



GREATER TORONTO HOCKEY LEAGUE PENALTY STANDARDS



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Hockey Canada believes in a positive hockey experience for all participants, in a safe, sportsmanlike environment.

The mission of the Greater Toronto Hockey League is, in part, to foster the development of good character, citizenship and sportsmanship through participation in minor hockey.

Governing bodies at all levels of Hockey Canada are responsible for developing certain guidelines that determine the way the game of hockey is played within their jurisdiction. A specific penalty standard for the fouls or events listed below has evolved over the past decade.

- Head Contact
- Checking from Behind
- Charging
- Body Checking and Boarding
- Stick-Fouls: Slashing & Cross-Checking
- Interference and Restraining Fouls: Hooking, Holding, Interference and Tripping
- Roughing and Roughing after the Whistle
- Goaltender Interference & Protection of the Goaltender
- Protective Equipment
- Face-off Violations
- Delaying the Start of Game (GTHL rule)
- Leaving benches at end of period or game without permission from the Referee
- Harassment of Opposing Players and Team Officials
- Harassment of Officials

GOALS AND OBJECTIVES OF PUBLISHED PENALTY STANDARDS

The intent of published penalty standards is to eliminate violence and unnecessary risk of injury through the elimination of intimidation and unsportsmanlike conduct. Specifically, the objective of written penalty standards is to promote one or more of the following:

1. Personal Safety
2. Control of the Game
3. Fair Play and Sportsmanship
4. Interesting Play
5. Best Use of Limited Ice Time

REFEREE'S DISCRETION

Each written penalty standard indicates how much discretion officials may use in applying the rules. Many penalty standard directives do not allow referees to use discretion at all. In such cases, when the foul or event occurs referees are expected to always apply the rule "by the book". Such is the case, for example, when a checking from behind or a head contact foul occurs. It is implied, however, that when a penalty standard has NOT been published that referees are permitted, in consideration of the degree of violence, participant misconduct, "flow" and participant expectations, to use their discretion to promote fair and interesting play.



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For example, use of discretion is permitted when the following occur:

- Delay of Game (net off, puck out of bounds, puck out of sight)
- Most “technical” calls (too many players, premature substitution, etc.)

Notwithstanding all of the above, referees are expected to apply all penalty standards consistently, within each game and from game to game – No matter the score, the time of game, the number of players on the ice, or the division or the age of the players.

