

# Georgian Bay Minor Hockey Game Sheet Information Handout

This handout is designed to help OMHA centre contacts, coaching staff and timekeepers with commonly found mistakes made on game sheets to help reduce the errors and to try and avoid unnecessary suspensions due to game sheet errors.

Always consult the OMHA Manual of Operations as information in this handout may change from year to year. Feedback to this handout is encouraged.

Filling out the top of the game sheet:

The image shows a yellow game sheet for Georgian Bay Minor Hockey. The form is filled out with handwritten information. Red circles are drawn around several key areas: 1. The Game No. field containing '1234'. 2. The Division field containing 'Bantam'. 3. The Group/Leag. Division field containing 'A'. 4. The Playoff Game field containing '5'. 5. The LEAGUE checkbox, which is checked. Other fields include Date 'October 1 2014', Location of Game 'Arena', League 'GBMHL', and Final Score 'HOME 0 VISITOR 0'. There are also checkboxes for LEAGUE and EXHIBITION, and a 'GAME OF' field.

1 - Game Number: This information is often left off the game sheet and makes it difficult for the convenors to track down which game is being played. The game numbers will be assigned to all of your rep teams and it is extremely important to indicate them on the game sheet.

***You will receive different numbers to use during the playoffs.***

2 - Division: Self-explanatory. ie: Minor Midget, Bantam, Novice.

3 - Group/Leag. Division: In GBMHL please use the group/pool you were assigned to (ex. A, B, C or AE)

4 - League: Self-explanatory. GBMHL (Georgian Bay Minor Hockey League)

5 - Playoff Game: This is only completed if you playing a playoff game. Please put a check mark to signify if it is an OMHA playdown game or a GBMHL playoff game and indicate which game it is if it's a series (when applicable ex. 2 of 5).

6 - Game Type: Put a check mark in the GAME TYPE box to signify if you are playing a league or exhibition game.

Length of Game Information:

|  |                      |                      |   |
|--|----------------------|----------------------|---|
| OFFICIAL SCORER (PRINT NAME)<br><b>SIGNATURE</b> |                      | Length of Game       |   |
| Phone #  |                      | 1st <b>10</b> Stop   |   |
|  |                      | 2nd <b>10</b> Stop   |   |
|  |                      | 3rd <b>15</b> Stop   |   |
| Curfew Time<br><b>1:15 Pm</b>                    | V. init<br><b>SP</b> | H. init<br><b>Jm</b> | Flood Between<br><input type="checkbox"/> 1st & 2nd<br><input type="checkbox"/> 2nd & 3rd<br><input checked="" type="checkbox"/> None |
|  |                      | OT 10                | S/V   |

Indicate the length of periods in the game and if any flood between periods.

The minimum game length is 10-10-10 stop time.

Centres need to ensure they have allowed enough playing time for the game they intend to play. Time required is based on Table 10.2 b found in the OMHA Manual of Operations – Regulations – 10.2 Length of Game:

**10.2 Length of Game**

- a) Games should be the regulation three 20-minute stop time periods in length. However, where the available ice time makes it unavoidable the time of a game may be shortened. In such cases the time to be played will be in accordance with the following schedule as it fits the available ice time. This time must be noted on the game report and signed by the responsible officers of each team. All playing times shall be stop time.

- b) Table 10.2b) applies to all series Novice to Juvenile inclusive.

**NOTE:** The playing time of each period may not be adjusted, however, the warm up time may be adjusted to suit local conditions, but may not be eliminated. This **MUST** be noted on the game sheet, and signed by the responsible officials of both teams.

| Available | Ice Time | Warm-Up | 1st Per. | Rest | 2nd Per. | Rest | 3rd Per. |
|-----------|----------|---------|----------|------|----------|------|----------|
| A         | 60       | 5       | 10       |      | 10       |      | 10       |
| B         | 70       | 5       | 10       |      | 10       |      | 15       |
| C         | 1:15     | 5       | 10       |      | 15       |      | 15       |
| D         | 1:35     | 5       | 15       |      | 15       | 10   | 15       |
| E         | 2:00     | 5       | 15       |      | 20       | 10   | 20       |
| F         | 2:15     | 5       | 15       |      | 20       | 10   | 20       |
| G         | 2:25     | 5       | 20       | 10   | 20       | 10   | 20       |
| H         | 2:40     | 10      | 20       | 10   | 20       | 10   | 20       |

