## OWHA Official Game Report Penalty Codes & Abbreviations 2016-2017

	Major Penalty – Abbreviations	
AGG	Aggressor of a fight	
BC	Body Checking	
BDG	Boarding	
BM	Bench Minor	
BRS	Broken Stick	
BUTT	Butt Ending	
CC	Cross Checking	
CFB	Checking from Behind	
CHG	Charging	
DE	Dangerous Equipment	
DG	Delay of Game	
ELB	Elbowing	
FI	Fighting	
FLPB	First to Leave Players'/ Penalty Bench	
FMSK	Face Masking	
FOP	Falling on the Puck	
GLC	Goalie Leaving Crease	
НВ	Head Butting	
HC	Head Contact	
HKG	Hooking	
НО	Holding	_
HP	Handling the Puck	_
HS	High Sticking	_
IE	Illegal Equipment	_
IP	Ineligible Player	
INS	Instigator of a fight	_
INT	Interference	_
INTGT	Interference/Protection of Goalie	_
KNE	Kneeing	_
LPB	Leaving Penalty Bench	_
PS	Penalty Shot	_
RAW	Roughing After the Whistle	_
RH	Remove Helmet	_
RO	Roughing	_
SL	Slashing	_
SP	Spearing	_
TMP	Too Many Players	_
TR	Tripping	_
TS	Throwing the Stick	_
1100	Unanadanadila Candust	_

Code	Infraction	HC Rule
M10	Failure to go directly to Penalty Bench	9.2 (d)
M11	Failure to go to Penalty Box Captains	2.4 (c)
M12	Failure to go to the Player's Bench or Neutral Area	6.7 (f)
M13	Refusing to Surrender Stick for Measurement	3.3 (f)
M14	Throwing stick over boards	9.8 (d)
M17	Throat Protector	3.6 (f)
M18	Mouth guard	3.6 (g)
M20	Disputing Call of Official	9.2 (a)
M21	Harassment of Official/Unsportsmanlike Conduct	9.2 (b)
M22	Inciting	9.2 (e)
M23	Entering Referee's Crease	9.2 (g)
M69	Interference /Distraction During Penalty Shot	4.9 (f)
GM20	Disputing Call of Official	9.2 (a)
GM21	Disputing Call with Official: Verbal Abuse of a Game Official	9.2 (b)
GM30	Fighting	6.7
GM31	2nd Fight, Same stoppage of play (3rd, 4th, etc.)	6.7 (h)
GM32	Player(s) 3rd, 4th, 5th Player into Fight	6.7 (h)
GM34	Leaving the Players bench or Penalty Box	9.5 (b)
GM35	Leaving the Penalty box to start a fight	9.5 (c)
GM36*	Coach whose player is penalized under, GM34 and/or GM35	9.5 (a,b,c
GM37	Goaltender Leaves Crease to join a Fight	4.11 (d)
GM38	Instigator of a fight (2 + GM)	6.7 (b)
GM39	Aggressor of a fight (2 + GM)	6.7 (b)
GM41.01	Kneeing (5 + GM)	6.6
GM41.02	Elbowing (5 + GM)	6.6
GM41.03	Checking from Behind (5 + GM)	6.4 (a)
GM41.04	Cross Checking (5 + GM)	8.2 (a)
GM41.05	Cross Checking Above Shoulders (5 + GM)	8.2 (b)
GM41.06	Cross Checking Goalie in Crease ( 5 + GM)	8.2 (c)
GM41.07	Cross Checking Injury (5 + GM)	8.2 (d)
GM41.08	Slashing (5 + GM)	8.4 (a)
GM41.09	Slashing Injury (5 + GM)	8.4 (b)
GM41.10	Boarding (5 + GM)	6.2
GM41.11	Body Checking (5 + GM)	6.2
GM41.12	Charging (5 + GM)	6.3
GM41.13	Head Contact (5 + GM)	6.5 (b,d)
GM41.14	Tripping (5 + GM)	7.4 (a)

Code	Infraction	HC Rule
GM42	Hair Pulling, Grab Face Mask/Helmet/Chinstrap (5 + GM)	6.1 (d)
GM43	Roughing (5 + GM)	6.7 (k)
GM44	Roughing Deliberate Contact After Whistle (5 + GM)	6.7 (I)
GM45	Holding (5 + GM)	7.1 (a)
GM46	Holding Injury (5 + GM)	7.1 (b)
GM47	Hooking (5 + GM)	7.2 (a)
GM48	Hooking Injury (5 + GM)	7.2 (b)
GM49	Interference (5 + GM)	7.3 (a)
GM50	Interference of Goaltender (5 + GM)	7.3 (b)
GM51	Interference from the Bench	7.3 (d)
GM52	Interference Injury (5 + GM)	7.3 (e)
GM53	High Sticking (5 + GM)	8.3 (a, b
GM54	Slewfoot Standing Still (4 + GM)	7.4 (b)
GM55	Checking from Behind (2 + GM)	6.4 (a)
GM57	Goaltender Drop Kick Puck (with injury – 5 + GM)	4.11 (f)
GM58	Kick Shot (with injury – 5 + GM)	9.4
GM62	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)
GM63	Coach whose player is not identified as the first to leave the players' or penalty bench during an on-ice altercation	9.5 (i)
GM64	Team Official Interference/Distraction during Penalty Shot	4.9 (f)
GM65	Bench Official on the Ice Without Permission of Official	9.5 (f)
GM70	Refusing to Start Play (Coach – 5 +GM)	10.14 (a
GM71	Refusing to start play Coach 2 <sup>nd</sup> time same game	10.14 (0
GM72	Refusing to Leave the Players Bench (5 +GM)	10.14 (6
GM76	Second Misconduct – Same Game	4.5 (c)

