



RULE CHANGE SUMMARY

For Youth, Girls'/Women's and Adult Classifications

For the 2011-12 and 2012-13 Seasons

Rule #	Rule	Description of Change
	USA Hockey Official Playing Rules Book	Entire Rule Book has been edited for grammar and redundancy in an effort to provide for more logical flow and easier to read language.
	Standard of Play and Rules Enforcement	Adds language that addresses legal body checking and legal body contact, including a new Body Checking Standard of Play. The goal is to improve proper skills pertaining to legal body contact and body checking with the emphasis on separating the opponent from the puck.
103 & 104	Goal Lines and Goal Crease	Provides locations and dimensions of optional goal lines and goal creases to be added in each zone for use in cross-ice games.
109	Signals and Timing Devices	Deletes language referring to goal lights and the connection to the game clock. Clarifies responsibility of on-ice officials to determine whether a goal is scored at the end of a period.
201	Composition of Team	Moves language pertaining to maximum number of Team Officials allowed on the bench to this rule.
201	Composition of Teams	Outlines process to allow game to continue if no Team Officials are present on the bench due to penalty, injury or illness. Allows game to continue with proper adult supervision and suspended if no adult supervision is available.
203	Players in Uniform	Deletes language requiring officials to determine whether player's omission from game roster was inadvertent clerical error.
302	Skates	Deletes language referring to HECC approved skate blades – HECC no longer certifies skate blades.
304	Protective Equipment	Standardizes penalty as a misconduct for an equipment violation (except sticks) after a team warning has been issued.

Rule #	Rule	Description of Change
309	Adjustment to Clothing and Equipment	Moves language pertaining to clothing and equipment (Rule 602) to Rule 309 at the end of Section 3 – Equipment.
401	Penalties	Deletes language specifying order for players to enter penalty bench when coincidental penalties are assessed and location of respective penalty benches.
402	Minor Penalties	Gives authority to USA Hockey Affiliates or Governing Bodies to reduce length of minor penalties to 1 ½ minutes for games where period length is 15 minutes or less.
403 & 405	Major and Match Penalties	Requires a team to immediately place substitute player on penalty bench in instances where a non-coincidental major (plus game misconduct) or match penalty has been assessed (Excluding Adults).
501	Appointment of Officials	Moves all language pertaining to injured officials and/or process to be followed if officials are not present to this rule.
501	Appointment of Officials	Gives USA Hockey Districts or Affiliates the authority to use the Four-Official System (Two-Referees/Two Linesmen) in games under their jurisdiction at the Youth and Girls 16-&-Under age classifications and older.
604	Body Checking/Non-Checking Classifications	Moves language specific to body checking to stand alone Rule 604. Prohibits body checking in the 12-&-Under age classification as part of Progressive Checking Skill Development Program initiative that allows for greater body contact at younger levels and stricter enforcement of illegal body checks in checking classifications.
615	Fighting	Calls for additional suspension (three games) for a player who is assessed their second major penalty for fighting on the same team during the same season. For third fighting major on same team during the same season, player is suspended until a hearing has been conducted by the proper authorities.
615	Fighting	Strengthens rule for removing helmet during an altercation. Game misconduct is assessed to player whose helmet/facemask comes off during an altercation. A match penalty is assessed to any player who deliberately removes his (or opponent's) helmet/facemask during or prior to an altercation.

Rule #	Rule	Description of Change
620	Head Contact	Strengthens rule for any contact to the head, face or neck of the opponent with any part of the body or equipment. Calls for major plus game misconduct, or match penalty, to be assessed for any intentional or reckless contact to the head, face or neck of the opponent.
622	Holding an Opponent	Clarifies actions that call for a major plus game misconduct penalty to be assessed for rubbing, grabbing or holding the facemask and adds option for match penalty.
630	Off-Sides	Allows for delayed off-sides with “tag-up” option to be used in the Youth and Girls 14-&-Under age classifications and older.
	Passes	Deletes rule and allows all passes to be made unless prohibited elsewhere in the rules.
636	Start of Games and Time of Match/Time Outs	Consolidates these rules for efficiency and deletes some language that is not pertinent in this day and age.
639	Tripping/Clipping/Leg Checking	Clarifies rule and adds language addressing contact at or below the knees.
Glossary	Body Checking	Clarifies definition of legal body check to include purpose of the check is to separate opponent from puck.
Glossary	Fighting	Changes title of definition for “Fisticuffs” to “Fighting.”
Glossary	Head Contact	Modifies definition to conform with language in the rule.