HEAD CONTACT

- The objective is to reduce head injuries by eliminating contact with an opponent’s head
- The information in this section mirrors and in some cases expands that published for Minor hockey by Hockey Canada. A different set of rules, penalty selection criteria and directives apply to Head Contact fouls that occur in Junior and Senior hockey. It is important not to confuse the rules and instructions that pertain to their application that Minor situation with those that apply to Junior and Senior hockey
- Except when fighting occurs, call Head Contact in place of other rules when contact to the head, face or neck occurs
- The GTHL penalty standard is: *“Thou shalt see it and call it!”*. This rule is to be strictly applied – Send a message! Do not substitute with other penalties!
- If conflicted as to which penalties to call under this rule, assess the strictest penalty or penalties that apply
- Rule 6.5(a): Accidental contact (without injury) with stick, body or equipment to an opponent’s head, face or neck = Minor penalty for Head Contact
- Rule 6.5(b): Intentional contact with stick, body or equipment to an opponent’s head, face or neck = Double Minors (2 + 2) or, alternatively, a Major + Game Misconduct (5 + GM) for Head Contact
- Classes of penalties assessed for intentional Head Contact are based on the degree of violence of impact. If the force of the impact is totally absorbed by protective equipment then no real risk of injury exists and Double Minors (2 + 2) only shall be assessed. If the force of the impact is NOT totally absorbed by protective equipment there is a real risk of injury and, therefore, a Major + Game Misconduct (5 + GM) shall be assessed
- Rule 6.5(e): Any Head Contact that results in Injury = Major + Game Misconduct (if unintentional) or Match penalty (if intentional or deliberate attempt to injure). Many of the accepted signs and symptoms of head injury fall are well below the injury threshold used in previous years. This lower injury threshold will require a significant adjustment on the part of most officials. If in doubt or conflicted in your assessment, assume injury
- Rule 6.5(f): Head Contact that is a deliberate attempt to injure = Match
- Signs and symptoms of injury include but are not limited to: Loss of consciousness, loss of coordination, inability to focus, laceration (a cut), bleeding nose, loss of equilibrium, slow or slurred speech, dazed or stunned demeanour, delayed response to questions, and broken tooth
- Special Instruction from the GTHL Board of Directors: Situations involving head contact are often difficult to evaluate without the benefit of video replay. In border-line cases where the Referee is conflicted as to which penalties to assess, Referees are to issue the strictest set of penalties that may apply
- Head Contact infractions occur due to the motion or action of the offending player. A player cannot draw a Head Contact penalty by causing or forcing head contact by intentionally exposing her head to an opponent.
- Application of Cross-Checking rule is unusual! Any cross-check to head, face or neck is to be reported as Head Contact. Rule 6.5(b) calls for double Minors if contact is intentional and force is totally absorbed by protective equipment. Rule 8.2(b) calls for Major + GM for cross-check above normal height of the shoulders. OHF authorities have instructed that referees shall assess a Major + Game Misconduct for all cross-checks to the neck or head even if the force of the cross-check is totally absorbed by protective equipment
- Roughing After The Whistle: The instruction found in Case Book Situation 2 to Rule 6.7 (Fighting & Roughing) calls for an extra minor against the first team guilty of deliberate physical contact after the whistle when the retaliation is too severe to be ignored. This instruction is NOT to be applied whenever Head Contact occurs as part of any Roughing after the Whistle altercation
- In body checking situations where the player about to be checked ducks or when there is a player height differential between the checker and the opponent an official may be conflicted about which penalties to call, if any. The GTHL’s goal is to protect the wellness of youth that play under its jurisdiction. Therefore, as per the special instruction from the



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League's board of directors, when a Referee is conflicted about how to apply the rules, the Referee should assess the most stringent penalty or penalties that apply. For example, if a Referee is conflicted as to whether a player's ducking action was or was not an attempt to draw a penalty, then the Referee should assume that the player was not trying to draw a penalty and a Minor penalty for accidental Head Contact should be assessed. In the case where a Referee is conflicted about whether a player did or did not have enough time to avoid the contact, then the Referee should assume that there was time and rule that the infraction was intentional (which would result in double Minors being assessed). It is important to note that the GTHL's solution in these cases differs from that published by Hockey Canada for Junior and Senior hockey. Remember, player wellness is the League's primary concern

- Fighting: Rule 6.7 applies. Head contact that occurs during a fight is penalized under the Fighting rule; NOT the Head Contact rule
- Head Lock: The action of grabbing an opponent around the neck constitutes a Head Contact infraction
- The Boarding rule (NOT the Head Contact rule) applies when a player causes an opponent to be thrown violently into the boards or glass and the opponent's head subsequently hits the boards or glass
- When Head Contact occurs during a Checking from Behind infraction, penalize the foul under the Head Contact rule
- Linesman should report all Head Contact fouls they observe and point out the offending player that are not detected by the Referee at the first stoppage of play (see Rule 5.3(d))
- Under the current application of the Head Contact rule, the only occasion when a High Sticking penalty is assessed occurs when the stick is held above the normal height of the opponent during a body check or an attempt to intimidate an opponent and the stick does NOT make contact with the opponent (see Rule 8.3a)

CHECKING FROM BEHIND

- The objective is to prevent serious neck, back and spinal cord injuries
- The GTHL penalty standard is: *"Thou shalt see it and call it!"*. This rule is to be strictly applied – Send a message! Do not substitute with a less severe penalty!
- "Borderline" fouls to be called - "Marginal" calls that result are supported by the GTHL Board of Directors
- CFB defined: High-sticking, cross-checking, body-checking, pushing, hitting, propelling an opponent from behind
- CFB is not just a solid body-check to the "numbers"
- Includes any contact behind imaginary "spikes" protruding from the sides of the shoulders, ribs and hips
- Intensity of impact affects only the type of penalty assessed. Minimal force may still result in a CFB foul
- "Turning" to create a CFB situation does not negate the foul
- Fouls involving minimal force = Minor + GM, or Match penalty
- Fouls involving greater than minimal force = Major + GM, or Match penalty
- Tips for Coaches & Players
- Teach / use an angling approach
- Teach / show respect for one's opponent. Pass up on a hit to avoid CFB if necessary
- The aim must be to separate the puck from the puck carrier...Not to punish or intimidate the puck carrier!

