



**2025-26 OFF-ICE OFFICIATING**  
**MANUAL**

EDITED BY

ECHL HOCKEY OPERATIONS DEPARTMENT

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# INTRODUCTION

Welcome to a select group of individuals that serve in the important capacity of Off-Ice Officials for the ECHL. As an Off-Ice Official, you are one of the chosen few to work behind the scenes of an ECHL game. Each position of the off-ice crew is extremely important. Remember, as a member of the off-ice crew, you are a representative of the ECHL, although you are appointed by your respective Member Team. You are to remain neutral at all times and are not to mingle your job with the Players or Booster Club. Consumption of alcohol on the day of a game, or while you are working a game, is strictly prohibited.

Off-Ice Officials are recruited, managed and directed by the Member Team through the respective club's Supervisor of Off-Ice Officials or the General Manager, subject to the ECHL Supervisor of Off-Ice Officials. The ECHL will provide guidelines for the standardization of Off-Ice Officials procedures throughout the League. It is of the utmost importance that the Off-Ice Officials carry out their duties **honestly and with total impartiality and integrity**. This requires refraining from cheering for a team or Player. The ECHL, in its sole discretion, has the authority to remove Off-Ice Officials from their respective responsibilities if the Official is deemed to be impartial, incapable, exhibits behavior in contrast to the values of the ECHL, or for any other reason as deemed necessary by the ECHL.

The Off-Ice Officiating Crew is comprised of the following people:

- Off-Ice Crew Supervisor
- Official Scorer
- Game Timekeeper
- Penalty Timekeeper
- Penalty Box Attendants (two)
- Goal Judges (two)
- Real Time Scorers / Statisticians (three to five)

The ECHL also recommends that extra crew members be available to allow for illness, absence or accident and the shifting of responsibilities.

In addition, the duties of each Off-Ice Official outlined within this handbook are also referred to in the ECHL Rule Book under Rules 33-37, which should also be reviewed.

## **OFF-ICE OFFICIALS CREW SUPERVISOR**

The Off-Ice Officials Crew Supervisor is responsible for his/her crew and generally also handles one of the main functions (e.g. timekeeper, etc.). Your responsibility is to both the ECHL Office and to your club. You should always be at the game at least one hour prior to face-off. Always check in with the front office regarding personnel changes & updates, and to pick up game forms.

It is the responsibility of the Supervisor to ensure that his/her crew members are dressed accordingly (see Off-Ice Officials Dress) and act in accordance with ECHL policy at all times. No member of the Off-Ice Crew may speak to the media at any time. Alcohol may not be consumed by an Off-Ice Official at any time before or during the game.

## **OFF-ICE OFFICIALS DRESS CODE**

As a representative of the ECHL, Off-Ice Officials are responsible for professional dress attire at all ECHL Games.

## **GAME TIMEKEEPER – RULE 34**

### *General Duties*

The Timekeeper shall record the starting and finishing time of each period. He or she shall signal the Referee and competing teams for the start of each period and is responsible for running the clock during the game. In the event of any dispute regarding time, the decision of the Referee shall be final. The official timepiece shall be the automatic clock visible to the players and spectators. However, the Timekeeper will at all times maintain a manual stopwatch to be used as a backup to the official automatic timepiece. If there is any issue with the clock (game or penalty clock), alert the on-ice officials about the issue at the first whistle.

You must always check your equipment prior to the game to make sure everything is working correctly. During warmups, always sound the horn when there is one minute remaining. During the game, always start the clock as soon as the puck is dropped and stop the clock as soon as the whistle blows to stop the play. You are also responsible for putting penalties on the scoreboard. Should a goaltender be assessed a penalty, the penalty is always served by a player who was on the ice at the time the penalty was given. The player serving the penalty is shown on the scoreboard.

To assist in ensuring the prompt return to the ice of the teams and the officials, the Timekeeper shall give the players, coaches and officials preliminary warnings of five (5) minutes and two (2) minutes prior to the time players are required to be on the ice.

## Pre-Game Warmups

For all Preseason, Regular Season and Playoff games, **pre-game warmups shall be sixteen (16) minutes in length.** No player shall be allowed on the ice prior to the start of the pre-game warmup, and all players must be off the ice by the end of the 16-minute warmup. **It is the responsibility OF THE LINESMEN to determine whether players took the ice early or stayed on late.** Players who remain on the ice following the end of warm-ups should be noted in the "Private Notes" section of the LeagueStat game sheet.

The Game Timekeeper shall set the clock to 40:00 and start it exactly one hour prior to game time. Players will take the ice for warm up when 16:00 shows on the clock. The following schedule shall be used to determine protocol for pre-game warmup timing:

## **ECHL GAME START TIMES and INTERMISSIONS**

For all Preseason, Regular Season and Playoff games, **pre-game warmups shall be sixteen (16) minutes in length.** No player shall be allowed on the ice prior to the start of the pre-game warmup, and all players must be off the ice by the end of the 16-minute warmup.