USA HOCKEY

CROSS-ICE OFFICIATING GUIDE

Officiating Procedures for Cross-Ice Games

Once again, flexibility is the key word here and this section will attempt to present several different ways to manage a game that are commonly used. There is no absolute right way to handle every possible scenario and as long as the official knows what the expected protocol is prior to the game, it should not be a problem to adjust and keep the game moving.

Face-offs - In most cases, each new shift (signified by a buzzer or coach's whistle) or beginning of a period will start with a face-off in the vicinity of the center area for the space being used. As with any face-off in these games, the most important thing is to get the puck in play as quickly as possible. The coaches should be hustling the players into the face-off area and as soon as one player from each team are ready to face-off, drop the puck and let them go. The position of the other players not facing off is not critical. If the game protocol (which will be decided by the coaches as to whether face offs are used or whether the ref/coach just introduces a "new puck" after goals or frozen pucks) calls for face-offs after other stoppages a similar process shall take place in the designated area with an emphasis on getting the puck in play as quickly as possible.

Goals – When the puck enters the goal, the officials can simply signal a goal and work to get play going again quickly. In some scenarios, the coaches will want a center face-off after a goal while in other cases the official may simply throw a puck off to the side and allow the kids to play. There is no recording of who scored or any other statistics that are necessary.

Frozen pucks – When play needs to be stopped for a goalkeeper freezing the puck, for a player falling on the puck, the puck is frozen along the boards or the puck leaves the playing area, the official can either conduct a face-off in a designated area or can throw another puck off to the side to allow play to continue. This determination should be made by the coaches as to how they want things handled prior to the game. The official should always carry multiple pucks with them during the game that they can use to get play going again quickly. There should not be any delay in the game while the official goes to retrieve a puck. Either use a new puck to conduct a face-off or throw one into play and then retrieve the original puck at a convenient time while play is going.

Penalties – Very seldom will there be a situation that occurs that require the official to stop play for a penalty. When minor infractions occur, allow play to continue and the coach is more than likely going to address the action with the player during the next shift change. For a more severe infraction that involves an injury potential action, the official may stop play to quickly assess the penalty and then allow the coach to address the player regarding the action while the official gets the puck back in lay. Keep in mind, coaches will also likely be on the ice during these games and working with layers. If a player gets injured, allow play to continue unless a dangerous situation exists with play around the injured player. A coach will likely skate to the player who is on the ice and assist him/her in getting back into the play or onto the bench for a change.

Positioning – The fundamental positioning principles outlined in the Basic Officiating Manual should be followed during these cross-ice games with the only differences being a smaller ice surface and no distinct ice markings. After a face-off, the official should check in both directions and then backward c-cut away from the face-off location to the referee skating lane along the edge of the ice surface (may be boards or may be rink dividers). As play moves up and down the ice, the official will follow play roughly 10-15 feet behind in the referee skating lane. If play is on the same side of the ice, the official should be closer to the boards or dividers. When play is on the opposite side of the ice, the officials can come off the boards 10-15 feet in order to be closer to the play and establish a presence. Just as in a game on a full sheet of ice, the official should hustle to get to the goal line as play converges on the goal and then work the goal line area based on the location of the play to establish the best possible field of vision and also stay out of play. The official should always strive to keep all players in front of him/her at all times and also move closer to the goal in scoring situations to get the best possible view as to whether a goal is scored or the puck is frozen. The primary positioning focus for the official in the cross-ice game is to stay out of the play and to maximize their field of vision. The level of play should be conducive for the official to get a feel for play and proper positioning provided they work hard and are always hustling. Each official working the cross-ice game are reminded to review the Basic Manual for the fundamentals of positioning and follow the procedures outlined.