

# JUNIOR A SUPPLEMENT



# OFFICIALS HANDBOOK 2016-2017



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## **JUNIOR A OFFICIALS HANDBOOK AND GUIDE**

### **DEFINING BULLYING AND VIOLENCE**

For the purpose of this Pilot Project, the definitions of Bullying and Violence shall be:

#### **BULLYING**

Bullying in hockey is an act of repeated aggressive behavior in order to harm another person physically or mentally. Bullying consists of three basic types of abuse – emotional, verbal, and physical. Bullying is characterized by an individual behaving in a certain way to gain power over another person. Examples of bullying can be a high hit to the head; a cheap hit from behind when the victim cannot see it coming; repeated instructions from a figure of authority (coach); a fight either planned or reactionary; verbal taunts or gestures; or any number of other rule infractions that are defined as penalties in hockey.

#### **VIOLENCE**

Violence is an act of aggression outside the playing rules that involves the intention to hurt or emerge superior to others. Violence may or may not involve physical injury and is the result of many different motives. Violence may occur because of aggressive intent. Elite sports are based on the compulsion to win, which if not adequately fulfilled can elicit extreme behavioral patterns. Such patterns outside the playing rules are penalized and if required additional discipline measures are imposed on the individual.

### **ADDRESSING BULLYING AND VIOLENCE IN JUNIOR A HOCKEY – SOLUTIONS FOR TODAY’S GAME**

In addressing bullying and violence in Junior A hockey we developed the following criteria.

- A proactive bullying/violence prevention program for Junior A hockey that aims to reduce the victim/bully issues by increasing awareness of the problem and knowledge about it.
- To achieve active involvement on the part of managers and coaches to reduce these tactics.
- To develop rules and sanctions against bullying/violent behavior.
- To provide participants with education, support and protection. Education and intervention occurs at practice, the game and on an individual basis.

The blueprint of the program is the Junior A Supplement that isolates and strengthens many Hockey Canada playing rules in an effort to reduce bullying and violence.

## **ROLE OF THE OFFICIAL**

**As a Junior A Official, you shall play a key role in the success of this program. You shall be on the “front line” delivering consistent application of the rules as defined in this guide, which differ from traditional Hockey Canada rules.**

You shall receive the support and guidance from your leagues, supervisors, and branches in your efforts. Your leagues and branches are committed to making the changes necessary to deliver a game that meets the needs of the fans, participants, and stakeholders.

You shall be operating under the same guidelines as each Official in the CJHL which create unprecedented consistency in application and standards.

## JUNIOR A SUPPLEMENT

The following are the applicable sections of the Junior A Supplement which includes clarification, procedures and resources for Junior A Officials.

### KEYS FOR SUCCESSFUL IMPLEMENTATION

- **Knowledge** – *Understanding the contents of this document shall be extremely important. You must be sure you understand all of the unique applications – especially those that differ from the traditional application of Hockey Canada Rules. Seek clarification from your league and ensure you are clear.*
- **Communication** – *All Coaches and Players in the CJHL are learning to play under these regulations. As the Game Official, you shall need to be prepared to communicate effectively and understand that there may be frustration on behalf of coaches and players. You must be prepared to be in the right mindset to handle these situations professionally.*
- **Follow Up** – *It shall be important to share experiences with your league supervisor and seek feedback and guidance throughout the season with regards to certain situations that may arise. Constant and effective feedback shall allow the leagues to provide further support to all working officials. The Junior A Officials Handbook shall be a resource and can be updated at any time.*

### ADDITIONAL INFORMATION

Information and “Notes to Officials” are contained throughout this document and are meant to provide clarification with regard to specific rules and situations.

