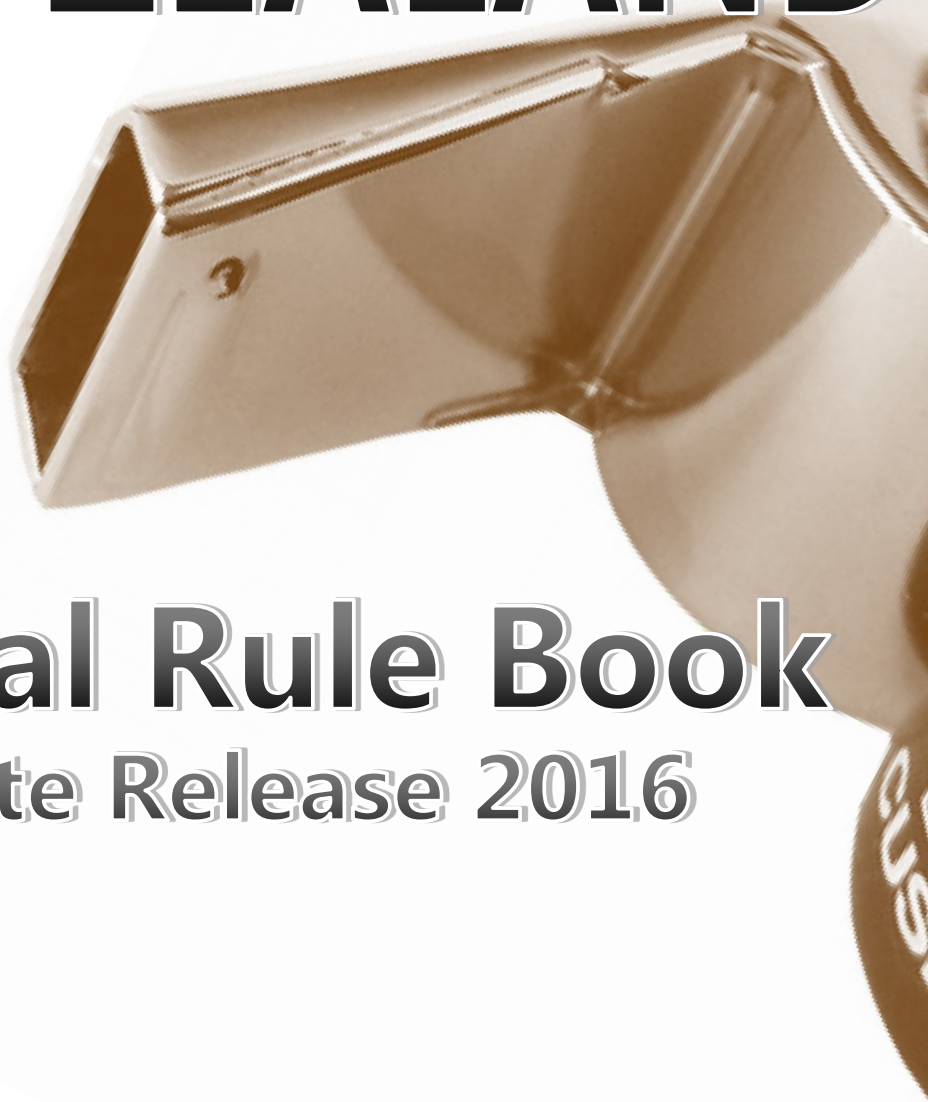


INLINE HOCKEY NEW ZEALAND



Official Rule Book Update Release 2016



Inline Hockey New Zealand Acknowledgement

Inline Hockey New Zealand appreciate the support and acknowledge the inclusion of content sourced from the International Ice Hockey Federation (IIHF) Rule Book when preparing the Inline Hockey New Zealand Official Rule Book. (Release 2016)
The New Zealand version takes into account the playing conditions specific to the local environment, varying arena sizes and rules agreed to for national competition.

CONTENTS

TERMINOLOGY	8
REFEREE SIGNALS	11
SECTION 1 - COMPETITION STANDARDS	
101 INLINE HOCKEY NEW ZEALAND (IHNZ) AS GOVERNING BODY OF INLINE HOCKEY	18
102 PLAYER ELIGIBILITY / AGE	18
103 REFEREES	18
104 PROPER AUTHORITIES AND DISCIPLINE	19
SECTION 2 - THE FLOOR / PLAYING AREA	
201 FLOOR AND PLAYING AREA / FIT TO PLAY	20
202 PLAYER BENCHES	20
203 PENALTY BOXES	21
204 STANDARD DIMENSIONS OF FLOOR	21
205 BOARDS ENCLOSING PLAYING AREA	21
206 PROTECTIVE GLASS	22
207 DOORS	22
208 FLOOR MARKINGS / ZONES	23
209 FLOOR MARKINGS / FACEOFF CIRCLES AND SPOTS	23
210 FLOOR MARKINGS / HASH MARKS	23
211 FLOOR MARKINGS / CREASES AND PRIVILEGED AREA	24
212 GOAL NET	24
SECTION 3 - TEAMS AND PLAYERS	
301 TEAM COMPOSITION	26
302 FORFEIT GAMES	26
303 INELIGIBLE PLAYER IN A GAME	26
304 PLAYERS DRESSED	27
305 PLAYERS ON THE FLOOR DURING GAME ACTION	28
306 CAPTAIN AND ALTERNATE CAPTAINS	28
SECTION 4 - SKATERS' EQUIPMENT	
401 MANDATORY EQUIPMENT / SKATERS	30
402 ADJUSTMENT OF EQUIPMENT	30
403 DANGEROUS EQUIPMENT	30
404 ELBOW PADS	31
405 FACIAL PROTECTION	31
406 FLUORESCENT MATERIAL	31
407 GLOVES	32
408 HELMET	32
409 SHIN PADS	32

410	INLINE SKATES / SKATER	32
411	STICK / SKATER	33
412	TAPE	33
413	UNIFORMS / SKATER	34
414	MEASUREMENT OF A PLAYER'S EQUIPMENT	34
415	MEASUREMENT OF A SKATER'S STICK / PENALTY-SHOT SHOOTOUT	36

SECTION 5 - PLAYING RULES / GENERAL

501	HOW THE GAME IS PLAYED	37
502	LENGTH OF PLAY	37
503	SCORECLOCK	37
504	WHISTLE	38
505	PUCK	39
506	PRE-GAME WARMUP AND POST-GAME	39
507	PUCK MUST BE WHOLE	39
508	MULTIPLE PUCKS ON FLOOR	39
509	PUCK KEPT IN MOTION	40
510	CHANGE OF ENDS	40
511	STARTING GAME ACTION	40
512	DETERMINING FACEOFF LOCATION / GENERAL	41
513	DETERMINING FACEOFF LOCATION / PENALTIES ASSESSED	41
514	DETERMINING FACEOFF LOCATION / INJURY	42
515	DETERMINING FACEOFF LOCATION / DEFENDING ZONE	42
516	DETERMINING FACEOFF LOCATION / CENTRE FACEOFF SPOT	43
517	DETERMINING FACEOFF LOCATION / ATTACKING ZONE	43
518	DETERMINING FACEOFF LOCATION / GOAL FRAME OFF	44
519	PROCEDURE FOR CONDUCTING FACEOFFS	45
520	FALSE FACEOFFS	45
521	TEAM TIMEOUT	47
522	OVERTIME PERIOD	48
523	PENALTY-SHOT SHOOTOUT	48

SECTION 6 - PLAYING RULES / STOPPAGES OF PLAY

601	INTERFERENCE BY SPECTATORS	50
602	PUCK OUT OF PLAY / GENERAL	50
603	PUCK ON DASHER	51
604	PUCK ON GOAL NET (BASE AND TOP)	51
605	PUCK OUT OF SIGHT	52
606	PUCK STRIKING A REFEREE	52
607	HAND PASS	52
608	HIGH STICKING THE PUCK / GAME ACTION	54
609	HIGH STICKING THE PUCK INTO THE GOAL NET	55
610	PROTECTIVE GLASS / DAMAGED	56
611	INJURED SKATER	56
612	INJURED REFEREES	56

SECTION 7 - PLAYING RULES / PLAYER CHANGES

701	DEFINING ON / OFF FLOOR	58
702	PLAYER CHANGE DURING GAME ACTION	58
703	ILLEGAL ACCESS OF OPPONENT'S PLAYER BENCH	58
704	PLAYER CHANGE DURING STOPPAGE	58
705	PLAYER CHANGE PROCEDURE	59
706	ILLEGAL PLAYER ON FLOOR	60

SECTION 8 - PLAYING RULES / GOALS

801	SCORING A GOAL	61
802	GOAL CREASE AS IT PERTAINS TO SCORING GOALS	62
803	GOALS WITH THE SKATE	64
804	DISALLOWING A GOAL / GAME ACTION	64
805	SCORING A GOAL / GOAL FRAME OFF	66

SECTION 9 - GAME PENALTIES / DURATION AND SITUATIONS

901	WHEN PENALTIES CAN BE CALLED	68
902	PENALTY SITUATIONS	68
903	PENALTIES ON SCORECLOCK	70
904	PLAYING SHORT-HANDED	71
905	DURATION OF PENALTIES / MINOR – BENCH MINOR	72
906	DURATION OF PENALTIES / MAJOR	72
907	DURATION OF PENALTIES / MINOR AND MAJOR	72
908	DURATION OF PENALTIES / MISCONDUCT	72
909	DURATION OF PENALTIES / MINOR AND MISCONDUCT	73
910	DURATION OF PENALTIES / GAME MISCONDUCT	73
911	DURATION OF PENALTIES / MATCH	74
912	SERVING PENALTIES	74
913	ADDITIONAL PENALTIES / GAME EJECTION	74
914	COINCIDENT PENALTIES	75
915	DELAYED START TIME OF PENALTIES	76
916	DELAYED PENALTY CALL	76

SECTION 10 - DESCRIPTION OF GAME PENALTIES

1001	ABUSE OF REFEREES	79
1002	ATTEMPT TO INJURE	80
1003	BITING	81
1004	BOARDING	81
1005	BROKEN STICK / PLAYING WITH AND REPLACING	81
1006	BUTT-ENDING	83
1007	CHARGING	83
1008	CHECKING FROM BEHIND	83
1009	CLOSING HAND ON PUCK	84
1010	CROSS-CHECKING	85
1011	DANGEROUS EQUIPMENT	85

1012	DELAY OF GAME / ADJUSTMENT OF EQUIPMENT	86
1013	DELAY OF GAME / DISPLACED GOAL NET	86
1014	DELAY OF GAME / FALLING ON THE PUCK	87
1015	DELAY OF GAME / FREEZING THE PUCK UNNECESSARILY	87
1016	DELAY OF GAME / GOAL CELEBRATION	87
1017	DELAY OF GAME / LATE LINEUP	87
1018	DELAY OF GAME / PUCK IN MOTION	87
1019	DELAY OF GAME / SHOOTING OR THROWING THE PUCK OUT OF PLAY	88
1020	DELAY OF GAME / VIOLATION OF FACEOFF PROCEDURES	90
1021	DELIBERATE INJURY OF OPPONENTS	90
1022	ELBOWING	90
1023	ENGAGING WITH SPECTATORS	90
1024	FIGHTING	91
1025	HEAD-BUTTING	93
1026	HIGH-STICKING	93
1027	HOLDING	93
1028	HOLDING THE STICK	94
1029	HOOKING	94
1030	ILLEGAL HIT (BODY CHECKING)	95
1031	ILLEGAL EQUIPMENT	96
1032	INCORRECT ACCESS TO OR FROM PENALTY BOX	97
1033	INJURED SKATER REFUSING TO LEAVE THE FLOOR	97
1034	INTERFERENCE	97
1035	INTERFERENCE ON GOALTENDER	99
1036	KICKING	99
1037	KNEEING	100
1038	LEAVING THE PENALTY BOX PREMATURELY	100
1039	PLAYING WITHOUT A HELMET	101
1040	PULLING HAIR, HELMET, CAGE	101
1041	REFUSING TO START PLAY	101
1042	ROUGHING	102
1043	SLASHING	102
1044	SLEW-FOOTING	103
1045	SPEARING	103
1046	SPITTING	104
1047	TAUNTING	104
1048	TEAM OFFICIAL ENTERING THE PLAYING AREA	104
1049	THROWING A STICK OR OBJECT	104
1050	TOO MANY PLAYERS	105
1051	TRIPPING	106
1052	UNSPORTSMANLIKE CONDUCT	107

SECTION 11 - PENALTY SHOTS AND AWARDED GOALS

1101	PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME	109
------	---	-----

1102	AWARDING A PENALTY SHOT / ASSESSING PENALTIES	109
1103	AWARDING A PENALTY SHOT / BREAKAWAY	110
1104	AWARDING A PENALTY SHOT / INTERFERENCE OR THROWING OBJECTS	111
1105	AWARDING A PENALTY SHOT / LAST TWO MINUTES OF REGULATION OR ANY TIME IN OVERTIME	111
1106	AWARDING A PENALTY SHOT / PLAYER DISPLACING GOAL NET	112
1107	AWARDING A PENALTY SHOT / SKATER FALLING ON PUCK	112
1108	AWARDING A PENALTY SHOT / WHO SHOOTS & DEFENDS	113
1109	PENALTY-SHOT PROCEDURE / TAKING THE SHOT	113
1110	PENALTY-SHOT PROCEDURE / SPECIFIC SITUATIONS	115
1111	AWARDED GOALS	117
1112	AWARDED GOALS / BLOCKING THE GOAL NET	118

SECTION 12 - RULES SPECIFIC TO GOALTENDERS

1201	PLAYING THE POSITION OF GOALTENDER	119
1202	GOALTENDER WARMUP	119
1203	GOALTENDER AS CAPTAIN	119
1204	PROTECTION OF GOALTENDER	119
1205	GOALTENDER AND GOAL CREASE	120
1206	GOALTENDER AND GOAL CREASE / GOAL ALLOWED	121
1207	GOALTENDER AND GOAL CREASE / GOAL DISALLOWED	121
1208	GOALTENDER EQUIPMENT / GENERAL	122
1209	BLOCKER AND GLOVE / GOALTENDER	122
1210	CHEST AND ARM PROTECTION / GOALTENDER	123
1211	FACEMASK / GOALTENDER	123
1212	LEG PADS / GOALTENDER	123
1213	PANTS / GOALTENDER	124
1214	STICK / GOALTENDER	124
1215	JERSEYS / GOALTENDER	125
1216	THROAT PROTECTOR / GOALTENDER	125
1217	GAME ACTION / GOALTENDER	125
1218	THROWING THE PUCK FORWARD / GOALTENDER	126
1219	GOALTENDER SUBSTITUTIONS	126
1220	ILLEGAL SUBSTITUTION / GOALTENDER	127
1221	FACEOFFS / GOALTENDER	128
1222	GOALTENDER PENALTIES / OVERVIEW	128
1223	GOALTENDER PENALTIES / DESCRIPTION	130
1224	BEYOND CENTRE RED LINE / GOALTENDER DEFINITION	130
1225	BROKEN STICK / GOALTENDER	130
1226	DANGEROUS EQUIPMENT / GOALTENDER	131
1227	DELAY OF GAME / GOALTENDER – ADJUSTMENT OF EQUIPMENT	132
1228	DELAY OF GAME / GOALTENDER – DISPLACED GOAL NET	132
1229	DELAY OF GAME / GOALTENDER – FREEZING THE PUCK	132

1230	DELAY OF GAME / GOALTENDER – GOING TO PLAYER BENCH DURING STOPPAGE	133
1231	DELAY OF GAME / GOALTENDER – REMOVING EQUIPMENT	133
1232	DELAY OF GAME / GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY	134
1233	FIGHTING / GOALTENDER	134
1234	HOLDING THE PUCK IN GOAL CREASE / GOALTENDER	134
1235	ILLEGALLY BLOCKING GOAL NET / GOALTENDER	135
1236	LEAVING GOAL CREASE DURING PLAYER CONFRONTATION / GOALTENDER	135
1237	PENALTY SHOTS / FOULS BY A GOALTENDER	136
1238	AWARDED GOALS / FOULS BY A GOALTENDER	136
APPENDIX		
	RECORDING STATISTICS	138
	OFF-FLOOR OFFICIALS	142
	COINCIDENT PENALTIES	144
	RINK DIAGRAM	160
	INLINE HOCKEY GOAL DIMENSIONS	162
	LIST OF CHANGES TO RULES FOR 2016 SEASON	163
GLOSSARY		
		171

TERMINOLOGY

These definitions provide a framework for frequently used words throughout this rule book.

