper error or not), any goal that is scored by the offending team while he is illegally on the ice shall be disallowed. However, all penalties assessed to either team shall be served in the normal manner.

A Penalty Shot/optional Minor penalty shall be awarded to the non-offending team anytime a player who is on a breakaway (see Glossary) is interfered with, in any manner, by an opposing player who has illegally entered the game.

A Bench Minor penalty to the team, or a Game Misconduct penalty to the team official, or both, shall be assessed when any Team Official enters the ice surface after the start of the period and prior to its end without the permission of the Referee.

(Note) Any incident involving a Team Official entering the ice surface without permission during the course of a game shall be reported to the Proper Authorities for further disciplinary action.

- (e) **(For Youth and All Girls'Women Games)** Play shall be stopped and the face-off conducted at the last play face-off location anytime a team starts play with fewer players than entitled to and the additional entering player is the first to play any puck coming from his defending zone, unless he has first made skate contact with his defending zone.

DISCUSSION: It is the responsibility of the Scorekeeper and Timekeeper to insure that each penalized player serves his penalty as awarded by the Referee. This includes leaving the Penalty Bench early.

If the player leaves early on his own decision, note the amount of time remaining in his penalty and inform the Referee at the next stoppage of play. The player should receive an additional penalty and must also serve the time remaining on the original penalty.

If the player leaves early due to an error committed by the Scorekeeper/Timekeeper, note the amount of time remaining in his penalty and notify the Referee at the next stoppage of play. The player must serve the time remaining on the original penalty.

Rule 636 - Start of Game and Time of Match/Time Outs [partial]

- (a) The game shall start at the scheduled time with a face-off conducted at the center ice face-off spot. The maximum length of a game shall be three 20-minute periods with a 15- minute intermission, allowing for an ice resurface, between each period. Each period shall start promptly at the end of the intermission with a face-off conducted at the center ice face-off spot.
- (b) Three minutes prior to the start of the game and each period, each team shall be notified so they can return to the ice in time to start the game promptly at the conclusion of the intermission. It is recommended that the intermission time be placed on the game clock in an effort to keep teams and spectators informed.

Any team that has not returned to the ice, without proper justification, and is prepared to play at the conclusion of the intermission shall, after a warning by the Official, be assessed a Bench Minor penalty for delay of game.

- (c) Prior to the start of the game, each team is provided an opportunity to warm-up (maximum of 20 minutes) on their half of the rink. The length of the warm-up time and decision to resurface the ice (15-minute intermission) or begin the game immediately shall be agreed upon by both teams or determined by the Proper Authorities prior to the game.
- (f) Each team is permitted one time-out of 60 seconds duration during the game whether in regulation play or overtime. For time curfew games, no time-outs shall be permitted.

Time-outs must be requested during a stoppage of play prior to the conclusion of the line change procedure. If a team were to request to use their time-out during the same stoppage of play as their opponent, this request must be made prior to the conclusion of the first time-out.

Either team may use a time-out for the purpose of warming up their goalkeeper. However, no more than four pucks per team shall be allowed for this purpose.

Non-penalized players and goalkeepers may proceed to their respective players' bench during any time-out.

DISCUSSION: Game lengths may vary considerably and most games will be curfewed due to contracts with the rink and other time constraints. This rule maximizes various portions of the game format.

Note that NMIHL timeouts are 30 seconds in length.

Keep track of time-outs for the Referee(s) if desired and denote which team is taking the time-out.

Penalized players may not leave the Penalty Bench during a time-out.

Rule 638 - Tied Games [Complete]

- (a) If the score is tied at the end of three periods and the game must be played until there is a winner, the following is recommended:
 - (1) A 5-minute rest period will occur.
 - (2) The teams shall not change ends.
 - (3) A 10-minute period shall be played.
 - (4) The game will be completed once either team scores a goal (sudden victory) and that team shall be declared the winner. If no goal is scored, the same procedure shall be repeated.

- (b) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- (c) If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

(Note) Affiliates and Local Governing Bodies may make their own rules regarding overtime for games under their jurisdiction.

DISCUSSION: During normal regular season games, ties are valid conclusions to games with each team being awarded one point in the standings. This is due to the curfew times being observed. The use of a running clock may be necessary if the curfew time will probably be exceeded.

During playoffs and tournament play, before the game begins, confer with the Referee and the tournament officials to determine what the action will be if the game ends in a tie after three periods. The tournament director should provide these procedures.

Referee's Signals - 1

Signals

The use of physical signals is the official's means to communicate with players, coaches, and spectators. A good, crisp, accurate signal will notify everyone as to what infraction has been committed and shows the official cares about the task at hand. Sloppy signals will oftentimes be misinterpreted and will give the impression the official does not take pride in carrying out his/her responsibilities. A good official will review the signals often and practice them with a partner or in the mirror. Once perfected in practice, the signal will be more apt to be executed correctly during the heat of the game.

You will notice that almost every penalty is executed in what we refer to as the TV zone. This area is away from the face and will allow the official to maintain full view of the surroundings. When executed properly, the signals will not be performed in front of the official's face and block the view of the players.

The proper signals with a description of each one is listed below.



Boarding
Striking the closed fist of the hand into the open palm of the other hand.



Body Checking
(Non-Checking Classification) The palm of the non-whistle hand is brought across the body and placed upon the opposite shoulder.



Butt-Ending
Moving the forearm, fist closed, under the forearm of the other hand held palm down.



Charging
Rotating clenched fists around on another in front of chest.



Checking From Behind
Arm placed behind the back, elbow bent, forearm parallel to the ice surface.



Cross-Checking
A forward motion with both fists clenched, extending from the chest.



Delayed Calling of Penalty
The non-whistle hand is extended straight above the head.