The Junior A Supplement contains the following Sections and Regulations:

- Section 1 – Blows to the Head, Dangerous Hits, and Checking From Behind
  - Regulation 1 – Blows to the Head
  - Regulation 2 – Dangerous Hits, Clipping and Low Hits, Goaltender Interference
  - Regulation 3 – Checking from Behind
- Section 2 – Accumulated Majors and Game Misconducts
  - Regulation 4 – Accumulated Major Penalties
  - Regulation 5 – Accumulated Game Misconducts
- Section 3 – Instigating and Fighting
  - Regulation 6 – Instigating
  - Regulation 7 - Fighting
- Section 4 – Accumulations in Multiple Categories
  - Regulation 8 – Accumulations in Multiple Categories
- Section 5 – Video Review and Supplemental Discipline
  - Regulation 9 – Supplemental Discipline
- Section 6 – Game Reports
  - Regulation 10 – Game Officials Reporting
  - Regulation 11 – Written Reports

## SECTION 1 – BLOWS TO THE HEAD, DANGEROUS HITS, AND CHECKING FROM BEHIND

The Jr A Supplement shall focus on reducing “blows to the head” by strictly penalizing any blow to the head delivered forcefully by gloved hands, raised forearm or elbow, or forceful use of the stick.

In today’s game, the speed of the game, the size of the average player, and the make up of protective equipment all raise the probability of injury resulting from high impact hits. The objective is to identify the dangerous hits and provide a strong deterrent for these infractions thus helping reduce the recklessness and violence of high impact checks.

The purpose of checking in the game of hockey is to gain possession of the puck. A check serves the purpose of separating the man from the puck. Over time, checking began to serve the purpose of intimidation and the “high-impact hit” became more prevalent. While all leagues agree that hard hitting hockey is intrinsically Canadian, there are far too many high-impact illegal plays that deliver a level of violence not seen before in the game.

By injecting a strong deterrent for the illegal, dangerous checks, players shall become more aware of their opponents and the risk they are incurring when delivering high-speed, reckless checks.

### REGULATION 1 – BLOWS TO THE HEAD

**NOTE TO OFFICIALS – Regulation 1 deals with Blows to the Head. The purpose of this regulation is to clarify what constitutes a Blow to the Head and ensure that Officials deliver consistent application in these situations.**

**It is of extreme importance that you, as the game referee(s) assess each situation on its merit and assess the appropriate penalty.**

**The following are not considered Blows to the Head:**

- 1) If a player, because of a difference in the opponent’s height, hits the opponent in the head area with a legal check, this shall not be construed as a Blow to the Head and no penalty or suspension shall be assessed.**
- 2) If a player ducks to avoid a check, or lowers his body in any manner for any reason, in the open ice or along the boards, and as a result is hit in the head area with a legal check, this shall not be construed as a blow to the head and no penalty or suspension shall be assessed.**

**1.1 Illegal Act:** If a player is fouled or hit illegally, for which a penalty is being assessed, and as a result of the illegal hit the player hits his head on the glass, ice or the boards in a manner that results in a head injury, this shall be construed as a Blow to the Head and a major and game misconduct or match penalty shall be assessed.

**Case example:** Player A trips Player B and causes the fouled player to fall backwards with his head hitting the ice. In the initial assessment of the play, you determine a tripping penalty is warranted.

**Procedure:** At the stoppage, you assess to the best of your ability if an injury to the head has occurred.

- If no injury to the head has resulted – the original tripping penalty is called
- If an injury to the head appears to have resulted, you shall apply the penalty as a **Blow to the Head**, using Hockey Canada’s standard in determining a Major or Match penalty.

**REPORTING:** All situations where a **Blow to the Head** penalty has been assessed must be reported as outlined in the **GAME REPORTS SECTION** of this guide.

**1.2 Direct Blow to the Head:** If a player intentionally raises his stick, hands, forearm, gloved hand, elbow, or shoulder to hit an opponent in the head area, or deliberately drives his stick, forearm, elbow or gloved hand into the player’s head in any manner, it shall be called a **Blow to the Head** and the player shall receive a minor and 10 minute misconduct, or a major and game misconduct, or match penalty.

**NOTE TO OFFICIALS:** The intent of this regulation is to simplify the thought process of the official and educate players that there is an increased risk of injury as result of a hit to the head – thus providing a strengthened deterrent against high risk plays. You need only to determine that hit or contact as outlined below is to the head area and subsequently the level of violence of the contact in order to call a **Blow to the Head** penalty.

The Junior A Supplement calls for the tracking of all **Blow to the Head** Penalties in order to identify players who have a lack of respect for the head area of opposition players.