The Game Timekeeper shall set the clock to 40:00 and start it exactly one hour prior to game time. Players will take the ice for warm up when 16:00 shows on the clock. The following schedule shall be used to determine protocol for pre-game warmup timing:

<b>Game Start Times</b>	<b>5:00</b>	<b>6:00</b>	<b>7:00</b>	<b>7:05</b>	<b>7:10</b>	<b>7:15</b>	<b>7:30</b>	<b>7:35</b>
Clock Starts (40:00 on clock for warmups)	4:00	5:00	6:00	6:05	6:10	6:15	6:30	6:35
Pre-Game Warm-up Begins (16:00 left)	4:24	5:24	6:24	6:29	6:34	6:39	6:54	6:59
Two-Minute Warning Sounds (2:00 left)	4:38	5:38	6:38	6:43	6:48	6:53	7:08	7:13
One-Minute Warning Sounds (1:00 left)	4:39	5:39	6:39	6:44	6:49	6:54	7:09	7:14
Pre-Game Warm-up Ends (0:00)	4:40	5:40	6:40	6:45	6:50	6:55	7:10	7:15
Flood Ice/Clock Starts (18:00 on clock)	4:40	5:40	6:40	6:45	6:50	6:55	7:10	7:15
First Player Warning (5:00 left)	4:53	5:53	6:53	6:58	7:03	7:08	7:23	7:28
Second Player Warning (2:00 left)	4:46	5:56	6:56	7:01	7:06	7:11	7:26	7:31
Clock Hits 0:00	4:58	5:58	6:58	7:03	7:08	7:13	7:28	7:33
National Anthem/Starting Lineups/ PA Announcements (followed by opening face-off)	4:59	5:59	6:59	7:04	7:09	7:14	7:29	7:34

### *Intermissions*

Between-period intermissions may be a minimum of fifteen (15) minutes in length up to a maximum of eighteen (18) minutes of continual time in length; select ECHL Teams will be permitted nineteen (19) minute intermissions with approval from the ECHL SVP, Hockey Operations prior to the start of the Season Teams may choose the length of their intermissions, but they must be set within these parameters. Teams may request, in writing to the League Office, an extension of intermission length. Once the Players have left the ice, the Game Timekeeper, under the supervision of the Supervisor and the Referee, will put the designated intermission length (15:00 - 18:00 minutes) on the clock and begin running the clock. **Under no circumstances is the clock to be**

**stopped for on-ice promotions** or is more than eighteen (18) minutes to be put on the clock, unless previously approved by the ECHL League Office. Any team found to have violated this directive shall be reported to the League Office and will be subject to such fine as deemed appropriate. If there are unusual delays for any reason (e.g. building, ice or Zamboni problems) it is important to use discretion in starting the clock. However, at no time is the clock to be started late or stopped for any intermission event, promotion or contest.

### *Overtime Procedures*

In the event of a tie game, the Timekeeper shall record a one-minute rest period on the clock. This time shall commence immediately following the end of the third period. The rest period will be followed by a **seven-minute (7:00)** three-on-three sudden death overtime period (**teams switch ends**). In the event the game is tied at the end of overtime in the Regular Season, the Timekeeper shall record a 30-second rest period on the clock. This time shall commence immediately following the end of the overtime period. The rest period will be immediately followed by a shootout (no ice scrape, **teams switch ends again**). There are no shootouts during the playoffs. If the game is tied at the end of regulation, there will be a 15-minute intermission to resurface the ice and then a 20-minute sudden death overtime period. Teams will begin the overtime in the opposite end that they began the game. If a second overtime period is needed, teams will switch ends following another 15-minute break for resurfacing. The above is repeated until there is a winner.

### *Promotional Timeouts*

Each team shall be permitted to take up to two (2) seventy-five (0:75) second promotional time-out(s) during the course of one period, regular season or playoffs. The time-outs should be exercised at the first whistle following the 14 and 6 minute marks of the period. Teams are allowed three (3) seventy-five (0:75) second time-outs during the course of one period with prior league approval. These would be exercised at the first whistle following the 14, 10 and 6 minute marks of each period. All players including goalkeepers on the ice at the time of the time-out will be allowed to go to their respective benches. No promotional timeouts are permitted after the scoring of a goal or after the scoring of a goal or after the calling of an icing infraction, except when a penalty or penalties are assessed that affect the on-ice strength of either Member. No promotional timeouts are permitted with less than 2:00 remaining in a period.

This time-out must be taken during a normal stoppage of play when teams are at even strength. Only one time-out, commercial or team, shall be permitted at any one stoppage of play. For the purpose of this rule, a commercial time-out is deemed an "official time-out" and not charged to either team. No promotional time-out is permitted after the scoring of a goal. No promotional time-out is permitted after an icing, except when a penalty or penalties are assessed that affect the on-ice strength of either team. No promotional time-out is permitted when a team is not allowed a change due to delay of game situations when the goal frame has been knocked off by defensive team and

when the puck has been shot or passed from outside the red line and play has been stopped due to the goalkeeper freezing the puck.

## **PENALTY TIMEKEEPER – RULE 35**

The Penalty Timekeeper shall maintain, on the official forms provided, a correct and accurate record of all penalties imposed by the Referee, including the names of players penalized, the infraction, the duration of each penalty and the time the penalty was imposed. It is important that the Penalty Timekeeper and the Referee communicate clearly as to exactly what is being called. The Penalty Timekeeper shall also record in the game sheets each penalty shot awarded, including the player taking the shot, the goalie, and the result (goal or no goal).

The Penalty Timekeeper's equipment is as follows: stopwatch, tape measure, game sheets, and stick gauge. **These items must be available at ice-level, for the Referee to use if necessary, at all times.**

The Penalty Timekeeper shall inform penalized players and the Penalty Box Attendants as to the correct expiration time of all penalties. Any discrepancy between the time recorded and the official time shall be brought to the attention of the Referee, who will order the necessary changes.