AGGRESSOR – A player in a confrontation who throws punches at an opponent who is either unwilling or unable to defend themselves.

ATTACKING ZONE / DEFENDING ZONE – The division of the floor into two equal halves using the centre red line as the halfway point. The team that is closest to its own goal net is in the defending zone while the team farther from its own goal is in the attacking zone.

BREAKAWAY – Any situation during game action which meets all of these criteria:

1. An attacking player is in control of the puck or in obvious position to gain control of a loose puck and skate in alone on the opposing goaltender;
2. The attacking player has no opponent between them and the opposing goal net
3. The puck is completely over the centre red line;
4. The attacking skater has a reasonable scoring opportunity.

BROKEN STICK – A stick that is not fully intact, has a broken blade or shaft, or is no longer whole.

CAGE (SKATER) – A full facemask, attached to the skater's helmet, which covers the entire face.

COACH – A coach is a team official in charge of all decisions related to how the team plays during a game, including team strategy, player changes, and naming players to serve goaltender penalties and bench-minor penalties and participate in the penalty-shot shootout. The act of coaching during a game (starting two hours before opening faceoff until the final buzzer of the game, including any overtime and / or penalty-shot shootout) involves any and all direct and / or indirect communication, through any means, with team officials and referees relating to any direct and / or indirect aspect of the game.

CONFRONTATION – Any incident in which opponents initiate physical contact in an unsportsmanlike manner.

CONTROL / POSSESSION OF THE PUCK – Control means extended possession of the puck. Control of the puck means a player who is stickhandling with the puck or using their hands or feet to maintain possession of the puck. If the puck is touched by another player or their equipment, or hits the goal or goes free in any manner, the player is no longer considered to be in control of the puck. Possession of the puck refers to the player who is stickhandling with the puck, intentionally directs the puck to a teammate, or freezes the puck. Any accidental contact or deflection off an opponent, goal frame, or boards does not constitute possession. The last skater to touch the puck is considered in possession of it.

END ZONE / HIGH ZONE FACEOFF SPOTS – The four end zone faceoff spots are situated closest to the goal nets while the four high zone faceoff spots are situated closest to the centre red line.

FACEMASK (GOALTENDER) – Either a skater's helmet with a cage attached or a goaltender's head and face protector.

GAME ACTION – Play when the scoreclock is running.

GOAL LINE / END RED LINE – The end red line that extends the width of the floor is divided into two parts. The section of that line between the goal posts is called the goal line, and the two sections that extend from the goal posts towards the side boards are called the end red line. These terms are often used interchangeably.

HIGH ZONE – The area between the top of the faceoff circles and the centre red line.

MINOR / BENCH MINOR PENALTY – A minor penalty is a penalty of 1:30 (90 seconds) duration assessed to a specific player. A bench minor is also a penalty of 1:30 (90 seconds) duration assessed to the team without a specific player identified. Bench-minor penalties can be served by any skater, designated by the coach, who was on the floor at the time the whistle stopped play or otherwise specified by these rules.

NUMERICAL STRENGTH – The number of skaters on the floor at one time for both teams. A team has a numerical strength advantage if the opposing team is shorthanded.

PLAYERS – Refers collectively to both skaters (defencemen and forwards) and goaltenders.

PLAYING AREA – The three-dimensional area of the floor surrounded by the boards and protective glass or netting but not limited to the height of the glass and boards.

PRIVILEGED ZONE – The area outlined by an imaginary line drawn from the two end zone faceoff spots to each other and from each spot in a straight line to the end boards. Specific to rules regarding goaltenders.

PROPER AUTHORITIES – The governing or adjudicating body that oversees conduct of players and team officials during a game.

SHORTHANDED – A team is playing shorthanded when the opposition team has a numerical advantage in skaters on the floor due to penalties assessed.

SKATERS – Refers only to defencemen and forwards (non-goaltenders).

TEAM OFFICIAL – Any member of a team who is not a dressed player for a game, including (but not limited to) the coach, assistant coaches, equipment and training staff. A team official may also be a player that is not dressed for the game.

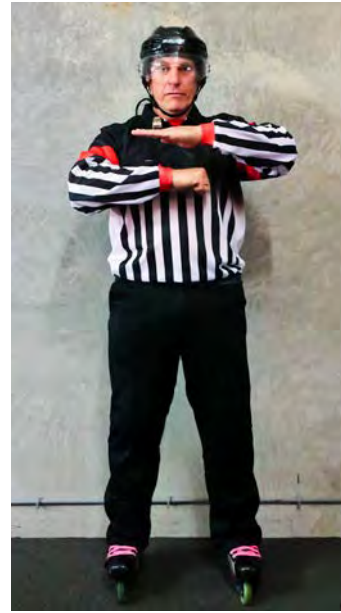
REFEREE SIGNALS



BOARDING



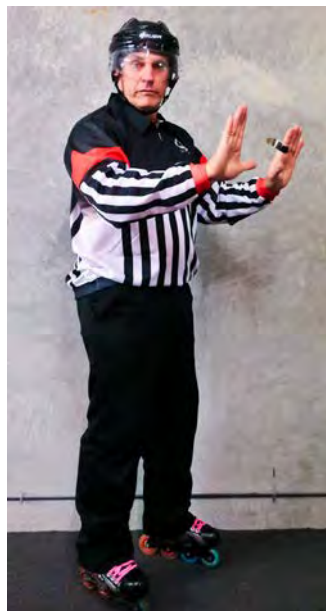
BODY CHECKING (ILLEGAL HIT)



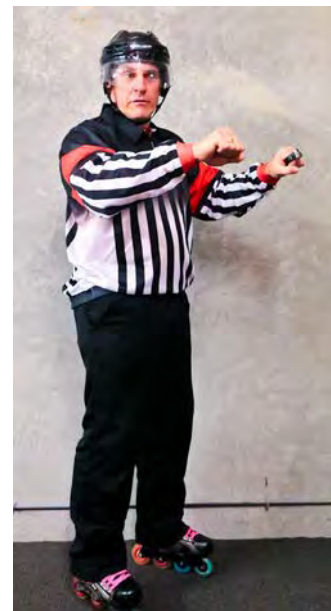
BUTT-ENDING



CHARGING



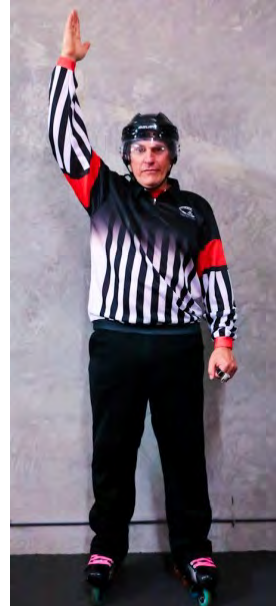
CHECKING FROM BEHIND



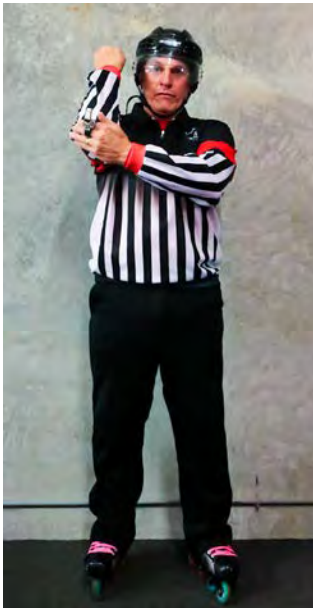
CROSS-CHECKING



DELAY OF GAME



DELAYED PENALTY



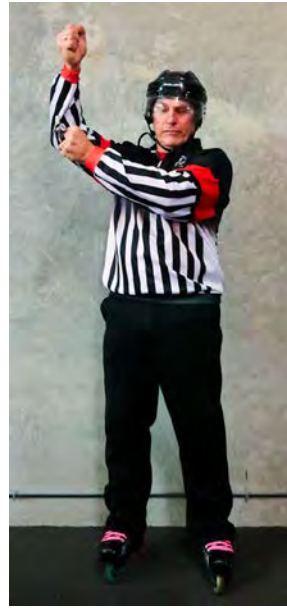
ELBOWING



GOAL SCORED



HAND PASS



HIGH STICKING



HOLDING

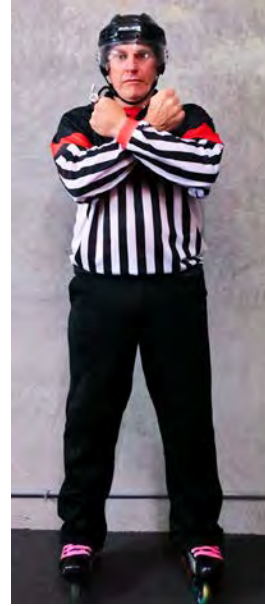


HOLDING THE STICK

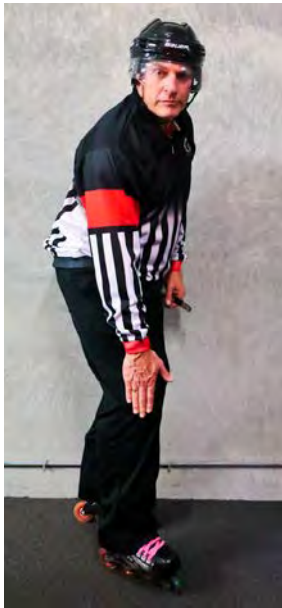




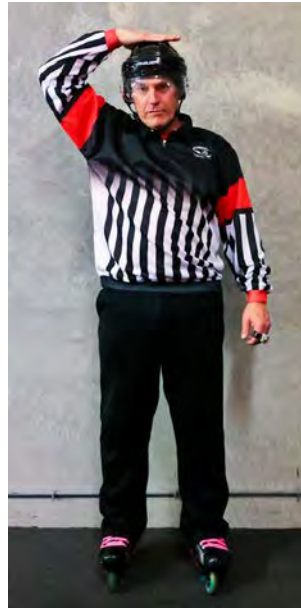
HOOKING



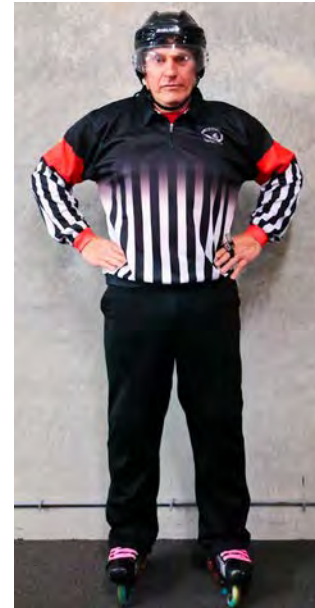
INTERFERENCE



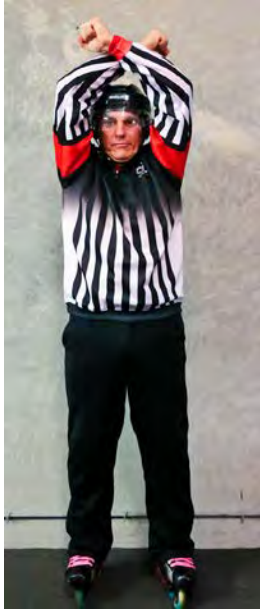
KNEEING



MATCH PENALTY



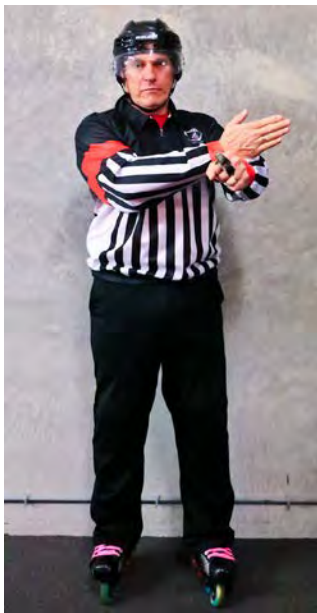
MISCONDUCT



PENALTY SHOT



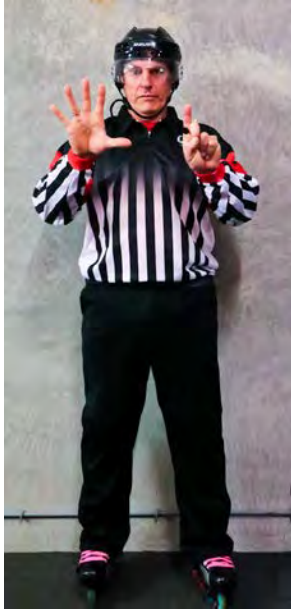
ROUGHING



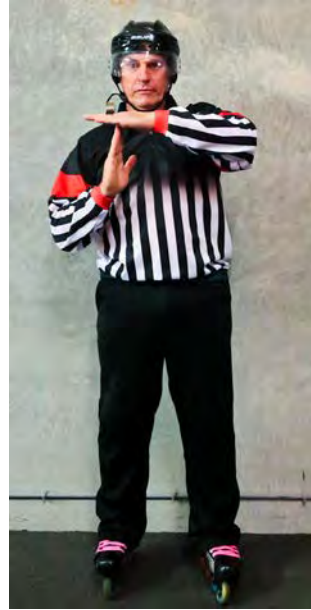
SLASHING



SPEARING



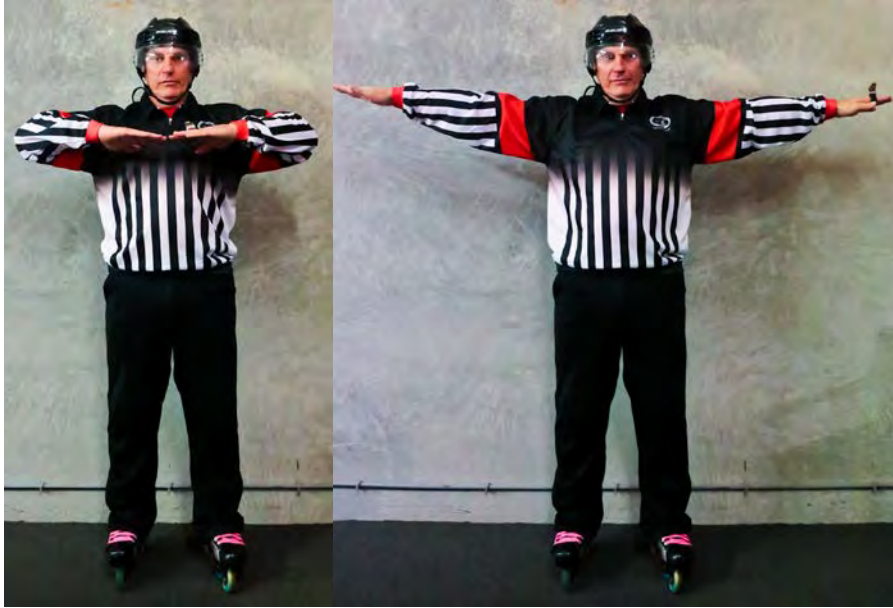
TOO MANY PLAYERS



TIMEOUT /
UNSPORTSMANLIKE CONDUCT



TRIPPING



WASHOUT

SECTION 1 – COMPETITION STANDARDS

OVERVIEW - Standards of play ensure fairness of competition at all levels. These rules recognise the need for a level playing field and the responsibility of member clubs, players, and officials to adhere to these standards.

