



ONTARIO WOMEN'S HOCKEY ASSOCIATION

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RULES BULLETIN

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REFEREE SIGNALS:

Tripping/Clipping/Slew-footing

Certainly not ideal, the signal for “clipping” will be the same as “Tripping & Slew-footing”. Encourage your officials to make the distinction on the game sheet. We acknowledge that this is not great to educate the players, but we must remain consistent.

GLOSSARY:

Altercation

“any situation involving at least two players with at least one player to be penalized”

We need 2 players to be involved in order to identify a situation as an altercation. This should not drastically change the way that officials handle scrum/fight situations.

Boarding

“Where a player checks or pushes a defenseless or unsuspecting opponent in such a manner that causes the opponent to hit or impact the boards violently or dangerously”

Make sure that your officials fully understand that it is the actions of the checking player that determine the assessment of boarding. Our officials should be penalizing the act and not the result. Any player that uses excessive force to propel an opponent into the boards runs the risk of being assessed a boarding penalty. So, a player may be aware of an impending hit, but if the checking player uses excessive force, a boarding penalty can still be assessed.

Body-checking

“Body-checking results when a player makes deliberate contact with an opposing player with opposite directional force, when a player leaves their skating lane to make contact, or when a player extends an arm, shoulder, or hip to maximize physical contact after angling an opponent.”

This definition gives us the wording to give our officials clear direction. Ensure that you consistently use the above wording. Clear direction will assist our officials in correctly identifying body-checking. Collisions will occur within the game of hockey, our officials need to understand the criteria required to assess a penalty.

Charging

“A player who jumps to check an opponent, builds up speed by taking two or more strides immediately prior to making contact, travels an excessive distance with the sole purpose of delivering such a hit, violently and unnecessarily checks an opponent in any manner, or delivers a body check to an opponent’s blind side.”

This definition now gives our officials greater latitude to identify those players that attempt to separate their opponent from the game, rather than separate their opponent from the puck. Proper application of this rule will stop players from running around and attempting to injure opponents. We should not become too concerned with the number of steps taken, assess the distance traveled, the angle of the delivery and the force exerted.

Clipping

“any action where a player uses their body to make contact at or below an opponent’s knees.”

We want this identified on the game sheets. It is a violent act that is more severe than tripping. Currently we use the same signal for tripping, slew-footing and clipping.

Control

“Where a player is in the act of propelling or controlling the movement of the puck with their stick, skate(s) or glove(s). Once the puck is no longer within reach of the player, that player is deemed to no longer have control.”

This definition should make it easier for our officials. Control does not mean that the puck is physically on the stick. Ensure that our officials correctly assess moments when “...the puck is no longer within reach...”. The game happens quickly, now our officials do not have to determine if the puck was in contact with the stick.

Fighting

“Where at least one player punches or attempts to punch an opponent repeatedly or when two players wrestle in such a manner as to make it difficult for the linespersons to intervene and separate the combatants.”

Adding this definition allows our officials to apply the fighting rules in a number of situations. At levels where fighting is an issue, this definition will enhance an experienced official’s ability to control a game.

Injury

“When assessing whether or not an “injury” has occurred, for the purposes of determining whether the Referee should assess a Minor or Major penalty, an “injury” will be deemed to have occurred if the player appears to require attention from a medical professional (doctor, dentist, etc).”

The addition of this definition supports an official that assesses a Major penalty.

SECTION 3 EQUIPMENT

Rule 3.6(d)

“if the helmet, facial protector, or throat protector of a player comes off while play is in progress, the player will replace the piece of equipment (properly fastened) or will proceed to the Player’s bench for a substitution. If the player participates in play in any manner without that piece of equipment, play must be stopped immediately and the player penalized under Rule 10.6 (a)—Illegal Equipment.”

The original intention of the rule book was to conclude that a Throat Protector is a piece of “minimum protective equipment”. If not properly worn, then we should assess the Minor Penalty.

Rule 3.6(d)

“when a goaltender loses their helmet, facial protector, blocker or trapper, play will be stopped immediately, unless there is an imminent scoring chance that does not pose a safety risk to the goaltender.”

Safety first, and common sense, we now have the authority to stop play when a goaltender loses either of their gloves. Make sure that your officials understand that a goaltender cannot use this as a tactic to stop play.

SECTION 4 TYPES OF PENALTIES

Rule 4.8(a)/4.9(b)/4.10(a)

“Note 1: Where a player or Team Official is ordered to the dressing room under this rule, it is sufficient that they are away from the Players’ or Penalty Bench and are not directing or interacting with the teams in any manner and in no way interacting with or bothering the officials. Should the individual violate this rule, they will be penalized in accordance with Rule 10.4(f)—Leaving the Players’ or Penalty bench.”

Now when a player/coach has been ejected from a game, they do not need to remain in the dressing room. This will be helpful in Arenas with unique layouts. The on-ice officials no longer need to focus on the location of an ejected player. Obviously, if this ejected individual becomes involved with the benches or game action, the appropriate penalties will be assessed.

Rule 4.11 (b)

“while the Penalty Shot is being taken, players of both sides will withdraw to their respective benches.”

Common sense and make our life easier. Send the players to their respective benches, make sure that they do not interfere with the Penalty Shot.

PENALTY SHOT PROCEDURE: As per the Hockey Canada Procedural manual we would like both Referees on the goal line for Penalty Shots (4 official System). *(Referee Positioning for Penalty shots (4 official system). We would like everyone to use the HC procedure for Penalty shot positioning, both Referees stand on the goal line)*

Rule 4.15(e)

“Prior to the resumption of play, the Referee has the authority to alter or correct their decision, regardless of whether or not the penalty has been reported, announced, or displayed on the clock.

Note 1: The intent of this rule is not for Referees to deliberate every call to an excessive degree, but rather to allow them to correct an error. For example, if the Referee assessed a Minor penalty before realizing the penalized player had injured the opposing player, the call should be changed to a Major penalty and Game Misconduct”

This gives our officials the authority to make a change to their original assessment. When further information is presented, an injury, we now have a clause within the rule book to allow us to change our initial decision. This does allow officials to remove a minor penalty prior to the resumption of play, this is not a procedure we would like to see employed very often.

SECTION 5 OFFICIALS

Rule 5.3(c)

“Linespersons will identify the offender and report to the Referee at the first stoppage, their version of any infraction of the rules which calls for a Bench Minor, Minor or double Minor penalty for Rules:

7.11 (a) Instigator & Aggressor”

We do want our Linespersons to assist the Referees in assessing the Instigator & Aggressor rules. Especially the Instigator, often the Referee is not in clear view of what started a fight. Please encourage Linespersons to share any/all knowledge that they have of a fight situation.

SECTION 6 GAME FLOW

Rule 6.6 Interpretation 1

“Team A shoots the puck at the goal of Team B. The puck enters the net but immediately bounces out again without the Referee seeing the goal. The Referee suspects there may have been a goal scored but allows play to continue. At the first stoppage of play the Referee checks with their Linespersons and Goal Judge (if appropriate). At least one of them saw the puck enter the net and the Referee awards a goal to Team A.”

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As per the answer to question 4 in this interpretation, penalties assessed to either team, between the apparent goal the awarding of the goal, shall be served.

Rule 6.8 Interpretation 1

“In the event that a player is on a breakaway in the neutral or attacking zone, with no defending players between them and the goal, with possession and control of the puck, and a spectator interferes with the play, so that the Referee is forced to stop play, a Penalty Shot will be awarded to that player.”

We believe that this is a new interpretation? It is common sense and should be easy for our officials to apply.

Rule 6.11 Kicking the Puck

“Kicking refers to a player propelling the puck by way of a deliberate action with their foot. A puck that deflects off a player’s skate, without a deliberate kicking action on the part of that player, will not be considered kicking.”

With some of the changes within the rule book, section 6.6 (c) implies that a deflection off of any part of the body is NOT a goal. The wording, “other than the skate” was eliminated from 10.4 (d), this may lead some officials to believe that a puck deflected off of a skate is NOT a goal. That is NOT the case! Rule 6.11 clearly identifies that a player may direct a puck into the net with their skate.

SECTION 7 PHYSICAL FOULS

Rule 7.1. Attempt to Injure or Deliberate Injury

Please notice the addition of the “throat protector” when grabbed by an opponent.

Rule 7.2 Boarding

“A boarding penalty will be assessed to any Player who checks or pushes an unsuspecting opponent in such a manner that causes the opponent to hit or impact the boards violently or dangerously.”

We do not want officials to focus on the words “unsuspecting opponent”. Please do not allow players to use excessive force to propel an opponent into the boards. We can use both the charging & boarding rule to penalize players that attempt to separate an opponent from the game, and not separate them from the puck. The objective is to eliminate reckless or predatory hits, whether the opponent is prepared for the hit or not.

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SECTION 8 RESTRAINING FOULS

Rule 8.4 (f) Interference from the bench

“Where a Team Official commits Interference from the Bench, they must be assessed a Gross Misconduct penalty, in addition to any other penalties required by the rules.”

Notice that now for a Team Official the Rules call for a Gross Misconduct, previously this was a Game Misconduct.

SECTION 9 STICK FOULS

Butt-Ending & Spearing....to a coach or Team Official (Rule 9.1 & 9.4)

A time penalty is NOT assessed to the team if the coach or other bench personnel are identified as Butt-Ending or Spearing a player.

Rule 9.2 Cross Checking

“In applying this rule, the Referee should consider whether the player is “pushing” or “striking” an opponent with the shaft of their stick. If a pushing motion is used, a penalty may not be necessary. However, a striking motion must be penalized.”