Gross Misconducts						
Code	Infraction	HC Rule				
GRM13	Goaltender Refusing to Remove Mask for Identification	3.5 (d)				
GRM21	Discriminatory Slur	9.2 (f)				
GRM23	Travesty of the Game	4.7				
GRM24	Obscene Gesture	4.7				
GRM30	Fighting with Team Official	6.7 (i)				
GRM31	Removing Helmet and / or Chin Strap	3.6 (c)				
GRM82	Head Butt - Team Official (Dbl Minor + Gross)	6.1 (b)				
GRM83	Butt End – Team Official (Dbl Minor + Gross)	8.1				
GRM84	Spearing – Team Official (Dbl Minor + Gross)	8.5				

		( . , . ,				4.7	
14	Tripping (5 + GM)	7.4 (a)		GRM24	Obscene Gesture		
	1		۱	GRM30	Fighting with Team Official	6.7	
I.		T.,,,	d	GRM31	Removing Helmet and / or Chin Strap	3.6	
<u>lr</u>	nfraction Other	HC Rule	П	ODMOO	Hand Butt Toom Official (Dh. Minner Conner)	0.4	
G	Game Ejection 4.6		П	GRM82	Head Butt – Team Official (Dbl Minor + Gross)	6.1	
G			GRM83	Butt End - Team Official (Dbl Minor + Gross)	8.1		
	Miscellaneous - explain & reference rule on back of gamesheet			GRM84	Spearing – Team Official (Dbl Minor + Gross)	8.5	
front	and back of the game sheet of the Official	's copy on	ıly	<i>'</i> .			

MP40.00 Attempt to Injure MP40.01 Head Butting 6.1 (b) MP40.02 MP40.03 Grabbing Face Mask / Helmet / Chin Strap 6.1 (d) MP40.04 Hair Pulling 6.1 (d) MP40.05 6.1 (f), 8 pearing MP40.06 Butt Ending 6.1 (f), 8 MP40.07 oarding MP40 08 Body Checking 6.3 MP40.09 Charging MP40.10 Ineeing MP40.11 Elbowing 6.6 MP40.12 MP41 00 Deliberate Injury Head Butting 6.1 (b) MP41.01 6.1 (c) MP41.02 Grabbing Face Mask / Helmet / Chinstrap 6.1 (d) MP41.04 air Pulling 6.1 (d) 6.1(f), 8.5 MP41 05 pearing MP41.06 Butt Ending 6.1 (f), 8.1 MP41.07 MP41.08 Body Checking 6.2 6.3 MP41.09 MP41.10 neeing 6.6 MP41.11 Elbowing MP41.12 pitting MP41.13 High Sticking 6.1 (f) MP41.14 6.1 (f) cross-Checking MP41.15 acial Protector as Weapon 6.1 (e) MP42 High Sticking Attempt to Injure 6.1 (f) MP43 Cross-Checking Attempt to Injure 6.1 (f) MP44 Facial Protector as Weapon Attempt to Injure 6.1 (e) MP45 Fighting – Ri MP48 Slewfooting MP50.1 Checking fr Head Conta

**Match Penalties** 

Physical Abuse of an Official – Intentional Contact 9.6 (b)

Physical Abuse of an Official - Deliberate Striking 9.6 (c)

HC Rule

9.6 (a)

Code

MP20

MP21

MP22

Infraction

Threatening an Official

## Any coding not listed here, must be referenced in the referee's report along with the Hockey Canada reference number REFEREE'S REPORT (White Copy Only)

Team	No.	Player/Staff	Per.	Time	Penalties
	+++			1	

PENALTY COMMENTS (Preceding Events, Warnings etc.) If additional room is needed for comments, please us the Match Penalty / Incident Report available on the website (www.owha.on.ca) to provide additional details

Fighting – Ring or Tape on Hand(s)	6.7 (e)						
Slewfooting	7.4 (b)						
Checking from Behind	6.4	_	_	-	 -	-	_
Head Contact	6.5 (d)						
Head Contact Attempt to Injure	6.5 (e)						
ONTARIO WOMEN'S HOCKEY ASSOCIATION							

## \* GM36 - Coaches' penalty will be noted on the fro

Penalty to Coach is automatic as a result of a player receiving a GM34 and/or GM35.

Coach not to be ejected as a result of this penalty being assessed.

- . Copies of game sheets for suspensions must be sent immediately to the email: stats@owha.on.ca, OWHA Fax (905) 282-0499.
- · Copies of game sheet confirming suspensions have been served, must be forwarded immediately to the email: stats@owha.on.ca, prior to the player(s) and/or team officials returning to participation.
- It is the responsibility of each team manager and/or coach to ensure her/his player and/or team staff sit out their suspensions. Online forms are available for the following reports on the OWHA website; www.owha.on.ca
- Incident Report
- · Game Report
- · Match Penalty Report

Unsportmanlike Conduct

Visit the OWHA website, under Officials, all forms are listed, please select the appropriate form, complete and click submit. The completed form will automatically be sent to the OWHA to the appropriate individual(s).

## **Penalty Coding**

2 Minor Penalty (2 Minutes) 5 Major Penalty (5 Minutes) 10 Misconduct Penalty (10 Minutes)

MP50.4

GM Game Misconduct Penalty GRM Gross Misconduct Penalty MP Match Penalty

GE Game Ejection

Referee Signature: