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NZIHA RULE CHANGES FOR 2013

The following rules will be added to the NZIHA rulebook, and come into force on 1 January 2013

(Rule interpretation/explanation is highlighted in grey)

202d – Captain of Team

Any Captain or player who comes off the players' bench and makes any protest or intervention with the Officials for any purpose shall be assessed a misconduct penalty for Abuse of Officials.

Leaving the player bench to argue a call with the referee shall now result in a misconduct penalty, instead of a bench minor penalty.

Rule 303b, 303c – Goaltender Equipment

The goalkeeper's blocker glove shall not exceed **20.32cm (formerly 21cm) in width or 38.1cm (formerly 41cm) in length** at any point. The maximum length of a goalkeeper's catching glove shall not exceed 41cm. The cuff shall not exceed **20.32cm (formerly 23cm) in width**. The leg guards worn by goalkeepers shall not exceed **28cm (formerly 30.5cm)** in extreme width when on the leg of the player.

This rule is not intended to punish players that have recently bought new goalie gear which is now in contravention of the rule. A goaltender may wear equipment that exceeds the new limits, but is within the old limits, provided they already owned the equipment. However all new equipment should be purchased according to the new size requirements.

Rule 308 – Equipment Measurement

- (a) The Referee may, at any time and at his own discretion, measure any equipment.
- (b) The Captain of a team may make a formal complaint against specific dimension of any equipment. The Referee shall make the necessary measurement immediately. However, no goal shall be disallowed as a result of any measurement.
- (c) If the complaint is not sustained, the requesting team shall be penalized with a Bench Minor.
- (d) If the complaint is sustained, the guilty player shall be penalized with a Minor penalty.
- (e) Such request shall be limited to one team at any stoppage of play.
- (f) The measurement of goalkeeper's equipment, with the exception of the stick, may only be requested immediately at the end of any period.
- (g) If a captain of the team that is two men short in the last two minutes of the game or in any time in overtime, requests an equipment measurement that proves to be legal equipment following the measurement, the Referee shall award to the non-offending team a Penalty Shot.

The rule on equipment measurement now officially allows the referee to measure equipment at any time, not just at the request of a captain. In addition, any request for equipment measurement in the last two minutes of a game or in overtime shall incur a penalty shot if the equipment proves to be legal.

406 – Penalty Shots

(b) In cases where the player fouled is not identifiable, the Coach or the Captain of the non-offending team selects and reports to the Referee the number of any **non-penalized** player who was on the playing surface at the time of the infraction, who shall take the shot.

(c) The player taking the penalty shot cannot be a player serving a penalty or have been assessed a delayed penalty.

(h) If the player misses the puck and does not touch the puck on the way past it as it sits on the center face-off spot, then the player can return and continue with the Penalty Shot.

The rule no longer allows a player to take a penalty shot if they are also receiving a penalty on the same play.

409e – Calling of Penalties

If, after the Referee has raised his arm, a goal is scored in any manner against the non-offending team as a result of an action of that team, the goal shall be allowed and a penalty shall be imposed in a normal manner.

If you have pulled your goaltender on a delayed penalty and accidentally put the puck into your own goal, the goal will now stand. The delayed penalty will be assessed in the normal manner.

409f – Calling of Penalties

If, after the Referee has raised his arm and the non-offending team scores a goal, the goal will be allowed and the first Minor penalty will not be assessed. All other penalties shall be assessed.

If the offending team is already shorthanded, the first minor or bench minor penalty being served shall be terminated and all penalties being signalled shall be assessed in the normal manner.

Scorers need to be aware of this change. If a shorthanded team is scored against while there is a delayed penalty coming against them, the player in the penalty box will have their penalty expire, while the delayed penalty shall be assessed in the normal manner.

604d – Body-Checking and Boarding

When a player injures an opponent as the result of 'boarding' or 'bodychecking', the Referee shall assess a major plus a game misconduct penalty or **match penalty** to the offending player.