If a Player leaves the penalty bench before his penalty time has expired, the Penalty Timekeeper must note the time and notify the Referee at his/her first opportunity. Also note that it is the responsibility of the Penalty Timekeeper to ensure that penalized Players return to the penalty box before the puck is dropped for the start of a new period. In the event that a Player who should be in the box is not, the Penalty Timekeeper should notify the Referee and prevent the game from continuing until the Player is there.

The Penalty Timekeeper is also responsible for correctly posting penalties on the scoreboard, and for reporting the penalties to the Public Address Announcer, who shall announce all penalties twice (announcing penalties to the visiting team first).

Misconduct penalties and coincidental minor or major penalties should not be recorded on the timing device. Such penalized Players should be alerted and released at the first stoppage of play following the expiration of their penalties. NEITHER Player should be allowed to leave the penalty bench until a Linesman signals it is okay for them to do so.

If there is any issue with the clock (game or penalty clock) during play with a player in the penalty box, ensure that the player is released at the appropriate time (no matter what the penalty clock may indicate).

## **OFFICIAL SCORER – RULE 33**

### *General Duties*

The Official Scorer shall be responsible for completing the Official Report of Match, indicating: (1) which Players have participated in the game for each team; (2) a record of the goals scored, including the situation (power play, shorthanded, penalty shot, extra attacker, empty net); and (3) the scorers and the Players to whom assists have been credited. The Official Scorer shall also indicate of the Official Report of Match any delays, timeouts, or goalkeeper substitutions.

At the conclusion of the game, the Official Scorer shall prepare the Official Report of Match for signature by the Referee, **making sure that any updates or changes made by the Referee are also reflected electronically (through LeagueStat) prior to the game being marked “Final.”**

### *Game Lineups*

The ECHL utilizes digital line-up cards. Prior to every game, each coach must submit his game lineup, including six (6) starters and up to five (5) stick exemptions. Game lineups shall be submitted electronically via LeagueStat/HockeyTech. The Visiting Member must submit their lineup within five (5) minutes following the completion of pre-game warm ups. The Home Member will submit their lineup upon receiving the Visiting Member's lineup. Upon submission, each Member's lineup will automatically emailed to the referee(s) and both coaches, while automatically populating to the Lineups tab on the LeagueStat Scorekeeper Portal

### *Goals, Assists and Shots on Goal*

One of the most important jobs of the Official Scorer is to accurately record the goals, assists, and shots on goal in a game. Towards that end, a basic understanding of the following definitions and situations is extremely important:

**Goal** - A goal is awarded to the last Player on the scoring Club to touch the puck prior to the puck entering the net. See Rule 78.

**Assist** - An assist is awarded to the player or players (maximum of two) who touch the puck prior to the goal, provided no defender plays or possesses the puck in between. See Rule 78.

**Game-Winning Goal** - After the final score has been determined, the goal which leaves the winning Club one goal ahead of its opponent is the game-winning goal (example: if Team A beats Team B 8-3, the player scoring the fourth goal for Team A receives credit for the game-winning goal).

## **Situations:**

- In the event that the puck is played [or put] into the net by a player on the defending side, the goal is awarded to the player on the scoring side that last touched the puck. No assist is awarded."
- In the event an attacking player takes a shot on goal which deflects off of a player on the defending side into the net, assists may be awarded provided the defender never had control of (or played) the puck.
- Repeat touches by the same attacking player on a scoring play does not negate a potential second assist. Example, a scoring play of 6 - 8 - 10 - 8 (goal), OR a scoring play of 6 - 8 - 10 - 8 - 10 (goal), would have 6 as the secondary assist.
- If an attacking Player attempts a pass that hits a defender and goes to the intended Player anyway, and that Player proceeds to score, one and/or two assists may still be awarded, if applicable.
- A goalkeeper is awarded an assist if he controls, plays or forwards the puck to a Player who scores or to a Player who forwards it to another Player who scores, but not awarded an assist when he is in the act of stopping a shot in a defensive action.
- Assists can be given to deserving Players on a goal that has been awarded by the Referee (e.g. Player pulled down from behind with a clear path to an empty net), if the Official Scorer deems that assists would have been given on the eventual goal anyway.

## **Shot On Goal**

A shot on goal occurs when an attacking player shoots the puck towards the opponent's goal that either results in a goal or would have entered the goal if not stopped by the goaltender.

Clarifications:

- Any goal is deemed to be a shot (excluding own goals).
- Attempts that hit the crossbar or goalpost are not considered a shot.
- Regardless of where the puck was shot, the shot is deemed valid if, in your opinion, the puck would have entered the goal if not stopped by the goaltender.
- Deflections from a shot or a pass that force the goalkeeper to make a save shall be scored as a shot on goal.
- Even though a team cannot score on a shoot-in that is deemed to be off-side

(delayed signal by the Linesman), if the shoot-in is on goal, then a shot must be recorded. However, if the puck goes in the net it would be ruled as no goal on the ice by the Officials and, therefore, no shot on goal would be recorded.

- Any penalty shot is considered a shot on goal, regardless of whether the attacking Player actually puts a shot on net (because any non-goal counts as a save);
- In a shootout, the winning team is credited with one additional shot on goal, though this shot is not awarded to any Player in particular.

### *Scoring Changes*

No requests for changes in any award of goals or assists shall be considered unless they are made at or before the conclusion of actual play in the game by the Captain (or designated Alternate), or following the game by a team representative (coach, broadcaster, etc.).