This explanation makes it clear to officials that a defensive player can use their stick to ‘box out’ an opponent (such as in front of the net), but they can not strike an opponent in an attempt to punish. Cross checking motion is allowed to push, not to strike or punish.

SECTION 10 OTHER FOULS

Rule 10.1 Delay of Game

“Team A is already shorthanded when another delayed penalty is signaled against Team A. Team B, wishing to have a stoppage of play, pushes the puck towards a Team A player who refuses to play the puck. The Referee will stop play but will not penalize either team, beyond the penalty that was already on delay.”

The referee now has the authority to stop the play if both teams refrain from playing the puck. This is consistent with high sticking the puck.

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Rule 10.3 Diving & Embellishment

“Where a player is being fouled by an opponent and throws themselves to the ice in a dramatic manner, which is clearly intended to draw a penalty, the Referee should assess a penalty to both players.”

It is now clearly identified in the rule book, a practice that has always been recommended. Call both players, the hook/trip & the embellishment.

Rule 10.4(e) Leaving the Players’ or Penalty Bench

“A Game Misconduct penalty will be assessed to the Coach of any team whose players leave the Players’ or Penalty Bench at the end of a period before they are directed to do so by the Referee and an altercation that results in penalties of any kind is either in progress or begins after the players leave the bench.”

Officials now have at their disposal another tool to assist them with addressing uncooperative coaches. Previously, the Game Misconduct could only be assessed at the conclusion of the game. Now, if needed, an official can apply the game misconduct at the end of 1st, 2nd or 3rd periods.

Rule 10.4 Interpretation 4

“EXAMPLE A: A player of Team A received a Minor penalty at 8:30. At 7:00, due to a Timekeeper’s error, the player left the Penalty Bench. At 6:30, the penalty would have been up. Team A scored at 5:45 with the player on the ice. This is the first stoppage of play since the Timekeeper’s error and this error is immediately brought to the attention of the Referee.

RULING: The goal would be dis-allowed, despite the actual penalty time being expired when the goal was scored, and the player would be required to return to the Penalty Bench to serve the remaining 30 seconds.”

A player is considered to be an ‘ineligible player’ even if they left the penalty box due to a timekeeper error and their penalty has expired at the time of the goal.

SECTION 11 MALTREATMENT

Rule 11.1 (a) Unsportsmanlike Conduct (Maltreatment)

“A Minor penalty will be assessed to any player who is guilty of Unsportsmanlike Conduct, as outlined above.”

This rule also applies to Team Officials. Do NOT allow an individual to argue that they do not see the words “Team Official” within 11.1 (a). The definition (in bold) “ The Referee may assess penalties to any team officials.....”

Rule 11.5 Interpretation 2

“When Officials enter an altercation or fight to separate the participants, incidental contact may occur with the officials. Officials must be judicious in the application of this rule. Players may be penalized with lesser rules, including a Minor penalty for Rule 7.9 – Roughing or Rule 7.11 – Instigator & Aggressor or a Misconduct penalty for Rule 11.1 – Unsportsmanlike Conduct in the event of incidental contact with an official. In order to assess a Match penalty for Physical Harassment of Officials, the Officials must be satisfied that the offending player knowingly made, attempted to make, or threatened to make physical contact with an Official.”

This interpretation does NOT lessen the power given to officials to identify players that apply physical abuse to an official. Here are some examples of how this wording could be applied:

- A linesperson enters a scrum, gathering, or altercation without a clear verbal warning and grabs a player from behind, in an unsafe manner. The player immediately pushes the linesperson off them, without realizing that they are an official... NOT a Match penalty. However, officials *may* decide that a Minor penalty for Roughing is warranted.
- A linesperson is attempting to escort a penalized player to the penalty bench or off the ice and the player is resisting their direction but not applying any physical force to the official... NOT a Match penalty. However, this can and should be penalized with a Misconduct penalty under Rule 11.1 (d)(iv).
- The linespersons enter an altercation prematurely and one or both players continue fighting but neither player actually pushes nor strikes a linesperson... NOT a Match penalty. This is the definition of an Aggressor infraction under 7.11.
- The linespersons enter an altercation and separate the two combatants. One of the players attempts to go through the linesperson to continue fighting with their opponent by pushing or shoving the linesperson out of the way... MATCH PENALTY. The player is deliberately applying force to the linesperson.

- Two players are engaged in a fight and one player becomes defenseless. An official enters the fight to protect the now-defenseless player. They enter with a clear warning and direction to stop. The other player continues to deliver blows to the defenseless player and strikes the linesperson who is attempting to protect the defenseless player... MATCH PENALTY. The linesperson is doing their job, protecting a defenseless player, and the offending player must show consideration for the physical safety of the linesperson.
- A player becomes entangled with a referee in the corner and, in frustration, pushes the Referee out of the way with minimal violence... MATCH PENALTY. The player is expressing frustration with the referee in a physical manner and the degree of violence is irrelevant.

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