610b – Elbowing and Kneeing

When a player injures an opponent as the result of 'elbowing' or 'kneeing', the Referee shall assess a major plus a game misconduct penalty or **match penalty** to the offending player.

Foul play causing injury under these rules now allows the referee discretion to award a match penalty against the offending player, instead of a major plus a game misconduct penalty.

605 – Broken Stick

(b) If a player or goalkeeper whose stick is broken, does not immediately drop the broken portions and continue to play, a minor penalty shall be assessed.

(c) If the goalkeeper goes to the player bench during a stoppage of play to replace his stick, and then returns back to resume play, a minor penalty shall be assessed.

However, if the goalkeeper is changed for the substitute goalkeeper, no penalty shall be assessed.

(e) If a player participates in the play while taking a replacement stick to a player or goalkeeper, a minor penalty shall be assessed.

(f) If a player, whose stick is broken receives a stick during play from a teammate in the penalty bench, the receiving player shall be assessed a Minor penalty.

A goaltender may no longer play with a broken stick, or go to the player bench for a replacement stick. They must have a replacement taken to them by a teammate. A teammate may take a replacement stick to their goaltender during play, provided they do not participate in the play. A player may not receive a replacement stick from a teammate in the penalty bench, but they may receive a replacement stick from a player on the player bench.

606b – Checking From Behind

A minor plus misconduct or major plus a game misconduct, at the discretion of the Referee, shall be assessed to a player who pushes or body-checks an opponent from behind.

Checking from behind now carries a minimum penalty of a minor plus misconduct against the offending player. The offending team must nominate a player to serve the minor penalty while the offending player serves the misconduct.

609 – Delaying the Game

- (a) When any player or goalkeeper, while in his defending zone, shoots, throws or bats the puck with his hand or stick directly, (non-deflected) out of the playing area, except where there is no glass, a minor penalty shall be assessed for delaying the game according to this rule.
- (b) When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper into the player's bench (or penalty bench if there is no protective glass), no penalty shall be assessed.
- (c) When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper over the glass, behind the player's bench (or penalty bench if there is no protective glass) a minor penalty shall be assessed according to this rule.
- (d) A Minor penalty for delay of game shall be imposed on any player or goalkeeper who deliberately shoots or bats the puck outside the playing area during the play or after a stoppage of play unless covered by this rule.

This aligns the rulebook with the ice hockey rulebook. Shooting, throwing or batting the puck out of the playing area while in your defending zone, deliberate or not, will incur a delay of game penalty.

611h – Face-Off Position

When a penalty resulting in a penalty being recorded on the clock against one team, the ensuing face-off shall be conducted at one of the face-off spots in the offending team's end zone. The only exceptions are:

- 1) When a penalty is assessed after the scoring of a goal face-off at center face-off spot.
- 2) When a penalty is assessed at the end (or start) of a period face-off at center face-off spot.
- 3) When the defending team is about to be penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circles face-off at the High Zone face-off spots.

This aligns the rulebook with the ice hockey rulebook. If only one team is given a penalty that goes on the clock, the non-offending team shall have an attacking face-off in the end zone of the offending team. It is irrelevant if one of the teams is

already shorthanded, i.e. if a team already on a power play is issued a penalty, the placement of the ensuing face-off shall follow this rule, and be located in the end zone of the offending team.

627 – Puck Must be Kept in Motion

- (a) The puck must be kept in motion at all times. Play shall not be stopped because the puck is frozen along the boards by two or more opposing players, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck a minor penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.
- (b) The team in possession of the puck in its own defending zone shall advance the puck towards the opposing goal except:
- 1) To carry the puck behind their own goal once;
 - 2) If a player is prevented from doing so by players of the opposing team;
 - 3) If the team is short-handed.

For the first infraction, the referee shall assess a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team. For the second infraction, the offending player shall be assessed a minor penalty for delay-of-game.