Delaying the Game
The non-whistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.



Elbowing
Tapping the elbow with the opposite hand.

Referee's Signals - 2



Fighting (Roughing)
One punching motion to the side with the arm extending from the shoulder.



Goal Scored
A single point, with the non-whistle hand, directly at the goal in which the puck legally entered, while simultaneously blowing the whistle.



Hand Pass
The non-whistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



Head Contact
The non-whistle hand placed palm-inward to the back of the helmet.



High-Sticking
Holding both fists, clenched, one immediately above the other, at the side of the head.



Holding
Clasping the wrist of the whistle hand well in front of the chest.

Icing
Arms folded across the chest. When the puck is shot or deflected in such a manner as to produce a possible icing of the puck, the back Linesman will signal to his/her partner by raising his/her "non-whistle" hand over his/her head (same as in Slow Whistle). The instant the conditions required to establish "icing the puck" have occurred, the front Linesman will blow his/her whistle to stop the play. The back Linesman will give the "icing" signal.



Holding the Face Mask
Closed fist held in front of the face, palm in, and pulled down in one straight motion.



Hooking
A tugging motion with both arms, as if pulling something toward the stomach.



Interference
Crossed arms stationary in front of chest with fists closed.



Kneeing
A single tap of the right knee with the right hand, keeping both skates on the ice.

Referee's Signals - 3



Match Penalty
Pat flat of hand on the top of head.



Misconduct
Placing of both hands on hips one time.



Penalty Shot
Arms crossed (fists clenched) above head.



Slashing
One chop of the hand across the straightened forearm of the other hand.



Slow (Delayed) Whistle
(Blue Line Delayed Off-Sides When Used)
The non-whistle hand is extended straight above head. If play returns to Neutral Zone without stoppage, the arm is drawn down the instant the puck crosses the line, or as soon as the offending team clears the zone.



Spearing
A single jabbing motion with both hands together, thrust forward from in front of the chest, then dropping hands to the side.



Tripping
Strike the side of the knee and follow through once, keeping the head up and both skates on the ice.



Timeout and Unsportsmanlike Conduct
Using both hands, form a "T".



Washout
Both arms swung laterally across the body at shoulder level with palms down.

1. When used by the Referee, it means no goal or violation so play shall continue.
2. When used by the Linesmen, it means there is no icing, off-side, hand pass or high sticking violation.

Summary of Penalties

(From USA Hockey 2013-2017 Official Rules of Ice Hockey)

The following summary of penalties is intended for general application of the rules. Specific situations may require different applications. All referenced rules should be consulted for exact language.

Minor Penalty

Personal Fouls

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

Delay of Game, Player or Goalkeeper

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

Goalkeeper Infractions

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

Stick and Equipment Violations

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

Bench Minor Penalty

104(c)	Goalkeeper warm-up area	307(c)	Equipment measurement [legal]
203(a)	Roster addition during game	308(c)	Use of electronic devices
204(b)	Improper goalkeeper substitution	601(b)	Abuse of officials and other Misconduct
205(a)	Too many players on the ice	601(g)	Alcohol, tobacco, smoking on bench
205(c)	Goalkeeper to bench at stoppage	610(h)	Continued incorrect players on ice
205(d)	Illegal entry from Penalty Bench	633(a)	Refusing to start play
206(d)	Injured/penalized player returns prematurely	633(b)	Refusing to go on ice
301(c)	Stick measurement legal		

Minor Penalty or Double Minor Penalty

640(a)	Unnecessary roughness
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Minor Penalty or Major Penalty (Major Penalty plus Game Misconduct Penalty required if resulting in injury)

604(c)	Body checking in no-check game	628(a)	Kneeing
609(a)	Cross-checking	634(a)	Slashing
611(a)	Elbowing	639(a)	Tripping/Leg checking
621(a)	High-sticking	640(b)	Avoidable check
623(a)	Hooking	640(c)	Checking opponent after whistle

Minor Penalty plus Misconduct Penalty, or Major Penalty plus Game Misconduct Penalty

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

Major Penalty plus Game Misconduct Penalty

606(a)	Butt-ending	622(b)	Holding/grabbing facemask
608(b)	Checking from behind [head first]	627(a)	Push off opponent with skate
615(a, b)	Fighting	629(a)	Leaving bench in altercation
619(a)	Head-butting	635(a)	Spearing

Minor Penalty, Double Minor Penalty, or Major Penalty plus Game Misconduct Penalty

615(a)	Fighting [retaliation]
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Minor Penalty plus Misconduct Penalty

301(d)	Not surrendering stick for measurement
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Minor Penalty plus Game Misconduct Penalty

615(a)	Drop glove(s)/stick, instigate altercation
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Bench Minor Penalty or Game Misconduct Penalty, or both

629(d)	Team Official on ice without permission
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Match Penalty Option

603(c)	Boarding	615(c)	Deliberately removing helmet during altercation
606(b)	Butt-ending	619(b)	Head-butting
607(e)	Charging	620(c)	Head contact
608(c)	Checking from behind	622(c)	Holding/grabbing face mask

Match Penalty (only)

305(b)	Taped hand, cutting opponent	615(c)	Removing helmet prior to or during an altercation (all Youth and Girl's/Women's classifications)
601(f)	Abuse of officials and other misconduct	627(b)	Kicking opponent
602(a)	Deliberate or attempt to injure opponent or team official	633(a,b)	Suspended game—refusal to start play

Misconduct Penalty

304(g)	Equipment violation (after warning)	601(a)	Persisting in unsportsmanlike conduct
305(b)	Playing with cut palm on glove	601(c)	Abuse of officials and other misconduct
406(d)	Distraction during Penalty Shot		