### *Shootout Procedure*

During all preseason and regular-season games, if the game remains tied at the end of the seven (7) minute overtime period, the teams will proceed to a shootout. The rules governing the shootout shall be the same as those listed under Rule 24 – Penalty Shot. The shootout will be commenced immediately following the conclusion of the sudden death overtime period (no ice scrape), and shall be conducted according to the following procedure:

1. Goalies shall remain in position. **Teams shall change ends.** All Players not participating in the shootout must be seated on their respective team benches at all times.
2. Three (3) Players from each team shall participate in the shootout, in the order selected by the coach. The Penalty Timekeeper must record the jersey number of the Players who participate in the shootout. All Players are eligible to participate in the shootout unless they are serving a 10-minute misconduct or have been assessed a game misconduct or match penalty. If a goalkeeper has been assessed a misconduct, the Player designated to serve the misconduct penalty shall become ineligible for the shootout. If the misconduct is assessed to the goalkeeper during the course of the shootout, the Player designated to serve the misconduct must be a Player who has yet to shoot, and thus becomes ineligible to shoot.
3. The home team shall have the choice to shoot first or second. **Please make sure that this is recorded accurately.** Teams shall alternate shots and the procedure shall be repeated until all six (6) Players have taken a shot. The team with the most goals scored shall be declared the winner.
4. After each team has taken three (3) shots, if the score remains tied, the shootout will proceed to a “sudden death” format. No Player may shoot twice until everyone who is eligible has shot. However, once Team A has exhausted all of its available eligible

Players, both teams may choose from among the Players who have already shot, regardless of whether Team B still has eligible players remaining who have not yet attempted a shot. This procedure shall continue until Team A has again used all eligible shooters.

5. Once the shootout begins, the goalie cannot be replaced unless he is injured. No warm-up shall be permitted for a substitute goalkeeper.
6. Regardless of the number of goals scored in a shootout, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime. The winning team shall also be credited with an additional shot on goal.
7. No individual Player from the winning team will be credited with a goal, nor will the losing goalkeeper be charged with an additional goal against.

### *Penalties*

The Official Scorer must keep track of which Players are on the ice in the event a goaltender is assessed a penalty, or a Player is ejected from a game. He must also watch the Players' benches during an altercation and record the number of any Players who leave their respective players' or penalty benches (and the order that they leave).

## **GOAL JUDGE – RULE 36**

There shall be one Goal Judge at each goal. They shall not be members of either club participating in the game, nor shall they be replaced during a game unless the Referee deems it necessary due to unjust decisions or partisanship.

During play, the Goal Judge shall be stationed behind the respective goals in properly policed areas, so that there can be no interference with their duties. **Additionally, all Goal Judges must be able to electronically, or otherwise, verbally communicate with the officials on the ice without having to leave their secured position behind each goal.**

Goal Judges shall not switch ends *during the game*, although Goal Judges shall switch ends *from game to game* to ensure complete impartiality. This is especially important when the same team is visiting for multiple games in a row.

The duties of a Goal Judge are as follows:

1. He shall signal, normally by means of red light, his decision as to whether the puck passed between the goal posts and entirely over the goal line. **His only decision is whether the puck actually entered the net, not how or when it went in.** The light must be illuminated each time the puck enters the net regardless of circumstances. It is up to the Referee to decide if it is a goal or not.
2. He shall be completely non-partisan, and if in the judgment of the Referee his decisions are unjust, he may be replaced.

3. In concluding that the puck has indeed entered the net, the Goal Judge shall indicate so by illuminating the red light and holding it on to a count of five, allowing other Off- and On-Ice Officials to see that the puck has entered the net.
4. The Goal Judge is also responsible for testing that the goal light is working properly prior the start of the game. If the goal light is not functioning, the Goal Judge may utilize a white towel to signal goals, in lieu of the red light.
5. On occasion, the Referee may ask the Goal Judge what he saw (i.e. did the puck cross the line ... was the goaltenders' glove inside the crossbar?). **The Goal Judge shall not be permitted to view any video replay of a disputed goal and must base the information provided to the Referee wholly on what was seen by the Goal Judge in real time.** The Goal Judge should always remember to be honest and that the Referee is HIS BOSS. The Goal Judge is to give the Referee verbal answers only, without head movement or other gestures. The Referee's decision is final, and the Goal Judge is never to argue with him or question the decision.
6. The Goal Judge should remain in his or her position following the completion of each period and the conclusion of the game until the on-ice officials have left the playing surface.

#### *Video Replay Review*

**NOTE:** The ECHL is using a new provider for Video Replay for the 2025-26 Season. Some of the details below may change. Further details will be shared as they become available.

The Off-Ice Crew Chief must test the replay system before the start of each game and period by running a test replay. (Please note that TEST must be used and not REPLAY). If there are any issues with the replay, Sporfie should be contacted immediately. The replay system must be sanitized after this test and any after any additional usage.

Any play around the goal that was a possible disputed goal, the officials have been instructed to shut play down immediately unless there is an immediate scoring opportunity. They are to then go to the timekeeper's box (referee and one linesman) and look at the video from the overhead camera that is available on the iPad. They will only be able to see the overhead camera angle and no other camera angles during this review. The officials have also been instructed to make their decision based on clear evidence and that if there isn't clear evidence, the call on the ice shall stand. There is to be no additional video shown in house (i.e. on the video board) until a decision has been made by the officials.

At the referee's discretion, the following circumstances are eligible for instant replay and subsequent ruling:

- (i) Puck crossing the goal line.
- (ii) Puck crossing the goal line prior to the goal frame being dislodged.