**REPORTING:** All instances outlined above must be reported as outlined in the **GAME REPORTS SECTION** of this guide.

## **REGULATION 2 – DANGEROUS HITS, CLIPPING AND LOW HITS, GOALTENDER INTERFERENCE**

Should a player deliver a hit to the head area of an opponent who is in a vulnerable position, he shall be assessed a minor penalty and 10-minute misconduct, a major and game misconduct, or match penalty for **Blow to the Head**. A player is considered to be vulnerable under the following circumstances:

**2.1 Blind Side Hit** - If he is hit in the head with a blind-side check from the side. A body check from the front is not considered to be a blind-side check, even if the player has his head down.

**NOTE TO OFFICIALS:** It is important to remember that this definition refers to **Blows to the Head**. Should body to body contact be made, whereby the contact is not in the head area but a penalty be warranted under another application, that infraction shall be called.

**REPORTING:** All situations where a **Blow to the Head** penalty has been assessed must be reported as outlined in the **GAME REPORTS SECTION** of this guide.

**2.2 Late Hit** – If he does not have control of the puck; or has passed the puck or lost control of the puck for a sufficient amount of time that the opponent could play the puck or follow the movement of the puck as opposed to hitting the unsuspecting player in the head area.

**NOTE TO OFFICIALS:** It is important to remember that this definition refers to Blows to the Head. Should body to body contact be made, whereby the contact is not in the head area but a minor penalty be warranted under another application, that infraction shall be called – a common example would be “interference”.

For reference, a late hit would be a STICK AND ARMS LENGTH between the players once the puck has been released.

**REPORTING:** All situations where a Blow to the Head penalty has been assessed must be reported as outlined in the GAME REPORTS SECTION of this guide.

**2.3 Cheap Hit** – If he is defenseless while down on the ice and the opponent deliberately makes contact in any manner with his head area.

**NOTE TO OFFICIALS:** It is important to remember that this definition refers to Blows to the Head. An example would be a player dropping down onto a player’s head area with the knee or elbow. Contact to other areas would result in other penalties such as roughing etc. whereby a minor may be called.

**REPORTING:** All situations where a Blow to the Head penalty has been assessed must be reported as outlined in the GAME REPORTS SECTION of this guide.

**2.4 Leaving the Feet** - Should both of a player’s feet clearly have left the ice prior to him making a shoulder check that contacts the opponent in the head area, the player shall receive a minor and a 10 minute misconduct, or major and game misconduct, or a match penalty for Blow to the Head.

**NOTE TO OFFICIALS:** This is very clear – if a player leaves his feet and delivers a hit or a hit whereby the contact is in the head area – it shall be called a Blow to the Head.

**REPORTING:** All situations outlined above must be reported as outlined in the GAME REPORTS SECTION of this guide.

**2.5 Clipping and Low Hits** – Clipping (hits below the waist) shall be penalized under the following definition: Clipping is the act of throwing the body, from any direction, across or below the knees of an opponent. A player or goaltender may not deliver a check in a “clipping” manner, nor lower his own body position to deliver a check on or below an opponent’s knees.

**NOTE TO OFFICIALS:** An illegal “low hit” is a check that is delivered by a player or goalkeeper who may or may not have both skates on the ice, with his sole intent to check the opponent in the area of his knees. A player or goalkeeper may not lower his body position to check an opponent’s knees.

**REPORTING:** All situations outlined must be reported as outlined in the GAME REPORTS SECTION of this guide.

**2.6 Goaltender Interference** – 2 or more goaltender interference penalties in the same game shall be subject to additional penalties.

**NOTE TO OFFICIALS:** This regulation is designed to provide a strong deterrent for Illegal Contact with goaltenders. It serves to eliminate the tactic of repeated contact with the goaltender.

- Minor Penalties – should a team be charged with a second goaltender interference penalty in the same game, the player committing the second infraction shall receive a game misconduct. Any subsequent goaltender interference penalties by the same team in same game shall result in a game misconduct.

**Procedure:** Upon assessing the first goaltender interference penalty against a team, the referee is required to advise the offending team's coach that they have been assessed a penalty for goaltender interference and remind them that the next goaltender interference call shall result in the ejection of the player.

It is at the discretion of the referee whether he delivers the message directly to the bench or delivers it via a captain or alternate captain on the ice. If there is no captain or alternate on the ice, he may select any player of the offending team to deliver the message. The message must be delivered prior to the re-start of play after the penalty.