Game Misconduct Penalty

401(b)	Five penalties to same player in game	615(c)	Removing helmet prior to or during an altercation (Adult male classifications)
403(b)	Second major penalty in same game		
404(a)	Second misconduct penalty during same game		
601(a)	Persisting in unsportsmanlike conduct	615(d)	First to intervene in altercation
601(e)	Abuse of officials and other misconduct	626(c)	Player interference with spectator

Misconduct Penalty or Game Misconduct Penalty

601(d)	Abuse of officials and other misconduct	637(c)	Stick thrown out of playing area
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Game Misconduct Penalty or Match Penalty

634(c)	Swinging stick at opponent in altercation		
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Penalty Shot [only]

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

Penalty Shot or Awarded Goal

610(e)	Deliberate goal displacement in scoring opportunity	616(b,c) 618(a)	Fouled from behind on break-away Player picking up puck from crease
614(b)	Player falling on puck in 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
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Five: Hockey Terms You Will Want to Know

A --- Letter worn on uniforms of alternate (assistant) Team Captains.

Altercation --- Any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed.

Alternate Captain --- One of up to two designated players who have Captain's privileges.

Assist --- A player who passes the puck to a teammate who then scores a goal will be credited with an assist, worth one point in his / her records. A maximum of two assists (one to each teammate who immediately played the puck prior to the player scoring a goal) may be credited on each goal.

Attacking Zone --- The 1/3 end section of the ice in which a team is attempting to score. The section of ice between the opponent's blue line and goal line.

Back Check --- The action of the forwards skating back into their defensive zone to break up the opposing team's offensive play.

Backhand Shot --- A shot or pass made with the stick from the left side by a right-handed player or from the right side by a left-handed player.

Bench Minor Penalty --- A player will serve two minutes for a team infraction that occurs in the bench area.

Blade --- The bottom of a player's stick. A player can be assessed a Minor penalty if the blade exceeds the legal measurements.

Blind Pass --- To pass the puck without looking.

Blocker --- A large rectangular pad attached to the front of the goalkeeper's stick hand.

Blue Lines --- Two blue, 12-inch wide lines running parallel across the ice. Each line is 64 feet from the goal and divides the rink into three zones, the attacking, defending and neutral (center) zones. Defending blue line is the line closest to a player's own net, attacking blue line is the one farther from his net. These are used in determining off-sides.

Boards --- The 3 ½ foot fiberglass/aluminum walls, once made of wood, that surround a hockey rink. Extending from the boards is synthetic glass to protect fans from flying pucks.

Boarding or Board-Checking --- Contacting an opponent in any manner that causes the opponent to be thrown violently into the boards.

Body Check --- A legal body check is one in which a player checks an opponent who is in possession of the puck, by using his hip or body from the front, diagonally from the front or straight from the side. Legitimate body checking must be done for the purpose of separating the opponent from the puck, only with the trunk of the body [hips and shoulders] and must be above the opponent's knees and at or below the shoulders.

Box --- A penalty killing setup in the defensive zone where the defensive team forms a "box" in front of their goalkeeper and keeps the opponents on the outskirts.

Breakaway --- A condition whereby a player is in control of the puck with no opposition between the player and the opposing goal, with a reasonable scoring opportunity.

Breakout --- Movement of a team in possession of the puck out of its defensive zone.

Broken Stick --- A broken stick is one which, in the opinion of the Referee, is unfit for normal play.

Butt-Ending --- The condition whereby a player uses the shaft of the stick above the upper hand to jab or attempt to jab an opposing player..

C --- Letter worn on the uniform of the team captain.

Captain --- The Captain is a player, exclusive of a goalkeeper, who is selected or named by the team, to represent the team with the Officials in accordance with the rules. Wherever the word "Captain" appears in the rulebook, it defines those players who have been designated as Captain or Alternate Captain on the Official Game Sheet.

Catcher --- The goalkeeper's glove that resembles a baseball mitt that is worn on the non-stick hand.

Center --- The quarterback of the ice, the center leads the attack by carrying the puck on offense. He exchanges passes with his wings to steer the play toward the opposing goal. On defense, he tries to disrupt a play before it gets on his team's side of the ice.

Center Face-Off Circle --- a 30-foot diameter circle at the center of the ice where the puck is dropped in a face-off to start the game to start the game and to restart the game after a goal has been scored.

Center Ice --- The area between the two blue lines; also called the neutral zone.

Centering Pass --- A pass from an attacking player towards the middle of the ice to a teammate with a better angle at the goal.

Changing On The Fly --- Substitution of players while the clock is running.

Charging --- Taking more than two strides to body check an opponent.

Check or Checking --- Any defensive or guarding tactic used by moving their bodies against an opponent to get the puck away. There are two main types of checks: stick check and body check; these are only allowed against a player in control of the puck or against the last player to control it. Checking with too many steps or strides becomes charging.

Checker --- A player who is known for his ability to strip an opponent of the puck or break up plays made by the opposition. Checkers are most valuable while killing penalties.

Checking From Behind --- Body contact outside of the checked player's peripheral vision, which may often result in contact with the ice or boards.

Cherry-Picking --- When a player, generally a forward, hangs out near or beyond his own blue line waiting for a loose puck so that he can have a breakaway.

Clearing The Puck --- Getting the puck out of one's defensive zone.

Clearing The Zone --- When a defending player sends the puck out of the attacking zone. All the attacking players must leave or clear the zone to avoid being called off-sides when the puck reenters the zone.

Coach --- Responsible for directing and guiding the play of his team. With the Manager, is also responsible for the conduct of his team's players before, during and after a game.

Coincident Penalties --- A penalty of equal type (e.g., Minor or Major) assessed during the same stoppage of play, and for which neither team is reduced in on-ice numerical strength. A coincident penalty never causes either team to be "shorthanded" for purposes of penalty termination if a goal is scored.

Creases --- Areas marked on the ice with two-inch red lines to denote the Referee's Crease and the Goalkeeper's Crease within which they have special protection by the rules during the discharge of their duties.

Crossbar --- The horizontal bar that connects the top of the two vertical goal posts.

Cross-Checking --- When a player, holding his stick with both hands, checks an opponent by using the shaft of the stick with no part of the stick on the ice.

Curfew Game --- A curfew game is one in which the game must end by a certain time of day. Conversely, a non-curfew game is one which will be played to clock time conclusion, regardless of how long the game lasts.

Dead Puck --- A puck that flies out of the rink or that a player has caught in his hand.

Defending Zone --- When the other team is on the attack, the defending zone is the area between the defender's goal line and the defender's blue line.

Defenseman --- Two players who make up a team's defensive unit. They usually are stationed in or near their defensive zone to help the goalkeeper guard against attack; sometimes they lead an attack. These players are sometimes called "D-Men".

Deflection --- Causing any pass or shot to stray from its intended course; a shot or pass that hits some object such as a stick or skate and goes into the net for a score or when a goalkeeper hits the puck away.

Deke or Deking --- A decoying or faking motion by the puck-carrier that makes a defensive player think he is passing or moving in a certain direction when he is not. There are shoulder dekes, stick dekes and head dekes.

Delayed Off-Side --- A situation where an attacking player has preceded the puck across the attacking blue line, but the defending team has gained possession and is in a position to bring the puck out of their Defending Zone without any delay or contact with an attacking player. Used only in 14-and under and older classifications.

Delayed Penalty --- A team shall not be shorthanded on the ice more than two players at any one time because of imposed penalties. Therefore, should a team receive a third penalty, that penalty shall be delayed in its start until one of the preceding penalties has terminated.

Delayed Penalty Call --- The Referee has signaled a penalty on one of the teams by raising his arm, but will not blow the whistle to stop play as long as the non-offending team is in possession of the puck. The moment the offending team touches the puck, play will be stopped.

Delayed Whistle --- When a violation occurs, the official will not blow the whistle to stop play as long as the non-offending team is in possession of the puck. The moment the offending team touches the puck, play will be stopped.

Delaying The Game --- A team or player causes an unnecessary stoppage of play or prevents a timely resumption of play.

Diamond --- A defensive alignment (similar to the box) often used by a team defending against a power play.

Dive --- A "dive" refers to a situation where a player, by his actions, attempts to draw a penalty against an opposing player whether he has been checked or not.

Double Minor Penalty --- A type of Minor penalty given for certain accidental infractions that result in an injury to another player; penalty time of 4 minutes is served, double the time of a normal Minor penalty. Recorded as two Minor penalties.

Down Low --- The area around the net or behind it.

Drop Pass --- When a player simply leaves the puck behind for a teammate following him to pick up.

Dump And Chase --- A style of hockey where a team shoots the puck into one of the corners of the offensive zone and then pursues it. This is as opposed to carrying the puck into the zone.

Elbowing --- Using the extended elbow as the primary contact point in the body check.

Empty-Net Goal --- A goal scored against a team that has pulled the goalkeeper.

Equipment Violations --- Includes playing with a broken or illegal stick, playing with more than one stick, playing without a proper helmet or facemask and playing without a mouthpiece or other required protective equipment.

Excessive Rough Play --- Identifies an action by a player or team official who by use of a stick, skate or other object, or by use of his body, hits or attempts to hit an opposing player or team official or game official with the intention of causing injury.

Face Mask --- The protective mask worn by the players. The goalkeeper's face mask is a different style than the players'.

Face-Off --- A method of starting play by an official dropping the puck between the two opposing centers.

Face-Off Circles or Spots or Dots --- The various circular spots on the ice where an official and two players conduct a face-off to begin or to resume the action of the game. There are one blue face-off spot/circle and four red face-off spots located in the neutral zone, and two red face-off spots/circles in each defending/attacking zone.

Falling On The Puck --- A Minor penalty, which occurs when a player, other than the goaltender, closes his hand on the puck, deliberately falls on the puck, or gathers the puck under his body while lying on the ice.

Fighting --- The actual throwing of a punch (closed fist) by a player that makes contact with an opponent.

Five-Hole --- A slang term for the area between the goalkeeper's leg pads.

Flat Pass --- A pass where the puck remains on the surface of the ice.

Flip Pass --- A shot in which a player cups the puck to his stick, then flips it with his wrists up off the ice toward the goal; this sometimes makes the puck harder to block.

Fore-check --- To check or harass an opponent who has the puck in his defensive zone and keep the opponents in their end of the rink while trying to regain control of the puck.

Forehand --- A shot or pass taken from the right side of a right-handed player or from the left side of a left-handed player.

Forward Line or Attacking Line --- Consists of two wings (right and left) and a center; these three players play nearer the opponent's goal and are responsible for most of the scoring.

Forwards --- The center and right and left wings; who make up the attacking line or forward line of a team.

Freezing The Puck --- Catching or falling on the puck to create a stoppage of play. The goaltender is the only player who can legally do so.

Full Strength --- When a team has six players on the ice.

Game Misconduct --- A more severe Misconduct penalty requiring removal from the game and possibly additional suspension. Ten minutes will be recorded on the penalty record against the offending player.

Game Suspension(s) --- When a player, Coach or Manager receives a game suspension(s), he shall not be eligible to participate the next game(s) that was already on the schedule of his team at the time of the incident.