RULE 101 – INLINE HOCKEY NEW ZEALAND (IHNZ) AS GOVERNING BODY OF INLINE HOCKEY

- i. IHNZ consists of member clubs which, when they join, recognise the need to participate under a codified system of rules based on sportsmanship, regardless of level of play or location of game.
- ii. The rules of the IHNZ are intended to promote skill and athleticism in a safe environment. Violations of these rules are dealt with during game action by referees. More serious violations may be further addressed after the game by the proper authorities in accordance with IHNZ By-Laws and Disciplinary Code.
- iii. A player, official, team official, or member of any national association connected to competition manipulation will be disciplined based on the IHNZ's Code of Conduct.
- iv. Players who compete for their member clubs in an IHNZ event do so with the understanding and respect of these rules and agree to abide by them at all times.

RULE 102 – PLAYER ELIGIBILITY / AGE

- i. To be eligible to play for an age grade side, players must be the correct age at January 1 the year of the tournament or event.

RULE 103 – REFEREES

- i. All decisions made by referees are based on their discretion in understanding, adjudicating, and interpreting this rule book in an unbiased manner. The referees will have full authority and final decision in all matters of dispute. These decisions are not subject to appeal. The referees may consult with each other and with appointed goal judges before reaching a final decision.
- ii. The referees have general supervision of every game and will have full control of all game officials and players before, during and after the game, on and off the playing surface.
- iii. The two-referee system is used in all IHNZ championships, tournaments, and regional level games involving competitive and non-competitive teams.
- iv. All referees will be controlled and assigned by the IHNZ Referees Panel. For National Championship tournaments, the IHNZ Chief Referee or their nominee will appoint all referees.
- v. All referees will wear black trousers, IHNZ approved jerseys, a black hockey helmet with a visor and chin strap properly fastened, and shin and knee protection. Referees will not

wear any badge indicating the qualification level of the referee. All referees will be equipped with finger whistles (see Rule 504).

- vi. The referees will enter the playing surface prior to warm ups and remain on the playing surface at the conclusion of each period of play until all players have left the playing surface. Penalties may be assessed at any time before, during and after the game. If for any reason there should be more than fifteen minutes delay in the commencement of the game or any undue delay in resuming play, the referees will state in a report to the proper authorities the cause of the delay and the team(s) at fault.
- vii. The referees will make a visual inspection of all players during warm-ups. If there is any visible lack of conformity to the regulations on mandatory equipment, the referees will ensure the required equipment is in place before commencement of the game.
- viii. The referees will, prior to the start of the game, see that the appointed game timekeeper, penalty timekeeper, scorekeeper and goal judges (if required) are in their respective places and that the timing and signalling equipment is in good working order.
- ix. The Referees will report to the scorekeeper all goals and assists legally scored and all penalties assessed. The referees should also report the reason for any goal being disallowed.
- x. After each game the referees will check and sign the score sheet and return it to the scorekeeper. No changes should be made to the scoresheet after it has been signed by the referees. Referees are required to report all game misconduct and match penalties to the proper authorities immediately following the game, giving full details of the circumstances surrounding the incident.

RULE 104 – PROPER AUTHORITIES AND DISCIPLINE

- i. “Proper Authorities” refers specifically to the immediate governing body of the game(s) being played. In addition to the referees, every game at IHNZ National Championships and other events is overseen by a referee supervisor and possibly a disciplinary panel or representative thereof. Actions which show a flagrant disregard for the rules of play may be dealt with after the game by the proper authorities.
- ii. The function and duty of the proper authorities is outlined in the IHNZ’s Disciplinary Code.
- iii. In addition to the penalties assessed under this rule book, the proper authorities may, at the conclusion of a game, at their discretion, investigate any incident that occurs in connection with any game and may assess suspensions for any offense committed before, during and after any game by a team official or player, regardless of whether the offense was penalised by the referees.

SECTION 2 – THE FLOOR / PLAYING AREA

OVERVIEW – Inline hockey is played on a playing area with an enclosed floor with markings specific to the rules of play. The floor must be made fair and safe for players and set up in a way that also considers spectator safety to be of paramount importance.

Any deviations from these requirements for any IHNZ competition require IHNZ approval via the IHNZ Referees Panel and Coaching Committee.

RULE 201 – FLOOR AND PLAYING AREA / FIT TO PLAY

- i. Inline hockey must be played on a floor made of wood, cement, asphalt, plastic or another material approved by IHNZ. It must be of a quality deemed fit to play by the referees in charge of the game.
- ii. If, prior to or during the playing of a game, any section of the floor becomes damaged or unplayable, the referees will immediately stop the game and ensure the safety of the playing area before game action resumes. Referees are particularly cautioned about wet playing surfaces and should take an overly cautious approach when determining whether or not the playing conditions are safe for all players and officials.
- iii. Any objects on the floor that are not directly related to them or their equipment, or the puck, are strictly forbidden. Any damage to the playing facilities by any means will result in the immediate stoppage of game action. Play will not resume until the floor is clear of these objects.
- iv. If the repairs delay the game unduly, the referees have the option to send the teams to their respective dressing rooms until the floor is deemed fit to play. If the problem cannot be solved in a short period of time or if any section of the floor is of a quality that makes playing the game dangerous, the referees have the right to postpone the game until such a time as the floor can be properly made fit to play.
- v. If any lengthy delay occurs near the end of a period, the referees have the option to begin the intermission immediately. The time remaining in the delayed period may be added to the next period. When play resumes, teams will defend the opposite goal as before play was postponed.
- vi. If the playing area is affected by the environment in any way, including the activation of a fire alarm, the referees will not permit game action to take place until the air is suitably clear for players and fans to experience the game safely.
- vii. If the surface, rink facilities or any object is stained with blood, the referee will ensure that all bloodstains are removed before play continues.

RULE 202 – PLAYER BENCHES

- i. Every rink must have seats or benches for each team, placed immediately alongside the playing surface.
- ii. Although the player benches are not a part of the floor, they are considered a part of the game and are subject to all rules pertaining to the game.

- iii. The only people allowed on or at the player benches are the dressed players and not more than six team officials. A non-dressed player may be listed as a team official.
- iv. During a game all team officials including coaches, managers and trainers are restricted to the length of the player benches and must not enter the playing surface.
- v. Both player benches must be of the same dimensions and quality, offering advantage to neither team in any manner.
- vi. Each player bench must be located as near as possible to the centre red line and provide accommodation for at least 10 players.
- vii. Ideally each player bench will have two doors, one at either end.
- viii. The player benches must be located on the same side of the floor, ideally opposite their respective penalty boxes and the scorekeeper's bench.
- ix. Teams must use the same bench for the duration of a game.
- x. Players benches must be enclosed from spectators and provide direct access to the floor only for the players.
- xi. The designated home team will use the home bench, whereas the designated away team will use the away or visitors bench.

RULE 203 – PENALTY BOXES

- i. A penalty box, ideally one for each team, must be situated on either side of the scorekeeper's bench. Ideally these should be located across from their respective player benches. The penalty box must be separated from the player benches. Each box must be of the same size and quality, offering advantage to neither team in any manner.
- ii. Teams must use the penalty box opposite their player bench and must use the same penalty box for the duration of a game.
- iii. Each penalty box must have only one door for both entry and exit and must be operated only by the penalty-box attendant.
- iv. Only the penalty-box attendant, penalised skaters, and game officials are allowed access to the penalty boxes.
- v. Both penalty boxes must be situated close to the centre red line.

RULE 204 – STANDARD DIMENSIONS OF FLOOR

- i. The recommended dimensions of the floor are 40 – 61 metres long and 20 – 30 metres wide. The minimum size for a rink will be 40 metres long and 20 metres wide.
- ii. The corners of the floor must be rounded in the arc of a circle with a radius of 7.0 to 8.5 metres.

RULE 205– BOARDS ENCLOSING PLAYING AREA

- i. The floor must be contained within an enclosure known as boards. Ideally these should be made out of sections of wood or plastic. The boards must be painted white.
- ii. Any space between the panels that comprise the boards should be no more than 3 mm.

- iii. The boards must be constructed in such a manner that the surface facing the floor must be smooth and free of any obstruction that could cause injury to players or unnaturally alter the course of a puck.
- iv. The ideal height of the boards should be 108 cm from the floor, but the boards must be at least 20 cm high and not more than 122 cm high.
- v. Affixed to the bottom of the boards must be a coloured kick plate which extends around the entire circumference along the floor. It should be 15 – 25 cm high. This kick plate will ideally be painted yellow.
- vi. The entire rink, including player benches and penalty boxes, must be enclosed with safety glass, fencing, and/or protective screens designed to separate players from spectators. All equipment used to hold such screens in place will be mounted on the boards outside of the playing surface.
- vii. In a rink that contains protective glass the top of the boards should be affixed a coloured dasher which extends around the entire circumference of the boards and marks the area where the boards end and the protective glass begins. The dasher should be 110 cm from the floor.

RULE 206 – PROTECTIVE GLASS

- i. Panes of protective glass or similar acrylic material that are 12 –15 mm thick and both transparent and of high durability may be inserted into and affixed to the top of the boards. The protective glass must be aligned using stanchions that allow the sections to be flexible. This is an optional part of the rink for IHNZ competitions.
- ii. Protective glass should be 2.4 metres high behind the goals and extend at least 4.0 metres from the end red line towards the centre red line. Protective glass should be at least 1.8 metres high along the sides except in front of the player benches.
- iii. There is no protective glass permitted in front of the player benches, but there may be protective glass of similar height outlined in Rule 206(ii) behind and along the sides of the player benches and penalty boxes.
- iv. The protective glass and fixtures used to hold the boards in position must be mounted on the side away from the floor.
- v. The gaps between the panels of protective glass must not be more than 5 mm.
- vi. No openings or holes are allowed anywhere along the full circumference of the protective glass with the exception of communication holes in front of the scorekeeper's bench.
- vii. The protective glass must be installed in such a way that one sheet can be replaced without compromising the integrity of any others.

RULE 207 – DOORS

- i. All doors allowing access to the floor must swing inwards, towards the spectator area
- ii. The gaps between the doors and the boards must not be more than 5 mm.

RULE 208 – FLOOR MARKINGS / ZONES

- i. The floor must be divided lengthwise by a centre red line marked on the floor, extending completely across and continuing vertically up the boards to the dasher.
- ii. This line separates the two zones of the floor which are referred to as the defending zone and the attacking zone. The centre red line will be considered part of the zone in which the puck is located.
- iii. The centre red line divides the length of the floor equally. It must be 30 cm wide and extend up the kick plate and up the full height of the boards to the dasher.
- iv. There must be two end red lines marked 3.5 – 4.5 metres from the flat and middle sections of the end boards (i.e. not the curved sections) at both ends of the floor and must be 5 cm wide. These lines will be referred to as the goal lines. The goal frame will be centred on the goal line at each end of the rink.

RULE 209 – FLOOR MARKINGS / FACEOFF CIRCLES AND SPOTS

- i. There must be nine faceoff spots on the floor. These are only places at which a referee can drop the puck to begin game action.
- ii. All faceoff spots must be of a different colour than the floor. Ideally the spots should be painted red.
- iii. A spot approximately 30 cm in width must be marked exactly in the centre of the floor. With this spot as a centre, a circle with a radius of 4.5 metres must be marked with a line 5 cm wide. This constitutes the centre faceoff circle.
- iv. A total of four faceoff spots 30 cm in width must be marked in the high zones. These faceoff spots should be the same distance from an imaginary straight line running from the centre of both goal lines as the end zone faceoff spots.
- v. A total of four faceoff spots 30 cm in width and circles 5 cm wide with a radius of 4.5 metres from the centre of the faceoff spot must be marked on the floor in both end zones and on both sides of each goal.
- vi. The location of the end zone faceoff spots must be fixed along a line 6.1 metres from each end red line. Parallel to this, mark two points 7 metres on both sides of a straight line drawn from the centre of one goal line to the other. Each point will be the centre of the end zone faceoff spot.
- vii. The distance between the end zone faceoff spots and the high zone faceoff spots should ideally be 9.9 metres. The distance between the high zone faceoff spots and the centre red line will depend on the length of the floor.
- viii. The distance between the boards and the faceoff spots may depend on the width of the floor. This distance should be the same on both sides of the rink. It is recommended that there be a 13.5 m distance between the end zone faceoff spots in the same zone.

RULE 210 – FLOOR MARKINGS / HASH MARKS

- i. All five faceoff circles on the floor must have hash marks protruding from the circle towards the side boards.

- ii. For the four end zone faceoff circles, there must be two lines 60 cm long, 5 cm wide, and 1.2 metres apart, equidistant from an imaginary line made drawn through the middle of the two end zone faceoff spots and extending to the side boards.

RULE 211 – FLOOR MARKINGS / CREASES AND PRIVILEGED AREA

- i. There are three creases on the floor: one for each goaltender in front of either goal net and one at the boards by the scorekeeper's bench for referees.
- ii. The red referees crease must be marked on the floor in a semi-circle 5 cm wide with a radius of 3 metres immediately in front of the scorekeeper's bench. Players are not allowed in this area during stoppages of play when referees are in consultation with each other or reporting to officials off the floor.
- iii. In front of each goal net a goal-crease area must be marked by a red line, 5 cm wide.
- iv. The goal crease is a three-dimensional space and includes the air above the markings on floor up to the top of the crossbar.
- v. The goal crease must be marked as follows:
 - 1. A red semi-circle 180 cm in radius and 5 cm in width must be drawn using the centre of the goal line as the centre point;
 - 2. A red, "L"-shaped marking of 15 cm in length (each line) must be added at each front corner;
 - 3. The location of the "L" is measured by drawing an imaginary line 122 cm from the goal line to the edge of the semi-circle.
- vi. The measurements of all creases must be taken from the outside edge of the lines such that the full thickness of the lines is considered part of the crease.
- vii. The goaltender's "privileged area" is an area bounded in the rear by the end boards, in front by an imaginary line connecting the end zone faceoff spots and on the sides by imaginary lines extending perpendicular from the end boards to the end zone face off spots.