- (iii) Puck crossing the goal line prior to, or after expiration of time, at the end of the period.
- (iv) With the use of a foot/skate, was a distinct kicking motion evident? If so, the apparent goal must be disallowed. A distinct kicking motion is one which the player propels the puck with his skate into the net. If the Referee determines that it was put into the net by an attacking player using a distinct kicking motion, it must be ruled no goal. This would also be true even if the puck, after being kicked, deflects off any other player of either team and then into the net. This is still no goal. However, a puck that enters the goal after deflecting off an attacking player's skate or that deflects off his skate while he is in the process of stopping, shall be ruled a good goal. See also 49.2.
- (v) When the puck has been directed, batted, or thrown into the net by an attacking player other than with a stick. When this occurs, if it is deemed to be done deliberately, then the decision shall be no goal. A goal cannot be scored when the puck has been deliberately batted with any part of the attacking player's body into the net.
- (vi) To determine whether the puck entered the net by going through the net meshing.
- (vii) To determine whether the puck entered the net from underneath the net frame.
- (viii) To determine whether there was goalkeeper interference that took place prior to the goal being scored.
- (ix) Any situation in which the puck may have entered the net undetected by the Referee.

## **PENALTY BOX ATTENDANTS**

- Officials water bottles and towels must be handled by each individual On-Ice Official ONLY.
- Water bottles and towels for Players must be used only one time and discarded into a bin after each use. The Off-Ice Official must change his/her gloves or sanitize their hands after contacting any such water bottle or towel after each use, for their own personal safety.

Penalty box attendants are expected to:

1. Act impartially and refrain from cheering for either side;
2. Follow the instructions given by the Penalty Timekeeper or Referee;
3. Release Players from the penalty box:
  - a. Upon expiration of their penalties; or
  - b. In the event of coincidental penalties, upon indication from a Linesman; or
  - c. After having served a fighting major, upon escort from a Linesman.
4. Keep track of penalties as a backup to the Penalty Timekeeper; and

5. Refrain from become verbally or physically involved in an altercation with any Player. If you have an issue with a Player, you should alert building security.

Each penalty box attendant is responsible for “his” Players. He or she must always have a note pad to keep track of Players in the penalty box and when the Player is set to come out. The Home Penalty Box Attendant is also responsible for getting the pucks prior to the game, and passing them to the linesmen when necessary, and for collecting broken sticks and debris when given by the Referee or Linesmen.

If a fan or Player are negatively interacting with each other in a penalty box, regardless of whomever is the aggressor, the Penalty Box Attendant is to alert an On-Ice Official immediately of the on-going behavior to be addressed.

## **PUBLIC ADDRESS ANNOUNCER**

Each team shall appoint a Public Address Announcer who shall follow the procedures hereafter set forth for each ECHL game. The Public Address Announcer shall:

1. make announcements relating to the conduct of the game and inform the public of the progress and other important information about the game;
2. prior to the start of the game, check the pronunciation of all Players’ names with the coaches or public relations directors of both teams;
3. obtain the names of the Referee and Linesmen (and alternates, if any);
4. refrain from making personal comment on the game and its Players, coaches and officials, and from gesturing or through inflection of voice indicating his opinion regarding any decision made by a game official (at the risk of sanctions to the home team);
5. cause the public address system at all times to be used to facilitate the efficient conduct of the game and its enjoyment by the spectators and strive to achieve these objectives with strict impartiality;
6. **make the following announcement over the public address system (1) immediately prior to the start of warm-ups; (2) immediately prior to the start of the first period; (3) at the 10-minute mark of the first period (4) immediately prior to the start of the second period; and (5) immediately prior to the start of the third period:**

***IN THE INTEREST OF YOUR SAFETY, PLEASE BE AWARE THAT PUCKS, HOCKEY STICKS AND OTHER OBJECTS MAY FLY INTO THE SPECTATOR AREA AND CAN BE DANGEROUS AND CAN CAUSE SERIOUS INJURY. BE***

**ALERT AT ALL TIMES WHEN YOU ARE IN THE SPECTATOR AREA. PLEASE INFORM CHILDREN IN YOUR CARE OF THESE RISKS. IF YOU DO NOT WANT THE RISK OF YOUR CURRENT SEAT LOCATION, PLEASE ADVISE AN USHER AND YOU WILL BE RESEATED IN A MORE PROTECTED AREA.**

**FANS, THE ECHL, THE {MEMBER TEAM} AND THE {VENUE NAME} HAVE PUT PREVENTIVE MEASURES IN PLACE DUE TO THE SPREAD OF COVID-19, HOWEVER, ATTENDING AN ECHL GAME WITH OTHER PATRONS COULD INCREASE YOUR RISK OF CONTRACTING THE COVID-19 CORONAVIRUS. BY ENTERING THE ARENA, YOU VOLUNTARILY ASSUME ALL RISKS AND AGREE YOU WILL NOT HOLD THE ECHL, OUR MEMBER TEAMS AND THEIR EMPLOYEES RESPONSIBLE FOR ANY RESULTING ILLNESS OR INJURY. THE ECHL AND {MEMBER TEAM} RECOMMENDS [REQUIRES] THAT ALL FANS IN ATTENDANCE WEAR A FACEMASK WHILE IN THE ARENA, CONCOURSE AREAS & RESTROOMS IN ORDER TO PREVENT THE SPREAD OF COVID-19 [IN COMPLIANCE WITH ARENA/LOCAL/STATE/PROVINCIAL ORDINANCES]**

\*\*\*Each Member Team shall determine if the language above shall read RECOMMENDS or REQUIRES based on their local ordinances regarding facemasks\*\*\*

Given the importance of this Mandate, any Member Team that fails to make this announcement will be fined or otherwise sanctioned by the Commissioner. The announcement will be made:

1. Immediately prior to the start of warm-ups
2. Immediately prior to the start of the first period
3. The 10-minute mark of the first period
4. Immediately prior to the start of the second period
5. Immediately prior to the start of the third period

Please ensure that your team's public address announcer receives a copy of the page that follows for every preseason, regular season and Kelly Cup Playoff game that your team plays.