Goal Cage --- At each end of the rink, twelve to fifteen feet from the end boards and an equal distance from the side boards, a goal is placed that is six feet wide and four feet tall.

Goal (Scoring) --- A goal will be awarded to the attacking team when the puck crosses the goal line and enters the goal. The player who propelled the puck into the opponent's goal shall be credited with a goal, worth one point in his / her records.

Goal Crease --- Semi-circular area directly in front of the goal. No attacking player may enter into this area unless pushed in. This area belongs to the goalkeeper, who has special privileges there.

Goal Judge --- An off-ice official who sits behind the goal, outside the boards, and determines if the puck enters the goal. Should there be a difference of opinion, the referee will have the final decision

Goal Line --- The red line which runs between the goal posts and extends in both directions to the side boards.

Goal Posts --- The vertical metal bars that frame the area to which the net is attached which rests on the center of the goal line and between which a puck must pass to score a goal.

Goalkeeper; Goaltender; Goalie --- A person designated as such by a team who is permitted special equipment and privileges to prevent the puck from entering the goal.

Goalkeeper's Penalties --- If a goalkeeper is assessed a penalty (except one that requires ejection from the game), the penalty time is served by a player who was on the ice when the infraction occurred. The goalkeeper is permitted to remain on the ice.

Hand Pass --- The puck cannot be directed to a teammate by the use of the hand or arm unless the hand pass occurs completely in the defensive zone of the team performing the hand pass. A violation of this rule results in a last play face-off.

Hash Marks --- The straight lines emerging from the two big circles in front of both nets. These lines direct players where to line up for face-offs.

Hat Trick --- Three or more goals scored by a player in one game.

Head-Butting --- The physical use of one's head in the course of delivering a body check (head first) in the chest, head, neck or back area or the physical use of the head to strike an opponent.

Head Contact --- The action of a player contacting an opponent in the head, face or neck, including with the stick or any part of the player's body or equipment.

Head manning --- When a player passes the puck ahead to a teammate.

HECC --- The Hockey Equipment Certification Council is an independent organization responsible for the development, evaluation and testing of performance standards for protective ice hockey equipment. There are standards for face masks, helmets and goalkeeper head protection.

Heel Of The Stick --- The point where the shaft of the stick and the bottom of the blade meet.

High Sticking --- Using the stick above the normal height of the offending player's shoulders or making contact by means of the stick above the shoulders of the non-offending player.

Holding --- Grabbing an opponent, generally using one or both arms, to impede the progress of an opponent.

Holding The Face Mask --- Applying force with the fingers which are grabbing on to the face mask wire of an opponent.

Hook Check --- A sweep of the stick low to the ice to take the puck from an opponent's stick.

Hooking --- The action of applying the blade of the stick to any part of an opponent's body or stick and impeding his progress by a pulling or tugging motion with the stick.

Icing --- This infraction occurs when the puck is advanced from a team's defending half of the ice, completely across the center red line, the attacking blue line and the attacking goal line. The icing will be nullified when the team advancing the puck is below the numerical strength of their opponent or an opponent has an opportunity to play the puck before it crossed the goal line. An icing violation calls for an end zone face-off in the defending zone of the offending team.

Intentional Off-Side --- An off-side situation purposely caused by an attacking player to cause a stoppage of play. The penalty for this action is to cause the ensuing face-off to be in the offending team's Defending Zone.

Interference --- Contact with an opposing player that is not in possession of the puck.

Kicked Goal --- A goal kicked into the opponent's net intentionally. It is disallowed.

Kicking --- Pushing off an opponent by using the skate blade or deliberately thrusting the skate blade in the direction of an opponent.

Kneeing --- Using the extended knee as the primary contact point in the body check.

Last Play Face-Off --- The location at which the puck was last legally played by a player or goalkeeper immediately prior to a stoppage of play.

Lead Pass --- A pass sent ahead of a moving teammate designed to meet the player at the location he is headed.

Lie --- Angle made by the shaft of the stick and the blade.

Line Change --- The entire forward line and/or defensive line will be replaced at once, which puts players on the ice who work well together.

Linesmen --- Responsible for conducting all face-offs, calling all off-side and icing infractions in addition to assisting the Referee when asked.

Major Penalty --- More severe infractions that are considered injury potential. In this case, the offending player will serve five minutes in the Penalty Bench and the team will skate shorthanded.

Match Penalty --- Assessed when a deliberate injury or attempted injury to an opponent occurs. The offending player will be removed from the game and additional suspensions may result. The team will also be required to skate shorthanded for five minutes.

Minor Officials --- More commonly referred to as "Off-Ice Officials." Includes the goal judges, game timer, penalty timer and official scorer. Not all positions are utilized in youth games.

Minor Penalty --- The player who committed the infraction will be ruled off the ice for two minutes during which time no substitute will be permitted.

Misconduct Penalty --- The offending player will be ruled off the ice for a period of ten minutes, but a substitute will be allowed to take his place on the ice.

Net --- The goal; netting attached to the goalposts and frame of the goal to trap the puck when a goal is scored.

Neutral Zone --- The area between the blue lines.

Note --- A "Note" in the rulebook shall be regarded with the same authority as a rule.

Off-Ice Official --- Officials appointed to assist in the conduct of the game including the Official Scorer, Game Timekeeper, Penalty Timekeeper, Penalty Bench Attendants (2) and Goal Judges (2). The Referee has general supervision of the game and full control of all game officials, and in case of any dispute the Referee's decision shall be final.

Off-Sides --- The attacking team is not permitted to precede the puck over their attacking blue line. Exceptions to this rule include when a defending player carries or passes the puck back into his / her own defensive zone. Play will be allowed to continue if the puck goes directly to a defending player who has a clear path to leave his / her defending zone. A violation of this rule call for a neutral zone face-off unless the off-sides was deemed to be intentional, in which case an end zone face-off in the defending zone of the offending team will take place.