CHARGING

- A charging penalty shall result when more than two strides are taken before delivering a body-check or if a player jumps to deliver a body check
- Players that take more than two strides and accelerate to high speed and then glide the last few meters while preparing for final contact shall be penalized if the degree of violence of the contact is excessive. "Excessive" means that the body check was "punishing" in nature and involved significantly more force than that required to simply separate the puck carrier from the puck

BODY CHECKING & BOARDING

A body check that involves significantly more force than is required to separate the puck from the puck carrier shall result in a roughing penalty. "Legal" body-checks that are "punishing" shall result in a roughing penalty.

"Legal" body-checks that result in a "crash" into the boards shall result in a boarding penalty. Extremely excessive force that results in a violent "crash" into the boards shall result in Major plus Game Misconduct penalties.



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ROUGHING AND ROUGHING AFTER THE WHISTLE

- Roughing:
 - Defined as “unnecessary rough play”
 - May include punches, head locks, shoves, and body checking too hard
 - Consistent & strict application of this rule is expected. “Penalize disrespect, not intensity”
- Roughing After The Whistle (RAW):
 - Defined as “deliberate physical contact after the whistle”
 - Consistent & strict application of this rule is expected. “Penalize disrespect, not intensity”
 - Unless a Head Contact penalty is being assessed, the team that starts it, pays! Therefore, when a Head Contact foul does NOT occur during a RAW situation, a penalty differential should result

STICK FOULS - CROSS-CHECKING & SLASHING

The basic principle on which Hockey Canada’s stick foul penalty standards are based is that the stick must not be used as a weapon.

CROSS-CHECKING

This rule is to be enforced strictly. Striking an opponent or “raking” an opponent’s body or arm with the portion of the stick held between the hands shall result in a cross-checking penalty. As per the rules, any cross-check that contacts an opponent above the normal height of their shoulders shall result in an automatic Major penalty plus a Game Misconduct penalty. Using the stick to angle off or steer an opponent is permitted provide that the stick is simply placed on the opponents body and no striking action occurs.

SLASHING

This rule is to be strictly enforced. Players that swing their stick with excessive force or swing (or threaten to swing) their stick for the purpose of intimidating an opponent shall be penalized. Slashing type stick contact with any degree of force with an opponent’s glove, forearm or torso is not an honest attempt to play the puck and shall be penalized. Additionally, consequential or forceful stick contact with a goaltender who is attempting to freeze the puck shall result in a penalty.

The following are slashing fouls that must be called when they occur:

- Swing of the stick intended to intimidate opponent, with or without contact
- Swing of the stick towards an opponent involving any significant degree of force, with or without contact
- Swing of the stick towards an opponent involving a baseball or golf type grip, with or without contact
- Swing of the stick that results in contact to unprotected or vulnerable areas (arms, wrist, hands, knee, hamstring, calves, ankle, foot, back, ribs, genitals, groin) of an opponent, regardless of the degree of violence or force
- Swing of the stick that results in contact to an opponent’s glove or elbow pad, regardless of the degree of violence or force
- Swing of the stick that results in contact to the shaft of an opponent’s stick, near the hands, regardless of the degree of violence or force
- Aggressive use of the stick that is not a true attempt to play the puck (e.g. chopping at an opponent’s stick, knocking an opponent’s stick from their hands)
- Reckless use of the stick that results in contact with the body, even if attempting to play the puck (i.e., last ditch one-armed stick swing, golf swing, etc.)
- Aggressive or consequential stick contact with a goaltender while attempting to play a puck just covered by that goaltender



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The following describe situations when a slashing penalty should NOT be called:

- Non-aggressive or inconsequential stick contact with a goaltender while attempting to play a puck just covered by that goaltender
- “Love” taps (a light and inconsequential slap with the blade of the stick produced by rolling the wrists – No actual swinging of the stick occurs) to a protected area below an opponent’s waist)
- Honest attempt to play the puck involving a low degree of violence or force
- Non-aggressive contact with the stick resulting from an attempt to establish and maintain body position or to play the puck

INTERFERENCE AND RESTRAINING FOULS - HOOKING, HOLDING, INTERFERENCE & TRIPPING

The basic principles on which Hockey Canada’s restraining foul penalty standards are based are:

- The stick must not be used as a restraining device, and
- Restraining and interference type fouls will be penalized.

These four rules will be strictly applied throughout the entire game, no matter the score, the time of game or the on-ice strength of the teams. Specifically, a penalty shall be called if a player is interfered with, or the stick or free hand/arm is used to restrain an opponent and, as a **consequence** of such action the...

- Balance of an opponent is adversely affected to any degree,
- Progress of an opponent is impeded or hindered to any degree,
- Ability of an opponent to propel (stickhandle, pass or shoot) the puck, or to receive a pass is hindered to any degree, or
- Positional advantage achieved by an opponent is reduced or lost.

Tripping and Slew Footing (Rule 7.4(b)):

- Rule changes designed to eliminate slew footing were introduced in 2017. The revised rule provides the Referee to use discretion when deciding which penalties to assess under this rule. The rule also includes severe penalties for dangerous acts of slew footing
- GTHL officials are to penalize all slew foot infractions, no matter their severity or the consequence of any fall experienced by the fouled player. If a Referee is conflicted about which penalty or penalties to apply when a slew foot occurs then, as instructed by the League board of directors, the most stringent penalty shall be assessed

Tactics & Situational Examples

A review of the application of the restraining foul and stick foul penalty standards on selected tactics and situations follows:

1. Hook, Tug or Poke with the Stick: Generally, such actions are not permitted as the *consequence* is typically one or more of the adverse effects which now trigger a penalty call.
2. Locking On: Defined as the act of placing a stick and/or arm across an opponent’s torso to restrict the opponent’s ability to move freely. “Locking on” is not permitted and will result in a penalty.
3. Sling Shot: Hooking, grabbing or pulling on an opponent or the opponent’s stick for the purpose of catching up with and/or accelerating ahead of an opponent is prohibited and will result in a penalty.
4. Use of the Free Hand/Arm:
 - Using the free hand or free arm to clutch, grab, restrain or push an opponent aside is prohibited
 - A defending player may push the puck-carrier to the outside lane using the free hand
 - A player may push an opponent using the free hand during a mutual battle for body position or for possession of the puck with a non-puck carrying opponent provided no clutching, grabbing or restraining action occurs
 - The puck carrier is permitted to use the free arm to “ward off” an opponent.



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5. Wrap: Using one or both hands/arms to corral or steer a player (typically towards or along the boards) will result in a penalty in every event.
6. “Tying up” an Opponent’s Stick: Tying up the stick of the puck-carrier is permitted as long as it is part of the battle for the puck, is not overly aggressive and does not involve a hooking, holding or slashing action. Tying up the stick of a non-puck-carrier effectively hinders the opponent’s ability to receive a pass and is, therefore, not permitted; any such action will result in a penalty.
7. Slashing the Stick:
 - Stick on stick contact where the intent is to play the puck is permitted provided that the force is not overly excessive and that the contact occurs low on the stick
 - Slashing an opponent’s stick out of their hands will result in a penalty
 - Slashing an opponent’s stick for the purpose of intimidating the opponent will result in a penalty
 - Slashing an opponent’s stick close to the hands is not a true attempt to play the puck and such action will result in a penalty if, considering the degree of force and point of contact, the act is deemed violent or intimidating by the Referee.
8. Stick Checks:
 - *Lift Check* (a type of stick check where one temporarily lifts or knocks an opponent’s stick upwards with one’s own stick followed immediately by an attempt to steal the puck): *Lift checks* are legal provided that the opponent is the puck-carrier, the act is not violent, the lift is not prolonged and no hooking or tugging action is involved.
 - *Press Check*:
 - A *Press Check* is a type of stick check used to stop or control the movement of an opponent’s stick by placing stick pressure over top of the opponent’s stick
 - *Press Checks* are permitted against the puck-carrier only provided they do not involve excessive force or a slashing action
 - A properly applied (i.e., no excessive force or chopping/slashing action is involved) *Press Check* that results in the puck-carrier losing their stick will not result in a penalty
 - *Press Checks* applied against a player not in control of the puck are prohibited because they one’s impede progress and hinder one’s ability to receive a pass.
9. Pick or Block: Intentionally changing direction or location to block the projected route of a non-puck carrying opponent is prohibited and will result in a penalty.
10. Holding Up a Fore-Checker: Hooking or holding an opponent, or changing direction (i.e., turning into or zigzagging) to block the projected route of an opponent that is in pursuit of the puck or puck-carrier will result in a penalty.
11. Battles: “Battles” are mutual struggles for a place on the ice or for possession of the puck that pit opponents’ strength and balance against each other. Battles are permitted provided no hooking, holding, elbowing, roughing or tripping action or illegal stick-work is involved. Players may (mutually) push against each other during a battle using their body, hands or stick. Stumbles or falls that result from a battle will not be penalized. Tripping, impeding or knocking down an opponent that has disengaged from a battle is not permitted. The free hand may not be used to push an opponent that has disengaged from a battle.
12. Clearing Out the Front of the Net: Defending players may attempt to push an opponent front of the net (with or without the assistance of their stick) to challenge for position. This initial contact is simply the precursor to a “battle”. However, when this initial challenge results in the attacking player losing his balance, or if the action becomes exaggerated or prolonged and/or if the attacking player is prevented from “rolling off” the push, this is interference and such fouls shall be penalized.



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13. Can-Opener/Corkscrew: Placing or moving a stick between an opponent's legs is not permitted if it causes the opponent to stumble or fall, actually hinders an opponent's ability to move freely, or hinders the opponent's ability to propel, pass or shoot the puck, or to receive a pass.
14. Face-Off Interference:
 - Players are not permitted to use their stick or free-arm/hand to impede or block the progress of an opponent or to push aside an opponent after the puck is dropped
 - Players are not permitted to impede an opponent that is in pursuit of the puck or puck-carrier by turning into the opponent or by setting a "pick"
 - Players may "battle" for position as their paths merge if both are in pursuit of the puck
 - Centres may not block or impede the opposing centre by moving forward, or by spinning around and backing up
 - Centres may not block or impede the opposing centre by moving laterally unless this movement is a direct and honest attempt to pursue the puck.
15. Pinning against the Boards:
 - A player may body check and "pin" the puck-carrier against the boards by pushing against and/or locking with a leg but may only apply the "pin" while the opponent has control of the puck. A penalty will be called if a player does not immediately release a "pin" when the opponent loses the ability to propel (stickhandle, pass or shoot) the puck with stick, skate or glove
 - A penalty will be called if one uses the free arm, free hand or stick to restrict an opponent's ability to move freely or to propel the puck during a "pin"
 - "Pinning" an opponent who is not the puck-carrier is not permitted and will result in a penalty
16. Finishing a Check:
 - Legal body contact with the puck-carrier is always allowed
 - When a puck-carrier dumps, shoots or passes the puck away in advance of being hit, any opponent intending to body check that player may legally do so if at the instant the puck is released the space between the players is less than or equal to the extended stick length (i.e., arm-length + stick-length) of the player contemplating the check AND the check is completed without undue delay after the puck is released. A penalty must result if a body check is completed by a player located further than an extended arm plus stick length away from the opponent at the instant the puck is released OR if the hit is delayed much beyond the time of puck release.