**REPORTING:** All incidents must be reported as outlined in the GAME REPORTS SECTION of this guide.

### **REGULATION 3 – CHECKING FROM BEHIND**

**3.1 Checking From Behind** - There are three possible penalties for checking from behind: a minor penalty, a major penalty and game misconduct or a match penalty.

**NOTE TO OFFICIALS:** Checking from behind has long been considered dangerous and it is important to reaffirm that these plays be assessed on their merit. It is important that officials identify Checks from Behind as meeting the criteria laid out by Hockey Canada Rules.

Junior A Officials are instructed not to substitute other penalties for a valid check from behind. It cannot be stressed enough that this designation is made if it meets the criteria for a Check from Behind.

**REPORTING:** All Checking from Behind Penalties must be reported as outlined in the GAME REPORTS SECTION of this guide.

## **SECTION 2 – ACCUMULATED MAJORS AND NON-FIGHTING GAME MISCONDUCTS**

### **REGULATION 4 – ACCUMULATED MAJOR PENALTIES – NON-FIGHTING**

**4.1 Major Penalties** - All leagues have seen consistent decreases in the number of major penalties. The objective is to further strengthen the deterrent by targeting those players that who may be habitual in their actions. A player accumulating three or more major penalties shall be subject to suspensions.

**REPORTING:** All Major Penalties must be reported as outlined in the GAME REPORTS SECTION of this guide.

## **REGULATION 5 – ACCUMULATED NON-FIGHTING GAME MISCONDUCTS**

**5.1 Game Misconducts** - A player or coach accumulating six or more non-fighting game misconduct penalties shall be subject to suspensions.

**REPORTING: All Game Misconduct Penalties must be reported as outlined in the GAME REPORTS SECTION of this guide.**

## **SECTION 3 – INSTIGATING AND FIGHTING**

Fighting has been part of the fabric of hockey throughout history. The elimination of unnecessary fights, especially those that serve no purpose other than to degrade the game or provide an intimidation factor, is paramount to the future of our game. Fighting's role in hockey should only be between two willing combatants in spontaneous reaction to immediate events.

The re-introduction of the one fight rule would not reduce the unnecessary fights and would, in fact, increase these types of unwanted actions. This rule provides players and or coaches the opportunity to target players on opposing teams in hopes of getting them out of a game and subjecting them to potential suspensions, which is contrary to the objective of eliminating bullying. The approach toward accumulated fights, with an emphasis on the instigating player, shall prove more effective in eliminating unwanted fights.

The purpose of these regulations is to deter teams from "rostering" role players whose main purpose is to fight.

**NOTE TO OFFICIALS – Fighting: Fighting shall be defined as any acts of aggression where one or more punches (gloves on or off) are thrown.**

## **REGULATION 6 – INSTIGATING**

**6.1 Instigator Definition** – A player who, by his physical or verbal actions or demeanor, is responsible for starting or causing, or attempting to start or cause, a fight based on any one or more of the following criteria:

- throwing or attempting to throw the first punch
- verbal invitation, instigation or threat
- distance traveled to the altercation
- removing gloves first
- attempting to throw, throwing or continuing to throw punch(es) at an opponent who has physically or verbally expressed unwillingness to fight
- attempting to throw, throwing or continuing to throw punch(es) at an opponent who is in a defenseless position
- menacing attitude or posture towards an opponent
- retaliation for a legal or illegal action (e.g., body check)

**6.2 Accumulated Instigator Penalties** - A player accumulating two or more instigator penalties in the same season shall be subject to suspensions.

**NOTE TO OFFICIALS** – The instigator definition shall be a player who by his actions or demeanor demonstrates any or some of the following criteria to force an opposing player into a fight: distance traveled, gloves off first, first punch thrown, menacing attitude or posture, verbal instigation or threats, or conduct in retaliation to a prior game incident.

- A player who instigate a fight and continues to throw punches at a player who does not retaliate or who retaliates only in self defense shall be assessed a minor penalty for Aggressor in addition to the Instigator penalty and any other penalties he may incur.
- In the extreme case where a player continues to throw punches at a player who is not retaliating or is defenseless and is actively resisting being restrained by the referee or linesmen, the offending player shall be assessed a Match penalty for deliberate attempt to injure.
- If a player is being assessed an instigating penalty the referee shall check with the linesmen to determine whether the opponent did anything to precipitate the instigating player's actions.

