

IHNSW BANTAM CASE BOOK 2017

PREAMBLE

The IHNSW BANTAM on ice officials' handbook has been created to help on ice officials prepare to officiate IHNSW BANTAM competitions.

An on-ice official must be prepared mentally and physically for a very demanding but enjoyable schedule of hockey games and activities. On ice officials, should be in excellent physical condition and fully prepared to perform at the highest level.

BODY CHECKING & CONTACT

In IHNSW Bantams the focus of the body check at all times must be to separate the opponent from the puck.

The principles of body checking in IHNSW Bantams are:

- Only the trunk (hips to shoulders) of the body shall be used to deliver a body check.
- The check must be delivered to the trunk (hips to shoulders) and directly from in front or the side of the opponent.
- Players who use their physical skills and/or anticipation and have a positional advantage shall not lose that advantage provided they use their body to check the opponent within the rules.
- Players will be held accountable for acts of an intimidating or dangerous nature and use of excessive force, defined as force that is clearly much greater than that required to separate the opponent from the puck.
- Differences in size and weight are not mitigating reasons for illegal contact.

Players MUST be penalised for the following acts:

- Makes deliberate physical contact with an opponent with no effort to legally play the puck.
- Running or jumping into the opponent to deliver a check.
- Accelerating through a check for the purpose of punishing the opponent.
- Skating a great distance for the purpose of delivering a check with excessive force.
- The use of the forearm or hands to deliver a check.
- Delivering an avoidable check to a player who has already relinquished control of the puck by a pass or shot. This is oftentimes referred to as "finishing" the check.

IHNSW BANTAM

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



CONTENTS

PREAMBLE	2
RULE 65 – ICING THE PUCK/HYBRID	4
RULE 84 – INTENTIONAL OFFSIDE.....	4
RULE 99 – USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS	4
RULE 116 – ABUSE OF OFFICIALS	4
RULE 119 – BOARDING	5
RULE 122 – CHARGING	5
RULE 123 – CHECKING FROM BEHIND	5
RULE 124 – CHECKING TO THE HEAD OR NECK	6
RULE 125 – CLIPPING	6
RULE 127 – CROSS-CHECKING	6
RULE 139 – ELBOWING	7
RULE 143 – HIGH-STICK	7
RULE 144 – HOLDING	7
RULE 146 – HOOKING	7
RULE 150 – INTERFERENCE	8
RULE 153 – KNEEING	8
RULE 159 – SLASHING	8
RULE 167 – TRIPPING	9
RULE 168 – UNSPORTSMANLIKE CONDUCT	9
FIGHTING & ROUGHING	10
SUPPORTED OFFICIATING SYSTEMS	11
SPECIAL EQUIPMENT RULES	11

Appendices

LEGAL & ILLEGAL CONTACT EXAMPLES	12
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RULE 66 – ICING THE PUCK/GAME SPECIFICS

ii. There are two decisions a linesman must make under hybrid icing rules. First, he must determine that the shot from a player's own side of centre ice will cross the icing line in the attacking zone. Second, he must determine whether a defending skater or attacking skater would be first to touch the puck.

iii. This second decision must be made no later than the instant the first of the players reaches the end zone faceoff spots, although the decision can be made earlier. The skates of the skaters are the determining factor.

The linesmen must make the second decisions NO LATER than the end zone faceoff spots, however if the result of the race is clear in the mind of the linesmen this decision should be made earlier. It is imperative that in the event of an icing being called during a 'race' for the puck a whistle is blown the instant the puck crosses the goal line to avoid unnecessary late contact.

Icings are an integral part of the game of ice hockey, officials should only be waving off icings with strong hockey reasons, the default position of all officials should be to call the icing UNLESS otherwise forced by a player's distinct action.

RULE 84 – INTENTIONAL OFFSIDE

iii. A delayed offside will be ruled an intentional offside if:

1. The puck is shot at or near the goal net by the attacking team during the course of the delayed offside, forcing the goaltender to make a save;

An attacking rush can never result in an intentional offside under IIHF Rule 84 iii.

Similarly, a puck passed back to the point man for a shot that crosses the line and exits the zone prior to the shot should not be ruled an intentional offside.

RULE 99 – USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS

IHNSW BANTAM does not support Video-Goal Judge review to determine goals.