RULE 212 – GOAL NET

- i. There must be two goal nets, one at either end of the floor.
- ii. The goal net is comprised of a goal frame and netting.
- iii. The open end of the goal net must face the centre of the floor.
- iv. Each goal net must be located in the centre of the end red line and must be installed in such manner as to remain stationary during the progress of the game.
- v. The goal posts must extend vertically 1.22 metres above the floor and be 1.83 metres apart (internal measurements). The goal posts and crossbar that form the tubular steel goal frame must be of a specified design with a diameter of 5 cm.
- vi. The goal posts and crossbar must be red. All other parts of the goal net and frame must be white.
- vii. The goal posts and crossbar must be completed by a white frame inside the base of the goal frame along the floor and top extending from post to post towards the end boards

and supporting the netting, the deepest point of which should be between 0.60 –1.12 metres.

- viii. A netting of durable white nylon cord must be attached securely over the entire back of the goal frame in such a manner as to trap the puck in the goal net after it has entered and to prevent the puck from entering the goal net in any way other than in front.
- ix. Referees are required to check the netting before the start of each period of play. If they find any damage to the netting, game action cannot begin until the necessary repairs have been made.
- x. The inside parts of the supports of the white frame, other than the goal posts and the crossbar, must be covered by white padding. The padding of the base frame must start not less than 10 cm from the goal post and must be attached in a manner that does not restrict the puck from completely crossing the goal line.
- xi. Ramp bars that are designed to ramp a hockey ball into the top of the goal frame will not be used in IHNZ competitions.
- xii. Drop netting that stops airborne pucks before they reach the back of the goal is recommended but not required.

SECTION 3 – TEAMS AND PLAYERS

OVERVIEW – A hockey game is contested between two teams which play under the direction of referees.

RULE 301 – TEAM COMPOSITION

For penalties under this rule, see Rule 1017 – Delay of Game / Late Lineup.

- i. To start play, a team must be able to put on the floor at least four skaters and one goaltender or five skaters at the beginning of the game.

RULE 302 – FORFEIT GAMES

- i. If both teams are on the floor and one team refuses to play for any reason, the referees will warn the captain of the unwilling team that they must begin play within 30 seconds. If the team still refuses to play, the referees will assess a bench-minor penalty. If there is a recurrence or continuance of the same incident, the referee will declare the game a default and report the incident to the proper authorities.
- ii. If a team is not on the floor and fails to go on the floor to start play when ordered to do so by the referees through the captain, manager, or coach, they will have not more than two minutes to resume play. If the team resumes play within those two minutes, they will be assessed a bench-minor penalty. If the team continues to refuse to go on the floor, the referee will declare the game a default and report the incident to the proper authorities.
- iii. A team that refuses to begin play with the correct number of players on the floor will forfeit the game to their opponent.
- iv. A team will forfeit the game to their opponent if they cannot place the required number of players on the floor during the course of a game because of penalties and injuries.
- v. If a team declines to participate in the penalty-shot shootout, their opponent will be awarded the win.
- vi. The score of all games won by forfeit will be recorded as 5 – 0, or the score at the time of the forfeit, whichever is greater.

RULE 303 – INELIGIBLE PLAYER IN A GAME

- i. A player must meet the criteria of IHNZ before they can play in a game. Specifically, the player must meet age requirements and be listed in the pre-tournament, pre-event, or pre-game roster of players as well as on the game sheet.
- ii. The determining factor for a player's eligibility is their name (not jersey number) being correctly listed in the line-up.
- iii. No goal will be allowed by a team during a game if one of its players on the floor at the time their team scores is ineligible and the referee has been notified of the error prior to

the ensuing faceoff at the centre faceoff spot immediately after the goal. All previous goals by the ineligible player's team will be allowed.

- iv. If a player is assessed a penalty, and during the penalty they are found to be an ineligible player, the player will be removed from the game and a skater designated by the coach through the captain must serve the remainder of the penalty. No additional penalty will be assessed,
- v. If a player is found to be ineligible during a game they will be removed immediately without penalty.
- vi. All cases regarding an ineligible player will be reported to the proper authorities, who may impose further penalties.

SITUATION 1: *A player has scored a goal or received an assist but their name is not listed on the Official Game Sheet.*

Ruling: *The goal will be disallowed and the player will be removed from the game. The fact that the player's name was not listed on the Official Game Sheet will be brought to the attention of the Referee before play resumes. The goal cannot be disallowed at a later time in the game if it is discovered that the player's name was not on the Official Game Sheet. However, the player can still be removed from the game at that point.*

RULE 304 – PLAYERS DRESSED

- i. Each team must provide the scorekeeper with a line-up (list of names and corresponding jersey numbers for players dressed). The line-up must include the names of the captain and two alternate captains.
- ii. At tournaments a representative from each team must confirm the line-up before each game by signing the scoresheet. Players may be added or deleted up to the opening faceoff.
- iii. No changes or additions to the line-up are allowed once the game has started.
- iv. No staff member (coach, assistant coach, general manager, or other team official) is allowed onto the floor without the consent of a referee except in the case of attending to an injured player.
- v. Each team is allowed to dress a maximum of 16 skaters and two goaltenders for a game.
- vi. All players must have a player's stick and player's skates and be wearing full equipment in order to be considered eligible to play in a game. Full equipment consists of sticks, skates, protective equipment, and team uniform.
- vii. All protective equipment must be worn entirely under the uniform except gloves, helmets, and goaltender's pads.
- viii. No player is allowed to warm up on the floor at the end of a period or at any stoppage of play.
- ix. Only eligible players are allowed to be listed on the line-up sheet and play in a game.
- x. Players who are registered for a tournament or event but who are not listed on the game sheet are allowed to participate in the pre-game warmup.

- xi. Teams are not required to have a coach or manager listed on the line-up sheet.

INTERPRETATION

A team may have more than two goaltenders on their team roster, however they may only dress up to two goaltenders for each game. In the event of injury, any replacement goaltenders will come from the skaters listed on the line-up sheet.

RULE 305 – PLAYERS ON THE FLOOR DURING GAME ACTION

- i. Game rules will not allow for a team to have fewer than three players (one goaltender and two skaters, resultant of penalties) or more than five players (one goaltender and four skaters or five skaters) on the floor during game action.
- ii. Skaters may move about freely in any manner and play whatever positions they so choose during game action.
- iii. Only one goaltender is allowed on the floor during game action at any one time. This goaltender may be removed and substituted by a skater in an extra-attacker situation. However, this replacement skater is not permitted goaltender privileges, unless the skater is acting as a temporary goaltender under Rule 1201 – Playing the Position of Goaltender.

RULE 306 – CAPTAIN AND ALTERNATE CAPTAINS

- i. Each team must appoint a captain and two alternate captains from among the skaters listed on the game line-up. A team cannot forego the naming of a captain and instead designate three alternate captains for a game.
- ii. A team cannot change their captain or alternate captains during a game. If a captain is ejected from a game or cannot play the entire game because of an injury, one of the alternate captains can assume their duties.
- iii. No goaltender, coach or manager will be permitted to act as Captain.
- iv. The captain must wear the letter “C” and alternate captains must wear the letter “A” positioned on the front right chest of the jersey. The letter must be 8 cm high and in one contrasting colour to the primary colour of the jersey.
- v. Only these designated skaters, if they are not penalised, are allowed to discuss with the referees any matter relating to the interpretation of rules during a game.
- vi. If both the captain and alternate captain are on the floor, only the captain is allowed to talk to the referees about a point of interpretation.
- vii. If neither the captain nor an alternate captain is on the floor, they cannot come off the player bench to discuss any situation with the referees unless requested to do so by a referee. If the captain or alternate captain does come off the player bench uninvited, they will be sent back by the referee, who will then warn the head coach or captain that a second violation will result in a misconduct penalty.
- viii. A complaint concerning the merits of a penalty is not a matter relating to the interpretation of the rules and is not allowed. Any player who argues a penalty call is subject to a misconduct penalty.

INTERPRETATION

1. When a situation arises and both the captain and alternate captains are on the player bench, the referee should request to speak to the captain by calling them from the player bench.
2. In all cases the referee will endeavour to speak to the captain. If for some reason the referee has problems communicating with the captain, the referee may go directly to the bench and talk with the coach.

SECTION 4 – SKATERS' EQUIPMENT

OVERVIEW: Skaters' equipment consists of sticks, skates, protective equipment, and uniforms. All protective equipment – except gloves, helmets, and skates – must be worn entirely underneath the uniform. Equipment must conform to safety standards and be used only to protect skaters, not to enhance or improve playing ability or to cause injury to an opponent. Full equipment, including helmets, must be worn properly during the pre-game warmup.

RULE 401 – MANDATORY EQUIPMENT / SKATERS

- i. For skaters 19 years of age and older, mandatory equipment includes helmet with strap properly fastened, half visor or full face mask, elbow pads, gloves, and knee and shin protection.
- ii. For skaters 18 years of age and younger, mandatory equipment includes helmet with strap properly fastened, full face mask, elbow pads, gloves, and knee and shin protection.
- iii. Recommended equipment for all players includes a full face mask, internal mouth guard, hip pads, padded hockey pants, a protective cup or pelvic protector, chest protection, and throat protection.

RULE 402 – ADJUSTMENT OF EQUIPMENT

- i. No player is allowed to delay the progress of a game by adjusting their equipment on the floor. If their equipment does not conform in any way and adjustments need to be made, the player must leave the floor and be replaced.
- ii. Any player who violates this rule may be penalised under Rule 1012 - Delay of Game / Adjustment of Equipment or Rule 1227 - Delay of Game / Goaltender - Adjustment of Equipment.

RULE 403 – DANGEROUS EQUIPMENT

- i. Illegal equipment, equipment that does not conform to the standards in this rule book, and equipment deemed unacceptable for play, are classified as dangerous equipment, and players utilising such equipment are subject to penalties as outlined in Rule 1011 – Dangerous Equipment.
- ii. A referee may request the measuring of any piece of equipment at any time. If the referee rules that the equipment does not conform to the standards in this rule book, it will be considered dangerous equipment and be confiscated.
- iii. A player who uses dangerous equipment will be ruled off the floor, and the team will be issued a warning by the referees. The player will not be allowed to participate in the game until the illegal equipment has been corrected or removed.
- iv. Dangerous equipment includes wearing a visor in a way that was not intended or may cause injury to an opponent, wearing non-approved equipment, using dangerous or illegal

- skates or stick, failing to wear equipment under the uniform (excepting gloves, helmet, and goaltender's pads), and cutting the palm out of one or both gloves.
- v. The use of pads or protective equipment made of metal or any material that may cause injury is prohibited.
 - vi. The wearing of casts or splints, even if padded, is prohibited.
 - vii. Players are not permitted to attach additional devices or attachments, whether decorative or otherwise, to their helmet or other equipment.

RULE 404 – ELBOW PADS

- i. Elbow pads must have a soft protective outer covering of sponge, rubber or similar material of at least 1.27 cm thickness.

RULE 405 – FACIAL PROTECTION

- i. There are two permissible types of protection that can be attached to the front of a skater's helmet: cage and visor.
- ii. A visor is attached to the helmet and must extend down to cover the eyes and the lower edge of the nose in frontal and lateral projections.
- iii. All cages and visors must be manufactured specifically for inline or ice hockey.
- iv. All players who are 18 years and younger, regardless what event or tournament they are participating in, must wear a full face cage.
- v. Skaters are not permitted to wear a coloured, tinted or reflective visor.
- vi. A skater whose visor or cage becomes cracked or broken is allowed to finish their shift, but upon leaving the floor the player must repair or replace the damaged facial protection before being allowed to participate in game action.
- vii. Full face masks must be constructed in such a way that neither the puck nor a stick blade might get through it.

INTERPRETATION

Visors must not be tilted upwards. The top of a half visor should line up with the edge of the helmet. The bottom of a half visor should not sit above the point of the nose.

RULE 406 – FLUORESCENT MATERIAL

- i. No fluorescent material is allowed on any part of the equipment, clothing, or uniforms of anyone on the floor.

RULE 407 – GLOVES

- i. A skater's gloves must cover the hand and wrist areas and be of appropriate design.
- ii. The backs of the gloves must be of a soft material and have no other material or objects other than padding sewn into them.
- iii. Cutting the palm out of one or both gloves will be considered dangerous equipment and may be penalised under Rule 1011 – Dangerous Equipment.

RULE 408 – HELMET

- i. During the pre-game warmup and the game itself (regulation time, overtime, and penalty-shot shootout), skaters must wear a certified helmet manufactured specifically for inline or ice hockey with chin strap properly fastened.
- ii. Skaters must wear their helmet so that the lower edge of the brim is not more than one finger-width above the eyebrows. Additionally, there should be only enough room between the chin strap and the chin to insert one finger.
- iii. Should the helmet of a skater come off during game action, they must go directly to the player bench. The skater is not allowed to touch the puck or participate in game action, and they are not allowed to put the helmet back on securely while on the floor, even if not participating in game action.
- iv. A skater is not allowed to deliberately knock off the helmet of an opponent expressly to force their opponent to the bench or to eliminate them from game action.
- v. Skaters helmets cannot have any design or writing on them except to provide a number corresponding to their jersey number.
- vi. Skaters must wear their helmets while sitting on the player bench or in the penalty box except when the helmet is being cleaned or repaired.

SITUATION 1: A player's helmet strap becomes unfastened but their helmet stays on their head.

Ruling: The player may continue to participate in the game until the stoppage of play or until the player leaves the playing surface. No penalty will be assessed to the player.

RULE 409 – SHIN PADS

- i. Skaters' shin pads must be of a size that allows them to fit inside standard skaters' pants. No protrusions from or additions to the manufactured shin pads are allowed.

RULE 410 – INLINE SKATES / SKATER

- i. Inline skates must consist of only these parts: boot, wheels, chassis, axles, bearings, and laces.

- ii. The boot must conform to the foot of the skater and not be unduly wide or long or have any attachments to it.
- iii. Inline skates must be designed for inline hockey. Players may wear skates with as many as five wheels all in a single row. All positions on the chassis designed for a wheel must have a wheel in place or it will be considered dangerous equipment.
- iv. No mechanical attachment or any other device that might help a skater's speed or ability to skate is allowed.
- v. The use of speed skates, quad skates, or any skate not designed for Inline hockey is prohibited.
- vi. Laces may be of any non-fluorescent colour and tied in any manner, but they must not be so long that they touch the floor.

RULE 411 – STICK / SKATER

- i. Sticks must be made of wood, carbon composite, graphite or aluminium. They must not have any projections, and all edges must be bevelled.
- ii. The curvature of a skaters' stick blade must not exceed 1.5 cm. The curve is determined by making a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade.
- iii. A stick may have only one curve and one blade. Any double curvature of the blade as measured by a curve gauge will render the stick illegal.
- iv. The shaft of the stick, from the top down to the start of the blade, must be straight.
- v. The butt end of the stick must be covered by a form of protection. If the cap at the top of a stick has been removed or falls off, the stick will be considered dangerous equipment.
- vi. It is forbidden to insert any material into the hollow shaft of a stick to alter its weight, substance, or purpose.
- vii. Adhesive, non-fluorescent tape of any colour may be wrapped around the stick at any place. Fluorescent-painted sticks are not allowed.
- viii. It is illegal to play with a broken stick. If a skater's stick breaks during game action, they must drop it immediately. See Rule 1005 – Broken Stick / Playing With and Replacing.
- ix. At no time is a skater allowed to use a goaltender's stick.
- x. At no time is a skater allowed to use more than one stick at a time.
- xi. The maximum length of the shaft of a stick is 163 cm from the top of the shaft to the heel; the maximum width is 3 cm; the maximum thickness is 2.54 cm.
- xii. The maximum length of the blade of a stick is 32 cm along the bottom, from the heel to the toe of the blade, and it must be between 5.0 – 7.62 cm high.
- xiii. Special exemptions on the length of a stick will be permitted if: (1) the player is at least 2.0 metres tall; (2) an application is made to the IHNZ in writing a suitable time before the player wishes to use the stick; (3) the height of the shaft does not exceed 165.1 cm.

