



USPHL
2024-25
Game Day Operations Manual

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Welcome to The United State Premier Junior Hockey League

The documents in this manual contain the necessary information for Leagues policies, procedures, game night operations, officiating directives, and points of emphasis of the 2024-25 Season.

The National Collegiate Development Conference, The USPHL Premier, and The USPHL Elite will use the 2024--26 NCAA Rulebook with the exceptions listed below in the protocol section.

The USPHL U18 and U16 Divisions use the USA Hockey 2017-21 Youth Book. The only exception will be the overtime procedure listed below in the protocol section.

It is up to all parties, officials, coaches, players, and managers to be familiar with and comprehend the material listed in the manual.

NCAA Terminology

Game Misconduct

Rule 22 - Game Misconduct Penalties

22.1 Game Misconduct Penalty

A game misconduct penalty involves the suspension of a player, coach, or other non-playing persons for the

balance of the game; however, a substitute is permitted to replace a player immediately. The offending player, coach, or non-playing persons must leave the bench and playing surface immediately and may not communicate with or contact team personnel in any manner until the game is completed.

Any contact with game officials is prohibited.

When a major and game misconduct is assessed, the offending team must immediately place a substitute in the penalty box to be released upon expiration of the major penalty.

Medical personnel cannot be assessed a game misconduct penalty.

A player who is assessed a game misconduct penalty is suspended for the remainder of that game only. The player shall be allowed to play in the team's next scheduled game.

22.2 Suspensions

A player who receives three (3) game misconduct penalties in the same season (including exhibition games) shall not be permitted to play in the team's next regular-season or tournament game against an NCAA member institution. For each additional game misconduct penalty (e.g. four, five, etc.) assessed to the same player in the same season, the player shall be suspended for one (1) additional game. This shall not be part of a progressive penalty structure. Exhibition games cannot be used to fulfill the suspension for this violation.

Rule 23 - Disqualification Penalties

23.1 Disqualification Penalty - A disqualification penalty involves the removal of a player, including a goalkeeper, for the remainder of the game plus a major penalty, and may be assessed before the start of the game, or during or after the game.

When coincidental disqualification penalties are assessed against an equal number of players of each team, the teams then shall be permitted substitutions on the ice for the penalized players.

When a major and game disqualification is assessed, the offending team must immediately place a substitute in the penalty box to be released upon expiration of the major penalty.

The offending player may not go to the penalty bench and may not, for the duration of the penalty (including any progressive game disqualification penalty), occupy any area designated or reserved for players, and may not communicate or contact team personnel in any manner for the duration of the disqualification penalty(s).

A substitute, other than a spare goalkeeper, must enter the penalty bench immediately in the place of the disqualified player(s) and enter the game after the five-minute penalty(s) has elapsed. A player may be assessed more than one disqualification penalty in a game.

The progressive game-disqualification structure shall be:

1. First disqualification penalty—that game plus one.
2. Second disqualification penalty—that game plus two.
3. Third disqualification penalty—that game plus three.
4. Fourth disqualification penalty—that game plus four.

(The progression shall continue after the fourth disqualification penalty.) Any game-disqualification penalties shall carry over to the next season for players with remaining eligibility.

The team of the disqualified player(s) shall be permitted to dress a substitute player or players (equal to the number of disqualified players) in the next scheduled game.

A player who receives a disqualification penalty in any game (including exhibition games) shall not be permitted to play in the team's next played regular-season or tournament game against an NCAA member institution. Exhibition games cannot be used to fulfill the disqualification penalty.

Rule 29 - Supplementary Discipline

29.1 Supplementary Discipline – All Supplementary Discipline will come from the league office.

Officials Do not respond to length of suspension, have the coach contact the league office.

NCAA Major Rule Changes 2024-26

The following rules changes were made for the 2024-26 NCAA Rule Book

Rule 11.1 Goalkeepers Equipment.

A player or goalkeeper loses or breaks a skate blade the referee may allow the play to be completed and then stop play.

Rule 15.2 Goal Scored **Major Rule Change**

If the penalty to be imposed as a minor penalty and a goal is scored on the play by the non-offending side the minor penalty shall not be imposed but major and disqualification penalties shall be imposed in the normal manner regardless of whether a goal was scored or not.