Table 10.2 b Applies to all series Novice to Juvenile inclusive

During the regular season, you may find that not all centres will have the same length of periods as your own centre. You may play a 15-15-15 Midget game based on having at least 1 hour and 35 minutes available to play the game as per Table 10.2 b above, but another centre that only has 1 hour and 15 minutes available will only be able to play a 10-15-15 game.

During the playoffs, times will be based on a signed contract before the series or round robins begin. When Sudden Victory Overtime is used in the playoffs, circle OT 10 S/V (Overtime – 10 minutes – Sudden Victory) found in the Length of Game box.

Filling out the Player information on the game sheet:

| Home Centre/Team |  |  | PER.   | NO. |
|------------------|--|--|--------|-----|
| HOCKEYVILLE ①    |  |  |        |     |
| Pos              | No   | HOME<br>FIRST NAME<br>C-CAPTAIN<br>A-ALTERNATE |        |     |
| G                | 1  | Bugs Bunny                                     | G      | ②   |
| G                |  |  | G      |     |
| RD               | 2  | Roger Rabbit                                   |        |     |
| LD               | 3  | Hulk Hogan                                     |        |     |
| C                | 4  | Snow White                                     |        |     |
| RW               | 5  | Yogi Bear                                      |        |     |
| LW               | 6  | Jane Doe (A)                                   |        | ③   |
| ALT              | 7  | Elmer Fudd                                     |        |     |
| ALT              | 8  | Daffy Duck                                     |        |     |
| ALT              | 20   | Donald Duck (A)                                |        |     |
| ALT              | 44   | John Doe (C)                                   |        |     |
| ALT              | 72   | Jane Smith                                     |        |     |
| ALT              | 88   | Minnie Mouse                                   |        | ④   |
| ALT              | 94   | John Smith (AP)                                |        |     |
| ALT              |  |  |        |     |
| ALT              |  |  |        |     |
| ALT              |  |  |        |     |
| ALT              |  |  |        |     |
| ALT              |  |  |        |     |
| NO               | List Suspended Players/Officials No of Games |  |        | ⑤   |
|                  | 12   | Chicken Little                                 | 1 of 2 |     |
|                  |  |  |        |     |
|                  |  |  |        |     |

Whether you are writing in the information or using stickers, the following information applies.

If you are using stickers, make sure that the sticker does not cover any of the LIST SUSPENDED PLAYERS/OFFICIALS NO OF GAMES box at the bottom.

Please ensure you enter the centre name. Many times this gets left out and if the Game Number is also not on the game sheet the convenor can be left to sort through old game sheets to match up the names.

Make sure to enter both the first and last names of the players clearly. Do not use initials for the first name. If you are using stickers, use (G) beside the name(s) of the goaltender(s).

Please ensure you put (C) beside the Captain and (A) beside the Alternate Captain(s).

Make sure that AP appears beside the names of any affiliated players that participate for your team as per OMHA Manual of Operations – Regulations – 7.2 Affiliated Players. Affiliated players MUST be on an approved AP Roster before they can play as an AP player.

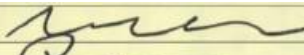
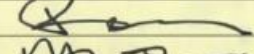
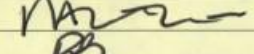
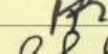
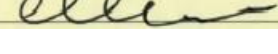
List any suspended players/officials with their full name. Depending on the length of the suspension, list the number of the game being served and the total number of the suspension.

**\*\*\*WARNING\*\*\*** - When using stickers, ensure that you cross off the names of any suspended players/officials on all four stickers and place the appropriate names in the LIST SUSPENDED PLAYERS/OFFICIALS NO OF GAMES.

