

2012 Rule Emphasis for Improved Player Safety

by
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Overview

Ice Hockey is the game that we all play and love.

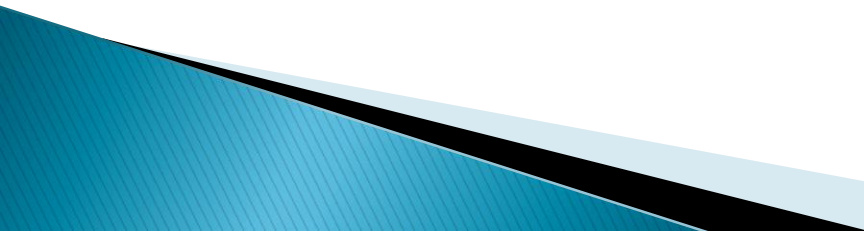
Ask anyone what they love about it...

"The speed, The skill, The goals...
and of course the physical aspect of the game."

Unfortunately with the speed and contact involved with our game, there is always a risk of injury. Whilst we take care to avoid serious injuries, there is always more that can be done.

There are rules in our game that exist to make it safer for all participants, but sometimes these rules are let slip and we don't pay as much attention to them as we should.

In season 2012 (and onwards) there is going to be more attention paid to the correct wearing of all safety equipment such as helmets, visors, chinstraps and neck guards.



Equipment

- ▶ At all times anyone one on the ice surface (including Officials) must be wearing their helmet, and have it correctly fastened. This includes during warm-ups, in between periods and also during the post-game handshakes.

Ultimately it is the Referee's responsibility for the safety of all players while they are on the ice and actions taken by the referee are for the benefit of the players well-being.

- Half visors will be worn no higher than at the level of the point of the nose.

Examples of wearing Half Visor correctly



Examples of wearing Half Visor/ Helmet incorrectly



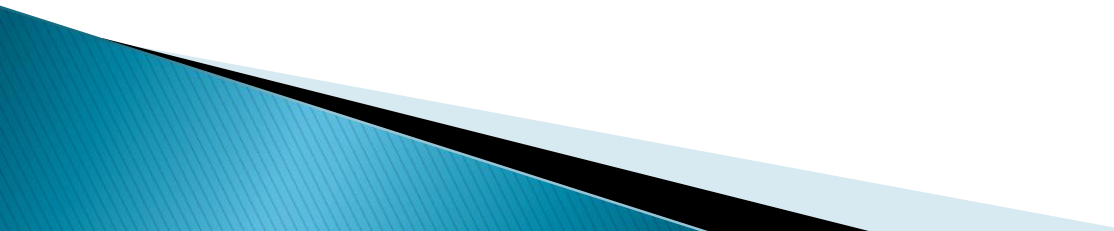
Visor above point of nose, chin strap fine.



Visor well above point of nose, and chin strap extremely loose



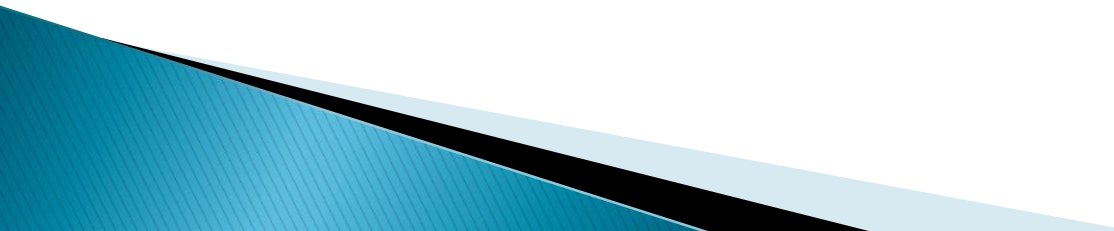
Visor above point of nose and chin strap unfastened while on the ice.

- ▶ Chinstraps are to be fastened at all times while players and officials are on the ice.
 - ▶ There is only to be a one finger gap between the strap and the chin. This is to prevent the helmet falling off during play, and prevent possible severe head injuries in contact situations.
 - ▶ An official won't necessarily judge the gap by placing a finger in the strap but by making a judgement and using their discretion.
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Enforcement

We acknowledge this may be something different to what you are used to and so we want to make the transition period easier for you. This is going to be done in 3 stages.

1. May 2012 - This will be the education period. Briefings and advice will be given by officials before and during games on the correct wearing of helmets. This will include the visor being worn at the point of the nose level, pulled down over the face and not pointing up like a cap. The chinstrap must also be tightened sufficiently that only a one finger gap exists between the chin and the strap.

2. June 2012 - This is the warning period. Any player violating the helmet laws at this stage will be removed from the ice by the referee to fix their equipment immediately and they will be replaced by a team-mate. If more than one player comes on the ice with Illegal Equipment, they will both be sent from the ice and replaced. There will still be no penalties assessed during this time.
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3. July 2012 - This is the time where by everyone should be aware of the rules and that their equipment worn illegally will now possibly incur penalties. Teams are given one warning per team for their first equipment violation. That player is removed from the ice and replaced with a substitute. After this warning, each time a player is deemed to have taken the ice with Illegal Equipment, they will be assessed a 10minute Misconduct.

We want as many people as possible playing the game and not sitting in the penalty bench so address the issues early and avoid costing your team in the long run.

Other Safety Guidelines

- ▶ All female players shall wear full-face masks.
- ▶ **Male players born after December 31, 1974** shall wear, as a minimum, a visor. That visor must be clear and transparent and is not permitted to be coloured or tinted.
- ▶ Should the helmet of a player come off while play is in progress, the player shall not be permitted to participate in the play and **must go directly to the player's bench.**
- ▶ All player at U20 age group and younger **must wear neck-guards** and will not be permitted to play without one.

Helmet Violation Penalties

- ▶ If a player's own helmet is removed intentionally while on the ice, for the purpose of fighting or engaging in an act of Incitement, a MATCH Penalty will be assessed. MATCH Penalties draw a 5 minute penalty for their team, and an automatic suspension for the offending player.
- ▶ If a player intentionally pulls at and removes another player's helmet during an altercation, they will also be assessed a MATCH Penalty.

Removing your own, or someone else's helmet during play is an extremely dangerous act and must never happen. Don't let yourself be the cause of someone's head trauma.