15.3 Calling a Penalty - Short-Handed Team - Goal Scored - If when a team is “short-handed” by reason of one or more minor or bench minor penalties, and the referee signals a further minor penalty or penalties against the “short-handed” team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed. The penalty or penalties signaled shall be assessed and the first of the minor penalties already being served shall automatically terminate. Major penalties shall be imposed in the normal manner regardless of whether a goal is scored.

Should a minor or bench minor penalty be signaled against a team already short-handed by reason of a major penalty, but before the play can be stopped to assess the minor or bench minor penalty, and a goal is scored by the non-offending side, the signaled minor or bench minor penalty shall not be imposed due to the scoring of the goal.

Should a penalty be signaled against a team already short-handed by reason of one or more minor or bench minor penalties, and the signaled penalty would result in the awarding of a penalty shot, but before the referee can stop play to award the penalty shot, the nonoffending team scores a goal, then the signaled penalty (that would have resulted in a penalty shot) shall be assessed as a minor (doubleminor or major) penalty and the first of the minor penalties already being served shall automatically terminate under Rule 16 – Minor Penalties.

15.4 Faceoff Location

Allows for the face-off location after all minor penalties that are not coincidental

Rulebook Update Penalty Shot /Optional Minor

Should two penalty shots be awarded to the same team at the same stop with your play two different infractions only one goal can be scored or rewarded at a single stoppage of play. Should the first penalty shot result in a goal the second shot would not be taken but the appropriate penalty will be assessed and served as normal.

40.1 Abuse of Officials **Major Rule Change**

Player to official a minor penalty will now be assessed instead of a misconduct penalty.

PENALTY—Any player who persists in such actions towards an on or off-ice official for which he or she has been assessed a minor or bench minor penalty for unsportsmanlike conduct: Misconduct.

PENALTY—Any player who, after being assessed a misconduct penalty, persists in such actions: Game Misconduct.

45.1 Contact to the Head **Major Rule Change**

A hit resulting in contact with an opponent's head where the head was the main point of contact and such contact to the head was avoidable is not permitted. In determining whether contact with an opponent's head was avoidable, the circumstances of the hit including the following shall be considered:

1. Whether the player attempted to hit squarely through the opponent's body and the head was not "picked" as a result of poor timing, poor angle of approach, or unnecessary extension of the body upward or outward.
2. Whether the opponent put him or herself in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.
3. Whether the opponent materially changed the position of his or her body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.

PENALTY—Minor.

Note: There is no provision for a stand-alone major penalty.

Major and Game Misconduct: The referee has the discretion to assess a major penalty plus game misconduct, based on the severity of the infraction, to a player that makes direct contact to the head of an opponent.

Major and Disqualification: The referee has the discretion to assess a Disqualification penalty if the player attempted to or deliberately injured an opponent with an illegal check to the head.

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.

The following examples, based on the severity of the contact, should be penalized with a major penalty and game misconduct or a major penalty and disqualification:

USPHL Options for high stick Half shield

Minor No injury

Double minor accidental

Major Game misconduct

Major Disqualification

Rule 50 - Hitting/Checking from Behind Major Rule Change

A check from behind is a check delivered on a player who is not aware of the impending hit, therefore unable to protect or defend themselves, and contact is made on the back part of the body.

Minor or Major Penalty: A player shall not push, charge, cross-check or body check an opponent from behind in open ice.

Minor Penalty - A minor penalty maybe assessed when the opponent materially changes body position immediately prior to or simultaneously with the hit in a way that significantly contributed to the check from behind into the side boards, end boards or goal cage.

A minor penalty maybe considered provided the player delivering the check does NOT:

- Extend or and direct the arm, elbow, forearm or shoulder to contact to the back of an opponent.
- Extends the body and targets the opponent's back.
- Leaves their skates or launches in order to deliver a blow to the back.
- Uses the stick in any way to target a player's back (e.g., cross checking, butt-ending, etc.).
- Check or push a defenseless opponent from behind in such a manner that causes the opponent to hit or impact the boards in a excessive or forceful manner.

Major Penalty – A major penalty maybe assessed when the opponent materially changes body position immediately prior to or simultaneously

with the hit in a way that significantly contributed to the check from behind into the side boards, end boards or goal cage. A major penalty maybe considered provided the player delivering the check does:

Delivers a late hit.

- Extends and directs the arm, elbow, forearm or shoulder to contact to the back of an opponent.
- Extends the body and targets the opponent's back.
- Leaves their skates or launches in order to deliver a blow to the back.
- Uses the stick in any way to target a player's back (e.g., cross checking, butt-ending, etc.)