RULE 412 – TAPE

- i. Only non-fluorescent tape is permitted.

- ii. Tape may be applied to a stick by either rolling it around the blade or shaft or by peeling and sticking it on.

RULE 413 – UNIFORMS / SKATER

- i. All players of a team (including goaltenders) must be dressed uniformly in matching long sleeved jerseys and pants designed for inline hockey.
- ii. All jerseys of a team must be of the same design, including logo on the front and numbers on the sleeves and back.
- iii. Players are not permitted to tamper with their uniforms in any manner, whether by cutting any part of it, writing on it, or marking it.
- iv. If, in the opinion of the referees, the uniform colours of the competing teams are so similar that there is the possibility of misidentifying players, it is the responsibility of the home team to change its jerseys.
- v. Jerseys must be worn entirely outside of the pants.
- vi. Jerseys must follow the contours of the player's body and not be excessively baggy.
- vii. Jerseys must not extend length-wise past the crotch of the pants, and the sleeves must not extend past the fingers of the glove.
- viii. Each player must wear a number that is 25 – 30 cm high on the back of the jersey and 10 cm high on both sleeves. Numbers are limited to whole numbers from 0 to 99 (no fractions or decimals).
- ix. No two players on a team may use the same number in the same game.
- x. Players are not allowed to change or exchange jersey numbers once the game has started. They must wear their number for the game's entirety.
- xi. The only exception to Rule 413(x) is if a player's jersey becomes stained with blood or becomes badly torn during a game. At that point, the player may be told by the referees to leave the floor and change into a designated jersey with another number.
- xii. A player whose hair is long enough to obscure the number on the back of the jersey must fashion it in a ponytail or tuck the hair under the helmet.
- xiii. Graffiti-type designs, patterns, artwork, drawings, or slogans that are abusive or obscene and refer to culture, race, or religion are not allowed.
- xiv. Players who do not comply with these provisions are not permitted to participate in the game.

RULE 414 – MEASUREMENT OF A PLAYER'S EQUIPMENT

For penalties under this rule see Rule 1031 – Illegal Equipment.

- i. The referees may request the measuring of any piece of equipment at any time, at their own discretion. If they rule that it does not conform to the standards in this rule book, it will be considered dangerous equipment and cannot be used during game action until it has been adjusted in accordance with these rules.
- ii. The measuring of a skater's equipment is limited to sticks.

- iii. The captain or alternate captain of a team is the only player who may make a formal complaint to the referees against the specific dimensions of any opponent's equipment. They may do so at any stoppage of play or prior to the start of any period.
- iv. There is no limit to the number of stick-measurement requests a team may make in a game, but only one measurement per stoppage of play is allowed and by only one team.
- v. The player whose stick is to be measured must be holding the stick at the time the request is made. The player may be on the bench or on the floor, but the referees must make visual confirmation that the stick in question belongs to the player.
- vi. If a stick is deemed illegal, the offending skater must enter the penalty box immediately, and a teammate is allowed to bring them another stick. The referees will return the illegal stick to the team's player bench, and if the team alters the stick to legal dimensions, it can be used again. As a result, it can also be measured again.
- vii. If the referees are unable to use the curve gauge for whatever reason to measure the curvature of a stick, the stick will be considered illegal and be removed from the game. However, no penalty will be assessed to either team.
- viii. There can be a measurement of a player's or goaltender's stick any time from the start of the game until its conclusion, including during overtime or the penalty-shot shootout. See Rule 1208 – Goaltender Equipment / General for details regarding measurement of other goaltender equipment.
- ix. If a measurement is made to a skater's stick after a goal, and the stick is deemed illegal, the goal will still be allowed.

INTERPRETATION

1. A goaltender may participate in the game using a player's stick. If a stick measurement is requested, the stick will be measured as if it is a player's stick.
2. It is not necessary that a player participated physically in the game for their stick to be measured.
3. The measurement of the width of the blade of a player's stick is to be taken 1.5 centimetres in from the toe of the blade or at any spot from this point along the blade to the heel of the stick.
4. An illegal curvature of the blade may be found anywhere on the blade along the line of the stick gauge.

REFEREE PROCEDURE

1. All stick measurements (including curvature) will be made using a regulation stick gauge.
2. Goaltender equipment measurement may be carried out in the referee crease or in a suitable location as determined by the facilities.
3. A referee can measure any type of stick or equipment that is dangerous without a request from a team, and the dangerous stick or equipment will be removed from play. Any other equipment deemed illegal will be measured only on appeal by the opposing team.

SITUATION 1: A formal complaint is made by a team captain against the dimensions of an opponent's stick. The opponent, who was on the rink, has proceeded to the player's bench and has stepped off the floor.

Ruling: Once the request is made, and as long as the officials maintain visual contact with the stick, it can be measured. This means that if the player whose stick is about to be measured steps off the rink into the player's bench, their stick may still be measured provided the stick remained in view by at least one of the officials.

SITUATION 2: A player who has just entered or exited the penalty box where they were about to serve or had just served a penalty has their stick challenged regarding its legality.

Ruling: A player who is in the penalty box or who has returned to the playing surface is eligible to have their stick measured at any time.

RULE 415 – MEASUREMENT OF A SKATER'S STICK / PENALTY-SHOT SHOOTOUT

- i. A captain may request a stick measurement during a penalty-shot shootout.
- ii. If the measurement is requested prior to a skater taking a shot and the stick is legal, the requesting team will incur a bench-minor penalty, and a skater from that team must go to the penalty box. The skater will be ineligible to participate in the penalty-shot shootout from that point forward. The skater whose stick was measured may then take their shot.
- iii. If the measurement in Rule 415(ii) shows the stick to be illegal, the skater who was about to take the shot must go to the penalty box and they will be ineligible to participate in the penalty-shot shootout from that point forward. Another skater will then be assigned to take the shot.
- iv. Captains can request stick measurements between any and all shots of a penalty-shot shootout, but no more than one per "stoppage" (i.e. the time between shots) is permitted.
- v. If the measurement occurs after a skater has taken their shot, the same outcomes from Rules 415(ii) and 415(iii) will be in effect. If the skater scores with what is ruled an invalid stick, the goal will still be counted.

SITUATION 1: A player about to take a penalty shot refuses to surrender their stick for measurement when asked to do so by the referee or intentionally breaks it.

Ruling: The player may not use this stick unless it is measured and deemed to be legal. The player is NOT permitted to take the shot. They will be assessed a minor plus misconduct penalty and will immediately proceed to the penalty box and remain there for 11.5 minutes. The team manager or the coach through the captain will designate an additional player to serve the minor penalty who will immediately go to the penalty box before the shot is taken. The team manager or the coach through the captain will also designate another player who will take the penalty shot. For more see Rule 1031 – Illegal Equipment.

SECTION 5 – PLAYING RULES / GENERAL

OVERVIEW – Rules form the very basis for playing a hockey game and must be respected and adhered to at all times. Although every effort has been made to outline all infractions on the floor, referees have the right to assess penalties for other violations which they deem contrary to the spirit of fair play and the integrity of the sport in accordance with this rule book, but which are not set out in the rules below.

RULE 501 – HOW THE GAME IS PLAYED

- i. Two teams compete to score the most goals in a game. The team that scores the superior number is declared the winner.
- ii. To score a goal, a team must put the puck by legal means according to the rules into the goal net of its opponent (for exceptions see Rule 1110 - Penalty-Shot Procedure / Specific Situations, Rule 1111 - Awarded Goals and Rule 1112 - Awarding Goal / Blocking the Goal Net).
- iii. Skaters control the puck on their stick and work their way down the floor by passing, shooting, and skating.
- iv. Bodychecking is not permitted.
- v. Players and team officials who violate the rules are punished by the referees or, in more serious cases, by the proper authorities.

RULE 502 – LENGTH OF PLAY

- i. Regulation time consists of two periods of 20 minutes (20:00), running time. Tournaments have jurisdiction to set the length of each half.
- ii. If at any time during the last two minutes of the second period, or any overtime, the score is tied or within one goal, then the remainder of the game will be played in stoppage time.
- iii. There is a two-minute rest (2:00) between each period.
- iv. Where a result is required, overtime follows the second period when the score is tied after 40 minutes (40:00) of regulation time and consists of a 5-minute period (5:00). The overtime period is played on a sudden-death basis (next goal wins).
- v. Where there are no goals scored in overtime, a penalty-shot shootout will take place. The penalty-shot shootout consists of three shots per team (if needed) followed by a sudden death, penalty-shot shootout if the score in the shootout is tied after three shots. See Section 11 – Penalty Shots and Awarded Goals.

RULE 503 – SCORECLOCK

For rules regarding penalty times shown on the scoreclock, see Rule 903 – Penalties on Scoreclock.

- i. The scoreclock keeps time of the game and runs from the length of the period (20 minutes (20:00) or 5 minutes (5:00) down to 0:00.
- ii. The scoreclock should be electronic and should count down to 0:00, not up to 20:00.
- iii. The scoreclock is activated only by the facing off of the puck by a referee and is stopped only by the whistle of a referee.
- iv. Each rink will be provided with a siren or other suitable sound device to signal the end of each period.

INTERPRETATION

1. During stoppage time, any loss of time on the game or penalty clocks due to a false faceoff violation will be replaced.
2. Penalties should be displayed on the electronic rink clock where possible. Penalties not displayed on the game clock include coincidental minor, coincidental major, misconduct, game misconduct and match penalties.
3. If a player is assessed a double minor penalty, 3:00 should be recorded on the scoreclock where possible, unless coincident double minor penalties are assessed.

***SITUATION 1:** A goal is scored but, in review, the referee is notified that the clock stopped and was not running when the goal was scored.*

***Ruling:** The goal will count provided that the period was not over. The referees, in discussion with the game timekeeper, will determine the length of time that the clock was not running and make the necessary adjustment. If neither referee nor the off-rink officials can determine the time adjustment, the game will continue using the present time on the clock.*

RULE 504 – WHISTLE

- i. When a referee blows their whistle to stop play, players must cease contact with their opponents and abandon the puck.
- ii. If game action is in progress, play continues until a referee blows their whistle to stop play, or the siren sounds to end the period.

REFEREE PROCEDURE

The referee is not required to blow their whistle at the end of the period. The sound of the siren is sufficient.

RULE 505 – PUCK

- i. The puck must be primarily black. For all IHNZ sanctioned games an IDS puck should be used.
- ii. The puck must be 7.50 – 8 cm in diameter and 2 – 2.54 cm thick.
- iii. The puck must weigh 100 – 120 grams.

RULE 506 – PRE-GAME WARMUP AND POST-GAME

- i. There is no set duration for the pre-game warmup. The warmup length may be set by the proper authorities.
- ii. Physical contact between players on opposing teams is not allowed during warmup and players are not allowed to skate over the centre red line during this time. Violations of these rules will be handled by the proper authorities.
- iii. Any violations of game rules that occur during the warmup cannot be enforced by game referees, but these may be reviewed after the game by the proper authorities. The referees should report any incidents that occur during warmup to the proper authorities.
- iv. All players must wear full equipment during warm-ups.
- v. Teams are not required to wear full equipment during the post-game handshake.
- vi. It is recommended that where both teams are to leave the playing surface through a common exit, the team whose player bench is closest to the exit will leave the playing surface first. It is recommended that the away team will enter the playing surface first.

RULE 507 – PUCK MUST BE WHOLE

- i. Game action will be stopped immediately if the puck is less than whole (i.e. fragmented or broken in any way).

RULE 508 – MULTIPLE PUCKS ON FLOOR

- i. If a puck other than the one legally in play appears on the floor during game action, game action will not be stopped until a change of possession occurs or if the illegal puck is erroneously played in place of the game puck.

RULE 509 – PUCK KEPT IN MOTION

For penalties under this rule see Rule 1014 – Delay of Game / Falling on the Puck, Rule 1015 – Delay of Game / Freezing the Puck Unnecessarily and Rule 1018 – Delay of Game / Puck in Motion.

- i. The puck must be in motion or be played at all times. If either or both teams refuse to play the puck, the referees will stop play, and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when play was stopped.
- ii. If two or more opponents try to freeze the puck along the boards, play will not be stopped unless one skater has fallen on the puck. However, the referee may stop play along the boards if allowing play to continue will lead to unnecessary contact surrounding the puck.
- iii. A team in its defending zone must advance the puck up the floor. It may take the puck behind its own goal only once. The only other exceptions to this rule are: (a) if a skater is being prevented from doing so by an opponent; (b) if the team is short-handed.
- iv. A player on the defending team cannot stop behind their own goal with the puck for more than three seconds.

INTERPRETATION

Where the puck is caught against the boards in a scrum, the referee will order the players to move the puck, and give ample time for the players to 'dig out' the puck before blowing the play dead.

RULE 510 – CHANGE OF ENDS

- i. Teams must start a game defending the goal net furthest from their player bench.
- ii. Teams must change ends to start the second half and defend the goal net closest to their player bench.
- iii. In overtime, teams must defend the goal net furthest from their player bench.

RULE 511 – STARTING GAME ACTION

- i. Game action must always begin with a faceoff conducted by a referee.
- ii. Every period starts with a faceoff at the centre faceoff spot. Every other instance of starting play will begin with a faceoff only at one of the nine designated faceoff spots marked on the floor.

RULE 512 – DETERMINING FACEOFF LOCATION / GENERAL

- i. When game action is stopped for any reason not specifically outlined below, including where the referee has blown the whistle in error, the ensuing faceoff will take place at a faceoff spot nearest to where the puck was last played.
- ii. If two rule violations by the same team are the reason for a stoppage of play, the ensuing faceoff will take place at a faceoff spot which provides the offending team no territorial advantage.
- iii. If rule violations are committed by each team, resulting in a stoppage of play, the ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when play was stopped.
- iv. When a stoppage of play is caused by an attacking skater in the attacking zone below the high zone faceoff spot, the ensuing faceoff will take place at the nearest high zone faceoff spot.
- v. If a player lifts the puck high enough to hit the lighting or any obstacle above the floor, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was lifted. Rules for Delay of Game also apply in this situation – see Rule 513 – Determining Faceoff Location / Penalties Assessed.

INTERPRETATION

In choosing the nearest faceoff spot, game officials should follow the policy not to give the team that committed the rule violation territorial advantage. The centre faceoff spot may be used to accomplish this.

RULE 513 – DETERMINING FACEOFF LOCATION / PENALTIES ASSESSED

- i. When a penalty resulting in a numerical advantage in players for one team is assessed, the ensuing faceoff will be conducted at one of the faceoff spots in the offending team's end zone.
- ii. The only exceptions to 513(i) are:
 1. When a penalty is assessed after the scoring of a goal, the ensuing faceoff will take place at the centre faceoff spot;
 2. When a penalty is assessed before the start or at end of a period, the ensuing faceoff will take place at the centre faceoff spot;
 3. When the defending team is about to be penalised and after the play stops an attacking skater proceeds past the top of the end zone faceoff circles to join an altercation, the ensuing faceoff will take place at one of the two high zone faceoff spots in the attacking zone;
 4. When one team is about to be penalised and the non-penalised team causes the stoppage of play (i.e. a hand pass or high sticking infraction), the ensuing faceoff will take place at one of the two high zone faceoff spots in the defending zone of the team taking the penalty.