RULE 116 – ABUSE OF OFFICIALS

A Match Penalty, Game Misconduct or 2nd Misconduct (resulting in an Automatic Game Misconduct) cannot be awarded under this rule after end of the game. Any incidents occurring from the conclusion of the game until the officials leave the arena should be reported to the IHNSW under IIHF RULE 5 – PROPER AUTHORITIES AND DISCIPLINE. Actions which show a flagrant disregard for the rules of play may be dealt with after the game by proper authorities.

RULE 119 – BOARDING

Did the checking player have any opportunity to mitigate the impact and did they attempt to pull out? Were the boards used as a weapon to increase the impact to the opponent, did the checking player use excessive force and/or increased acceleration to deliver the check? Was the opponent thrown violently into the boards as a result of the check?

A player who has sufficient time to pull out of a hit against a player in a vulnerable position and instead follows through with the hit will be awarded Major (5') and Automatic Game Misconduct (20').

A player who injures an opponent as a result of this penalty or a player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Match (25').

RULE 122 – CHARGING

A player who injures an opponent as a result of this penalty or a player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Match (25').

RULE 123 – CHECKING FROM BEHIND

iv. If the skater being checked turns his back towards an opponent and puts himself in a vulnerable position immediately before a check to create a checking from behind situation, no penalty for checking from behind will be assessed (although other penalties might still be assessed).

The above rule interpretation does NOT apply in IHNSW at all junior levels.

A player who injures an opponent as a result of this penalty or a player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Match (25').

RULE 124 – CHECKING TO THE HEAD OR NECK

There is no such thing as clean hit to the head. Whether accidental or intentional, every direct hit to the head or neck of an opponent must be penalised. An opponent in a vulnerable position receiving a hit to the head does not mitigate the player and must still be penalised.

A player who makes secondary or indirect contact, or direct unintentional contact to the head of an opponent with no other danger factors shall be awarded a Minor (2') & Misconduct (10').

Direct intentional contact to the head of an opponent or direct contact to the head resulting in injury, or contact to the head that recklessly endangers an opponent (infraction being of a violent and dangerous nature) shall be awarded a Match (25').
IIHF Rule 124 vi. If the primary force of a blow is initially to the body area and then contact slides up to the head or neck area, a penalty for checking to the head or neck will not be assessed. DOES NOT APPLY IN IHNSW BANTAMS. All contact to the head MUST be penalised as CHECKING TO THE HEAD.

RULE 125 – CLIPPING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 127 – CROSS-CHECKING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 139 – ELBOWING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 143 – HIGH-STICKING

A player who injures an opponent as a result of this penalty will be awarded a Double Minor (4').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 144 – HOLDING

A player who recklessly endangers and/or injures an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20') or a Match (25') under Rule 158 Roughing or Rule 150 Interference.

RULE 146 – HOOKING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 150 – INTERFERENCE

Skaters in front of the goal net are given leeway for penalties such as interference, cross-checking, hooking, holding, tripping, and slashing so long as the efforts to establish position in front or to remove that skater from in front do not cross the lines of a fair battle for territory. A player who causes an opponent in front of the net to fall to or be thrown to the ice, resulting in the opponent being ‘taken out of the play’ must be penalised.

A player who injures an opponent as a result of this penalty will be awarded a Major (5’) and Automatic Game Misconduct (20’).

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5’) and Automatic Game Misconduct (20’).

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25’).

RULE 153 – KNEEING

A player who injures an opponent as a result of this penalty will be awarded a Major (5’) and Automatic Game Misconduct (20’).

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5’) and Automatic Game Misconduct (20’).

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25’).

RULE 159 – SLASHING

A player who injures an opponent as a result of this penalty will be awarded a Major (5’) and Automatic Game Misconduct (20’).

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5’) and Automatic Game Misconduct (20’).

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25’).

IHNSW BANTAM

OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



RULE 167 - TRIPPING

A player who injures an opponent as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

A player who recklessly endangers an opponent (infraction being of a violent and dangerous nature) as a result of this penalty will be awarded a Major (5') and Automatic Game Misconduct (20').

ONLY in the event of an injury resulting from the penalty infraction being of a violent and dangerous nature will this penalty be awarded a Match (25').

RULE 168 – UNSPORTSMANLIKE CONDUCT

Rule i 1. is only applicable for actions taking place between two players, this minor penalty CANNOT be applied for abuse of official.

FIGHTING & RULE ROUGHING

Fighting Definition: A player who punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

Roughing Definition: A player who jostles or strikes an opponent during the game.