Any player who checks or pushes a defenseless opponent from behind in such a manner that causes the opponent to hit or impact the boards in a excessive or forceful manner.

Major and Game Misconduct: Any player who cross-checks, pushes or charges an opponent who is in a vulnerable position from behind into the side boards, end boards or goal cage, may be assessed a major penalty and game misconduct.

Major and Disqualification: The referee has discretion to assess a disqualification penalty if the attacking player delivers contact to an opponent by checking from behind into the side boards, end boards or goal cage that is severe and/or reckless.

These situations, based on the severity of the contact, shall be assessed either a major and game misconduct or major and disqualification penalty:

- A player that is reckless.
- A player that delivers a late hit.
- A player that extends and directs the arm, elbow, forearm or shoulder to contact to the back of an opponent.
- A player that extends the body and targets the opponent's back.
- A player that leaves their skates or launches in order to deliver a blow to the back.
- A player that uses the stick in any way to target a player's back (e.g. cross checking, butt-ending, etc.).

73.9 Racial – Ethic Slurs **Major Rule Change**

Making profane, threatening, vulgar, or derogatory remarks or personal comments relating to race, ethnicity, national origin, religion, gender, gender expression, gender identity, sexual orientation, or

disability.

PENALTY—Game Disqualification, with the exception of medical personnel. Medical personnel are subject to supplementary discipline penalties.

87.2 High-Sticking the Puck Major Rule Change

Batting the puck above the shoulder with a stick is prohibited. When a puck is struck with a high stick and subsequently comes into the possession and control of a player from the offending team (including the player who made contact with the puck), either directly or deflected off any player or official, there shall be a whistle. When a puck has been contacted by a high stick, the play shall be permitted to continue, provided that:

1. The puck has been batted to an opponent (when a player bats the puck to an opponent, the referee shall give the “washout” signal immediately. Otherwise, play shall be stopped.); or
2. A player of the defending side bats the puck into that team’s own goal, in which case the goal shall be allowed.

93.4 Continuous Play Concept: **Major Rule Change**

Added a situation where an official blows their whistle, but in the immediate continuous action, a goal is scored. This goal may be awarded by the on-ice officials (with or without the use of video replay).

Line 10.

Puck entering the net as the culmination of a continuous play where the result of the play was unaffected by any whistle blown by the referee upon his or her losing sight of the puck.

NCDC only rules differential from NCAA

Coincidental Minors will washout

**NCDC only 5x5
Premier and Elite 4x4**

Fighting Protocol

The referee is provided a very wide latitude in the penalties that they may impose under the NCAA Rules, including Rule 48 fighting or punching. an altercation shall be defined as any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed.

It is the policy of the USPHL To discourage fighting, the referee is provided with a very wide latitude of penalty enforcement, this is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the fight or persisting in continuing the fight.

Fighting – In lieu of a game disqualification A player shall receive a game misconduct penalty

Strictly Enforced – The Penalty for a player removing a helmet shall be considered grasping the facemask and the appropriate penalty assessed will be A disqualification under face masking rule 47.1

The discipline committee will review all instances for further discipline if warranted

Players are required to go to the bench's during an altercation
This will be strictly enforced. Minor penalty

Any secondary fight shall be assessed a major disqualification.

It is up to all parties, officials, coaches, players, and managers to be familiar with and comprehend the material listed in the manual.

Do not respond to length of suspension, have coach contact the league office.

All equipment must be worn properly as designed by the manufacture.

Please refer to the NCAA Hockey 24-26 with the following Amendments.

League Games cannot end in a tie

Overtime procedure Junior and Midgets

- **5-minute OT 3X3**
- **3-man shootout**
- **Sudden Death different shooters until roster exhausted**

Overtime Penalty Procedure

- **If there is a penalty at the end of regulation the overtime will start 4-3, then 4-4 until the first whistle.**
- **If there is another penalty to the team shorthanded; the on-ice strength will be 5-3. There never shall be no less than 3 players on each team on the ice.**

GAME REPORTS Change in policy

A game report is required for all game misconduct and game disqualifications or any other game related incidents. There will be two tabs one for penalty another for over all game report

<https://docs.google.com/spreadsheets/d/18aKvxp8qgGFLEDr64o5GYI-k55X7ZZZ4jQ55tPAAJIE/edit?usp=sharing>

- **For Youth all Game Misconducts and Match Penalties must be sent to me after you report them in the USA Reporting System.**

Post-game reports are one of your most important duties. They provide communication to three different people; fines and suspensions are enforced from your written report. Please fill out all information clearly and correctly. Also make yourself available that evening. **(Leave a phone number where you can be contacted.)**

The Referee shall call Gene Binda or immediate supervisor in your area following the game involving:

- All Majors
- Game misconducts, disqualifications,
- Extraordinary Incidents and all helmet removals are to on the game sheet and an email immediately after the game.