Thank you in advance for your assistance and compliance.

7. and make the following announcements over the public address system, if appropriate or necessary:

(1) Changes in the Official Program (at 15 & 5 minutes prior to the start of the game)

*PLEASE CHECK YOUR OFFICIAL PROGRAM FOR THE FOLLOWING LINEUP CHANGES:*

*FOR THE (VISITING TEAM NAME), THE FOLLOWING PLAYERS WILL NOT DRESS:*

*# 12 (NAME)*

*(If a replacement) WEARING # 3, (NAME)*

*(Then, same for home team)*

(2) Names of the Referee and Linesmen (as they take the ice prior to the game)

*THE OFFICIALS ASSIGNED TO TONIGHT'S GAME BY THE ECHL ARE:*

*REFEREE (NAME), LINESMEN (NAMES)*

(3) Starting Lineups (as teams take the ice)

*FOR THE (VISITING TEAM NAME), IN GOAL AND WEARING #35, (NAME OF PLAYER)*

*ON DEFENSE AND WEARING #3, (NAME OF PLAYER)*

*(Repeat for second defenseman, left wing, center and right wing)*

(4) National Anthem (at the time designated at the start of the game)

*LADIES AND GENTLEMEN, PLEASE STAND AND REMOVE YOUR HATS FOR OUR NATIONAL ANTHEM*

(5) Penalty On One Player Only

*(NAME OF TEAM) PENALTY ON #19, (NAME OF PLAYER), \_\_\_ MINUTES FOR (PENALTY) AT \_\_\_\_\_ MINUTES AND \_\_\_\_\_ SECONDS OF THE \_\_\_ PERIOD*

(6) Coincidental Penalties

*(VISITING TEAM NAME) PENALTY ON #19, (NAME OF PLAYER), \_\_\_ MINUTES FOR (PENALTY)*

*(HOME TEAM NAME) PENALTY ON #19, (NAME OF PLAYER), \_\_\_ MINUTES FOR (PENALTY)*

*TIME OF THE PENALTIES, \_\_\_\_\_ MINUTES AND \_\_\_\_\_ SECONDS OF THE \_\_\_ PERIOD*

(7) Misconduct or Game Misconduct Penalties

*(NAME OF TEAM) PENALTY ON #19, (NAME OF PLAYER), A (10-MINUTE MISCONDUCT OR GAME MISCONDUCT) AT \_\_\_\_\_ MINUTES AND \_\_\_\_\_ SECONDS OF THE \_\_\_ PERIOD*

(8) Goal Scored

*(NAME OF TEAM) GOAL SCORED BY #19, (NAME OF PLAYER), ASSISTS TO #11, (NAME OF PLAYER) AND #18, (NAME OF PLAYER) AT \_\_\_\_\_ MINUTES AND \_\_\_\_\_ SECONDS OF THE \_\_\_ PERIOD*

(9) One Minute Prior To The End Of All Periods (whether or not play is in progress)

*THERE IS ONE MINUTE REMAINING TO PLAY IN THE PERIOD*

(10) If Game is Tied at the End of Regulation (Regular Season)

*TEAMS WILL NOW PLAY A FIVE-MINUTE SUDDEN DEATH OVERTIME*

(11) If Game is Tied at the End of Overtime

*TEAMS WILL NOW PLAY A SHOOTOUT TO DETERMINE A WINNER*

(12) During Shootout (prior to player taking shot)

*NOW SHOOTING FOR (TEAM NAME), #19 (NAME)*

(13) Scoring Summary, Total Penalty Minutes/Shots on Goal (End of the 1<sup>st</sup> & 2<sup>nd</sup> Periods)

*SCORING IN THE FIRST PERIOD FOR (NAME OF VISITING TEAM)*

*(TEAM NAME'S) FIRST GOAL SCORED BY (NAME OF PLAYER), ASSISTS TO (NAME OF PLAYERS)*

*(TEAM NAME'S) SECOND GOAL.....ETC.*

*(Then, same for home team)*

*PENALTY MINUTES IN THE FIRST PERIOD*

*(VISITING TEAM NAME) XX MINUTES; (HOME TEAM NAME) XX MINUTES*

*SHOTS ON GOAL IN THE FIRST PERIOD BY (VISITING TEAM NAME) XX; BY (HOME TEAM NAME) XX*

(14) Scoring Summary, Total Penalty Minutes/Shots on Goal at the End of the Game

*SCORING IN THE GAME FOR (NAME OF VISITING TEAM) (VISITING TEAM NAME'S) FIRST GOAL (as above); ASSISTS TO (NAME OF PLAYERS) (as above)*

