



Youth Hockey Glossary

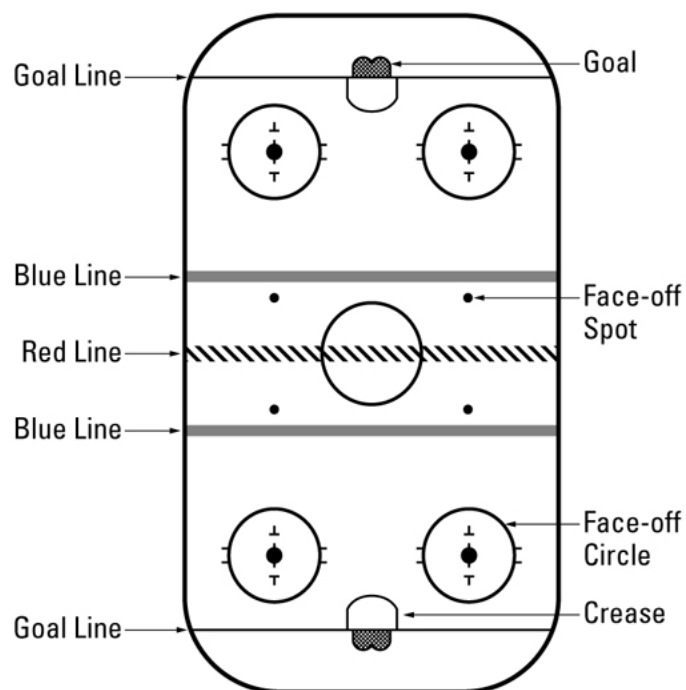
2019 – 2040 Age Classifications for Boys	
8 & Under (Mite)	Players born in 2011 or later
10 & Under (Squirt)	Players born in 2009 or 2010
12 & Under (Peewee)	Players born in 2007 or 2008
14 & Under (Bantam)	Players born in 2005 or 2006
16 & Under	Players born in 2003 or 2004
15 Pure	Players born in 2004 only
18 & Under	Players born in 2001 or 2002

2019 – 2020 Age Classifications for Girls	
8U	Players born in 2011 or later
10U	Players born in 2009 or 2010
12U	Players born in 2007 or 2008
14U	Players born in 2005 or 2006
16U	Players born in 2003 or 2004
19U	Players born in 2000, 2001, or 2002

Levels of Play	
Tier 1 or AAA	Highly competitive, birth year-specific teams that compete in the AYHL
AAA Major	A Tier 1 team consisting of second-year players at a particular level; for example, only players born in the year 2004 will be eligible for our 2018-2019 Bantam Major team
AAA Minor	A Tier 1 team consisting of first-year players at a particular level; for example, only players born in the year 2005 will be eligible for our 2018-2019 Bantam Minor team
Tier 2	AA, A and B teams that compete in the NJYHL; they can be mixed-age teams so that a Bantam A team could have both 2004 and 2005 players on the roster
National-Bound	Teams that are eligible to qualify for the National Championships: Bantam Major, Bantam AA, Midget 15 Pure AAA, Midget 16 AAA, Midget 16 AA, Midget 18 AAA, and Midget 18 AA

Youth Hockey Governing Bodies	
USA Hockey	The national governing body for the sport of ice hockey in the United States www.usahockey.com
Atlantic District	One of twelve geographic regions designated by USA Hockey
Atlantic Amateur Hockey Association (AAHA)	The affiliate providing formal governance within the Atlantic District www.atlantic-district.org
Atlantic Youth Hockey League (AYHL)	The league in which our Tier 1 AAA teams participate www.atlantichockey.org
New Jersey Youth Hockey League (NJYHL)	The league in which our Tier 2 AA, A, and B teams participate www.njyhl.org

Parts of the Rink	
Blue Line	The blue line dividing center ice (neutral zone) from the end zones
Boards	The wall surrounding the rink that keeps the puck in play
Crease	The blue ice in front of each net designed to allow the goaltender to perform without interference
Defensive Zone	The end zone in which a team's own net is located
End Zone	The outer zones of the ice from the blue line to the end of the rink
Faceoff Circle	There are faceoff circles around the center ice faceoff spots and the four faceoff spots in the end zones
Faceoff Spot	There are 9 faceoff spots on the rink where all faceoffs take place
Glass	The protective glass that surrounds the rink on top of the boards
Goal Line	Red line at each end of the rink extending from each of the side boards
Hash Marks	The lines from the faceoff circles in the end zones used to line up faceoffs
Neutral Zone	The area between the two blue lines
Offensive (Attacking) Zone	The end zone in which a team is trying to score
Penalty Box	The area where a player sits to serve a penalty
Red Line	The red line at center ice
Referee's Crease	Semi-circular area near the scorer's box into which a player may not follow a referee



During the Game	
Backcheck	Hustling back to the defensive zone in response to an opposing team's attack
Body Check	Using the hip or body to knock an opponent off the puck or out of the play
Breakaway	When a player has the puck and there are no defenders between him and the goalie
Center	A forward who primarily plays in the center of the ice
Clearing the Puck	Getting the puck away from the area near your goal, or sending the puck out of your defensive zone
Defenseman	Two players who are responsible for keeping opposing players from getting close-in shots on goal
Delayed Offside	If a player enters the offensive zone ahead of the puck but does not touch it, the play is offside but the whistle is not blown; if a player touches the puck the offside is called but if all players leave the offensive zone and enter the neutral zone without touching the puck the offside is cancelled
Empty Net Goal	A goal scored when the opposing goalie is not on the ice
Extra Attacker	A player who has been substituted for the goaltender on the ice
Faceoff	The method used to begin play at the beginning of a period or after a stoppage of play
Five-Hole	The gap between a goaltender's legs
Forecheck	Attacking in the offensive zone in order to gain control of the puck and create a scoring opportunity
Forward	Three offensive players (center and two wings) who are typically responsible for scoring most of a team's goals
Freezing the Puck	The act of trapping the puck against the boards with your skate or stick so it cannot be played; can result in a Delay of Game Penalty
Goal	A goal is scored when the puck fully crosses the goal line within the goal frame
Goalie	Player who guards the goal
Hand Pass	The act of passing the puck using one's hand; this is legal inside a team's defensive zone but illegal in the neutral and offensive zones
Hat Trick	When one player scores three goals in one game
Icing	A non-penalty infraction called when a player shoots or passes the puck from his team's side of the center line across the opponent's goal line without the puck being touched
Immediate Offside	If a player enters the offensive zone ahead of the puck, the whistle is blown whether the puck is touched or not
Linesman	The official responsible for calling offside and icing, and conducting faceoffs not held at center ice; Bantam Major AAA and all Tier 1 Midget games are officiated by one referee and two linesmen

Odd Man Rush	When a team enters the offensive zone and outnumbers the opposing players in the zone
Offside	A non-penalty infraction called when a player enters the offensive zone ahead of the puck
Playmaker	A player who usually scores more assists than goals
Poke Check	Using the stick to poke the puck away from an opponent
Pulling the Goalie	Removing the goalie from the ice in order to temporarily replace her with an extra skater; usually occurs in the final minutes of the game when a team is behind by 1 or 2 goals
Referee	The official responsible for game supervision and the imposition of penalties; all Squirt, all Peewee, Bantam Minor AAA, Tier 2 Bantam, and Tier 2 Midget games are officiated by two referees while Bantam Major AAA and all Tier 1 Midget games are officiated by one referee and two linesmen
Screened Shot	A shot the goaltender cannot see because another player is in the way
Shift	The period time a particular player is on the ice
Shot on Goal	A shot that would have entered the net if it was not stopped by the goaltender
Slapshot	A hard shot, usually with a big windup, wherein the player bends her stick on the ice and allows the energy stored in bending the stick to launch the puck forward
Snap Shot	Like an abbreviated slap shot; intended to combine the accuracy and quick delivery of a wrist shot and the puck speed of a slap shot
Stick Check	Using the stick to interfere with the opponent's stick
Top Shelf	The top section of the net
Winger	A forward who primarily plays in the outer area of the ice; the Right Wing is responsible for the right side of the ice and the Left Wing is responsible for the left side.
Wrap Around	Scoring from behind the net
Wrist Shot	An accurate shot that uses the wrist and forearm to propel the puck using the curve of the blade

Penalties	
Boarding	A minor penalty called when a player deliberately slams an opponent into the boards
Butt Ending	A major penalty called when a player jabs an opponent with the top of his stick
Charging	A minor penalty called when a player takes more than two steps before checking an opponent
Checking From Behind	A major penalty called when a player hits an opponent who is not aware of the impending contact from behind
Coincidental Penalties	When both teams are assessed equal penalty minutes at the same time, usually on the same play or incident
Cross Checking	A minor penalty called when a player checks another player with the shaft of his stick while holding it with both hands
Delay of Game	A minor penalty called when a player deliberately delays the game
Delayed Penalty	A penalty that has not yet resulted in a stoppage of play because the team that will have the man advantage is in possession of the puck; play continues until the team being penalized touches the puck, and a goal is scored before play stops the penalty is waived
Fighting	A major penalty called when a player drops his gloves and engages in a fist fight
Five-on-Five	Also called full strength; when both teams have five skaters on the ice
Five-on-Three	Also called a two man advantage; when one team has had two players sent to the penalty box leaving them with only three skaters
Game Misconduct Penalty	A penalty resulting in the player being removed from the bench for the remainder of the game and suspended for the team's next game
Holding	A minor penalty called when a player uses his hands to hold an opponent or his stick
Hooking	A minor penalty called when a player impedes the progress of an opponent by hooking him with the blade of his stick
Interference	A minor penalty called when a player checks an opponent who is not in possession of the puck
Major Penalty	A five-minute penalty
Man Advantage	When a player is sent to the penalty box, the opposing team maintains a man advantage for the duration of the penalty
Match Penalty	A penalty resulting in a ten-minute penalty, immediate removal of the player from the game, and an indefinite suspension
Minor Penalty	A two-minute penalty
Misconduct Penalty	A ten-minute penalty
Penalty Kill	When a shorthanded team attempts to prevent the team with a man advantage from scoring a goal
Power Play	When a team has a one- or two-man advantage due to penalties being assessed on the opposing team

Power Play Goal	A goal scored by a team that has a one- or two-man advantage due to penalties being assessed on the opposing team
Roughing	A minor penalty called for unnecessarily rough play
Shorthanded	A team is shorthanded when they have fewer players on the ice than the opposing team as a result of penalties
Shorthanded Goal	A goal scored by a team that is playing shorthanded due to a penalty
Slashing	A minor penalty called when a player swings his stick at an opponent
Spearing	A major penalty called when a player stabs at an opponent with the blade of his stick, whether he makes contact or not
Tripping	A minor penalty called when a player pulls down opponent using his hand, stick, or leg