

PITTSBURGH AMATEUR HOCKEY LEAGUE

2025-26 Game Operations Summary



PRIMARY RESOURCES: pahockey.com/teammanagers

- **PAHL Game Manual:** operations, procedures, protocols; team responsibility; pahockey.com/rules
- **USA Hockey Rules:** on-ice playing rules; coach responsibility and referee authority; pahockey.com/rules
- **PAHL Website – Managers:** relevant documents and links for Team Managers; pahockey.com/managers
- **PAHL Website – Games:** main menu for all game-related pages; pahockey.com/pahlgames
- **PAHL Pulse:** weekly league newsletter with info, tips, and guidance; pahockey.com/newsletters

GAME REFERENCE: pahockey.com/pahlgames

- **Game Personnel:** pahockey.com/gamepersonnel
 - Referees, Medics, Locker Room Monitors, Music & Announcing, Photography, Security Guards
- **Game Scoring:** pahockey.com/gamescoring
 - Scoresheets, GameSheet, Penalties, Shots on Goal, Scoring Changes
- **Game Protocols:** pahockey.com/gameprotocols
 - Game Formats, Start Times, Curfew Procedures, Mercy Rules, Other Protocols
- **Game Operations:** pahockey.com/gameops
 - Goaltenders, Injured Players, Video Review
- **Game Discipline:** pahockey.com/discipline
 - Suspensions, PAHL Discipline, Discipline FAQ, Spectator Conduct
- **Game Administration:** pahockey.com/gameadmin
 - Schedule Changes, Postponements, Protests, Suspended Games

QUICK REFERENCE: pahockey.com/

- **Home Rinks:** pahockey.com/rinks
- **Team Contacts:** pahockey.com/teamcontacts
- **Calendars:** pahockey.com/calendars

GAME COORDINATION: pahockey.com/gamecoordination

- **Home Team Game Personnel:** referees, medic, scorekeeper, clock operator, penalty box, LR monitor
- **Away Team Game Personnel:** away penalty box only, locker room monitor
- **Scoring Device:** iPad is required, provided by home team, available at least 20 minutes prior to game
- **Score Reporting:** automatic with an internet connection on scoring device, must upload within 2 hours

GAME PERSONNEL: pahockey.com/gamepersonnel

REFEREES: pahockey.com/referees

- **10U/12U/12G:** 2 referees should be scheduled, 1 referee required to start/resume play; “body contact”
- **14U and above:** 2 referees must be on the ice to start/resume play; “body checking”
- **Requirements:** must be USAH certified as a referee and must be older than age classification of game

MEDICS: pahockey.com/medics

- **Requirement:** EMR or higher certification; must adhere to stationing and have minimum equipment
- **Stationing:** must be at end of either team bench or in a penalty box, unless attending to an injury
- **Equipment:** must have ice packs, bandages, wraps, gauze, tape, disinfectants, nitrile exam gloves
- **Limitation:** cannot be the Medic for a concurrent game in the venue (covering one game only)

OFF-ICE OFFICIALS: pahockey.com/gamestaff

- **Official Scorer:** enter accurate and complete scoring information into GameSheet, must be 15+
- **Clock Operator:** operate the game clock, apply game protocols, set penalty times, must be 15+
- **Penalty Box Attendant:** work penalty box doors, must be 18+, cannot be a player, cannot be coaching
- **Restrictions:** cannot criticize refs, interfere with game, exhibit bias, nor cause a disturbance

LOCKER ROOM MONITOR: pahockey.com/lrmonitors

- **Requirements:** must be on team’s USAH roster (can be coach/mgr/vol), must have active clearances
- **Assignment:** one qualified and responsible person per locker room being used by team
- **Duties:** provide supervision to prevent, intervene, and/or report harmful behavior

MUSIC & ANNOUNCING: pahockey.com/musicannouncing

- **Songs:** the lyrics, content, and connotations of all songs must be apt for a family-friendly environment
- **Announcing:** webpage includes helpful guides, content must be equal for both teams

PHOTOGRAPHY: pahockey.com/photography

- **Positioning:** no photographers permitted on the ice, on benches, in boxes, nor in restricted areas
- **Equipment:** no flash photography, not mounted inside playing area, not affixed to a game participant

SECURITY GUARDS: pahockey.com/securityguards

- **Assignment:** optional, can cover more than 1 concurrent game, not serving in another role in the game
- **Requirements:** must be 18+, must have submitted clearances, must possess formal training/experience

GAME SCORING: pahockey.com/gamescoring

SCORESHEETS: pahockey.com/scoresheets

- **PAHL GameSheet Administration:** guide for preparing the device and pregame/postgame tasks
- **PAHL GameSheet Guide:** instructions for entering scoring in GameSheet
- **PAHL Scoring Guide:** overview of recording scoresheet information
- **PAHL GameSheet Referee Guide:** quick reference for referees to use at end of games
- **PAHL Scratch Scoresheet:** always write down scoring information first

GAMESHEET: pahockey.com/gamesheet

- **Warnings:** do not add/edit games, do not edit rosters, do not use app as a “playground”
- **Training Videos:** short tutorials for Team Managers, Scorekeepers, and Referees

PENALTIES: pahockey.com/penalties

- **Minor Penalty:** 1:00 in length for 10U, 12U, 12G; all other levels are 2:00 in length
- **Major Penalty:** always 5:00 in length for all levels, always includes a Game Misconduct
- **Misconduct:** only a 10-minute penalty to the player, no penalty time put on the scoreboard
- **Game Misconduct:** player is removed from game, no penalty time put on scoreboard
- **Match Penalty:** player is removed from the game, 5:00 penalty time put on the scoreboard

PENALTY SIGNALS: pahockey.com/penaltysignals

- **Signaling:** primary means for referees to communicate the infraction of a penalty (not verbal)
- **Scoring:** scorer must be attentive to referee signaling, ask the referee if unsure of the infraction

SHOTS ON GOAL: pahockey.com/shotsongol

- **Definition:** a puck propelled by an opposing player at the net which would have been a goal (or was a goal) except it was stopped only by the goaltender
- **Scorekeepers:** must provide an honest and accurate count for each team
- **Nuances:** several scenarios do not count as a shot, even if the puck goes at the goal mouth

SCORING CHANGES: pahockey.com/scoringchanges

- **In-Game Changes:** only if approved by an On-Ice Official; head coach should make the request
- **Postgame Changes:** no changes will be made to player statistics; do not email the League Office
- **Administrative Errors:** report mistakes in recording to League Office; wrong info, not a stats change
- **Suspendable Offense:** procedures exist for reporting a GM/Match being assessed to the wrong player

GAME PROTOCOLS: pahockey.com/gameprotocols

GAME FORMATS: pahockey.com/gameformats

- **10U:** 12-minute periods, 1-minute minor penalties, minimum 65-minute slot
- **12U/12G:** 12-minute periods, 1-minute minor penalties, minimum 65-minute slot
- **14U/14G:** 14-minute periods, 2-minute minor penalties, minimum 85-minute slot
- **16U:** 15-minute periods, 2-minute minor penalties, minimum 85-minute slot
- **18U:** 15-minute periods, 2-minute minor penalties, minimum 85-minute slot
- **19G:** 15-minute periods, 2-minute minor penalties, minimum 85-minute slot
- **Warm-up Period:** 3 minutes in length for all levels; set time on clock
- **Intermissions:** 1 minute in length for all levels; no time on clock (managed by referees)
- **Timeouts:** no timeouts are granted to any team in any PAHL regular-season game
- **Ice Resurfacings:** no in-game resurfacings are permitted during any PAHL game; teams stay on the ice
- **Overtime/Shootout:** neither is ever conducted in a PAHL regular-season game

START TIMES: pahockey.com/starttimes

- **Official Start Time:** time listed on PAHL website; both teams are responsible for being on time
- **Early Start:** a game can start early if ice is available/approved, referees approve, and coaches agree
- **Delayed Start:** delay of 10+ minutes not caused by a team; must have enough ice time to finish game
- **Tardy Start:** delay of 10+ minutes caused by a team; must have enough ice time to finish game

CURFEW PROCEDURES: pahockey.com/curfews

- **Scenario 1:** no curfew is applied to the game, game is played to completion
- **Scenario 2:** curfew is reached with more than 1:00 on the clock, clock is reset to 1:00 and played out
- **Scenario 3:** curfew is reached with less than 1:00 on the clock, game is simply played to completion

MERCY RULES: pahockey.com/mercy

- **1st Period:** no running-clock format can be applied, regardless of score differential
- **2nd Period:** running clock implemented at 7+ goal differential; stop-time returns only at 4 differential
- **3rd Period:** running clock at 7+; game is immediately terminated once team has a lead of 10+

OTHER PROTOCOLS: pahockey.com/otherprotocols

- **Accelerated:** used when game starts late; warm-up is 2:00, no rest period at intermissions
- **Ceremonies/Presentations:** cannot delay the game by more than 1 minute without league approval
- **On-Ice Contests:** only permitted after game when all participants are off the ice; example: chuck-a-puck

GAME OPERATIONS: pahockey.com/gameops

GOALTENDERS: pahockey.com/goaltenders

- **Secondary Goalies:** must be on roster, max usage of 25% of team's regular-season games
- **Changing Goalies:** except for "pulling the goalie," goalie changes must be reported to Scorer
- **Injured Goalies:** when no backup, team can get extra time for treatment or to transfer pads to a skater

INJURED PLAYERS: pahockey.com/injures

- **Treatment:** only the Medic can enter the ice to attend to an injury; others must have authorization
- **Authority:** only the Medic makes official determination regarding participation of an injured/ill player
- **Concussions:** players with a possible concussion must follow the USAH "Return to Play" protocol

VIDEO REVIEW: pahockey.com/goaltenders

- **In-Game Review:** not permissible for any reason, including goals; no coaches challenges
- **Supplemental Discipline:** video submissions to the League Office must come from only the association president and must meet all "video review criteria" to be considered

GAME DISCIPLINE: pahockey.com/discipline

SUSPENSIONS: pahockey.com/suspensions

- **Major Penalty:** always result in an automatic Game Misconduct to the offending player
- **Game Misconduct:** always results in a suspension to the player; must be served with the same team
- **Match Penalty:** player is suspended from all activities with all teams until a disciplinary review/hearing

PAHL DISCIPLINE: pahockey.com/pahldiscipline

- **Participants:** additional suspensions for accumulation of Misconducts, game misconducts after game
- **Teams:** disciplinary actions for accumulation of Misconducts, Game Misconducts
- **Disciplinary Review:** requests for review (including video) can only come from association president

PAHL DISCIPLINE FAQ: pahockey.com/disciplinefaq

- **Enforcement:** the team (head coach) is always responsible for properly enforcing suspensions
- **Resource:** please refer to this page (and other web info) before asking via email

SPECTATOR CONDUCT: pahockey.com/spectators

- **Removal of Spectators:** no warning is required; USAH Zero Tolerance Policy must be enforced
- **Restricted Areas:** spectators cannot enter the playing area nor be in locker room areas
- **Interfering Devices:** spectators cannot interfere with the game, including throwing objects
- **Conduct Policies:** associations must address and suspend spectators who violate policy

GAME ADMINISTRATION: pahockey.com/gameadmin

SCHEDULE CHANGES: pahockey.com/schedulechanges

- **Schedule Adjustments:** more than 1 week out; contact opponent and ask; opponent not obligated
- **Rescheduled Games:** same week as game; do not contact opponent, only the League Office via form
- **Online Change Form:** required of all changes, only means for game schedule to be updated

POSTPONEMENTS: pahockey.com/postponements

- **Lack of Available Players:** a shorthanded team cannot contact an opponent the week/day of a game
- **Weather:** only the League Office can postpone; request must come from the association president
- **Extenuating:** for unexpected event during or immediately before game; teams and referees can decide

PROTESTS: pahockey.com/protests

- **Application:** clear misapplication of rule/policy that results in irrefutable change to outcome of a game
- **Procedure:** only from an association president; lodged with League Office 4 to 72 hours after a game

SUSPENDED GAMES: pahockey.com/suspendedgames

- **Definition:** game is stopped due to reasons other than a natural or rules-based ending; “incomplete”
- **Resolution:** the League Office provides a ruling within 10 days of the date of the game