On-Ice Official --- Officials appointed to conduct the game including the Referee and the Linesman (2). In many cases, the two-Referee system will be used. The On-Ice Officials have general supervision of the game and will enforce the rules of the game as dictated in the official playing rules.

One-Timer --- Hitting the puck directly after receiving a pass. The offensive player takes his backswing while the puck is on its way to him and tries to time his swing with the arrival of the puck.

Open Ice --- The part of the ice that is free of opponents.

Passing --- When one player uses his stick to send the puck to a teammate.

Pass out --- A pass by an attacking player from behind his opponent's net or goal line to a teammate in front of the net.

Penalty --- A penalty is the result of an infraction of the rules by a player or team official. It usually involves the removal from the game of the offending player or team official for a specified period of time. In some cases the penalty may be the awarding of a Penalty Shot on goal or the actual awarding of a goal.

Penalty Bench --- An area with a bench just off the ice, outside the playing area and behind the sideboards where penalized players serve their penalty time.

Penalty Expiration --- The time when the penalty is fully served. In some cases, the penalized player may have to remain in the Penalty Bench until the next stoppage of play after his / her penalty has expired.

Penalty Killer --- A player expert at back checking and keeping or gaining control of a loose puck under difficult circumstances who is trained to break up a power play when his team is shorthanded.

Penalty Killing Unit --- The group of players brought in by a shorthanded team in order to defend against a power play.

Penalty Shot --- This will be awarded when an infraction committed denies an opponent a reasonable scoring opportunity. A player from the non-offending team will be chosen to take a one-on-one shot against the goalkeeper. The shooting player will start at center ice and will be allowed to advance the puck towards the goalkeeper in an effort to take one shot with no rebound allowed. At the conclusion of the shot, either a goal is scored or not. Play will resume normally after a face-off.

Penalty Termination --- When a goal is scored upon a team who is below the numerical strength of their opponent as a result of Minor or Bench Minor penalty(s), the first Minor or Bench Minor penalty (non-coincidental) still being served shall be terminated and the penalized player is allowed to return to the ice.

Periods --- The three 20-minute playing intervals separated by two intermissions which all together comprise a game. Most youth games cannot achieve this length due to cost and curfew conditions.

Playing The Puck Above The Shoulder With The Stick --- Imposed when a player plays the puck above the normal height of his / her shoulder with his stick and the puck goes directly to a teammate or to the player who committed the infraction. When this occurs, an end zone face-off in the defending zone of the offending team will take place.

Points (Physical) --- The left and right positions taken by the defensemen of the attacking team, just inside the blue line of the attacking zone. Also the term used to describe the defensemen playing at this location.

Points (Statistical) --- An individual statistic for players equal to their goals plus their assists. Also a team statistic used to determine team standings (2 points for each win and 1 point for each tie during the regular season).

Poke Check --- Using the blade of the stick to knock the puck away from an opponent.

Possession Of The Puck --- The last player or goalkeeper to make contact with the puck is. This includes a puck that is deflected off a player or any part of his equipment.

Possession and Control of the Puck --- The last player or goalkeeper to make contact with the puck and who is also propelling the puck in a desired direction.

Power Play --- An offensive situation created when one team has more players on the ice due to penalties on the other team.

Proper Authorities --- The immediate governing body of the team or teams involved, your local association. USA Hockey for teams based in other rinks.

Puck --- A black, vulcanized rubber disc, 1-inch thick and 3-inches in diameter, weighing between 5½ and 6 ounces used to play hockey. They are frozen to prevent excessive bouncing and are changed throughout the game. Players in the 8-and-under and below Classifications will use a blue puck that weighs between 4 and 4½ ounces. 10-and-under may also use the blue puck.

Pulling The Goalie --- Taking the goalkeeper off the ice and replacing him with a forward. This leaves the goal unguarded so is only used as a last minute attempt to score.

Ragging --- Retaining the puck by clever stickhandling; often used by a shorthanded team to kill time.

Rebound --- A puck that bounces off the goalkeeper's body or equipment.

Red Line --- Also known as the center ice line, it divides the ice surface in half and is one of the determining factors in icing. It is also where the puck is dropped for face-offs at the beginning of periods and after a goal is scored.

Referee(s) --- The chief official(s) in a hockey game, usually distinguished from the other officials by orange armbands. They start the game, call most of the penalties, award goals and assists and make the final decision in any dispute. They are responsible for making sure the ice, the nets and the clock are in good condition. There may be one or two.

Referee's Crease --- A restricted area, marked by a red line, in front of the timer's table which a player is prohibited from entering while the referee is reporting a penalty.

Rink --- The standard Ice Hockey Rink is 200 feet long and 85 feet wide. The ice surface is divided into three parts by two blue lines. The portion of the ice surface in which the goal is situated is called the "Defending Zone" of the team defending that goal. The central portion is known as the "Neutral Zone" and the area farthest from the defended goal is called the "Attacking Zone". Finally, there is a line that divides the rink in half which is called the "Center Red Line."

Rockered Blades --- The gentle curve in a very sharp blade of an ice skate produced by rounding the toe and heel of the blade to make it easier for hockey players to turn quickly.

Roster --- The roster is the listing of registered players who are eligible to play with the competing team.

Roughing --- Going above the standard of tolerable contact. Includes making primary contact with the opponent above the opponent's shoulder or making contact with an opponent after the whistle has sounded and there was an opportunity to avoid contact. Also includes penalizing a player who makes an avoidable late hit to a player who is no longer in possession and control of the puck.

Rush --- An individual or combined attack by a team in possession of the puck.