**\*\*\*WARNING\*\*\*** - Failure to cross off the names of any suspended players/officials on stickers and failing to put the names of any suspended players/officials in the LIST SUSPENDED PLAYERS/OFFICIALS

NO OF GAMES box can result in further suspension to the Head Coach as per OMHA Manual of Operations – Regulations - 8.0 Suspensions – 8.1 General Information – section i).

Filling out the Coach information on the game sheet:

|                            |                |  |
|----------------------------|----------------|--|
| Head Coach                 | Buzz Lightyear |  |
| Trainer                    | Daddy Duck     |   |
| Manager                    | Mommy Rabbit   |   |
| Asst Coach                 | Porky Pig      |   |
| Asst Coach or Asst Trainer | Yosemite Sam   |  |

It is strongly recommended that you read and be familiar with OMHA Manual of Operations – Regulations – 6.0 Team Officials.

Under 6.1 Game/Responsibilities – a): *The coach in charge of any team must, before any game, PRINT AND SIGN his name on the official game report in the spaces provided for the head coach and he shall be regarded as the responsible officer of the team for that game.....FAILURE TO PRINT AND SIGN HIS NAME ON THE OFFICIAL GAME REPORT SHALL RESULT IN AN AUTOMATIC TWO (2) GAME SUSPENSION TO THE PERSON(S) FAILING TO DO SO.*

Under 6.1 Game/Responsibilities – d)iv): *Team officials other than the coach in charge must place their name and signature on the game report. FAILURE TO COMPLY SHALL RESULT IN A ONE (1) GAME SUSPENSION TO THE OFFENDING OFFICIAL.*

**\*\*\*WARNING\*\*\*** If an official is not present at the game, **do not put their name on the game sheet.** Failure to have a signature in the signature box may result in a suspension as noted above. This is especially important when you are using stickers!

Under 6.1 Game/Responsibilities – d): *Team officials are designated as Coach, Trainer, Manager, Assistant Coach or Assistant Trainer.*

It continues on to explain that on the electronic roster you must have at least two different persons, a coach and a trainer. In addition to the first two, any further rostered persons must be done in the order of Manager, then Assistant Coaches/Trainers. \*NOTE\* - this is in the same order as is shown in the Coach Information box on the game sheet.

Who goes where on the game sheet?

A person on a roster may only sign in that spot to which they are rostered to that team if all staff are present. If HC is absent the AC or a Coach at large (CL) may fill in. If the trainer is absent then the AT will fill in, or a Trainer at Large (ALT) can fill in or they can use the OMHA one trainer policy if no other trainer for that team is available. If the manager is absent NO ONE else can sign in that spot.

If a person is rostered in a centre as a coach or a trainer on any team, they can act in that capacity on any bench in the association, but on their own bench need to act in the position they are rostered to.

If the only roster a person is on is the At large roster and they hold dual certification, they may act in the

capacity they are not indicated on the At large roster in an emergency. But as a coach they can only act to the level of their certification. A person with Coach 1 or Coach 2 cannot go on a Bantam rep bench just because they are on the at large roster. The at large list is a go to place for emergencies absences.

If someone has dual certification and is rostered as a coach or trainer on a roster, and the other on the At large roster, they can go on any bench in their association and act in either capacity.

A manager can only ever be a manager on his own roster. If they have coach or trainer certification, then they have to be put on the at large roster in order to be eligible to use it but they can only ever be manager on their own bench.

Under Regulations – 1.0 Definitions –(jjjj): *“Team Official at Large” At-large Team Officials (individuals with proper Coach or Trainer Certification) are registered and approved on an Association’s approved “At-Large” Roster when an Association wishes to identify members not otherwise registered and approved on a team’s roster within the Association. These members are eligible to register on a Game Report as Coach/Assistant Coach or Trainer/Assistant Trainer for a team within that Association.*

A Team Official at Large **cannot** participate in a game in the Manager position. At large Officials are only Coaches or Trainers

There are 5 positions on a team, the at large rosters at meant to be used as fill ins when regular volunteers are absent. Only a coach and trainer are required to be on the bench during a game.

