

REFEREE INFORMATION

Pittsburgh Amateur Hockey League 2024-25



INTRODUCTION

The PAHL authored a new Game Manual for the 2024-25 season, replacing the previous “PAHL Playing Rules” document. Therein, many significant changes have been made to the procedures and protocols for all PAHL games. The manual is not a replacement to the USA Hockey Rulebook, and in fact, nothing in the manual calls for a team to be penalized by a referee for a violation.

PAHL expects that all on-ice officials working a PAHL game to know and apply the USA Hockey rules while having a familiarity with the PAHL Game Manual. Since items in that manual are league-specific, the participating league teams – namely, the head coaches and off-ice officials – should provide knowledgeable assistance in ensuring that PAHL procedures are implemented properly. This document provides some of the guidance necessary for a referee to become familiar with the common PAHL procedures and the new PAHL Game Manual. More information can be obtained under the “Games” menu on the PAHL website, and the full PAHL Game Manual can be accessed at pahockey.com/rules. Supplemental information can also be found on the Referees page of the PAHL website at pahockey.com/referees.

PAHL GAME FORMATS

All PAHL game formats are summarized below, some of which have been modified. A chart of all PAHL Game Formats is available at pahockey.com/gameformats. Importantly, most of these items are listed on all PAHL scoresheets, located in the upper-left of the page and specific to the game being played.

- Period lengths
 - 14U (including 14U AA) and 14G are now changed to 14-minute periods.
 - 12U, 10U, and 10G are unchanged at 12-minute periods.
 - 16U, 18U, and 19G are unchanged at 15-minute periods.
 - The standard warm-up period is 3:00 in length at all levels.
- Penalties
 - Minor penalties for 12U, 10U, and 12G are 1 minute.
 - Minor penalties for 14U, 14G, 16U, 18U, and 19G are 2 minutes.
 - All major penalties are 5 minutes.
 - All misconduct penalties are 10 minutes.
 - Penalty lengths do not change in running-clock scenarios.
- Intermissions
 - The rest period is 1:00 in length and controlled by the referees (not the clock/buzzer).
 - No ice resurfacing is permitted during any PAHL game, regardless of rink, team, and level.
 - No rest period is provided during an “Accelerated Protocol.” (see below)
- Other
 - No timeouts are permitted in any PAHL game during the regular season.
 - No overtime/shootout is conducted in any PAHL game during the regular season.
 - A certified Medic is required to be in a box/bench for all PAHL games, no exceptions.

SUMMARY OF PROCEDURAL CHANGES

New PAHL procedures and protocols are only explained briefly in this section and are limited to those more meaningful to the On-Ice Officials; please refer to the full PAHL Game Manual for further information.

- The Fair Play Point (FPP) system has been removed entirely.
 - Penalties no longer cause a team to gain/lose a point in the league standings.
 - Several new disciplinary measures have been added to replace the FPP system.
- All PAHL players must follow all USA Hockey equipment requirements, with no league adjustments.
 - Neck protection was already required in PAHL.
 - Earpieces in helmets are already required under USAH rules.
- All participating players must have a numbered jersey that matches the base color of the team jersey.
 - A player can wear a “practice jersey” in a game, but it cannot be of a different base color.
 - All jerseys must have an identifying number on the back, with no duplicate numbers.
- The amount of time between the warm-up and the opening face-off must be kept to a minimum.
 - Players are not to continue shooting pucks after the warm-up buzzer.
 - Teams get one, brief huddle before the opening face-off: at the net or at the bench, not both.
- A game with a score differential of 7+ after the 1st period implements a running clock.
 - The clock only stops for extended injuries and rink repairs (still runs on goals and penalties).
 - Stop-time format is only reimplemented if the score differential is reduced to 4 goals.
 - A game with a score differential of 10+ after the 2nd period is ended immediately.
- The curfew time applied to the game no longer ends the game immediately.
 - Many PAHL games do not have a curfew time at all (varies by rink).
 - If less than 1:00 is on the clock at the curfew point, the game is simply played to completion.
 - If more than 1:00 is on the clock at the curfew point, the clock (not the penalties) is reset to 1:00 and the game is played to completion.
 - All parties should be in hurry-up mode after the curfew point to finish the game quickly and get off the ice surface, including skipping the postgame handshake.
- Teams are required to explicitly report in-game goaltender changes to the scorer’s box.
 - Referees may be needed to relay this report from the bench to the box.
 - The clock time when the change is reported is what is recorded on the scoresheet.
- Games can only start early if all conditions are met:
 - The referees are present and approve, both head coaches approve, and the Medic is present.
 - The teams must enter the ice at the same time to start the warm-up period.
- Games that are delayed by 10+ minutes only start if enough ice time is available to play the full game.
 - A delayed game that cannot start is a Suspended Game and reported to the league for review.
 - A delayed game that does start uses an “Accelerated Protocol,” where the warm-up period is 2:00 minutes, no rest period is provided at intermissions, and stoppages are condensed.