- iii. When both teams incur penalties on the same stoppage of play that does not change the numerical advantage for either team, the ensuing faceoff will take place at the nearest faceoff spot in the zone where game action was stopped.
- iv. If an attacking player incurs a misconduct or game misconduct penalty in their attacking zone, and no other penalties are assessed that change the numerical advantage for either team, the ensuing faceoff will take place at the nearest high zone faceoff spot to where game action was stopped.

***SITUATION 1:** An attacking player is assessed a penalty in their attacking zone. The following faceoff will take place at one of the two end zone face off spots of the offending team. However, before play resumes a defending team player commits a foul and is assessed a penalty.*

***Ruling:** The faceoff will take place at the closest faceoff spot to where the puck was located when play was stopped.*

***SITUATION 2:** On a delayed penalty, the non-offending team makes a premature substitution of the goaltender with the stoppage of play in the non-offending team's zone.*

***Ruling:** The faceoff will take place at one of the two faceoff spots in the end zone of the team assessed the penalty.*

RULE 514 – DETERMINING FACEOFF LOCATION / INJURY

- i. If the injured player's team has possession of the puck in the attacking zone, regardless of where the injured player is situated, the ensuing faceoff will take place at one of the high zone faceoff spots in the attacking zone.
- ii. If the injured player's team has possession of the puck in the defending zone, regardless of where the injured player is situated, the ensuing faceoff will take place at one of the faceoff spots in the defending zone closest to where the puck was being played at the time of the whistle.
- iii. In the case where a referee suffers an injury during game action, play will be stopped immediately (unless one team has a scoring opportunity) to assess the severity of the injury and attend to the injured referee. The ensuing faceoff will take place at the nearest faceoff spot to where the puck was being played at the time of the whistle.

RULE 515 – DETERMINING FACEOFF LOCATION / DEFENDING ZONE

- i. When a player on the defending team freezes the puck along the boards in their defending zone, the ensuing faceoff will take place at the closest faceoff spot on the side where the stoppage occurred.

- ii. If an attacking skater shoots or passes the puck up the floor and a defending skater deflects the puck in any way out of play in their defending zone, the ensuing faceoff will take place at the faceoff spot nearest to where the puck was deflected, that does not give the team that deflected the puck out of play a territorial advantage.
- iii. When a stoppage of play has been caused by any player of the defending team in their own zone and the stoppage is not covered by any other rule, the ensuing faceoff will take place at the nearest faceoff spot that does not disadvantage the attacking team.

RULE 516 – DETERMINING FACEOFF LOCATION / CENTRE FACEOFF SPOT

- i. Faceoffs will take place at the centre faceoff spot under the following circumstances:
 - 1. At the start of a period;
 - 2. After a goal has been scored;
 - 3. If skaters from both teams freeze the puck along the boards on the centre red line.
 - 4. For premature substitution of a goaltender after the offending team has possession of the puck in the attacking zone. If play is stopped prior to the puck reaching the centre red line, the ensuing faceoff will take place at the nearest faceoff spot to where play was stopped. See Rule 1220 – Illegal Substitution / Goaltender.

RULE 517 – DETERMINING FACEOFF LOCATION / ATTACKING ZONE

- i. If a skater on the attacking team freezes the puck along the boards in the attacking zone, the ensuing faceoff will take place at a high zone faceoff spot in the attacking zone on the side where the stoppage occurred.
- ii. If a skater on the attacking team shoots or deflects the puck out of play in the attacking zone without the puck touching the goal frame or an opponent's body or stick, the ensuing faceoff will take place at the high zone faceoff spot nearest to where the puck was shot. The rule applies regardless of whether the puck deflects out of play off the boards.
- iii. If a skater on the attacking team shoots the puck which lands on the goal netting and cannot be played, the ensuing faceoff will take place at the high zone faceoff spot nearest to where the puck was shot. The rule applies regardless of whether the puck deflects onto the net off the boards.
- iv. If a player takes a shot on goal from anywhere on the floor and the puck, without deflection, hits any part of the goal frame and goes out of play, the ensuing faceoff will take place in the attacking end zone of the team that shot the puck.
- v. When a skater of the attacking team scores a goal by a high stick, kicking motion, or any other method that is deemed illegal by the referees, the ensuing faceoff will take place at the nearest high zone faceoff spot.
- vi. When the puck is deflected out of play or enters the goal net as a result of a puck being deflected directly off a referee, the ensuing faceoff will take place at the faceoff spot nearest to where the puck deflected.

- vii. When a stoppage of play occurs between the end zone faceoff spots and the nearest end of the rink, the ensuing faceoff will take place at the end zone faceoff spot closest to where the stoppage occurs, unless otherwise provided in these rules.
- viii. If after the play stops an attacking skater proceeds past the top of the end zone faceoff circles to join an altercation, the faceoff will take place at the nearest high zone faceoff spot.
- ix. When a skater on the attacking team makes contact with the puck with their stick above the height of their shoulders, the faceoff will take place at the nearest high zone faceoff spot that does not give the offending team a territorial advantage.
- x. When a skater on the attacking team receives a hand pass from a teammate in the attacking zone, the faceoff will take place at the nearest high zone faceoff spot that does not give the offending team a territorial advantage.
- xi. When play is stopped for a skater on the attacking team establishing position in the goal crease which prevented the goaltender from moving freely within the goal crease, the faceoff will take place at the nearest high zone faceoff spot.

INTERPRETATION

1. When the puck is frozen by the goaltender the faceoff will take place at the end zone faceoff spot on the side of the rink from which the puck was shot.
2. In choosing the nearest faceoff spot, game officials should follow the policy not to give the team that committed the rule violation territorial advantage. The centre faceoff spot may be used to accomplish this.

RULE 518 – DETERMINING FACEOFF LOCATION / GOAL FRAME OFF

For goals scored when the opposition goal frame has come off, see Rule 805(v) – Scoring a Goal / Goal Frame Off.

For penalties as a result of the goal frame being removed from its position, see Rule 1013 – Delay of Game / Displaced Goal Net, Rule 1106 – Awarding a Penalty Shot / Player Displacing Goal Net and Rule 1111 – Awarded Goals.

- i. If an attacking skater displaces the goal net in the attacking zone and makes no attempt to avoid doing so, the ensuing faceoff will take place at a high zone faceoff spot in the attacking zone. However, if an attacking player is pushed into the goal frame by a defending player, the ensuing faceoff will take place at an end zone faceoff spot in the attacking zone.
- ii. If the defending team displaces its goal frame, the ensuing faceoff will occur at an end zone faceoff spot.

RULE 519 – PROCEDURE FOR CONDUCTING FACEOFFS

- i. The referee must drop the puck on one of the nine designated faceoff spots.
- ii. Only one skater from each team is allowed to participate in a faceoff.
- iii. The two skaters participating in the faceoff must be positioned squarely facing their opponent's goal, approximately one stick length apart, with the tip of the stick blade stationary and touching the faceoff spot.
- iv. After a warning, the referee may drop the puck if only one player is ready for the faceoff provided all other skaters not involved in the faceoff are onside and in ready position.
- v. The attacking player must always place their stick on the faceoff spot first.
- vi. All skaters not taking the faceoff must keep their skates outside the circle (contact with the line is permitted). A skater's stick may be inside the circle provided there is no contact with either an opponent or an opponent's stick.
- vii. Skaters must stand onside at all faceoffs. A skater must keep their skates on their side of the hash marks (contact with the line is permitted). A skater's stick may be inside the area between the two hash marks provided there is no contact with either an opponent or an opponent's stick.
- viii. Where there is no faceoff circle, all skaters must be on their side of the floor at a suitable distance removed from their opponents. They must remain stationary and cannot skate freely during the faceoff procedure or influence or interfere with the faceoff procedure.
- ix. Once the skaters are in the set position for a faceoff, they cannot change positions, even if they remain onside.
- x. During any faceoff, if a team starts with fewer players than entitled to, any player subsequently entering the game will not be eligible to play any puck or become involved in the game until they have proceeded to an on-side position.

RULE 520 – FALSE FACEOFFS

- i. If one or both of the skaters taking the faceoff fail to take their proper position immediately when directed to do so, the referee may order one or both to be replaced for the faceoff by a teammate on the floor.
- ii. If one of the other skaters not taking the faceoff enters the faceoff circle prematurely, or fails to maintain proper position, the referee will stop the faceoff. The skater of the offending team taking the faceoff may be replaced.
- iii. If one of the other skaters not taking the faceoff enters the faceoff circle prematurely, and the puck has already been dropped, game action will be stopped and the faceoff will be re-taken, unless the opposing team gains possession of the puck. If play is stopped, the skater of the offending team taking the faceoff must be replaced.
- iv. No substitution of players is allowed after a false faceoff until the faceoff has been properly executed and game action begun, except when a penalty is assessed.
- v. If a skater wins a faceoff by kicking the puck to a teammate, game action will be stopped and the faceoff re-taken. The skater of the offending team taking the faceoff must be replaced.

- vi. If a faceoff is won by a hand pass, play will be stopped and the faceoff re-taken, and the skater of the team which committed the hand pass must be replaced. If a skater gloves the puck on a faceoff and the opposing team gains possession, play will continue.
- vii. Any team that incurs a second violation of faceoff procedures at the same faceoff will be assessed a bench-minor penalty.
- viii. No faceoff may be won by virtue of a player knocking or batting the puck with their hand in the air immediately after it has been dropped by a referee.
- ix. If a skater's skate crosses the hash mark prior to the drop of the puck at a faceoff, it will be considered a faceoff violation.
- xii. Any contact with an opponent or their stick prior to the drop of the puck at a faceoff will be considered a faceoff violation.

INTERPRETATION

1. A goaltender may not participate in a faceoff (see Rule 1221 – Faceoffs / Goaltender).
2. The entire blade of the stick of the player taking the faceoff does not have to be flat on the floor. It is sufficient that the tip of the blade touches the floor.
3. Only the skates of the players not participating in the faceoff must be outside the faceoff circle or behind the two restraining lines (hash marks). Sticks may be past the lines.
4. A player is not permitted to rotate around on the faceoff and kick the puck. However, if a player originally plays the puck with their stick and the puck is loose, a player can kick the puck back. The intention is that a player cannot turn and kick the puck without attempting to play it with their stick and, in the act, prevent the opposing player from being able to play the puck with their stick.

REFEREE PROCEDURE

1. The procedure for conducting a faceoff remains the same when a faceoff takes place at any of the nine designated faceoff spots.
2. The referee will not telegraph the drop by raising their arm and then throwing the puck down.
3. The referee conducting the faceoff will not drop the puck until they are sure that their partner has returned to their correct position.
4. The referee conducting the faceoff will be aware that the correct numbers of players are on the floor before they drop the puck.
5. If a player taking a faceoff does not properly line up with the markings on the rink, the official can remove the player from the faceoff with no warning.
6. The referee should use the five seconds after blowing the whistle to communicate with the players and correct their positioning.
7. If a player taking a faceoff makes contact with an opposing player before the puck is dropped, the referee may remove the player from the faceoff with no warning.
8. If a player enters or is in the circle once the referee and the two players are ready for the faceoff, the referee may remove the player taking the faceoff and replace them with a teammate with no warning.

9. If a player is removed from a faceoff, the referee cannot designate which player will take part in the faceoff. That is a team decision, but the replacement will be a player on the floor and that player will come for the faceoff immediately.
10. Avoid removing both players taking the faceoff at the end zone face off spot at the same time. If possible, remove the first offender.
11. If both teams have a player(s) enter the circle too soon on the faceoff (no previous warning to either team), then both players taking the faceoff will be removed.
12. The back referee will watch for players entering the circle behind the referee taking the faceoff. If the back referee observes a faceoff infraction (player(s) in the circle), the back referee will blow the whistle and notify the referee taking the faceoff.
13. A referee will not remove the second player on the same team from a faceoff. Instead, this will result in a penalty.
14. If a problem occurs during the end zone faceoff, the back referee may move over to assist the other referee and warn the players. In this situation, the back referee will blow their whistle to warn the other referee that they are moving over. After warning the team that caused the problem, the referee will move back to their normal position.
15. If a team has received a warning and their player has been removed from the faceoff, and now both teams have players that enter the circle too soon, the referee will penalise the team that had the player removed and warn the other team.
16. When a team has been penalised, the process of a warning and the assessment of a penalty starts over.
17. Once a team has been penalised during the faceoff, both teams may make a line change.

Also see Rule 705 – Player Change Procedure.

***SITUATION 1:** The referee is set to drop the puck but the puck is subsequently knocked out of their hand by one of the players taking the faceoff.*

***Ruling:** The referee conducting the faceoff will blow their whistle and determine the deliberation of the act and, if necessary, remove the offending player from the faceoff.*

RULE 521 – TEAM TIMEOUT

- i. Each team is allowed one, 60-second timeout (1:00) during a game (including overtime).
- ii. A skater designated by the coach or the coach may ask the referees for the team timeout during a stoppage in play.
- iii. All players on the floor are allowed to go to their respective benches during a team timeout, including goaltenders.
- iv. A player who is in the penalty box must remain there during any team timeout.
- v. Both teams can take their timeout at the same stoppage of play, but the team taking the second timeout must notify the referees of its intentions before the end of the first timeout.

- vi. A team cannot call a timeout during the penalty-shot shootout, before a period has started, or after a period has ended.
- vii. A team timeout cannot be called after player changes have been completed.
- viii. A team timeout cannot be called after a false faceoff.
- ix. A team timeout cannot be called during game action.
- x. If running time is played, the clock will be stopped during a team timeout.
- xi. A goaltender is not allowed a warmup during a team timeout (see Rule 1202 – Goaltender Warmup).

RULE 522 – OVERTIME PERIOD

- i. A game which must have a winner and which is tied after regulation time must be extended by one sudden-death overtime period of five (5:00) minutes.
- ii. The overtime period is played 4-on-4, unless there are penalties assessed that affect the numerical advantage of either team.
- iii. There will be a two-minute (2:00) rest after regulation time, and teams will defend the goal that is furthest away from their bench.
- iv. All penalties that apply during regulation time will also apply during the overtime period.
- v. Any penalties that have not expired at the end of regulation time will carry over into the overtime period.

RULE 523 – PENALTY-SHOT SHOOTOUT

For details on the penalty-shot procedure see Rule 1109 – Penalty-Shot Procedure / Taking the Shot and Rule 1110 – Penalty-Shot Procedure / Specific Situations.

- i. If no goal is scored in the sudden-death overtime period, a penalty-shot shootout will be used to determine a winner.
- ii. The home team will have the choice of shooting first or second.
- iii. Goaltenders can be changed prior to the penalty-shot shootout but cannot be changed during the shootout except in the case of injury.
- vi. Three different skaters from each team will take shots alternately (A,B,A,B,A,B). The skaters do not need to be named beforehand and can be changed any time up to the point when the referee blows their whistle to signal the start of a shot.
- vii. Eligible to participate in the penalty-shot shootout are all skaters from both teams listed on the official game sheet except those serving penalties which had not expired prior to the completion of the overtime period as well as players who had been assessed game-misconduct or match penalties. These players must remain in the penalty box or in the dressing room during the penalty-shot shootout.
- viii. A goaltender may shoot in a penalty-shot shootout.