Fighting: Fighting is not permitted IHNSW Bantams in any form, any prolonged confrontation where a player throws and lands a punch should be penalised with a Match (25') Fighting.

Scrum (Pushing and Shoving): Any avoidable contact after the whistle shall be penalized strictly, including scrum situations around the goal or along the boards. Officials are instructed to assess an additional penalty to those players acting as the aggressor or who instigates any contact after the whistle.

“Dropping the gloves”: A Misconduct (10') should be awarded any time a player drops his gloves with the intention to fight or intimidate an opponent, this included “shaking the gloves” in an attempt to instigate an opponent.

Instigator: If there is a clear instigator and aggressor in a fight, that player will be assessed a minor penalty as the aggressor in addition to any other penalties he may incur. Minor (2') Roughing.

SUPPORTED OFFICIATING SYSTEMS

Ice Hockey New South Wales support the following officiating systems as per IIHF guidelines.

Two-Man: The IIHF two referee systems is approved for use in IHNSW BANTAM only when three officials cannot be sourced. It is not a valid training tool at this level of hockey and should not be used so.

Three-Man: The IIHF one referee and two linesmen system is the preferred officiating systems for use in IHNSW BANTAM.

Four-Man: The IIHF two referee and two linesmen system is approved for use in IHNSW BANTAM by IHNSW only when used as a training tool to support up and coming officials or as a game management tool with two experienced national level officials. At a minimum, this system can only be used when one or both referee's is of a national standard and if applicable the training official is approaching national standard.

SPECIAL EQUIPMENT RULES

RULE 31 – FACIAL PROTECTION & MOUTH GUARD

- vi. All skaters in the age category Under-18 must wear a cage constructed in such a way that neither the puck nor a stick blade can penetrate it.
- vii. Skaters are not allowed to wear a coloured or tinted visor.

RULE 34 – HELMET

i. During the pre-game warmup and the game itself (regulation time, overtime, and penalty-shot shootout), skaters must wear a certified helmet manufactured specifically for ice hockey with chin strap properly fastened.

ii. If a skater fails to wear a helmet during the pre-game warmup in an IIHF competition, the standby referee will report the rules violation to the proper authorities. In national competitions, the procedure must follow the national association rules.

vii. Skaters must wear their helmets while sitting on the players' bench or in the penalty box except when the helmet is being cleaned or repaired.

IIHF Rule 34 i is extended until all players and officials have left the ice after the game.

IIHF Rule 190 iv Does NOT apply in NSW, backup goaltenders ARE required to wear their helmets when crossing the ice to return to players benches after intermissions. The intention of these rules is that in no circumstance can a player be on the ice at any time before, during or after a game without their helmets being worn with chin strap properly fastened.

LEGAL & ILLEGAL CONTACT EXAMPLES

If two players are traveling in the same direction, the defending player without the puck may legally initiate contact with the puck carrier. The determination on legal contact versus illegal body checking shall be the initiation of contact without excessive force with an attempt to win possession of the puck while both players travel in the same general direction of play.

No contact made between two players travelling in opposite directions, that is avoidable, will be considered legal. The only exception to this would be in the instance where torso contact is made with torso in the act of a poke check or stick check and is not of excessive force.

A defenseman traveling backwards while defending against a rushing attacking player may legally arrest their momentum and use their torso to contact the attacking player to prevent that player from gaining the zone or driving the net. Should the defending player arrest their momentum and take step forward into the attacking player, this would be deemed excessive force and a penalty. This type of contact, to be deemed legal, must be torso to torso contact, use of limbs to make contact will be penalized. Should the shoulder be used to drive upwards and/or in to the attacking players head, whether intentional or not, this would be deemed checking to the head.

There is no tolerance for finishing a check in IHNSW, always once the puck has been relinquished by the player, the checking player must withdraw from the committed check. Any contact with a player who does not have direct possession and control of the puck will be penalized always.

When two players are battling for the puck, neither is in possession or control, therefore neither player is eligible to be hit.

The minimum required penalty for direct contact to the head in IHNSW at all junior levels is Major (5') and Automatic Game Misconduct (20'). Secondary or incidental contact to the head should be penalized with a Minor (2') and Misconducts (10'). Officials should not hesitate to escalate head contact to a Match (25') should there be any signs of concussions symptoms no matter how minor.

Differential in size between players and players being in a vulnerable position are not mitigating circumstances in IHNSW for any penalty or penalty escalation.

IHNSW BANTAM

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