Interpretation:

- The team in possession can only intentionally carry the puck behind own goal once without pressure. Pressure is defined as an opposing player within the defined goal zone, or any player who is within two stick lengths of the player with the puck, or outside this measure but is advancing on the puck carrier. This also applies to teammates.
- Carrying the puck behind the goal is defined as the puck being in the possession of the same player who commences this action, but also includes the handover to another player whilst behind the goal. This is continuous possession. It does not include a player who is not behind the goal passing the puck to a teammate behind the goal.
- “Advancing the puck” prevents the puck carrier from voluntarily returning towards their goal unless subject to pressure and teammates also under pressure.
- The purpose of this rule is not to increase the number of whistles in the game. The purpose is to prevent a player or team from using up time by continuously going behind their goal and advancing, only to return back to behind their goal without making a genuine attempt to attack the opposing team. If a team is clearly engaging in delaying tactics, the referee shall issue a delay of game penalty. However the referee should tell the infringing player to move the puck before resorting to blowing the play dead. If the player does not advance the puck after the referee has told them to move it, the referee shall stop play.

(c) The puck shall not be stopped behind a team’s defending goal by the player(s) in possession and control of the puck longer than three (3) seconds. For the first infraction, the referee shall stop play and issue a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team. For a second infraction during the same period, the offending player shall be assessed a minor penalty for delay-of-game.

Behind the goal possession includes both a stationary situation and a player drifting to one side of the goal and then to the other without making a genuine attempt to advance the puck. Possession is continuous where a stationary puck is handed to a teammate. If a puck is passed behind the net then Rule 627(b) will apply and the team in possession may now carry the puck behind their net once without penalty, unless they have already utilised this.

631a – Refusing to Start Play

If, when both teams are on the playing surface, one team for any reason shall refuse to play when ordered to do so by the Referee, the Captain shall be warned and the team so refusing shall be allowed **thirty (30) seconds** to begin the game or resume play. If, at the end of that time the team shall still refuse to play, the Referee shall assess a bench minor penalty to the offending team.

This rule formerly allowed the offending team fifteen (15) seconds to begin the game or resume play.

637b – Tied Games (Only where a result is required)

In Tournament and Play-Off games in which it is necessary to determine a winner for advancement, the following shall take place:

- 1) A two minute rest period shall follow.
 - 2) The teams shall not change ends.
 - 3) A five minute ‘sudden victory’ overtime period shall be played.
 - 4) The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner. If no team scores during the overtime period the Game Winning Shot Procedure shall take place as follows:
 - a. The home team shall have the choice of having the first or second player shooting.
 - b. The procedure will begin with **three (3) different shooters** from each team taking alternate shots. The players do not need to be named beforehand.
 - c. Eligible to participate in the Game Winning Shots will be all players from both teams listed on the official game sheet except any player with an unexpired penalty, or that is serving a game misconduct penalty.
 - d. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
 - e. If the result is still tied after three (3) shots by each team the procedure shall continue with a tie-break shoot-out by one (1) player of each team, with the same or new players with the other team starting to take the tie-break shots. The same player can also be used for each shot by a team in the tie-break shoot-out.
 - f. The game shall be finished as soon as a duel of two (2) players brings the decisive result.
 - g. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
 - h. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored.
- Goals scored during the shoot-out shall not count toward a player’s statistics except the game winner shall count. Goals scored against a goalkeeper shall not count toward a goal-keeper’s statistics. Goalkeepers shall receive either a win or a loss based on the result of the shoot-out.

All rules applicable during the taking of a penalty shot shall also apply during the shoot-out.

Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.

The only change in rules for tied games is that any shootout will now initially require only three (3) players from each side, as opposed to five (5) players from each side. If more shots are required after all six (6) shooters have taken their shots, any player may be chosen to take a shot (even if they have already taken a shot as one of the initial six (6) shooters).