- ix. The team with the most goals after the first six shots is declared the winner of the game. If the game's outcome is known before all six shots have been taken, the remaining shots will be abandoned.
- x. If the score of the penalty-shot shootout is still tied after six shots, it will continue under a sudden-death format.
- xi. The sudden-death penalty-shot shootout will allow one skater from each team to take a shot until a winner is determined. Any skater, including those who participated in the first stage of the penalty-shot shootout, is eligible to shoot in as many rounds of the sudden-death format as may occur. The same player may be used by a team for multiple shots in the tie-break shootout.
- xii. If, at the referees' urging, a coach does not send a skater out to take a shot, or if a skater declines to take a shot, the shot will be declared "no goal" and the opposing team will take its next shot.
- xiii. If a team declines to participate in the penalty-shot shootout, its opponent will be awarded the win.
- xiv. All other rules that apply during penalty shots will apply during a penalty-shot shootout.
- xv. The scorekeeper will record all shots taken, indicating the players shooting, goaltenders facing the shots, and which shots have resulted in goals.
- xvi. Only the decisive goal will count in the result of the game. It will be credited to the player who scored the decisive goal. All other goals scored in the penalty-shot shootout will not count towards a player's statistics. Goals scored against a goaltender will not count towards their statistics.

SECTION 6 – PLAYING RULES / STOPPAGES OF PLAY

OVERVIEW – Game action begins once the puck is faced off by a referee. It is stopped by a whistle from a referee because of a violation of one of the rules set out below or by an event which prevents play from continuing (puck out of play, puck frozen, etc.)

RULE 601 – INTERFERENCE BY SPECTATORS

- i. Any occurrence of spectator interference must be reported by the referees to the proper authorities.
- ii. In the event that objects are thrown onto the floor by spectators and game action is compromised, play will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where play was stopped.
- iii. In the event of a skater being held or interfered with by a spectator, play will be stopped unless the team of that skater is in possession of the puck. In such a case, play will not be stopped until a change of possession occurs, and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when game action was stopped.

RULE 602 – PUCK OUT OF PLAY / GENERAL

- i. When the puck is shot or deflected outside the playing area (including into the player bench) or strikes any obstacles other than the boards or protective glass or netting above the floor, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was shot or deflected, unless otherwise set out in these rules.
- ii. When the puck becomes unplayable due to a defect in the rink, the faceoff will take place at the nearest faceoff spot to where the puck was last played.
- iii. When game action is stopped because a player's shot or pass hits a teammate on the player bench who is leaning over the boards or whose body is over the floor, or the puck enters their team's player bench through an open door, the ensuing faceoff will take place at the nearest high zone faceoff spot in the zone from where the puck was shot.
- iv. When game action is stopped because a player's shot or pass hits an opponent on the player bench who is leaning over the boards or whose body is over the floor, or the puck enters the opponent's player bench through an open door, the ensuing faceoff will take place at the high zone faceoff spot nearest to the opponent's player bench.
- v. If the puck goes out of play directly from a faceoff, the faceoff will be conducted again from the same spot and no penalty will be assessed to any skater for delay of game.

INTERPRETATION

If the puck hits a turnbuckle, stanchion, or post that forms part of the rink or boards and the puck changes direction due to hitting the turnbuckle, stanchion or post, play will be stopped and the faceoff conducted at the spot closest to where the puck was last played.

RULE 603 – PUCK ON DASHER

- i. If the puck comes to rest along the dasher anywhere inside the playing area during game action, it will be considered in play and players can gain possession of it by any usual and allowable means.

RULE 604 – PUCK ON GOAL NET (BASE AND TOP)

- i. When the puck lands on the outside of the goal net (at either the base along the back of the goal net or the top) for longer than the flow of the game permits, or if it is frozen against the goal net by opposing players, the referee will stop play.
- ii. If the stoppage is caused by a defending player, the ensuing faceoff will take place at the nearest end zone faceoff spot.
- iii. If the stoppage is caused by an attacking skater, the ensuing faceoff will take place at the nearest high zone faceoff spot.
- iv. If a player during the course of continuous action is able to knock the puck off the goal net, game action will continue.
- v. If the puck comes to a complete stop on top of the goal, the referee has the discretion to stop play immediately.
- vi. If, in the act of batting the puck off the top of the goal net, a player makes contact between stick and puck, the usual rules for high sticking the puck will apply.

For penalties against goaltenders for dropping the puck onto the goal net or covering the puck on the goal net, see Rule 1229 – Delay of Game / Goaltender – Freezing the Puck.

REFEREE PROCEDURE

1. When the puck has been shot onto the back of the goal netting by an attacking player and a defending player has the opportunity to play the puck but makes no attempt to play it, the referee will tell the player to play the puck. If the player still does not make an attempt to play the puck off the goal netting, the referee will stop the game and warn the defending team to play the puck off the back of the goal netting. The faceoff will remain in the end zone of the defending team.
2. The puck must come to a complete rest on top of the goal frame before the whistle is blown. If the puck is still moving and will possibly roll off the top of the net then the play should not be blown dead.

INTERPRETATION

Players are permitted to play or knock or scoop the puck off the back of the goal netting providing the time lapse is no more than three seconds.

***SITUATION 1:** The puck drops on the top netting of the goal net of the defending team, but before the referee blows the whistle, a player from the attacking team knocks the puck off the netting and scores a goal.*

***Ruling:** If the puck was still moving, the referee had not stopped play and the attacking player knocked the puck off the goal net without a high sticking infraction, the goal will be allowed.*

RULE 605 – PUCK OUT OF SIGHT

- i. As soon as the referee loses sight of the puck they will blow their whistle to stop play. The ensuing faceoff will take place at the nearest faceoff spot to where play was stopped, unless otherwise provided for in these rules.

RULE 606 – PUCK STRIKING A REFEREE

- i. Game action will not be stopped because the puck touches a referee during the regular course of play except when:
 1. The puck enters the goal net as a result of that contact;
 2. The puck goes out of play as a result of that contact;
 3. A referee is injured.
- ii. If the attacking team scores a goal because the puck deflects or bounces directly off a referee and into the goal net, the goal will not be allowed and the ensuing faceoff will take place at the nearest faceoff spot to where the puck made contact with the referee. See Rule 804 – Disallowing a Goal / Game Action.
- iii. If the puck hits a referee and is subsequently put into the goal net in any legal manner, the goal will be allowed.
- iv. If the puck leaves the playing area after hitting a referee in either end zone, the ensuing faceoff will take place at the faceoff spot in the end zone nearest to where the puck made contact with the referee, regardless of which team last played the puck.

RULE 607 – HAND PASS

For penalties involving handling the puck with hands, see Rule 1009 – Closing Hand on Puck.

- i. A skater is not allowed to catch the puck in their palm and skate with it, either to avoid an opposing skater or to maintain possession of the puck.
- ii. A player will be permitted to stop or ‘bat’ the puck in the air with the hand, or push it along the playing surface with the hand. In this situation, play will not be stopped unless a hand-pass violation occurs, as outlined in the following rules.

- iii. When a hand-pass violation occurs, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the infraction occurred or where the teammate gained possession of the puck, whichever provides the offending team with less territorial advantage.
- iv. A hand pass is allowed in the defending zone provided that both the puck and the skater receiving the pass are still inside that defending zone.
- v. If a skater in their defending zone deliberately directs the puck with a glove or arm to a teammate in the attacking zone or allows their team to gain an advantage in the attacking zone, game action will be stopped and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the hand pass originated.
- vi. If the puck enters the goal net as a result of either being gloved by an attacking skater or being deflected into the goal net by any player in any manner after the initial contact with the glove, the goal will not be allowed and the ensuing faceoff will take place at a high zone faceoff spot.
- vii. If a defending player bats or gloves the puck into their own goal net, the goal will be allowed.

INTERPRETATION

There is no limit to the number of hand passes permitted by a defending team in the defending zone.

SITUATION 1: An attacking player deliberately bats the puck with their hand. It deflects off of the opposing goaltender, deflects off of another defending player to another attacking player who then shoots the puck into the goal net.

Ruling: The play will be stopped for a hand pass as the defending player does not have control of the puck. No goal will be allowed.

SITUATION 2: A player bats the puck by hand. It hits the opposing goaltender, rebounds out and is picked up by a teammate of the player that first batted the puck.

Ruling: The referee will stop play for a hand pass violation.

SITUATION 3: A player bats the puck by hand. It hits the body of a teammate and is then picked up by an opposing player.

Ruling: Play will not be stopped unless the teammate of the player that initially bats the puck has control of the puck. The act of the puck hitting the player does not mean that the puck was played or controlled.

SITUATION 4: A player in their defending zone bats the puck with their hand from their own defending zone towards the attacking zone. The puck contacts an opposing player in the

attacking zone (they do not control or play the puck) and then is taken by a player (in the attacking zone) of the team that originally batted the puck.

Ruling: Play will be stopped for a hand pass violation. The faceoff will take place at the faceoff spot closest to where the player originally batted the puck.

REFEREE PROCEDURE

If the puck is passed with the hand in the attacking zone, the referee will make the initial signal to indicate a possible violation and then either show the wash out signal for play to continue, or stop play and repeat the signal.

RULE 608 – HIGH STICKING THE PUCK / GAME ACTION

- i. If a player touches the puck with their stick above the height of their shoulder, and either they or a teammate is the next player to come into possession and control of the puck, or the puck is batted out of play, game action will be stopped.
- ii. If this infraction occurs in the attacking zone, and the teammate subsequently comes into possession and control of the puck in the attacking zone, the ensuing faceoff will take place at a high zone faceoff spot on the side nearest to where the teammate gained control.
- iii. If this infraction occurs in the attacking zone, and the teammate subsequently gains control of the puck in the defending zone, the ensuing faceoff will take place at a faceoff spot closest to where the puck was controlled.
- iv. If the infraction in Rule 608(i) occurs in the defending zone, the ensuing faceoff will take place in the end zone on the side nearest to where the teammate subsequently came into possession and control of the puck.
- v. High sticking the puck during game action is determined by the player's shoulder (whereas the allowable height for deflecting a puck into the goal net is the crossbar).
- vi. If a player touches the puck in any manner with their stick above the height of their shoulder, and an opponent is the next player to play the puck, game action will continue.
- vii. If a player hits the puck with a high stick and knocks the puck into their own goal, the goal will be allowed.
- viii. The 'lacrosse-like' manoeuvre, whereby a skater cradles the puck on the blade of their stick, is permitted provided they do not raise their stick (and, by extension, the puck) above the height of their shoulder at any time during the motion. If the puck and stick are above the height of the shoulder at any time during the manoeuvre, game action will be stopped. Note that the lacrosse-like manoeuvre and the spin-o-rama manoeuvre are not permitted during a penalty shot situation – see Rule 1110 – Penalty-Shot Procedure / Specific Situations.
- ix. If a player on the team in possession of the puck makes contact with the puck with a high stick during a delayed-penalty situation against the opposing team, the ensuing faceoff will take place at one of the two high zone faceoff spots of the team being penalised.

- x. When a team on the power play high sticks the puck, the ensuing faceoff will take place at one of the two end zone faceoff spots in the offending team's defensive zone.
- xi. The use of the 'slap shot' where a stick may rise above the height of the shoulders in a shooting motion is permitted in all age grades.

REFEREE PROCEDURE

1. Carrying a stick above the normal height of the shoulders is prohibited. Referees will warn players that are carrying their stick at unnecessarily heights to lower their stick or risk being penalised.
2. If a player contacts the puck with a high stick, the referee will make an initial high sticking signal, indicating a violation and potential stoppage of play.
3. Depending upon which team gains control of the puck, the referee will either indicate a wash out signal and let play continue, or blow the whistle, stop play, and repeat the high sticking signal.

INTERPRETATION

1. Play will not be stopped if a player bats at the puck in the air with their stick, misses the puck, and does not make contact with any opposing player.
2. When play is stopped because of a player striking the puck with a high stick which sends the puck out of play, the faceoff will take place according to Rule 608, regardless of the fact that the puck has left the playing area. No penalty for delay of game can be assessed in this situation, as the play is considered over due to the high stick, not due to the puck leaving the playing area.

***SITUATION 1:** A player from Team B makes contact with the puck using a high stick. The puck then bounces off the chest of the goaltender of Team A. Can another player from Team B now play the puck since it was touched by a member of Team A?*

***Ruling:** No. Deflections off of the opposing goaltender do not constitute possession and control of the puck and therefore the play must be stopped.*

RULE 609 – HIGH STICKING THE PUCK INTO THE GOAL NET

See also Rule 804(ii) – Disallowing a Goal / Game Action.

- i. No goal will be allowed if an attacking skater directs, deflects, or bats the puck into the goal net in any way with their stick above the height of the crossbar, even if the puck subsequently deflects off any player, the goaltender, or a referee, or bounces off the floor and into the goal net.

- ii. The determining factor is where the puck makes contact with the stick in relation to the crossbar. If that part of the stick making contact with the puck is at or below the crossbar, the goal will be allowed.

RULE 610 – PROTECTIVE GLASS / DAMAGED

- i. If any section or part of the protective glass is damaged during the course of game action, play will be stopped immediately and will not resume until it has been repaired.

RULE 611 – INJURED SKATER

Also see Rule 514 – Determining Faceoff Location / Injury

- i. If it is obvious that a skater has sustained a serious injury, referees will stop play immediately and summon the appropriate medical personnel to the floor.
- ii. In all other cases, if a skater is injured and cannot continue to play or is unable to go to the player bench, game action will continue until their team has gained possession of the puck.
- iii. If a skater is injured at the same time they are assessed a penalty, they are allowed to go to the dressing room. If the player has been assessed a minor, major, or match penalty, their team must immediately put a substitute skater in the penalty box to serve the penalty.
- iv. If the injured penalised skater is able to return prior to the expiration of their penalty, they must go to the penalty box to serve the remaining time.
- v. A player who is bleeding or has blood on any of their equipment or jersey will be considered an injured player and will leave the playing surface for treatment and/or cleaning. If the player returns to the floor with blood on any of their equipment or jersey, they may be penalised under Rule 1033 – Injured Skater Refusing to Leave the Floor.
- vi. When game action is stopped because of an injury to a skater, they must leave the floor and cannot return until after play has resumed. (See Rule 1033 – Injured Skater Refusing to Leave the Floor).
- vii. Where a referee has reason to suspect that a skater has sustained a concussion, the referee will order the skater from the playing surface. The skater will not be permitted to take further part in the game until they are medically cleared to do so.

RULE 612 – INJURED REFEREES

Also see Rule 514 – Determining Faceoff Location / Injury.

- i. In the case where a referee suffers an injury during game action, play will be stopped immediately (unless one team has a scoring opportunity) to assess the severity of the injury and attend to the injured referee. If the problem can be treated immediately, the injured referee will skate to an area where medical personnel are situated.
- ii. If injury or illness prevents both referees from participating in or continuing in a game, both teams must agree on a replacement, if necessary. If the teams are unable to agree, the referee will appoint a player to act as referee.
- iii. If a qualified referee is able to join a game in progress, the temporary referee will be immediately replaced.

INTERPRETATION

If a referee has blood on their uniform, the bloodstain must be removed before play resumes. Similarly, if a referee is bleeding, the cut must be sealed before they resume their officiating responsibilities.

SECTION 7 – PLAYING RULES / PLAYER CHANGES

OVERVIEW – Players can be changed during a game in two ways: during a stoppage of play and during game action. In either case, specific rules apply as to how these changes may be carried out and under what circumstances they may not be carried out.

