



New Brunswick Hockey Officials Association

Competitive League Rules for 2024-25



11-Jan-25	AUS Men's	AUS Women's	Junior A	Junior B/C	High School AAA & AA	U18 AAA Major	SENIOR	NBIAA Coach Accountability
Reporting for Incidents (GIRs)	Brian Finniss brian.finniss@acadiau.ca 902 585 1551 John Keefe jkeefe@atlanticuniversitysport.com 902-425-4235 GIR's - Set up in Goalline	Neil MacEachern nmaceachern@mta.ca 506 961 9362 John Keefe jkeefe@atlanticuniversitysport.com 902-425-4235 GIR's - Set up in Goalline	Jamie McIsaac 902 877 7149 Contact Jamie post game only if complex incident. jwmcisaac@hotmail.com President Kevin Mitchell 902 240 5513 GIR's - Set up in Goalline	Sheldon Hay - President phone: 506-447-0092 nbjhl13@gmail.com don.partition.74@gmail.com Contact Post game with incidents. Email BOTH GIR's Set up in Goalline	Kevin Daley kevin.daley@nbed.nb.ca Eric Moffatt eric.moffatt@gnb.ca 506 457 4843 NBIAA League Rep. GIRs set up in Goalline	Barry Thompson Barryhpei@gmail.com 902-214-0354 Gerald Bannister dis6@nb.aibn.com 506 866 9835 GIR's Set up in Goalline	BSHL Roger Brun (506) 381-5632 rbrun7491@gmail.com LHVA-AVHL Alexis Ouellet (506) 284 0547 ouelletalexis6@gmail.com Southern Senior Steve Evans incidents@southernseniorhockeyleague.ca GIR's Set up in Goalline	If a team receives 2 game misconducts (GM) (excluding 2 min. CFB + GM) in a game, the coach is advised that any additional GMs to their team will result in an automatic GM to the head coach. Fights – Players participating in a fight will receive a suspension. If there is a fight, coaches will be given a verbal warning by the game official that if there are any additional fights, the head coach will be assessed a GM. If another fight occurs in a subsequent stoppage of play in the same game, the head coach will be assessed a GM. However, if an instigator is identified in such subsequent fight, only the head coach of the instigating player will receive the GM. If a player is identified as the instigator of a fight, the instigating player(s) will receive the minimum suspension, plus a 2 game suspension. If a fight should occur in the last ten minutes of the game, those involved will receive an additional 2 game suspension. A 10 minute misconduct issued upon completion of the game = 1 game suspension (contrary to some coach's belief that it's any in the last 10 minutes of a game)
Time-outs	One per game 7 Bench Staff	One per game 7 Bench Staff	One per Game	One Per Game	One per period (including OT)	One per game	One per game LHVA-AVHL is one per period.	
Face-off in Short Handed end After Penalty - ALL Hockey Canada Now	Yes - for Time differential penalties. Watch for the 3 exceptions. Coach gets choice of side for face-off.	Yes - for Time differential penalties. Watch for the 4 exceptions. Coach gets choice of side for face-off.	Yes - for Time differential penalties. Watch for the 5 exceptions Coach gets choice of side for face-off	Yes - for Time differential penalties. Watch for the 5 exceptions. Coach gets choice of side for face-off	Yes - for Time differential penalties. Watch for the 5 exceptions	Yes - for Time differential penalties. Watch for the 5 exceptions	Yes - for Time differential penalties. Watch for the 5 exceptions	
No Change/Hybrid Icing	Yes - attacking team choose side & Yes	Yes - attacking team choose side & Yes	Yes - attacking team choose side & Yes	Yes - attacking team choose side & Yes	Yes & No Hybrid icing	Yes & Yes	Change is Allowed / No Hybrid / attacking team choose side	
Icing the Puck - Goaltender Leaving Crease - Rule 6.7 e vi	NO ICING	NO ICING	NO ICING	NO ICING	Not using this Rule	NO ICING	NO ICING	
Puck out of Bounds or UnPlayable in Defensive zone	Offending team cannot change - attacking team to choose side. Face off always stays in Defensive end.	Yes - Utilizing the delay of game penalty for this situation. No penalty for hitting roof above the ice surface.	Offending team cannot change.	Offending team cannot change.	Not using this Rule	Not using this Rule	Not using this Rule	
Fighting	Major plus Game Miscounduct	Major plus Game Miscounduct	Major plus Game Miscounduct	Major plus Game Miscounduct	Major plus Game Miscounduct	Major plus Game Miscounduct	Major plus Game Miscounduct	
