

# ON-ICE OFFICIALS GUIDE

## College Hockey East 2022-23



### RULES OF PLAY

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#### Rulebooks

- All games use the NCAA Men's and Women's Ice Hockey Rules and Interpretations.
- The CHE Game Manual is a supplement to the rulebook to guide game operations.
  - The host team shall have immediate access to a copy (paper or electronic) of the CHE Manual.

#### Team Rosters

- The roster limit for college hockey is 22 per team, as shown on the official scoresheet.
  - No more than 19 can be "skaters" (non-goaltenders).
  - Up to 3 goaltenders can be dressed; minimum of 1 (no back-up required).
- A team bench can have up to 8 "team officials" during a game, for which the CHE allows coaches, scratched players, and members of the "hockey staff" (trainers, equipment managers, etc.).
  - Suspended players, photographers/videographers, and similar are not permitted on the bench.
- A team must start a CHE game with at least 5 eligible players on the ice, plus at least 1 goaltender and 1 registered coach.
  - Failure to meet any portion of this requirement shall result in a Suspended Game.
- In the event a team only has 1 goaltender and that goaltender is unable to resume play, the team shall be issued a timeout of a reasonable length deemed necessary by the referees to dress a new goaltender.
  - A game that cannot resume due to a team having no goaltender shall be a Suspended Game.

#### Disciplinary Measures

- Game officials reserve the right to initiate a Suspended Game for instances of excessive or continuous disciplinary issues.
- The CHE reinforces the NCAA standards for Fighting Disqualifications.
- Officials are not required to submit game reports for Game Misconducts nor Disqualifications unless a referee feels that a situation warrants a report and/or further review.
  - The League Office will request an official's report on issues that may necessitate an investigation.

### OFFICIATING

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#### On-Ice Systems

- All CHE Men's Division 3 games are assigned with a 2-1 system.
  - In the event that an official does not appear for a game or is unable to finish a game due to illness or injury, the remaining on-ice officials should adjust to a 2-referee system.
- All CHE Men's Division 4 games and CHE Women's Division 2 games are assigned with a 2-referee system.
  - At no time shall any game have only 1 on-ice official present and participating. If such circumstance arises, the game shall stop and be considered a Suspended Game, which shall be immediately reported to the Commissioner.
- An emergency substitution is permitted to join a game already in progress so as long as the new official meets all of the requirements to officiate a CHE game, as cited in the CHE Game Manual.

## GAME REQUIREMENTS

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### Start Times

- The officials assigned to the game should be given the start of the warm-up period.
  - Referees must be on the ice at the start of the warm-up.
  - The linesman must be present in the referee locker room by the time the warm-up period starts.
- The official start time of the game shall be considered the scheduled time for the pregame introductions to occur, as listed on the CHE website.
  - All disputes are settled by the website (not by the rink or by the home team).
- Any game that is delayed 60 minutes or more from the original start time caused by either team due to non-extenuating circumstances shall not begin unless approved by the League Office.

### Personnel

- All CHE games must have the following personnel provided – or arranged for -- by the home team:
  - On-ice officials, as cited above and supplied by an independent assigning entity
  - At least one qualified Medic, who must be stationed in an area between the two team benches any time during game play, unless otherwise attending to an injured player
  - Enough off-ice officials to fully and properly operate the game clock, manage the official scoresheet, and monitor both penalty boxes (minimum 1 person)
- Teams are permitted to have “auxiliary personnel” in and around the scorer’s box.
  - Announcers and Arena DJs are common and should be professional in their duties.
  - Photographers/videographers are permitted with approval from the referees but shall not be hanging over the boards nor moving on to either team’s bench.
  - Any auxiliary personnel who is respectful or disruptive in any way should be removed.