Save --- When a goalkeeper prevents the puck from entering the goal as a result of the actions of the opponent, he / she shall be credited with a save.

Screen --- Offensive players positioning themselves to block or shield the opposing goaltender's view of the puck.

Screened Shot --- A shot on goal that the goalie cannot see because it was taken from behind one or more players from either team standing in front of the net.

Shadow --- When a player covers and opponent one on one everywhere on the ice in order to limit the effectiveness of this opponent.

Shootout --- A procedure for determining the winner of a tied game. Each team denotes an equal number of players (usually five) that will take Penalty Shots on the opposing goalkeepers. The winner is the team scoring the most goals.

Shorthanded --- A team below the numerical strength of its opponents on the ice. This is a power play for the other team.

Shot On Goal --- When a team directs the puck towards the opponent's goal, causing a goal to be scored or the opposing goalkeeper to make a save, the team shall be credited with a shot on goal.

Slap Shot --- A shot in which the player raises his stick in a backswing, with his strong hand held low on the shaft and his other hand on the end as a pivot. As the stick comes down toward the puck, the player leans into the stick to put all his power behind the shot and add velocity to the puck. This achieves an extremely high speed but is less accurate than a wrist shot. This type of shot is prohibited in the 10-and-under and below classifications.

Slashing --- Striking or attempting to strike an opponent with a stick or swinging a stick at an opponent with no contact.

Slot --- An unmarked area in front of the goal approximately ten to fifteen feet in diameter.

Slow Whistle --- When an official waits to blow his whistle because of a delayed offside or delayed penalty call.

Spearing --- The action of poking or attempting to poke an opponent with the tip of the blade of the stick while holding the stick with one or both hands.

Splitting The Defense --- The player with the puck attempts to squeeze between the opponent's defensemen.

Stick --- Each player is allowed to play with one stick for the purpose of playing the puck. The stick is made of wood or other approved materials, such as aluminum with a wooden blade, and is restricted in length, width and curvature of the blade. The goalkeeper's stick is slightly wider from an area just above the heel all the way down to the end of the blade.

Stick Handling --- To control the puck along the ice with the stick blade.

Substitute Goalkeeper --- A designated goalkeeper on the Official Scoresheet who is not then participating in the game.

Substitution --- Occurs when a player comes off the bench to replace a player coming out of the game; can be made at any time and play does not need to stop.

Sudden-Death Overtime --- An overtime period that ends as soon as one team scores a goal, determining the winner and terminating the game.

Sweep Check --- Using the entire length of the stick with a sweeping motion along the surface off the ice in order to dislodge the puck from an opponent. A team that is shorthanded on a power play often employs a sweep check.

Tag-Up Off-Sides Rule --- Used only in Age 14-and-under or older hockey games. Players can touch the blue line and re-enter to avoid a stoppage of play.

Team --- Each team is composed of a maximum of twenty players, including goalkeepers. Six players are allowed to play on the ice at any one time and a team must have a minimum of six players in order to start a game. The six players are designated as such: Goalkeeper, Right Defense, Left Defense, Center, Right Wing and Left Wing. Players can be substituted for at any time provided that the retiring player is off the ice before the replacement player participates in the play.

Team Official --- A Team Official is any person on the players' bench who is not on the game scoresheet as an eligible player or goalkeeper. All such persons must be registered in the current season as a Coach with USA Hockey, and must have attained the appropriate certification level as required by the District and/or Affiliate. One such person must be designated as the Head Coach.

Third-Man-In Rule --- The third man in a fight gets a Game Misconduct penalty and is out of the game for its duration; created to discourage players from jumping into a fight, even if they are only trying to break it up.

Three-On-One --- A type of break with three attackers coming in on one defenseman; this is a desperate situation.

Three-On-Two --- A type of break with three attacking players skating against two defensive players.

Too Many Men On The Ice --- When a team has more players on the ice than they are entitled to according to the rules.

Top Shelf --- Term used to describe when an offensive player shoots high in an attempt to beat the goalkeeper by putting the puck in the top part of the net.

Trailer --- A player who follows his teammate on the attack seemingly out of the action but actually in a position to receive a backward or drop pass.

Trap --- Traps are defensive formations designed to minimize the opposition's scoring opportunities and keep its offense from functioning. The idea is to trap the puck in the neutral zone, halting the opponents and regaining control of the puck.

Tripping --- Using the stick or body to cause a player to trip or fall.

Turnover --- A turnover is caused by losing control of the puck to the opposing team.

Two-On-One --- A type of break with two attacking players skating against one defensive player.

Two-On-Two --- A type of break with two attacking players skating against two defensive players.

Umbrella --- A formation – resembling an open umbrella – used by a team that is on the power play to take advantage of its numerical superiority.

Unsportsmanlike Conduct --- A penalty assessed when a player shoots the puck after the whistle, challenges the rulings of an official, incites an opponent or creates a disturbance during the game.

Wash-Out --- The motion the referee makes when a goal or a penalty is waived off.

Wings --- Two players who flank the center on his right and left sides and, with him, make up the attacking unit or forward line.

Wraparound --- When a player skates around behind the opposing goal and attempts to wrap the puck around the goal post under the goalie.

Wrist Shot --- A shot made using a strong flicking of the wrist and forearm muscles, with the stick blade kept on the ice; it is slower but more accurate than a slap shot.

Zamboni (Zam) --- A brand of grooming machine used to resurface the ice.

Zones --- Three areas made up by the two blue lines. The attacking zone is the area farthest from the goal a player is defending. The neutral zone is the central area, the defending zone is the area where a player's goal is located (the goal where his team's goalkeeper is stationed).