**REPORTING:** All instigator penalties shall be reported as outlined in the **GAME REPORTS SECTION** of this guide.

#### **REGULATION 7 – FIGHTING**

**7.1 Two Fights on the Same Stoppage** - When two fights occur during the same stoppage of play, players involved in the second fight shall receive a game misconduct in addition to any other penalties.

**NOTE TO OFFICIALS** – Officials must clearly identify the players involved in the first fight.

**NOTE TO OFFICIALS** – When two players are fully engaged in a fight or wrestling on the ice (each equally involved), the result will be that both players will be assessed a Major penalty plus a Game Misconduct for fighting and both are ejected from the game.

However, the rules specifically state that one player may be assessed a Major plus a Game Misconduct for fighting and the opposing player a Minor for roughing or perhaps not assessed any penalty. In this case, the player receiving the Major penalty would also receive an extra Minor penalty as instigator as well as being ejected from the game.

In the event that one player makes no attempt to retaliate other than to protect or defend himself, and in the opinion of the referee does not engage in the fight, one player may be assessed a Major penalty plus a Game Misconduct for fighting and the opposing player a Minor for roughing or perhaps not assessed any penalty. In this case the player receiving the Major penalty would also receive an extra Minor penalty as instigator.

**REPORTING:** All instances as described above must be reported as outlined in the **GAME REPORTS SECTION** of this guide. If an instigator is identified in the second fight it must be clearly reported.

**7.2 Three or More Fights On the Same Stoppage** – When three or more fights occur during the same stoppage of play, players involved in the second fight and all subsequent fights shall receive a game misconduct in addition to any other penalties.

**NOTE TO OFFICIALS** – Officials must clearly identify the players involved in the first fight.

**REPORTING: All instances as described above must be reported as outlined in the GAME REPORTS SECTION of this guide. If an instigator is identified in the second fight it must be clearly reported.**

**7.3 Leaving the Bench** - Any player that leaves the bench, bench area, dressing room, or penalty box to become engaged in a fight or become a third-man in a fight shall be subject to suspensions.

**REPORTING: All instances as described above must be reported as outlined in the GAME REPORTS SECTION of this guide.**

**7.4 Staged Fights** - Should a player enter the ice surface after a whistle and get involved in an altercation before or immediately after the drop of the puck to start the new play and at the conclusion of any game when players have left the bench shall be deemed a staged fight.

**7.4.1 Staged Fights** - Players participating in a staged fight shall be subject to a suspension.

**NOTE TO OFFICIALS – The staged fights section of the Junior A Supplement attempts to eliminate unnecessary fights.**

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

Officials are asked to be vigilant in identifying these situations and implementing the following procedure:

**Procedure: If two players line-up for the face-off and begin fighting after the drop of the puck they shall be assessed a five minute major and a game misconduct. The Referee shall go to both benches and inform the coaches that if another situation occurs, the players and coaches shall be assessed a game misconduct in addition to any other penalties that may apply.**

If there is an instigator in a staged fight, that player receives an instigator penalty, the fighting major, and both he and the coach shall be issued game misconducts. The player who does not receive an instigator penalty receives a fighting major. The non-instigating player and coach shall not receive a game misconduct in this situation.

**Clarification – The most common question in this situation is how long after a face-off would constitute a staged fight? This is where the game referee must use his common sense and game management abilities. If 2 players begin jawing at the face-off and appear to be making plans to engage and subsequently fight it is the referee’s discretion to use the staged fight regulation.**

It is not an easy situation and the best guidance to the official is to use his best judgment to control the game and not let it deteriorate. The goal of this regulation is eliminate those altercations that appear to be set up in advance.

**NOTE TO LINESMEN – If the players are doing “the big dance” around and making a stage of the event then the linesmen are instructed to stop the fight before it begins.**

**REPORTING – Any situation outlined in the above regulation must be reported as outlined in the GAME REPORTS Section of this Guide.**

**7.5 Fights in Pre-Game or Period End** - If a fight occurs during the pre-game warm-up, prior to the start of the game or start of a period, or at the conclusion of a period, suspensions and sanctions shall be applied.

