

JUNIOR A SUPPLEMENT

SECTION 1 – BLOWS TO THE HEAD, DANGEROUS HITS AND CHECKING FROM BEHIND

REGULATION 1 – BLOWS TO THE HEAD

The following situations shall be subject to suspension:

1.1 Illegal Act: If a player is fouled or hit illegally, for which a penalty is being assessed, and as a result of the illegal hit the player hits his head on the glass, ice or the boards in a manner that results in a head injury, this shall be construed as a Blow to the Head and a major and game misconduct or match penalty shall be assessed.

- Major Penalty – minimum 2 game suspension.
- Match Penalty – minimum 3 game suspension.

1.2 Direct Blow to the Head: If a player intentionally raises his stick, hands, forearm, gloved hand or elbow to hit an opponent in the head area, or deliberately drives his stick, forearm, elbow or gloved hand into the player's head in any manner, it shall be called a Blow to the Head and shall receive a minor and 10 minute misconduct, or a major and game misconduct, or match penalty. See after 2.4 for suspensions

REGULATION 2 – DANGEROUS HITS, CLIPPING AND LOW HITS, GOALTENDER INTERFERENCE

Should a player deliver a hit to the head area of an opponent who is in a vulnerable position, he shall be assessed a minor and 10 minute misconduct, a major and game misconduct or match penalty for Blow to the Head. A player is considered to be vulnerable under the following circumstances:

2.1 Blind Side Hit - If he is hit in the head with a blind-side check from the side. A body check from the front is not considered to be a blind-side check, even if the player has his head down.

2.2 Late Hit – If he does not have control of the puck, or has passed the puck or lost control of the puck for a sufficient amount of time that the opponent could play the puck or follow the movement of the puck as opposed to hitting the unsuspecting player in the head area.

2.3 Cheap Hit – If he is defenseless while down on the ice and the opponent deliberately makes contact in any manner with his head area.

2.4 Leaving the Feet - Should both of a player's feet clearly have left the ice prior to him making a shoulder check that contacts the opponent in the head area, the player shall receive a minor and a 10 minute misconduct, or major and game misconduct or match penalty for Blow to the Head.

Suspension guidelines for 1.2 and 2.1 to 2.4 are as follows:

- **Minor Penalties** – A player shall receive a 2 game suspension upon receiving his 3rd minor penalty for a Blow to the Head in the same season. An additional 2 game suspension shall result for each subsequent minor in the same season.
- **Major Penalty** – automatic minimum 2 game suspension.
- **Match Penalty** – automatic minimum 3 game suspension.

2.5 Clipping and Low Hits – Clipping (hits below the waist) shall be penalized under the following definition: Clipping is the act of throwing the body, from any direction, across or below the knees of an

opponent. A player or goaltender may not deliver a check in a "clipping" manner, nor lower his own body position to deliver a check on or below an opponent's knees.

An illegal "low hit" is a check that is delivered by a player or goalkeeper who may or may not have both skates on the ice, whose sole intent to check the opponent in the area of his knees. A player or goalkeeper may not lower his body position to check an opponent's knees.

- Minor Penalties – A player shall receive a 2 game suspension upon receiving his 3rd minor penalty for clipping or a low hit in the same season. An additional 2 game suspension shall result for each subsequent minor in the same season.
- Major Penalty – automatic minimum 2 game suspension.
- Match Penalty – automatic minimum 3 game suspension.

2.6 Goaltender Interference – 2 or more goaltender interference penalties in the same game shall be subject to disciplinary action.

- Minor Penalties – should a team be charged with a second goaltender interference penalty in the same game, the player committing the second infraction shall receive a game misconduct and a 1 game suspension.
 - Any subsequent goaltender interference penalties by the same team in same game shall result in a game misconduct, a 2 game suspension to the player, a 1 game suspension to the coach and a \$500 fine to the team for each occurrence.
- Major Penalty – automatic minimum 2 game suspension.
- Match Penalty – automatic minimum 3 game suspension.

REGULATION 3 – CHECKING FROM BEHIND

3.1 Checking From Behind: There are three possible penalties for checking from behind: a minor penalty, a major penalty and game misconduct or a match penalty. The suspension guidelines are as follows: [NTD. Focus on the rule emphasis on checks from behind rather than trying to include boardings that should be hits from behind.]

- Minor Penalties – A player shall receive a 2 game suspension upon receiving his 3rd minor penalty for Checking from Behind in the same season. An additional 2 game suspension shall result for each subsequent minor in the same season.
- Major Penalty – automatic minimum 2 game suspension.
- Match Penalty – automatic minimum 3 game suspension

SECTION 2 – ACCUMULATED MAJORS AND GAME MISCONDUCTS

REGULATION 4 – ACCUMULATED MAJOR PENALTIES – NON-FIGHTING

4.1 Major Penalties - All leagues have seen consistent decreases in the number of major penalties. The objective is to further strengthen the deterrent by targeting those players that who may be habitual in their actions. A player accumulating three or more major penalties shall be subject to the following suspensions:

- Upon receipt of a 3rd non-fighting major penalty – 3 game suspension.
- Each major penalty thereafter shall result in a 3 game suspension.

REGULATION 5 – ACCUMULATED GAME MISCONDUCTS