Six: Statistical Terms and Guidelines

From the USA Hockey Off-Ice Officiating Manual (6th Ed.) & the NCAA 2012 Ice Hockey Statisticians' Manual

Assist: An assist is awarded to the player or players (maximum of two) who touched the puck prior to the goal, provided no defender plays or possesses the puck in between.

Empty Net Goal: A goal scored when a goalkeeper has been removed from the ice in favor of an additional skater. Goalkeepers pulled before an empty-net goal are not charged with a goal against.

Game Played: A player receives credit for playing in a game if: i) he steps on the ice during time played or, ii) serves any penalty. Players not meeting those criteria shall be lined out on the scoresheet roster, indicating that they did not participate. Goalkeepers at youth levels of hockey are generally exempt from this rule for attendance purposes.

When a goalkeeper defends against a Penalty Shot, but does not play in the game, the goalkeeper shall be credited with a game played, but with 0:00 time played.

Game-Winning Goal: After the final score has been determined, the goal which leaves the winning Team one goal ahead of its opponent is the game-winning goal (example: if Team A beats Team B 8-3, the player scoring the fourth goal for Team A receives the game-winning goal).

Game-Tying Goal: The final goal in a tie game.

Goal: A goal is awarded to the last player on the scoring Team to touch the puck prior to the puck entering the net.

Goals-Against Average: Multiply goals allowed by 60 (or other game length in minutes) and divide by minutes played.

$$\text{Goals Against Average} = \frac{\text{Goals Allowed} \times \text{Game Length}}{\text{Minutes Played}}$$

Goaltender Win/Loss/Tie: In a non-tie game, whoever is in goal for each team when the game-winning goal is scored receives credit for the win or loss. In a tie game, whoever is in goal for each team when the game-tying goal is scored receives credit for the tie. If either net is empty when the game-winning goal or game-tying goal is scored, the goaltender of record is the goalkeeper that was pulled to create the empty-net situation. If a game ends in a scoreless tie, the goaltender receiving credit for the tie for each team shall be the goaltender that started the game in the net.

Penalty-Killing Percentage: Subtract total number of power-play goals allowed from total number of shorthanded situations to get total number of power-plays killed. Divide the total number of power-plays killed by the total number of shorthanded situations.

$$\text{Penalty Killing Percentage} = \frac{\text{No. of Penalties Killed}}{\text{No. of Power Play Opportunities}}$$

Plus-Minus: A player receives a "plus" if he is on the ice when his club scores an even-strength or shorthand goal. He receives a "minus" if he is on the ice for an even-strength or shorthanded goal scored by the opposing Team. The difference in these numbers is considered the player's plus-minus statistic.

Power-Play Goal: A goal scored by a Team while it has at least a one-player manpower advantage for any amount of time due to an opponent's penalty. Teams defending against a power-play are considered to be in a "penalty-killing" situation.

Following are some examples of what is and is not considered a power-play goal:

- ◆ if a Team has an advantage on a Minor penalty starting at 2:02 of the period and scores at 4:02, the goal is not a power-play goal.
- ◆ if a Team scores on a delayed penalty, the goal is not a power-play goal.
- ◆ if a Team has an advantage due to a five-minute Major or Match penalty, that Team is always credited with having one more advantage than the number of power-play goals it scores during that advantage, because the penalty does

not expire. A new advantage begins after such a power-play goal. For example, if Team A scores three goals during a Major penalty, it is credited with four advantages.

- ◆ if a Team is on a power-play for ANY length of time it is considered to have had an advantage.
- ◆ if a Minor penalty is incurred by a Team on a power-play due to a Major penalty, a new advantage is given to that Team when its Minor penalty expires, provided the opponent's Major penalty is still in effect.
- ◆ Penalty Shots are not considered power-play opportunities.
- ◆ penalties assessed after the game ends do not result in power-play opportunities.

Power-Play Percentage: Total number of power-play goals divided by total number of power-play opportunities.

$$\text{Power Play Percentage} = \frac{\text{Power Play Goals Scored}}{\text{Power Play Opportunities}}$$

Save Percentage: Shots against (SA) less goals allowed (GA) divided by shots against (SA).

$$\text{Save Percentage} = \frac{\text{Shots Against} - \text{Goals Allowed}}{\text{Shots Against}}$$

Shooting Percentage: Divide the number of goals scored by the number of shots taken.

$$\text{Shooting Percentage} = \frac{\text{Goals Scored}}{\text{Shots Taken}}$$

Shorthanded Goal: A goal scored by a Team while it is at a manpower disadvantage. The same cases apply in a similar but opposite way for shorthanded as for power-play goals.

Shot: A shot is an attempt that is taken with the intent of scoring and is directed toward the goal.

Possible outcomes of a shot are that it is:

- ◆ blocked by the defense
- ◆ not on target
- ◆ on target and qualifies as a shot on goal.

Shot on Goal: If a player shoots the puck with the intention of scoring and if that shot would have gone in the net had the goaltender not stopped it, the shot is recorded as a "shot on goal."

A shot on goal is a shot that is on target. Results of a shot on goal must be either a save by the goaltender or a goal by the offensive team. A shot that hits the post or crossbar and does not cross the goal line is not a shot on goal. If a skater blocks a shot headed toward an empty net, it is recorded as a blocked shot and thus not a shot on goal. Only a goaltender can record a save.

Shutout: If two or more goaltenders from the same team participate in a shutout, credit the team with a shutout but do not award any goaltender an individual shutout. A goaltender must be solely responsible for holding the opposition scoreless to be credited with a shutout.

Winning Percentage: Maximum possible points divided by awarded points.

$$\text{Winning Percentage} = \frac{(\text{Games Won} \times 2) + \text{Games Tied}}{\text{Games Played} \times 2}$$