*(Then, same for home team)*

*PENALTY MINUTES IN THE GAME (VISITING TEAM NAME) XX MINUTES; (HOME TEAM NAME) XX MINUTES*

*SHOTS ON GOAL IN THE GAME BY (VISITING TEAM NAME) XX; BY (HOME TEAM NAME) XX*

(15) Debris Thrown on the Ice

*FANS ARE ASKED TO REFRAIN FROM THROWING DEBRIS ON THE ICE AS PLAYERS FROM BOTH TEAMS CAN BE SERIOUSLY INJURED. ANY SPECTATOR WHO THROWS DEBRIS ON THE ICE WILL BE IMMEDIATELY REMOVED FROM THE BUILDING AND WILL NOT BE ADMITTED TO FUTURE LEAGUE GAMES*

**NOTE: The above announcement (15) shall be made prior to EVERY game and may be repeated as necessary**

(16) Doctor for Injured Player

*WOULD THE (NAME OF HOME TEAM) DOCTOR PLEASE REPORT TO THE (NAME OF INJURED PLAYER'S TEAM) DRESSING ROOM*

(17) Disallowed Goal – The Referee will explain the reason for the disallowed goal to the public address announcer, who shall announce:

*THE GOAL HAS BEEN DISALLOWED BECAUSE (GIVE REASON)*

(18) Correction of Goal or Penalty

*CORRECTION OF THE LAST (TEAM NAME) GOAL – GOAL SCORED BY #8 (NAME OF PLAYER) WITH ASSISTS TO #22 (NAME OF PLAYER) AND #3 (NAME OF PLAYER)*

*CORRECTION OF THE LAST (TEAM NAME) PENALTY - (NAME OF TEAM) PENALTY ON #19, (NAME OF PLAYER), \_\_\_ MINUTES FOR (PENALTY)*



## **VIDEO CAMERA OPERATOR**

The home team shall record each game, including Preseason games, **in its entirety**. The game must be recorded from a fixed position that offers a clear view of the playing surface and surrounding areas (i.e. penalty bench, Players' bench, exit ways). Recording via use of a hand-held camera will not be permitted. "Entirety" shall be defined as the entire time that a Player or Players are on the ice, including pregame warm-ups, all three periods of play, overtime, and shootouts. **Additionally, all recordings must include a visual of the game clock in the corner of the screen (as a "picture-in-picture" overlay or digital scoreclock)**. The camera operator shall begin recording immediately upon the appearance of a Player(s) on the ice and shall end taping only after all Players have left the ice. Once recording has begun, at no time shall the camera be turned off or paused, and the recording shall include all normal stoppages that occur during a game (penalties, offside, icings, face-offs, etc.). In addition, the camera shall remain focused on the play/Players on the ice and should not focus on the crowd or other non-hockey areas.

Any home team who fails to record or whose recording is found to have been stopped or paused at any time other than after all Players have cleared the ice, who alters the video in any manner, shall be subject to a fine of not less than \$250 by the ECHL Office for the first offense and \$500 for subsequent offenses.



## STATISTICAL GLOSSARY

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### **Assist**

An assist is awarded to the Player or Players (maximum of two) who touched the puck prior to the goal, provided no defender plays or possesses the puck in between.

### **Game Played**

A Player receives credit for playing in a game if:

1. He steps on the ice during time played; or
2. Serves any penalty.

### **Game-Winning Goal**

After the final score has been determined, the goal which leaves the winning Club one goal ahead of its opponent is the game-winning goal (example: if Team A beats Team B 8-3, the player scoring the fourth goal for Team A receives credit for the game-winning goal). No game-winning goal shall be awarded in connection with a shootout.

### **Goal**

A goal is awarded to the last player on the scoring Club to touch the puck prior to the puck entering the net.

### **Goals-Against Average**

Multiply goals allowed (GA) by 60 and divide by minutes played (MINS).

### **Goaltender Win/Loss**

A goaltender receives a win or loss if he is on the ice when the game-winning goal is scored.

### **Penalty-Killing Percentage**

Subtract total number of power-play goals allowed from total number of shorthanded situations to get total number of power plays killed. Divide the total number of power plays killed by the total number of shorthanded situations.

### **Plus-Minus Rating**

A player receives a "plus" if he is on the ice when his Club scores an even-strength or shorthand goal. He receives a "minus" if he is on the ice for an even-strength or shorthand goal scored by the opposing Club. The difference in these numbers is considered the player's plus-minus rating.

### **Power-Play Goal**

A goal scored by a Club while it has a manpower advantage due to an opponent's penalty. Following are some examples of what is and is not considered a power-play goal:

- If a Club has an advantage on a minor penalty starting at 2:02 of the period and it scores at 4:02, the goal is not a power-play goal.
- If a Club scores on a delayed penalty, while the teams are at full or even strength, the goal is not a power-play goal.
- If a Club has an advantage due to a five-minute major or match penalty, that Club is always credited with having one more advantage than the number of power-play goals it scores during that advantage; because the penalty does not expire a new advantage begins after such a power-play goal. For example, if Team A scores three goals during a major penalty, it is credited with four advantages.
- If a Club is on a power-play for any length of time it is considered to have had an advantage.
- If a minor penalty is incurred by a Club on a power-play due to a major penalty, a new advantage is given to that Club when its minor penalty expires, provided the opponent's major penalty is still in effect.

### **Power-Play Percentage**

Total number of power-play goals divided by total number of power-play opportunities.

### **Save Percentage**

Subtract goals allowed (GA) from shots against (SA) to determine saves. Then divide saves by shots against.

### **Shooting Percentage**

Divide the number of goals scored by the number of shots taken.

### **Shorthanded Goal**

A goal scored by a Club while it is at a manpower disadvantage. The same cases apply in a similar but opposite way for shorthanded as for power-play goals.