**NOTE TO OFFICIALS:**

**PREGAME WARM UP PROCEDURE:** All pre-game warm-ups shall be supervised by no less than one working official. Any incident that occurs shall be reported in detail as outlined in the GAME REPORTS Section of this guide. Officials shall follow Hockey Canada's procedure with regards to the ejection of players as follows:

- Players involved in a fight during the pre-game warm-up shall be assessed a Major penalty for Fighting and a Game Misconduct.
- These player(s) shall be recorded on the official game report. Teams may not substitute players for those ejected prior to the game start.

**PERIOD END:** The purpose the period end regulation is to eliminate fighting at the end of any period or game. Should a fight begin after the buzzer has sounded at the end of any period, this shall be deemed to be a "Fight at the End of a Period" and the players shall receive a fighting major and game misconduct penalty regardless of whether or not that is the player's first fight. These incidents shall be reported as outlined in the GAME REPORTS Section of this Guide.

**Clarification – There are two clarifications to this regulation.**

**1.** Should one player be deemed the instigator of the period end fight, only he shall receive the game misconduct and should it be the non-instigating player's first fight, he shall not receive the game misconduct.

**2.** In determining whether or not the incident should be considered a "Fight at the End of a Period", the game officials shall determine when the altercation began. A fight that begins with punches being thrown after the buzzer shall be regarded as a "Fight at the End of a Period". If players begin throwing punches prior to the buzzer sounding, this would not be considered a "Fight at the End of a Period." Should players begin pushing and shoving as the period ends but subsequently begin throwing punches after the buzzer sounds, this shall be considered a "Fight at the End of a Period".

**7.6 Fights in the Last 10 Minutes of a Game** - If a fight should occur in the last ten minutes of the game, the coaches of both teams shall be issued a warning that a subsequent fight will result in game misconducts to coaches. However, if an instigator is identified in such subsequent fight, only the coach of the instigating player shall receive the game misconduct.

**NOTE TO OFFICIALS – The above regulation applies to the final 10 minutes of regulation time in any game. However, the following procedure can be applied, at the Official's discretion, at any time in the game in which it is clear to the Official that the game is getting out of hand or in cases where there have been successive fights.**

Most often after a couple of fights you will recognize whether you are in this situation, but you have the freedom to apply the procedure at any time you feel it shall move the game in a better direction. This procedure puts the responsibility on the coaches and it is your responsibility to ensure that your actions improve the game.

**Procedure – After the first fight in the last 10 minutes (or after successive fights at any time):**

- The Referee shall allow the teams to line up for the face off.
- At this moment he shall blow his whistle, approach the home team bench and give the coach the warning that if there are more successive fights the coach shall receive a game misconduct.
- Next approach the visiting bench and deliver the same message.
- Do the line-change procedure again – this allows the coaches to take responsibility by changing their lines.

**7.7 Goaltender Fighting –** Fighting by Goaltenders shall result in suspensions.

**NOTE TO OFFICIALS –** The Junior A Supplement dictates severe disciplinary actions to goaltenders who engage in fights. Should a situation arise whereby a goaltender or goaltenders engage in fights, it is the responsibility of the Game Official to report the details of the situation in order that the correct application of the Supplement can be applied.

**Reporting –** Report the details of the situation as outlined in the GAME REPORTS Section of this Guide. In this case, the report must include:

- How the fight began
- Where on the ice surface did the fight take place
- Did the goaltender leave his crease to get involved
- Did he cross his blueline to get involved

**7.8 Removing Equipment to Fight –** Any player who purposely removes playing equipment prior to or in preparation for a fight shall be subject to a suspension.

**7.8.1 Removing the Helmet -** If a player deliberately removes his helmet to fight or challenge an opponent to fight, or deliberately removes the helmet of his opponent, he shall be assessed a gross misconduct penalty and a minimum 1 game suspension.

**NOTE TO OFFICIALS –** This regulation applies even if there is no fight but the player removes his helmet to challenge another player. Should a situation occur whereby one player removes his helmet and challenges the opponent, and the opponent subsequently removes his helmet prior to the fight, both players shall receive the gross misconduct.