**Filling in the Penalties section:**

Without a doubt, this section has the largest amount of errors and misunderstandings that lead to unnecessary suspensions more than anywhere else on a game sheet!

| VISITOR PENALTIES |     |     |                 |     |       |    |
|-------------------|-----|-----|-----------------|-----|-------|----|
| PER.              | NO. | Min | Code Infraction | Off | Start | On |
|                   |     |     |                 |     |       |    |
|                   |     |     |                 |     |       |    |
|                   |     |     |                 |     |       |    |
|                   |     |     |                 |     |       |    |

Let us have a look at each item in the penalty section:

PER.: Period 1, 2 or 3 in the regular season.

NO.: The number of the player assessed the penalty (use HC, TR, AC, AT or MGR for bench staff).

Min: There are only 3 choices available for the length of the penalty:

- 2 for a minor penalty
- 5 for a major penalty
- 10 for a misconduct, game misconduct, gross misconduct or match penalty.




**\*\*NOTE\*\*** Never put 4 in this box for a double minor such as Head Contact or Spearing. These penalties should be entered as two separate minor penalties of 2 minutes each. We will see why later in this section.

**Code Infraction:** Use the correct abbreviations that can be found on the back of the game sheet. It is strongly recommended that all timekeepers have a copy of this list readily available to them in the penalty box. The back of the game sheet is always there as a reference.