## GAME PROTOCOL

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### Pre-Game Protocol

- All teams are required to adhere to their division’s pre-game format for each game.
  - No protocol adjustments shall be made unless truly warranted and approved by the referees.
  - The home team is to post a copy of the pre-game protocol in the officials’ locker room.
- The basic format of **CHE Men’s Division 3** games is:
  - A pre-game countdown clock is started at least 35 minutes prior to game time.
  - Warm-ups start exactly 30 minutes prior to game time, usually on “dirty ice.”
  - The warm-up period is 15 minutes in length.
  - Ice is resurfaced at the conclusion of the warm-up period.
  - Teams return to the ice only at the expiration of the pre-game countdown clock (0:00 + horn).
- The basic format of **CHE Men’s Division 4 and Women’s Division 2** games is:
  - The ice is resurfaced at the conclusion of the previous event on the ice.
  - A pre-game countdown clock is started at least 15 minutes prior to game time.
  - The warm-up period is 10 minutes in length.
  - The teams stay on the ice at the conclusion of the warm-up to start the game.
- The home team shall provide pucks to both teams for the warm-up period.
  - The visiting team shall be given at least 20 pucks to start the warm-up period. If there are not 20 pucks available, the visiting team gets all but 1 of the available pucks.
  - Each team is responsible for collecting their pucks at the conclusion of the warm-up period.

## Protocol Enforcement

- Referees are expected, with some discretion, to issue penalties for protocol violations, including:
  - Players continuing warm-up activities (including skating laps, shooting pucks, stretching on the ice) after the warm-up period has expired.
  - Players leaving their helmets on the bench at any intermission (including the pre-game ice resurfacing) and skating on the ice without a helmet.
  - Players entering the ice prior to the start of the warm-up period or game.
  - Players crossing the center red line during the warm-up period except in the natural occurrence of properly entering and exiting the ice surface.

## Time of Play

- All league-sanctioned games shall consist of 3, 20-minute periods using stop-time.
- All league-sanctioned games shall include an overtime period.
  - Overtime shall be 5 minutes of sudden-death, stop-time play.
  - Teams skate 3-on-3 in overtime, notwithstanding any applicable penalties.
  - Teams switch defending ends between the end of regulation and the start of overtime.
  - Each team gets exactly one timeout in overtime, regardless of using a timeout in regulation.
- Shootouts shall not be conducted unless it is specifically required for a tournament.

## Intermissions

- CHE Men's Division 3 games have an ice resurfacing in the 1<sup>st</sup> and 2<sup>nd</sup> intermissions, but the ice is not resurfaced prior to an overtime period.
  - The standard intermissions shall be 12 minutes in length; the on-ice intermission prior to overtime shall be 2 minutes in length.
  - An full intermission period shall not be waved for any reason except with pre-approved authorization from the League Office due to a late game start. If the venue is unable to resurface the ice due to a mechanical issue, the full intermission period is still applied.
- CHE Men's Division 4 and Women's Division 2 games have an ice resurfacing only at the first intermission; the team shall stay on the ice at all other intermissions.
  - The first intermission shall be 12 minutes in length; all other intermissions shall be 2 minutes.
- The game clock shall be used to post the 12-minute intermission time for ice surfacing. The on-ice officials shall control the intermission time for the 2-minute rest period.
  - At no time shall the intermission clock be stopped or adjusted unless approved by the referee(s).
  - The conclusion of the ice resurfacing shall not signal the end to the intermission period unless the ice resurfacing is concluded after the expiration of the intermission clock.
- No warm-up activity involving pucks is permitted during any portion of any intermission period.

## Mercy Rule

- Any CHE league game (2 CHE teams) – or with approval from a non-CHE opponent – that has a score differential of 8 goals or more after the 2<sup>nd</sup> intermission only shall revert to a running-clock format.
  - The clock shall run continuously, with no exceptions.
  - Penalty times served shall be doubled (minors are 4 minutes, majors are 10, etc.) and are to be posted on the game clock at the time of the ensuing face-off.
  - Stop-time format is only restored if the score differential is reduced to 6 goals.
- No CHE game shall be ever be curfewed due to the lack of available players or goaltenders, rink conditions, time of day, or score differential.
  - An instance where a game is not completed in its scheduled entirety shall be considered a Suspended Games and shall be resolved by the Commissioner.