### **Shot on Goal**

A shot on goal occurs when an attacking player shoots the puck towards the opponent's goal that either results in a goal or would have entered the goal if not stopped by the goaltender.

Clarifications:

- o Any goal is deemed to be a shot (excluding own goals).
- o Attempts that hit the crossbar or goalpost are not considered a shot.
- o Regardless from where the puck was shot, the shot is deemed valid if, in your opinion, the puck would have entered the goal if not stopped by the goaltender.
- o Deflections from a shot or a pass that force the goalkeeper to make a save shall be scored as a shot on goal.
- o Even though a team cannot score on a shoot-in that is deemed to be off-side (delayed signal by the Linesman), if the shoot-in is on goal, then a shot must be recorded. However, if the puck goes

in the net it would be ruled as no goal on the ice by the Officials and, therefore, no shot on goal would be recorded.

### **Shutout**

If two goaltenders combine for a shutout, neither receives credit for the shutout. Instead it is recorded as a Team shutout.

### **Tenths of a Second**

If a penalty or goal occurs in the last minute, the time is rounded off to the previous second (i.e., if a penalty is called with 12.4 seconds left in a period, the time is indicated as 19:47 not 19:48).

### **Tie-Breaking Formula**

#### Two Teams Tie

1. Regulation wins
2. Regulation + OT wins
3. Goal differential
4. Points, head-to-head (for two teams that have not played the same number of home games against the other tied team, the first game(s) played in the city that has the extra home game(s) shall not be included)
5. Winning percentage, division (if tied teams are from same division; if not, skip to 6)
6. Winning percentage, conference
7. Goals for, regular season
8. Goals against, regular season
9. Coin toss

#### Three or More Teams Tie

Note: When two teams remain after third or other teams are eliminated during any step below, the tiebreaker reverts to Step 1 of the two-team format.

1. Regulation wins
2. Regulation + OT wins
3. Goal differential
4. Higher winning percentage earned in games against each other (for two teams that have not played the same number of home games against the other tied team, the first game(s) played in the city that has the extra home game(s) shall not be included)
5. Winning percentage, division
6. Winning percentage, conference
7. Goals for, regular season
8. Goals against, regular season
9. Coin toss

1.

### **Winning Percentage**

Take the number of points earned and divide it by the number of games played times two. Example:

Kalamazoo finished with 94 points in 72 games.

94 divided by 144 (72 games x 2) = .653

## **DON'T BET ON HOCKEY**

### **PROHIBITION OF BETTING ON AMATEUR AND PROFESSIONAL HOCKEY GAMES**

#### **1.1. Integrity and Public Confidence in the League**

In all cases involving the integrity of Ice Hockey and public confidence in the League, Prohibited Conduct for all Covered Persons is subject to the Commissioner's decision under this Section and shall be final and not subject to any review.

#### **1.2. Definition of Ice Hockey**

"Ice Hockey" shall mean any sanctioned, unsanctioned, regulated, unregulated, professional or amateur contact sport or event in which two teams of skaters compete on ice by attempting to shoot a puck into the opponent's goal. Ice Hockey shall include fantasy sports contests whether in real world performance or the virtual performance of athletes regardless of the time frame of such contests. Without limiting the generality of the above definition, Ice Hockey includes League games.

#### **1.3. Prohibition of Betting**

Players, Related Entities, coaching staff, medical personnel, trainers, referees, and any other persons that work as an employee or consultant for the League or a Member ("Covered Persons") shall not bet anything of value on, nor improperly attempt to influence or manipulate any aspect, detail, or outcome of an Ice Hockey game in the United States, Canada, or anywhere in the world ("Prohibited Conduct"). Without limiting the Prohibited Conduct as defined herein, Covered Persons may not influence, manipulate, attempt to influence or manipulate, or request or instruct others to influence or manipulate any League game or other Ice Hockey competitions in any way. There is no prohibition on Covered Persons betting on legal fantasy sports contests on any sport other than Ice Hockey.

##### **1.3.1 Limited Exception to the General Rule Regarding Fantasy Sports Contests on Ice Hockey**

Covered Persons may not engage in any fantasy sports contest related to League games. Covered Persons may engage in legal season-long fantasy sports contests related to Ice Hockey competitions provided that the cumulative prize value received by the Covered Person does not exceed \$250 from the fantasy sports contest related to Ice Hockey. Covered Persons may not participate in any “daily” or other similar short duration fantasy sports contest related to Ice Hockey that offers any prize, regardless of value.

#### **1.4. Prohibition is All Inclusive**

Covered Persons shall not engage or attempt to engage, nor instruct, ask, permit, cause, or assist other individuals or entities to engage or attempt to engage in Prohibited Conduct.

#### **1.5. Sports Betting Endorsements and Services Prohibition**

Covered Persons may not provide services or endorsements to any third party that is engaged in the business of sports betting on Ice Hockey. This prohibition shall apply to the offering of betting advice or tips and the promotion of betting products using a Covered Person’s name, image, or likeness.

#### **1.6. Obligation to Report**

Covered Persons must report known or suspected violations of the prohibition against betting on Ice Hockey games to the League by completing the form at [ECHL.com/integrity](http://ECHL.com/integrity). The League will immediately forward any such reports to the PHPA. The Commissioner will determine if the report justifies further investigation. All Covered Persons must cooperate with a League investigation of suspected or alleged violations of the prohibition of betting on Ice Hockey conducted by the Commissioner.