**OHF OFFICIAL GAME REPORT - PENALTY CODES & ABBREVIATIONS 2014-15**

|  |   |
|--|---|
| <p><b>PENALTY CODING</b></p> <p>2 - Minor Penalty (2 Minutes)<br/>         5 - Major Penalty (5 Minutes)<br/>         10 - Misconduct Penalty (10 Minutes)<br/>         GE - Game Ejection<br/>         GM - Game Misconduct Penalty<br/>         GRM - Gross Misconduct Penalty<br/>         MP - Match Penalty</p>   | <p><b>DISCIPLINE</b></p> <p>M10 - Throwing Stick Over Boards<br/>         M11 - Refusing to Surrender Stick for Measurement<br/>         M12 - Player Interference/Distracted During Penalty Shot<br/>         M13 - Goalkeeper Violation/Infraction During Penalty Shot<br/>         M14 - Equipment/Facemask Worn Incorrectly<br/>         M20 - Disputing Call of Official<br/>         M21 - Harassment of Official/Unsportsmanlike Conduct<br/>         M22 - Inciting<br/>         M23 - Entering Referee's Grease<br/>         M35 - Failure to go Directly to Penalty Bench<br/>         MP24 - Threatening an Official<br/>         MP25 - Physical Abuse of an Official<br/>         MP29 - Spitting<br/>         GM20 - Disputing Call of Official<br/>         GM21 - Disputing Call with Official; Verbal Abuse of a Game Official<br/>         GM25 - Second Misconduct - Same Game<br/>         GM28 - Interference from the Bench<br/>         GM64 - Verbal Abuse/Gestures/Taunting of or by any Team Official or Player<br/>         GM79 - Refusing to Start Play (Coach - Major + Game Misconduct)<br/>         GM80 - Team Official Interference/Distracted During Penalty Shot</p>  |
| <p><b>MINOR &amp; MAJOR PENALTY ABBREVIATIONS</b></p> <p>AGG - Aggressor<br/>         BC - Body Checking<br/>         BDG - Boarding<br/>         BM - Bench Minor<br/>         BRS - Broken Stick<br/>         BUTT - Butt Ending<br/>         CC - Cross Checking<br/>         CFB - Checking from Behind<br/>         CHG - Charging<br/>         DE - Dangerous Equipment<br/>         DG - Delay of Game<br/>         ELB - Elbowing<br/>         FI - Fighting<br/>         FLPB - First to Leave Players' Penalty Bench<br/>         FMSK - Face Masking<br/>         FOP - Falling on the Puck<br/>         GLC - Goalie Leaving Crease<br/>         HB - Head Butting<br/>         HC - Head Contact<br/>         HKG - Hooking<br/>         HO - Holding<br/>         HP - Handling the Puck<br/>         HS - High Sticking<br/>         IE - Illegal Equipment<br/>         INS - Instigator<br/>         INT - Interference<br/>         INTGT - Interference/Protection of Goaltender<br/>         IP - Ineligible Player<br/>         KNE - Kneeling<br/>         LPB - Leaving Penalty Bench<br/>         PS - Penalty Shot<br/>         RAW - Roughing After the Whistle<br/>         RH - Removes Helmet<br/>         RO - Roughing<br/>         SL - Slashing<br/>         SP - Spearing<br/>         TMP - Too Many Players<br/>         TR - Tripping<br/>         TS - Throwing the Stick<br/>         USC - Unsportsmanlike Conduct</p> | <p><b>FIGHTING</b></p> <p>GM30 - Fighting<br/>         GM31 - 2nd Fight Same Stoppage of Play (3rd, 4th, etc.)<br/>         GM32 - Player(s) 3rd, 4th, 5th Player into Fight<br/>         *GM33 - Leaving the Players' Bench or Penalty Box<br/>         *GM33 - Coach Identified as Having the 1st Player Leave the Players' Bench or Penalty Bench and GM34<br/>         M34 - Failure to go to Players' Bench or Neutral Area<br/>         GM34 - Leaving the Penalty Box to Start a Fight<br/>         GM36 - Instigator (Minor + Game Misconduct)<br/>         GM37 - Aggressor (Minor + Game Misconduct)<br/>         MP38 - Fighting - Ring or Tape on Hand(s)</p>   |
|  | <p><b>INFRACTIONS WITH INJURY OR ATTEMPTING TO INJURE</b></p> <p>MP26 - Attempt to Injure<br/>         MP41 - Deliberate Injury<br/>         MP42 - Butt Ending<br/>         MP43 - Grabbing Face Mask/Helmet/Chin Strap<br/>         MP44 - Hair Pulling<br/>         MP45 - Kicking<br/>         MP46 - Spearing<br/>         MP47 - Head Butting<br/>         MP71 - Head Contact<br/>         GM39 - Hair Pulling, Grab Face Mask/Helmet/Chin Strap (Major + Game Misconduct)<br/>         GM57 - Boarding/Body Checking (Major + Game Misconduct)<br/>         GM58 - Elbowing/Kneeing (Major + Game Misconduct)<br/>         GM59 - Charging (Major + Game Misconduct)<br/>         GM68 - Kick Shot (With Injury - Major + Game Misconduct)<br/>         GM71 - Head Contact (Major + Game Misconduct)<br/>         GM73 - Tripping (Major + Game Misconduct)<br/>         GM74 - Interference (Major + Game Misconduct)<br/>         GM75 - Holding (Major + Game Misconduct)<br/>         GM76 - Hooking (Major + Game Misconduct)<br/>         GM77 - Roughing (Major + Game Misconduct)<br/>         GM78 - Goaltender Drop Kick Puck (With Injury - Major + Game Misconduct)<br/>         GM81 - Leaving the Bench Without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game.)</p> |
|  | <p><b>CFB &amp; STICK INFRACTIONS</b></p> <p>GM50 - Checking from Behind (Minor + Game Misconduct)<br/>         GM51 - Checking from Behind (Major + Game Misconduct)<br/>         MP52 - Checking from Behind<br/>         GM53 - High Sticking (Major + Game Misconduct)<br/>         GM54 - Cross Checking (Major + Game Misconduct)<br/>         GM55 - Slashing (Major + Game Misconduct)<br/>         GE56 - Game Ejection</p>  |
|  | <p><b>GROSS MISCONDUCTS</b></p> <p>GRM50 - Truancy of the Game<br/>         GRM51 - Obscene Gesture<br/>         GRM52 - Removing Helmet and/or Chin Strap<br/>         GRM53 - Discriminatory Slur<br/>         GRM56 - Head Butt - Team Official (Double Minor + Gross Misconduct)<br/>         GRM57 - Butt End - Team Official (Double Minor + Gross Misconduct)<br/>         GRM58 - Spearing - Team Official (Double Minor + Gross Misconduct)<br/>         GRM59 - Goaltender Refusing to Remove Mask for Identification</p>   |



**APPROVED BY THE OHF BOARD OF DIRECTORS**

Off/Start/On: Enter the time remaining in the period when the player enters the penalty box (Off), the time that the penalty starts (Start) and the time that the player leaves the penalty box (On).