Recognizing "The Danger Zone"

Certain actions have been identified that typically precede violations of the restraining foul and stick foul penalty standards. Specifically, players enter the "*danger zone*" when they:

- Raise their stick at or above the horizontal and place it on an opponent
- Place a stick between the legs of an opponent
- Take a hand off their stick and place the free hand on an opponent
- "Pin" an opponent against the boards
- Continue to "close the gap" on an opponent who has passed or shot the puck away
- Change direction towards the projected route of an opponent who is in pursuit of the puck or puck-carrier

Game officials must watch the play closely when a player enters the "*danger zone*" so that infractions can be detected if they occur.



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GOALTENDER INTERFERENCE & PROTECTION OF THE GOALTENDER (REVISED IN 2015)

- The goal is to protect goaltenders from injury and to prevent violence & retaliatory fouls
- Referees are to penalize illegal contact with goaltenders by enforcing the charging and interference rules strictly
- Goaltenders must be allowed to defend their goal without interference or illegal contact caused by an opponent. A penalty shall be assessed when the goaltender is intentionally bumped or deliberately prevented from playing the puck anywhere in the rink
- “Picks” of a goaltender that is outside the crease are illegal. Referee’s shall assess a goaltender interference penalty on the play and disallow any goal resulting from a pick
- In 2015 the GTHL Board of Directors directed that:
 - Any intentional or reckless or careless act on the part of an attacking player that results in contact with the goaltender, either directly or indirectly, shall result in a penalty and any goal scored by the offending team on the play shall be disallowed
 - The class of penalty assessed for interference or illegal contact with the goaltender shall be commensurate with the degree of violence of impact experienced by the goaltender. This shall be interpreted to mean that any violent or significant or injury-causing contact shall result in a Major penalty and a Game Misconduct penalty to the offending player unless, in the opinion of the Referee, a Match penalty for deliberate injury or attempt to injure is warranted
 - Examples of “significant” contact that shall result in a Major + Game Misconduct:
 - High velocity, high impact collisions
 - Any contact directly with a goaltenders head that cannot be fully absorbed by the helmet or facial protector
 - Illegal contact to the head or body of a goaltender that results in “whipping” or “snapping” back of the goaltender’s head
 - Illegal contact that results in the goaltender hitting his head on the ice, goal post or crossbar such that the force is not wholly absorbed by the helmet or facial protector
 - Players who “drive to the net” and make contact with the goaltender shall be penalized. This interpretation shall include situations where the positioning of a defending player leaves limited escape routes for the attacking player
 - A “hockey play” gone bad (as when a player drives the net in an attempt to deflect a pass or potential pass but falls or runs out of room to avoid the goaltender) shall result in a penalty if illegal contact with the goaltender occurs
- Consistent & strict application of the rules to protect the goaltender from injury and illegal contact is expected

PROTECTIVE EQUIPMENT

The objective is to enhance player safety through compliance inspired by diligent application of the rules. Referees have no discretion and must strictly enforce the rules when these type of infractions occur:

- Helmets, facial protectors and throat protectors must be worn as intended by the manufacturer:
- Straps must be installed and properly connected (this includes chinstraps on one-piece combination goaltender helmet/masks). Note: Playing with 1 facial protector side strap undone shall not be penalized
 - A maximum of 1” (1 finger width) of slack between a chinstrap and a clenched jaw is permitted
 - Facial protector chin-cups must be worn directly over the chin
 - Throat protectors must not be folded, rolled up or taped to reduce their height, and must be tight enough to remain in place around (not below) the throat
- If protective equipment is not worn as intended by the manufacturer, violators **shall** be sent off the ice at the next stoppage and a warning **shall** be issued to the team that any future violations of the same type by anyone on the team will result in a Misconduct penalty. Team’s **shall** be penalized for further violations after a warning is issued
- Chinstraps must be “securely fastened” while participating in the play. The onus is on players to replace worn fasteners. When a violation of this type occurs, the Referee must stop play immediately and shall assess a Minor penalty. No warnings are permitted