**IMPORTANT –** There is a huge risk management issue involved in players fighting and helmets coming off, whether or not they come off in the course of the fight. The following procedure is in effect for the Game Official and Linesman to follow in these situations:

1. If one or both players lose their helmets during a fight, the linesmen are instructed to stop the fight when it is safe to do so. Linesmen are strongly encouraged to use loud verbal communication and commands towards the players fighting to stop the fight and thereby assist in creating the safe environment that shall allow them to enter and stop the fight.
2. If one player involved in the fight has his helmet come off and moves into a protective defensive mode then the linesmen are instructed to enter the fight and stop it immediately.

7.8.2 **Removing Other Equipment** - If any player leaves any equipment on the bench in preparation for a fight, he shall be issued a game misconduct in addition to any other penalties that may be applied.

**NOTE TO OFFICIALS** – This applies to situations whereby a player is attempting to gain an advantage by removing items such as elbow pads or shoulder pads.

**Reporting** – Any instance of the above must be reported as outlined in the **GAME REPORT** Section of this Guide.

7.9 **Accumulated Fighting Majors** – see note to officials

**NOTE TO OFFICIALS** – Officials need only to be concerned with applying a consistent standard and need not worry about accumulated totals for fighting majors. The sliding scale suspension guidelines contained in the Junior A Supplement serve to target those who habitually abuse the rules.

## **SECTION 4 – ACCUMULATIONS IN MULTIPLE CATEGORIES**

**REGULATIONS 8 – see note to officials**

**NOTE TO OFFICIALS – The Junior A Supplement provides for escalating discipline for accumulations of the following infractions (in any category):**

- **Checking from Behind (Minor, Major or Match)**
- **Blows to the Head (Minor, Major or Match)**
- **Non-Fighting Majors**
- **Instigators**

**Accordingly, it is important that officials properly identify actions that meet the criteria laid out by Hockey Canada Rules for each of these types of penalties. By properly identifying and calling such infractions, the officials can play a critical role in changing behaviors, or removing from the game, players with reckless disregard for others.**

## **SECTION 5 – VIDEO REVIEW AND SUPPLEMENTAL DISCIPLINE**

### **REGULATION 9 – SUPPLEMENTAL DISCIPLINE**

Clubs may request a review by the League under the following circumstances:

1. To review situations which have led to line brawls or bench-clearing incidents to determine instigators and participating players.
2. To review incidents which have led to serious injuries of players where the injuries have been medically documented.
3. To review situations where errors (not in judgement) by Game Officials have been allegedly made.

#### **9.1 Supplemental Discipline Reviews**

1. The request must be made in writing using the League Supplemental Discipline Request Form by 10:00am the following day. The League may request from the requesting team supporting documents such as Medical/Dental Reports if appropriate.
2. The game video must clearly show the incident and the player must be clearly identifiable.
3. It shall be at the sole discretion of the League to determine what suspension, if any, shall be issued.
4. The fee for filing a Supplemental Discipline request is \$125.00 which is non-refundable. Should the League rule that supplemental discipline is not required, the requesting team shall be invoiced an additional \$250.00.
5. Should the League rule that supplemental discipline is required, or if the game video is inconclusive, the team shall not be invoiced the additional \$250.00.
6. The League may review, at its discretion, any incident whereby a major penalty has been issued.

## **SECTION 6 – GAME REPORTS**

### **REGULATION 10 – OFFICIAL GAME VERBAL REPORTS**

All CJHL leagues shall be instituting a standard reporting procedure. Each league shall provide a toll free telephone number for officials and they shall be required to leave a verbal game report at the conclusion of each game.

#### **Procedure:**

- **Once the game is complete and it is convenient to do so, the Referee shall call the respective League Reports Line.**
- **Begin the report with providing your name and game in which you officiated**
- **You must report the details of all incidents outlined in this Guide**
- **You may then report anything else you feel may be of interest to the league**
- **You may include situations whereby you would like some clarification and request a follow up conversation with a league or branch official.**
- **If there is nothing to report – simply say “there were no reportable incidents.”**
- **In all cases, even if there are no reportable incidents, before signing off indicate how and when you can be contacted the following day should it be necessary.**

### **REGULATION 11 – WRITTEN REPORTS**

**Written reports must be filed in accordance with your individual leagues and/or branches.**