Head Contact - Blows to the Head	2 and 10, 5 and Game or Match - Protection of the players at all times.	2, 4, 5 and Game or Match - Protection of the players at all times.	2 and 10, 5 and Game or Match	2 and 10, 5 and Game or Match	Minor, Double Minor, Major and Game or Match - 3rd infraction = Game Ejection - Falls under Minor Hockey	Minor, Double Minor, Major and Game or Match - 3rd infraction = Game Ejection - Falls under Minor Hockey	2 and 10, 5 and Game or Match	
Overtime - Regular Season	After 2 Minute Rest, teams change ends and play 3 on 3 for 5 minutes.	After 3 Minute Rest, play 3 on 3 for 5min.	After 1 Minute Rest, 3 on 3 for a 5 min overtime	After 1 Minute Rest, play 3 on 3 for 5 minutes.	If leagues play OT - After 3 Minute Rest, play 3 on 3 for 5 minutes.	After 3 Minute Rest, play 3 on 3 for 5 minutes.	After 2 Minute Rest, play 3/3 for 5 minutes.	
Shootout after Overtime - Reg Season	3 min break, No scrape or flood. 3 Player Shootout, home team has choice to go 1st. Then 1/1 sudden death until winner. All players eligible except if serving GM/Misc.	3 min break, No Scrape. 3 Player Shootout, home team has choice to go 1st. If still tied, then 1/ 1 sudden death with open roster . All players eligible except if serving GM or Misc.	3 Player Shootout, visiting team to shoot 1st . If still tied, then 1/1 sudden death until winner. All players eligible except if serving GM or Misc.	3 Player Shootout, visiting team to shoot 1st . If still tied, then 1/1 sudden death until winner. All players eligible except if serving GM or Misc.	3 Player Shootout, home team has choice to go 1st. If still tied, then 1 to 1 sudden victory, all players must shoot before a repeat. All players eligible except if serving GM or Misc.	3 Player Shootout, home team has choice to go 1st. If still tied, then 1 to 1 sudden death until winner. All players eligible except if serving GM or Misc.	5 Player Shootout, home team has choice to go 1st. If still tied, then 1 to 1 sudden death until winner. All players eligible except if serving GM or Misc.	
Players in Uniform	20 (21 for warm-up)	20 (21 for warm-up)	20	20	20 (warm up included) (if 20, 2 must be goalies)	20 (warm up included)	20	
Neck Guards	Must Be Worn (allowed to finish Play)	Must Be Worn (allowed to finish Play)	Must Be Worn (allowed to finish Play)	Must Be Worn (allowed to finish Play)	HC 3.6 (d)	HC 3.6 (d)	Must Be Worn (allowed to finish Play)	
Overtime - Playoffs	As Per Hockey Canada	As Per Hockey Canada	As Per Hockey Canada	As Per Hockey Canada	As Per Hockey Canada (Girls 15min)	(1) 10min OT period, no flood,same ends.	As Per Hockey Canada	
Notes	Minor penalty for using hand on the puck during face-off; CFB minor+10, double minor+10 (player turned and injured), major+Gm or match; Boarding double minor option for minor injury; any player can serve bench/coincidental minor; defensive team no change for accidentally causing net off and goalie cover on dump in before center (attacking choice of side); trip when diving even if puck contacted first; neck guards mandatory; goalie may play w/ broken stick until stoppage Defensive team stick down first	CFB per HC rules	CJHL Bulletin: New Rules and Procedures Coincidental Penalties to be served as time penalties if teams at full strength and no other penalties assessed; Game misconduct only assessed on 3rd goalie interference minor in same game by same team; slew footing - minor (TR-SF) or major + Gm (BTH-SF) with head injury; neck guards mandatory	Uses MHL Supplement for BTH, Fights, Goalie Int., etc. Slew Foot as per Hockey Canada. Please refer to New HC Rule Book all Rules identified as Junior/Senior applicable to Junior B & C. Tie Downs only applicable to Junior A	4 minors = Game Ejection. See note about warm-ups. Warm ups are video recorded. *Mercy Rule: Straight time in the last 10min if 6 goal lead, if BOTH coaches agree can stay stop time. See note below about Game Misconducts and Coach responsibility.	Does not use HNB Minor hockey 4 minor = Game Ejection. Neck guards must be worn in warmups.	Report staged fights on the GIR. IMPORTANT: Must enforce Rule 7.10d - Assess a misconduct (10) to any player who when directed, does not leave the scene of a fight (must go to neutral area or bench)	