

POINTS OF EMPHASIS

Checking is an important part of the game, its purpose is to separate a player from the puck. It is not the intent to eliminate Good Clean Checking! However, we want officials to penalize the “Cheap Shot”, Aggressive Injury Potential Checks.

Checking was not meant to injure or maim an opposing player. Players that leave their feet and launch themselves extending their hands upward to the head, or are extending their shoulder to the head are demonstrating clearly the intent to injure.

- **Contact to the Head**

This is an important safety issue and the committee is concerned about some violent contact that has occurred in the game and caused injury. To make this rule more clear, any time a player **targets** the head or neck area of an opponent, it must be a major penalty and a game misconduct penalty at a minimum.

This rule is not intended to cover incidental contact or contact with the head that occurs that should be a minor penalty (e.g., unintentional high stick, body check where the contact is initiated at the shoulder or torso, but the follow through makes some contact with the head). Clear direction is being provided here to assist officials, coaches and players with this rule.

The committee expects a heightened awareness to direct contact to head, but it should be noted that many contact to the head fouls in previous seasons that were minor penalties should remain minor penalties (for example, an incidental high sticking foul would remain a minor for high sticking).

Contact to the Head – Additional Guidance

The committee reminds coaches and players that the responsibility remains with the player making the hit to avoid contact with the head and neck area of an opposing player. Any contact which directly targets the player's head and neck area must be penalized with major penalty and a game misconduct or disqualification. A player delivering a check to an unsuspecting and vulnerable player puts themselves in jeopardy of being penalized under this rule.

Officials are to pay particular attention to these examples when applying this rule.

These are intended as guidance and are included, but not limited to, the following:

- A player that has just released a shot or pass;
- A player that delivers a late hit;
- A player that extends and directs the arm, elbow, forearm or shoulder to contact the head and neck area of the opponent;
- A player that extends their body and targets the opponent's head or neck area.
- A player that leaves their skates or launches in order to deliver a blow to the head or neck area of the opposing player.
- A player that uses the stick in any way to target the head or neck area (e.g., cross checking, butt-ending, etc.).

As additional guidance, when the initial force of the contact is a shoulder to the body of the opponent and then slides up to the head or neck area, this is not classified as contact to the head. **This type of action may still be penalized, at the referee's discretion, as another penalty (e.g., charging, roughing, elbowing, etc.).**

- **Unnecessary Roughness**

Driving opponents into the boards or open ice well after the puck has been released.

- **Proper Equipment**

The safety of the players is the officials' main responsibility, the game itself is secondary. In order for you as the official to do your job you must ensure every player is using their equipment as required by the manufacturer and by league rule. A Major Problem is the enforcement of the "J" Clip the following guideline "WILL" be enforced. All officials will remind the coaches at the start of the game that all equipment is in proper working condition. The officials will then enforce the rule in section 3 Rule 304

HELMETS

The removal of the "J" clip on the helmet.

These helmets are all HECC Certified by the manufacturer when they are sold, and purchased. The removal of the "J" clip from the Bauer Helmet, immediately makes the Helmet no longer HECC Certified.

In All Rule books NCAA, USA and Federation; the removal of the "J" clip the Helmet is not HECC Certified, and cannot be worn in the game.

This is a serious liability issue. The officials cannot allow players to participate in games if this helmet is altered in way.

Pants:

All players wear their pants as required by the manufacturer. The pants MUST Be Completely ZIPED UP. No worn out pants or tape is to be used.

Earflaps, Mouthpieces and Chinstraps MUST be worn. You will not be permitted to participate in the game if they are not. Please purchase them before arriving at tournament. There are only a limited amount available at the proshops.