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FACE-OFF VIOLATIONS

- The objective is prompt, fair face-offs
- Safety of the official dropping the puck is never to be compromised
- Linesmen may coach players into the correct position on arrival at the face-off location but only up to the end of the line change procedure (indicated by a whistle from the official dropping the puck)
- Linesmen are directed not to delay sounding the whistle once the line change procedure is complete
- Prior to the end of the line change procedure, encroachment or off-side positioning of body or sticks that are not immediately corrected when requested by the official **shall** result in the immediate ejection of the player taking the face-off
- Once the face-off whistle has sounded and puck drop is imminent, officials have discretion to ignore encroachment violations in the interest of expediency but only when no team is disadvantaged in such a case
- Improper stick positioning by the player taking the face-off at any time during a face-off **shall** result in the ejection from the face-off
- False start violations shall always result in removal of the player taking the face-off

DELAYING THE START OF GAME

This is a GTHL rule intended to make best use of limited ice time by preventing excessively long games that may cause problems at the end of the contracted ice rental period.

- Referees are to be at ice level at game time and are to order the clock started as soon as both nets are pegged and available for the teams to begin their warm-up.
- When two minutes have elapsed during the warm-up (four minutes for Under-21), a game official will move to centre ice and blow his whistle to let teams know they have one minute to get to their benches and get their starting lineup to centre ice. The clock shall keep running throughout the whole three minutes warm-up period (five minutes for Under-21) until the buzzer sounds
- When the buzzer sounds, teams are expected to be ready to start the game. A team is considered “not ready” if any of the following occurs:
 - The player taking the face-off is not in place at the face-off spot
 - Players are encroaching on the centre-ice face-off spot
 - More than six players are on the ice
 - Any player is off-side
 - The goaltender is not wearing his helmet/facial protector or gloves properly
 - Practice pucks are on the ice
 - A door to the player’s bench is not closed and locked

If, when the buzzer sounds, one or both Teams are not ready to start the game, the Team that is **least** ready to begin **shall** be assessed a delay of game penalty. Game Officials have no discretion when this situation arises and are directed to enforce this League rule in every instance that a violation occurs

PLAYERS LEAVING PLAYER’S OR PENALTY BENCH AT THE END OF PERIOD/GAME WITHOUT PERMISSION FROM THE REFEREE

The objective is to maintain control of the game to prevent incident and ensure player safety. At the end of each period, all players must remain on their respective players’ or penalty bench until specifically directed off by the Referee. An infraction occurs when the first player steps onto the ice from the players’ or penalty bench without such direction. This rule to be strictly applied – Officials have no discretion and shall assess the appropriate penalty when an infraction occurs.

HARASSMENT OF OPPOSING PLAYERS OR TEAM OFFICIALS

Part of the mission of the GTHL is: *“To foster the development of good character, citizenship and sportsmanship through participation in minor hockey”*. In support of this stated goal, officials are to monitor the conduct of players and team officials on the players’ or penalty bench closely and take action to eliminate unsportsmanlike conduct and harassment. Specifically, rude or demeaning gestures and verbal comments that involve foul language, shaming or taunting of an opponent that emanate from persons on the player’s or penalty bench **shall** be penalized. First offences shall be penalized with a Bench Minor penalty unless the incident is extremely flagrant, in which case a Misconduct or Game Misconduct shall be assessed.



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HARASSMENT OF OFFICIALS

- Definition: Act of a player or team official verbally or by way of gesture:
 - Seeking to intimidate an official
 - Challenge the authority or competence of an official
 - Incite harassment or disrespect of an official
 - Embarrass an official
 - Show disrespect for an official
- Referees have no discretion when such fouls occur - Referees shall penalize all fouls - No warnings are to be given

SUMMARY

Standards for the fouls and events mentioned in this article have been established by hockey's governing bodies to help provide players with a safe, sportsmanlike environment in which to enjoy the great game of hockey. Officials play an important part in achieving this goal. On-ice officials in the GTHL officiating program are expected to consistently apply the standards mentioned in this article in every game - No matter the age of the participants, the score, the time of game or the manpower situation on the ice.

Send an email to the author at tdo@gthlcanada.com to comment on this article.

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