**ODMHA - OTTAWA DISTRICT MINOR HOCKEY ASSOCIATION** 



# D4 Coach Meetings

2022/2023 Season







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### Agenda

- Assigning games
- Green Armband Program
- 2022-2023 Rule Changes
- Coach/Referee Interactions

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#### Assigning games

- League Games.
  - Changes are made only when accompanied by signed off form from B League, LCMHL Statisticians and/or confirmation from the ice schedulers.
  - We can get officials with minimum 48 hours notice.
    - Less than 48 hours notice is on a best effort basis.
  - Team switches. Let assignors know as there may be a conflict with an official and a family member.
  - A/AA is assigned by D4 up to, and including, U12.
  - AAA is assigned through Central Assigning.
- Exhibition Games.
  - We can get officials with minimum 48 hours notice.
    - Less than 48 hours notice is on a best effort basis.
  - Required information:
    - · Game Date.
    - · Game Time.
    - · Length of Game.
    - Arena/facility.
    - Teams playing.
- Do not approach officials to have them officiate games. This is due to:
  - Insurance issues.
  - Sanctioned games.
  - Covid Tracing/Tracking.
  - Payments to officials are made through our assigning/payroll processes. This is for House League, Rep B, A/AA. AAA is paying cash at the game.

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### **Green Armband Program**

- ALL officials under the age of 18 are required to wear a Green Armband on their left arm.
- The Green Armband signifies that the official is a minor.
- Officials that are under the age of 18 are also wearing the Green Armband for AA and AAA hockey.
- The objective of the Green Armband program is to reduce harassment and abuse of younger on-ice officials by clearly identifying them as minors to coaches, parents, players, and league officials.
- Why? To protect the psychological and physical safety of minor officials. It's a game. There is no need to have children become adults suffering from PTSD.
- 1 out of every 3 officials quit after their first year. Over half quit after two years and 65% are no longer officials after 3 years. Harassment and abuse are often quoted as a reason why they have decided to quit officiating.
- Increased minimum supplementary discipline would only apply for team officials, not players.
- Infractions impacted include:
  - GM20, 21- Harassment of Officials (11.1 C/B)
  - GRM21- Taunts, Discriminatory Comments re: race, gender, sexual orientation, etc. (11.4)
  - GRM23, 24- Travesty of Games (11.2E)
  - MP20- Threatens, Attempts to Strike (11.5A)
  - MP21- Intentional Contact (11.5C)
  - MP22- Deliberate Striking (11.5D)
- Increased supplementary discipline should be assessed regardless of which official on the ice makes the call; The official being targeted, another green armband official or a more senior official.

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#### Green Armband Program (continued)

- Rationale for Increasing Supplementary Discipline
  - The objective is to reduce harassment and abuse of officials at all levels but particularly amongst the most vulnerable (i.e., minors).
  - Education campaign is important but won't address all problems.
  - Increased minimum supplementary discipline for incidents involving young officials demonstrates HEO's commitment to eliminate harassment and abuse from the game.
  - Increasing Supplementary Discipline recognizes the severity of team official's actions who abuse and/or harass officials under the age of 18.

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#### **Game Times**

- U10-U13 Competitive games are 10-10-12 stop time. 50 minutes running time. Warm up time is 3 minutes.
- U14-U18 Competitive games are 15-15-18 stop time. 80 minutes running time. Warm up time is 3 minutes.
- <a href="http://ottawableague.pointstreaksites.com/files/uploaded\_documents/1737/B\_League\_Playing\_Rules\_Regulations\_V14.1.pdf">http://ottawableague.pointstreaksites.com/files/uploaded\_documents/1737/B\_League\_Playing\_Rules\_Regulations\_V14.1.pdf</a>. (Refer to point 7k on page 6.)
- U11-U21 House League games are 10-10-12 stop time. 50 minutes running time. Warm up time is 2 minutes.
- http://www.lcmhl.ca/files/lcmhl\_handbook\_final\_september\_15,\_2014.docx (Document is in the process of being updated. See page 16, Point 7k)
- Running time clock starts as soon as the doors are closed for the ice resurfacing machine.
- If the game starts at 2000 hours, it ends at 2050. If the arena only has a regular clock, the buzzer is to be sounded as soon as the clock changes to 2050... not at 2051, or the next whistle after 2050.
- If the game starts 5 minutes early, 1855 vs 1900 hours, the game will be curfewed at 1945 and not at 1950 (based on a 50 minute game). They do not get the extra 5 minutes of playing time.
- If the game starts late (1905 vs 1900) and it is due to a facility issue, you should be playing to 1955. However, that is outside the control of officials and timekeepers.

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- Rule book has both updated rules and a realignment of the rule numbers.
- This is the listing of rule changes for the coming year.