Let us look at an example where a player receives a double minor for head contact and how these times may vary.

| HOME PENALTIES |     |     |                 |      |       |      |
|----------------|-----|-----|-----------------|------|-------|------|
| PER.           | NO. | Min | Code Infraction | Off  | Start | On   |
| 2              | 7   | 2   | HC              | 7:05 | 7:05  | 5:41 |
|                |     | 2   | HC              | 7:05 | 5:41  | 3:41 |

**\*In this example there should be a period and number in beside the second penalty**

Player #7 on the home team receives a double minor with 7:05 remaining in the 2<sup>nd</sup> period. Note that the off time is the same for both penalties as this is the time that the player entered the penalty box to serve the double minor. The first penalty also begins at 7:05. If the visiting team does not score a goal during the first of the two minor penalties, then the first penalty would end at 5:05 remaining in the second period and the second minor penalty would begin with 5:05 remaining in the second period. In the case shown above, the visiting team scored a power play goal with 5:41 remaining in the second period. This would bring an end to the first minor penalty and then the second minor penalty would then begin.

The Off and Start time can also be different times when a penalty has been assessed and there are already two penalties currently being served. In this case, the Start time would not begin until the first of the two penalties already being served has been completed.

| HOME PENALTIES |     |     |                 |      |       |      |
|----------------|-----|-----|-----------------|------|-------|------|
| PER.           | NO. | Min | Code Infraction | Off  | Start | On   |
| 1              | 3   | 2   | RO              | 8:12 | 8:12  | 6:00 |
| 1              | 12  | 2   | SL              | 7:43 | 7:43  | 5:43 |
| 1              | 2   | 2   | HO              | 7:00 | 6:12  | 4:12 |

Player #3 receives a roughing penalty with 8:12 remaining in the second period. His penalty begins when he enters the penalty box at this time. Player #12 receives a slashing penalty with 7:43 remaining in the second period. His penalty begins when he enters the penalty box at this time. Player #2 receives a holding penalty with 7:00 minutes remaining in the second period. Since there are already two penalties being served when he enters the penalty box, his penalty will not begin until the first penalty has been served. Assuming in the case above that the other team does not score a goal then the first minor penalty will be completed with 6:12 remaining in the second period and then player #2 can begin to serve his penalty. Notice that player #3 cannot return to the ice when his penalty expires since there are still two penalties being served. He will have to wait until play stops and the whistle blows – in the case above this time was with 6:00 remaining in the second period.

Here is another example when the On time is different from the time that the penalty has been completed. Take the example where two offsetting minor penalties have been called and the teams are still playing 5 on 5 hockey. The players would not be allowed out of the penalty box until the whistle has been blown after the penalties have been completed. When the whistle blows and the players are allowed out of the penalty box, this would become the On time.

Filling in the game sheet for a Game Misconduct Penalty:

Whenever a player receives a major penalty which results in a Game Misconduct, leave three lines open on the game sheet penalty section so it can be filled out as shown below in this example:

| VISITOR PENALTIES |               |     |                 |       |       |      |
|-------------------|---------------|-----|-----------------|-------|-------|------|
| PER.              | NO.           | Min | Code Infraction | Off   | Start | On   |
| 1                 | 7             | 5   | CHG             | 12:11 | 12:11 | -    |
| 1                 | SERVED BY #12 |     |                 | 12:11 | 12:11 | 7:11 |
| 1                 | 7             | 10  | GM59            | 12:11 | 12:11 | -    |

Player #7 on the visiting team receives a 5 minute major for Charging with 12:11 left in the first period. The first line shows the major penalty assessed to player #7. Since the player is ejected from the game with a resulting game misconduct, the second line shows the number of the player serving the major penalty on behalf of the ejected player – in this case player #12. The third line shows the Game Misconduct code for the ejected player – in this example GM59 for Charging.