USPHL PROTOCOLS

For Officials a Code of Conduct is listed in the Document Section on the Horizon Scheduling Site

Game Protocol

Game Protocol, publish times on the horizon website are game start. Officials are required to go on the ice for warm-ups.

Warm-Ups

NCDC Juniors – 15 minutes Resurface.
Premier Elite – 10 minutes No Resurface

Start of Game Process

Announce Starting Lineups – Like a College Game. Teams on Goal Line, officials stand at center ice facing the flag Players come to blue line.

Play/Sing National Anthem

Game Commences

MANDATORY ATTIRE -

- ◇ A Collared shirt with tie is mandatory NO JEANS-SWEAT PANTS
- ◇ No tobacco/alcohol consumption in the building
- ◇ No earrings/nose rings, etc.
- ◇ All officials shall be properly dressed on and off the ice.

Do not wear any other league branding logos patches etc. on your uniform or entering the arena!

OFFICIAL'S UNIFORM

- Clean uniform, look sharp, feel sharp, be sharp!
- USPHL patch to be worn for NCDC, Premier and Elite
- **Name Plate No exceptions!**

Housekeeping

DRESSING ROOM- This is your room. **No Coach or GM** is allowed in the room without your permission. If there is a problem in the game and they need to talk to you lend them an ear. If they get unruly ask them to leave and report the incident to me first and the USPHL office second.

Under NO Circumstances are you to review video with the coaches before, during or after the game. Refer the request be sent to the league office for review.

The room should not be used as a hangout for friends or family. If anyone should drop by make it brief. There could be a lot of things going on in the game and you may need the time to go over some situations during the resurface.

Any Team Personal blocking the way of the officials to the dressing room shall result in a minor penalty during game misconduct after games. All incidents shall be reported immediately to Gene Binda or immediate supervisor.

INJURY/ILLNESS/ACCIDENT

In the event you are injured or become ill and are unable to perform your duties, contact Gene Binda or any supervisor immediately, until you physically talk to someone –
NO TEXT NO Email

INSURANCE

All officials shall have primary insurance.

Secondary insurance is provided by the USPHL for the Junior Leagues USA Hockey for Midgets. Information will be on the Horizon website in the document section.

ABSENCE OF OFFICIALS

Every effort should be made to have 4 officials NCDC and 3 officials on the ice for all league games. Should for any unforeseen reason, any one of the assigned officials be prevented from officiating, the following shall take place.

If you are going to be late for whatever reason you are to call me first, then the crew.

If I am the last to know the entire crew will lose assignments in all leagues!

This policy is not to harm any official life happens, weather happens, work happens
I need to know so we as a group does not look unprofessional.

Give me enough time to let the league administrators know what is going on.

NO EXCUSES HERE!!!!!! This it is a PROFESSIONAL POLICY! I expect you to be professional!

- The game will start at the scheduled time, with the existing officials
- Attempt to contact a league *official* that may be available to work.
- If no league officials are available attempt to contact a registered NIHOA or USA Hockey *Official*.
- If no replacement can be found the two-referee system will be use.
- If you find a replacement that is not a referee the senior linesman will assume the referee position.
- If no referee is available, the senior linesman shall be the lead referee for final decisions

USPHL GAME FEES NCDC

REFEREE	\$225.00
LINESMAN	\$125.00

USPHL GAME FEES Premier

REFEREE **\$175.00**

LINESMAN **\$120.00**

USPHL GAME FEES Elite

REFEREE **\$140.00**

LINESMAN **\$120.00**

USPHL GAME FEES Midgets

REFEREE **\$120.00**

METHOD OF PAYMENT

Horizonwebref.com is your game receipt. If you do the game and your name is not on the web you will not be paid! If there is a change in address, you need to notify me so I can make the change in the payroll database.

If there is a change let me know and I will make the adjustment on the web. It is your responsibility to make sure the web is correct. Kick back ANY GAME you do not do!