ALL DIVIS	IONS OF HOCKEY
Rule	
Number	Rule Description
2.2 (k)	Players in Uniform
2.4 (d)	Injured Players
4.11	Penalty Shots
6.3 (c)	Face-off location
6.7 (d)	Icing
6.7 (e)	Icing
6.18	Time of Game
7.4	Charging
8.7	Clipping
9.1	Butt-Ending
9.4	Spearing
6.18	Time of Game

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Rule Number	Rule Description	New Text for the Rule
2.2 (k)	Players in Uniform	For injured players, they can be on the bench. They must be listed as a player on the game report as part of the roster and they must wear the minimum protective equipment; BNQ neck guard, helmet and cage.
2.4 (d)	Injured Players	If a team doesn't have a goaltender dressed, a player can act as the goaltender for the penalty shot only, and then can return to acting as a skater.  In divisions of U13 and below after a player has been designated as a goaltender, may return to a non-goaltender position.
		Only in divisions above U13, the player must remain as a goaltender once they have been designated as such. The only exception is when a team is awarded a penalty shot and the opposing team does not have a goaltender dressed.

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Rule Number	Rule Description	New Text for the Rule
4.11	Penalty Shots	When a team is awarded a Penalty Shot, any player on that team can take the shot.  Previously, it had to be the player who was fouled, or a player who was on the ice at the time of the infraction.
6.3 (c)	Face-off location	When a penalty is assessed, making a team shorthanded, the face-off will take place in the offending team's defending zone, with five exceptions. This clarifies that premature substitution of the goaltender is one of those exceptions.
6.7 (d)	lcing	Addition of the option to implement "no-change icing" in U18AAA, Junior, and Senior divisions.  Note: This change must be implemented by the Member. Individual leagues or teams are not allowed to use this rule. This needs to be adopted.

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Rule Number	Rule Description	New Text for the Rule			
6.7 (e)	Icing	Addition of the option to implement "hybrid icing" in U18AAA, Junior, and Senior divisions.  Note: This change must be implemented by the Member. Individual leagues or teams are not allowed to use this rule.			
6.18	Time of Game	Clarification on the length of a standard game. Members and Leagues may make their own rul regarding regulation time for games played under their jurisdiction, granted that it does not exceed the guidelines of this rule.			
7.4	Charging	Charging is when a player:  1. Jumps to check an opponent.  2. Builds up speed by taking two or more strides immediately prior to making contact.  3. Travels an excessive distance with the sole purpose of delivering such a hit.  4. Violently and unnecessarily checks an opponent in any manner.  5. Delivers a body check to an opponent's blind side. (Asked for clarification as this should be covered as a CFB)			

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Rule Number	Rule Description	New Text for the Rule
8.7	Clipping	Addition of Clipping as a penalty, with a separate rule reference from Tripping. Clipping is where any player lowers their body to hit an opponent at or below the knees.
		Note: This action was always illegal under the Playing Rules but would previously have been penalized as Tripping.
		Clipping, also known as a "low hit", is where a player uses their body to make contact at or below an opponent's knees. This may take the form of a player lowering their body prior to making a check or being checked. Players may not crouch down to avoid being bodychecked. (Clarification on crouching down has been requested)
9.1	Butt-Ending	Clarification that the referee may assess a Match penalty for Butt-Ending, based on the degree of violence and force of the action, even if no injury occurs.  (b) A Match penalty, at the discretion of the referee, based on the degree of violence of impact, may be assessed to any player who butt-ends or deliberately attempts to butt-end an opponent with force.  A Match penalty will be assessed to any player who injures an opponent by a butt-ending infraction that would otherwise call for a double Minor penalty.

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Rule Number	Rule Description	New Text for the Rule
9.4	Spearing	Clarification that the referee may assess a Match penalty for Spearing, based on the degree of violence and force of the action, even if no injury occurs.
		(c) A Match penalty will be assessed to any player or team official who deliberately spears or deliberately attempts to spear an opponent by jabbing them forcefully with the toe of the blade of the stick.  A Match penalty will be assessed to any player who injures an opponent by a spearing infraction that would otherwise call for a double Minor penalty.

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### Navigating the Playing Rules

#### The Playing Rules are split into two parts.

- "Gameplay Fouls" are rules where a penalty is assessed.
- "Technical Rules" are everything else.

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**Section 1:** Playing Area

**Section 2:** Teams

**Section 3:** Equipment

**Section 4:** Types of Penalties

**Section 5:** Officials

**Section 6:** Game Flow

**Part II: Gameplay Fouls** 

**Section 7:** Physical Fouls

**Section 8:** Restraining Fouls

**Section 9:** Stick Fouls

**Section 10:** Other Fouls

**Section 11:** Maltreatment

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#### Coach/Referee Interactions

- There is no rule that says a referee must talk to, coaches.
- If there is a discussion with the bench, it is only with the Head Coach.
- There needs to be a limitation on the number of discussions at the bench. Why?
  - They take time.
  - Games get curfewed; which leads to complaints from players and parents.
  - Benefits the team that is leading the game by chewing up the running time clock.
  - Minor penalties should be discussed between periods.
- There are 3-4 situations where discussions are required:
  - Major Penalties (Including Injuries)
  - Dangerous/Dirty Play
  - Disputed goals
- Timekeepers are considered as off ice officials and are part of the officiating team. Issues with game time and penalty times should be directed to the referee.
- It is recommended that a parent be in the penalty box in case there are discrepancies, and the Head Coach chooses to file an appeal regarding the game.

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**Question and Answer Session** 