**\*\*\* WARNING TO COACHES\*\*\***

Anytime a player or a coach receives a Game Misconduct (GM), Gross Misconduct (GRM) or a Match Penalty (MP), a resulting number of game(s) will be required to sit in the form of a suspension. You must consult *the OMHA Manual of Operations – Suspension List – Minor Hockey* to determine the minimum number of games that the player/coach will need to serve. **DO NOT** ask the referees what the number of games will be, and **DO NOT** look on the back of the game sheet. The information on the back of the game sheet will only tell you what the penalty is for that infraction in that game alone, and not the number of games required to sit.

There are two reasons why you should not be asking the referees what the number of games suspended will be:

- 1) Some game misconduct penalties (Fighting/Head Contact) carry an increasing number of games for repeat offences and the referee will not know if this is the player's first or third offence of the season;
- 2) The number of games shown in the SUSPENSION LIST – MINOR HOCKEY is the minimum suspension required and this number may be increased at the discretion of the REM/convenor.

In the example above for a major charging penalty, the minimum number of games that the player will be suspended for is 2 games (as per OMHA Manual of Operations), whereas the back of the game sheet states that a player that was assessed a GM59 in a game receives a Major + Game – that is the penalty assessed to that player in that game.

It is also possible for a player/coach to be assessed a GM, GRM or MP without a coincidental minor or major penalty being assessed. In this case, only one line needs to be filled out for the GM, GRM or MP.

| HOME PENALTIES |     |     |                 |      |       |    |
|----------------|-----|-----|-----------------|------|-------|----|
| PER.           | NO. | Min | Code Infraction | Off  | Start | On |
| 3              | 21  | 10  | GM20            | 7:52 | 7:52  | -  |



In the above example, player #21 was assessed a GM20 (Disputing Call of Official) without a resulting minor or major penalty.

**\*\*\* WARNING TO COACHES\*\*\***

It is extremely important that you are familiar with *OMHA Manual of Operations – Regulations – 8.0 SUSPENSIONS – 8.1 General Information – Section f*).

This section deals with the situation where a coach shall be automatically suspended from the next OMHA game when his team accumulates more than the allowable minutes in penalties in any game.

Allowable amount for Pee Wee and below is 26 minutes and for Minor Bantam and above is 36 minutes.

*“NOTE: For the purpose of the Regulation the time of misconducts, gross misconducts and game misconducts assessed to players shall not be counted, but any such penalties assessed to team officials and the five minutes charged to a player for a match penalty shall be counted. Any misconduct, game misconduct or gross misconduct penalty assessed to team officials will automatically add ten (10) minutes to the team’s penalty minutes in each case.”*

Finally, the OMHA normally sends out a reminder just prior to the beginning of the playoffs with regards to miscoded penalties. Here is an excerpt from the last memo:

*“This memorandum is being sent to all Member Associations as a reminder relating to miscoded or non-coded penalties on a game sheet.*

*Be advised that in all cases of miscoded or missing code infractions it still is the responsibility of the team officials to adhere to the requirements of the Suspension List shown on pages (225 and 226) of the current OMHA Manual of Operations. All Major penalty infractions and all Gross Misconduct penalty infractions include suspensions.*

*Details on how the suspensions are to be served can be found in Regulation 8.2 on pages (118-122) of the current OMHA Manual of Operations. At this point in the season, there are no excuses for suspensions not being served as a result of a coding error. If difficulty is encountered in determining the actual type of suspension penalty from the wording and/or coding, it is the responsibility of the Team Officials to have this clarified so the correct suspension is served. Clarification of the type of penalty assessed may be obtained from the assessing on-ice official. Clarification of the suspension to be served may be obtained through the Centre Contact in consultation with the OMHA Convenor or the Regional Executive Member.*

*The policy of the OMHA is that all suspension penalties, if miscoded or not coded at all, must be treated as if the coding was present.”*