RULE 701 – DEFINING ON / OFF FLOOR

- i. A player who has one skate on the floor and one skate off the floor at the player bench is considered OFF the floor unless they play the puck or engage in any action with an opponent.

RULE 702 – PLAYER CHANGE DURING GAME ACTION

For penalties relating to player changes, see Rule 1050 – Too Many Players.

- i. Player changes may occur at any time during game action provided that the changing players are within 1.5 metres of the boards across the width of their player bench, and the changing players are not involved in game action in any way.

RULE 703 – ILLEGAL ACCESS OF OPPONENT’S PLAYER BENCH

For penalties under this rule, see See Rule 1052(iii) – Unsportsmanlike Conduct.

- i. At no time is a player allowed to use the player bench of the opposition during a game except accidentally.

RULE 704 – PLAYER CHANGE DURING STOPPAGE

For penalties under this rule, see Rule 1016 – Delay of Game / Goal Celebration and Rule 1017 – Delay of Game / Late Lineup.

- i. The changing of one or more players constitutes a player change.
- ii. The home team is entitled to “last change”. This means the visiting team must put its players out on the floor first, after which time the home team must do so as per the procedure set out below. If either team does not make its changes promptly, the referees will not permit the change.

- iii. Failure by either team to comply, or tardiness to comply, or deliberate error in complying with this rule will result first in a warning from the referees and then a bench-minor penalty for delay of game.
- iv. Once player changes have been made, a team is not allowed to alter its line-up on the floor until after play has started after a legal faceoff, or penalties are incurred that alter the numerical advantage of either team.
- v. Teams are not allowed to make player changes after a false faceoff.
- vi. Players from the player bench can come onto the floor after a goal only for the purpose of making changes, and not more players than those changing can come onto the floor to celebrate.

RULE 705 – PLAYER CHANGE PROCEDURE

- i. The following procedure must be followed for player changes:
 - 1. Immediately after a stoppage of play, the high referee signals to the visiting team to make their player changes.
 - 2. The visiting team has five seconds to make their changes;
 - 3. The high referee raises their arm to indicate that the visiting team may no longer make player changes; this also signals the home team to begin their player changes;
 - 4. After five seconds, the referee drops the arm to indicate that the home team may no longer make changes;
 - 5. As soon as the high referee drops their arm, the referee conducting the faceoff blows their whistle to indicate to both teams they have no more than five seconds to line up for the faceoff;
 - 6. At the end of the five seconds (or sooner if the facing-off skaters are ready), the referee drops the puck. It is the responsibility of the referee to ensure that all skaters come into proper position for the faceoff;
 - 7. When a team attempts to make a player change after its allotted time, the high referee will send the player(s) back to the bench and issue a warning to the coach. Any subsequent infraction of this procedure will result in a bench-minor penalty for delay of game under Rule 1017 – Delay of Game / Late Lineup.
 - 8. If players from one or both teams take longer than 5 seconds after the whistle has blown to line up at the faceoff, the referee may either:
 - a. Drop the puck regardless of whether both teams are ready;
 - b. Throw one (or both) facing-off players from the faceoff circle;
 - c. Warn the captain of the offending team(s).

REFEREE PROCEDURE

- 1. The high referee will follow the line change procedure and put their arm up and then down during all stoppages of play, even if there is no change of players.

2. While the home team is entitled to make the last change, they may forego waiting and make an immediate change if they choose to do so. If the home team makes an immediate change, this does not alter the obligation on the visiting team to complete their changes before the high referee raises their arm.
3. The referee dropping the puck should be aware of where the high referee is on the rink and the status of the line change procedure before they blow their whistle to signal that the puck is about to be dropped.
4. The purpose the line change procedure is to give the away team their only change and then allow the home team the last change. The referee should be strict with the five-second count and not permit the away team to change players once they raise their arm. However if the referee observes that a coach is trying to get their players on the floor and is not making any deliberate attempt to delay a change (by either team), the referee may give teams a few extra seconds to complete the change.
5. The referee will permit players who are in the process of coming onto the floor to continue their change even though the five seconds are up, but will issue a warning to the team for a slow change.
6. If a team attempts to make a change after the required time, the referee will send the players back to the player bench and will not hesitate to approach the player bench to explain the situation to the coach and warn them before a penalty is assessed.
7. The referee should issue a warning to the offending team when there has been a late player change that any subsequent violation of the player change procedure will result in a bench minor penalty. The referee should also issue a warning to the offending team if that team attempts to make more than one line change at the same stoppage of play.

RULE 706 – ILLEGAL PLAYER ON FLOOR

- i. If a player enters the game illegally – for whatever reason and in whatever manner – any goal their team scores while the player is on the floor will not be allowed, but all penalties assessed to either team must be served.

SECTION 8 – PLAYING RULES / GOALS

OVERVIEW – Specific rules apply for how goals can be scored and under what circumstances they can be disallowed.

RULE 801 – SCORING A GOAL

For disallowing goals, see Rule 804 – Disallowing a Goal / Game Action.

- i. A goal is scored when a team has shot or directed the puck into the goal net and entirely over the plane of the goal line during game action and is deemed legal by the referees.
- ii. A goal is scored when the puck is put between the goal posts below the crossbar and entirely across the plane of the goal line.
- iii. A goal is scored when the puck is shot, kicked, directed, or put into the goal net in any way by a defending player.
- iv. A goal is scored when the puck is deflected into the goal net by accidentally striking any part of a skater's body (including skates and gloves) from a shot of a teammate. The player that deflected the puck will be credited with the goal.
- v. The puck must be whole when it crosses the plane of the goal line (see Rule 507 – Puck Must Be Whole).
- vi. Any puck shot into the goal net during a stoppage in play is not considered a goal.
- vii. A goal is considered official once a faceoff has taken place at the centre faceoff spot following that goal. It is the responsibility of the referee to award goals and assists, and such decision is final.
- viii. The 'lacrosse-like' manoeuvre whereby a skater whips the puck into the goal net is permitted provided the skater does not raise their stick above the height of their shoulder at any time during the motion (see Rule 608(viii) – High Sticking the Puck / Game Action).
- ix. For a goal to be legal, the puck must cross the plane of the goal line prior to the expiration of a period.
- x. If the penalty-box attendant fails to open the penalty-box door when a penalty expires, thus delaying a skater's re-entry to the floor, and during this time the opposing team scores a goal, the goal will be allowed.

INTERPRETATION

1. If the puck hits an attacking player anywhere on their body and goes into the net and the contact was unintentional, the goal will be allowed.

REFEREE PROCEDURE

1. If the puck enters the net, the referee will blow their whistle and indicate toward the goal net.
2. If a goaltender catches the puck before the goal line and the glove goes back over the goal line and into the goal net, the goal will be allowed.

3. If the puck is not seen in the net, but the referees know it is definitely over the goal line (i.e. in the goaltender's glove) the goal will be allowed.
4. It is possible to have a situation where the puck is not seen, but all other factors indicate the puck had to be in the net. In this case the goal will be allowed.

***SITUATION 1:** The puck is shot and hits the helmet or any part of the body of an attacking player before entering the net.*

***Ruling:** The goal will be allowed provided there was no deliberate direction of the puck by the head or any part of the body.*

***SITUATION 2:** A goal is scored but, in review, the referee is notified that the clock had stopped and was not running when the puck entered the net.*

***Ruling:** The goal will be allowed provided that the period was not over. The referees, in discussion with the game timekeeper, will determine the length of time that the clock was not running and make the necessary adjustment. If neither referee nor the off-rink officials can determine the time adjustment, the game will continue using the present time on the clock.*

***SITUATION 3:** A player from their defending zone shoots the puck into the opponent's goal.*

***Ruling:** The goal will be allowed.*

RULE 802 – GOAL CREASE AS IT PERTAINS TO SCORING GOALS

See Rules 1205 – 1207 for rules pertaining to the goaltender and goal-crease violations.

- i. If a skater of the attacking team is pushed, shoved, or fouled by a defending skater to cause the attacking skater to interfere with the goaltender when the puck enters the goal net, the goal will be allowed unless the attacking skater had sufficient time to get out of the goal crease.
- ii. If an attacking skater is in the goal crease and their position in no way affects the goaltender's ability to make a save or play their position properly, any goal scored by the attacking team will be allowed.
- iii. If an attacking skater is in the goal crease and their position affects the goaltender's ability to make a save or play their position properly, any goal scored by the attacking team will be disallowed and the referee may assess penalties under Rule 1035 – Interference on Goaltender.
- iv. If a goaltender is outside their goal crease and an attacking skater prevents the goaltender from returning to their crease or prevents the goaltender from playing their position properly while a goal is scored, the goal will not be allowed, and the attacking skater will be assessed a minor penalty under Rule 1035 – Interference on Goaltender.

- v. If a goaltender is outside their crease for any reason caused by their own actions, an attacking skater is allowed to be in the crease and any goal their team scores will be allowed.
- vi. The goal crease is a three-dimensional area, and all crease rules pertain not only to the surface area but to the air space above the surface of the goal crease to the height of the crossbar.

REFEREE PROCEDURE

1. Play will not be stopped if an attacking player is inside the goal crease. Instead, the referee should strictly enforce Rule 802(ii) and 802(iii).
2. If an attacking player impedes the movement of the goaltender (prevents the goaltender from moving into open space) and the puck subsequently enters the goal net, the goal will be disallowed. No actual contact with the goaltender is required to disallow a goal under this rule.
3. Referees are instructed to use a “no harm no foul” interpretation on attacking players skating through the goal crease.

INTERPRETATION

1. An attacking player may skate through the goal crease either in front of or behind the goaltender, provided they do not make physical contact with the goaltender.
2. If an attacking player skates through the crease and makes contact with the goaltender, or skates behind the goaltender and the goaltender backs into the player (and the goaltender is not merely attempting to draw a penalty), that player will be assessed a minor penalty under Rule 1035 – Interference on Goaltender.

SITUATION 1: An attacking player is hit by the puck while standing in the goal crease and the puck drops down into the crease. The player then shoots the puck into the goal net.

Ruling: The goal will be allowed provided that the attacking player has not interfered with or impeded the movements of the goaltender, in which case the player will be assessed a minor penalty under Rule 1035 – Interference on Goaltender.

SITUATION 2: A defending player directs the puck into their own goal net while an attacking player is standing in the goal crease. What should be referee decision if:

- a) The attacking player initiates contact with the goaltender;
- b) The attacking player in no way affects the goaltender’s ability to make the save.

Ruling:

- a) The goal is disallowed and attacking player assessed an appropriate penalty.
- b) The goal is allowed.

RULE 803 – GOALS WITH THE SKATE

- i. No goal will be allowed if the puck enters the goal net as a result of an intentional kicking motion by an attacking skater.
- ii. An intentional kicking motion is a movement of the skate along the floor directing the puck towards the goal net, or moving the skate in pendulum motion as a means of propelling the puck into the goal net.
- iii. If an attacking skater kicks at a puck and it is subsequently shot into the goal net by either that skater or a teammate after the goaltender has made a save, the goal will be allowed. If an attacking skater kicks at a puck and it is deflected into the goal net, the goal will be disallowed as no other player has had control of the puck after it was kicked.
- iv. If an attacking skater kicks the puck and it deflects directly off the goaltender or their equipment, or off a player from either team and into the goal net, the goal will not be allowed.
- v. If an attacking skater turns their skate in any manner with the intention of having the puck deliberately deflect off it, and the puck enters the goal net as a result of that deflection, the goal will be disallowed. If the puck was deflected unintentionally, the goal will be allowed.
- vi. If an attacking skater tries to kick the puck from their skate up to their stick but fails to gain possession of the puck with their stick before the puck enters the goal net, the goal will not be allowed because an intentional kicking motion propelled the puck into the goal net, even though the player was not attempting to kick the puck into the goal net.
- vii. If an attacking skater is jostling with an opponent and during this time propels the puck into the goal net while trying to maintain their balance, the goal will be allowed provided there was no intentional kicking motion.
- viii. If an attacking skater has the puck on their stick and kicks their stick to propel the puck into the goal net, the goal will not be allowed.
- ix. If the puck deflects into the goal net off an attacking player's skate, and there was no deliberate kicking motion by the attacking player, the goal will be allowed.

SITUATION 1: The puck makes contact with the skate of an attacking player whose skate moves towards the net in a normal skating motion and the puck enters the goal net.

Ruling: The goal will be allowed provided there was no intentional kicking action.

RULE 804 – DISALLOWING A GOAL / GAME ACTION

See Rule 803 – Goals with the Skate and Rules 802, 1205 – 1207 for rules pertaining to the goaltender and goal-crease violations.

- i. No goal will be allowed if an attacking skater kicks, throws, gloves, or otherwise intentionally directs the puck into the goal net with any part of their body or by any means other than their stick even if the puck is further deflected by any player (attacking or defending) or referee after initial contact.

- ii. No goal will be allowed if an attacking skater directs, deflects, or bats the puck into the goal net in any way with their stick above the height of the crossbar, even if the puck subsequently deflects off any skater, the goaltender, or a referee, or bounces off the floor and in. The determining factor is where the puck makes contact with the stick in relation to the crossbar. If that part of the stick making contact with the puck is at or below the crossbar, the goal will be allowed. See Rule 609 – High Sticking the Puck into the Goal Net.
- iii. No goal will be allowed if the puck is directly deflected into the goal net off a referee even if the puck subsequently deflects off a skater from either team or the goaltender. If the puck hits a referee and is subsequently put into the goal net in any legal manner, the goal will be allowed.
- iv. No goal will be allowed if the puck is under a defending player who is pushed by an attacking player, together with the puck, into the goal net.
- v. No goal will be allowed if a skater enters the game illegally from their own player bench and their team scores a goal while the illegal player is on the floor. See Rule 706 – Illegal Player on Floor.
- vi. If a skater leaves the penalty box early by their own error or an error of the penalty-box attendant, and the skater’s team scores a goal while they are on the floor or has been substituted, the goal will not count and the skater must return to the penalty box to serve the remaining time of their penalty. If other penalties are assessed during this time, they must be served as well.
- vii. No goal will be allowed if the puck has completely crossed the plane of the goal line after the period has expired.
- viii. No goal will be allowed if the referee has blown their whistle to stop play before the puck crosses the plane of the goal line.

INTERPRETATION

No goal will be allowed if a player deliberately hits or directs the puck into the goal net of the opposing team with their head, helmet, or facial protector.

SITUATION 1: An attacking player bats the puck with their hand and it deflects off of any player (attacking or defending), their stick or skates, the goaltender or a referee and enters the goal net.

Ruling: No goal will be allowed.

SITUATION 2: An attacking player deliberately bats the puck with their hand. It deflects off of the opposing goaltender to a teammate who then shoots the puck into the goal net.

Ruling: No goal will be allowed. Hand pass will be called as the opposing goaltender was not in control and possession of the puck.

SITUATION 3: An attacking player deliberately bats the puck with their hand. It deflects off of the opposing goaltender, deflects off another defending player to another attacking player who then shoots the puck into the goal net.

Ruling: The play will be stopped for a hand pass as the defending player does not have control and possession of the puck. No goal will be allowed.

SITUATION 4: The puck is batted forward by a player by hand, hits the shaft of the stick of a teammate and then goes directly into the goal of the opposing team.

Ruling: No goal will be allowed.

SITUATION 5: The puck is shot into the goal net but comes out and play continues, goes up the floor and a goal is scored at the other end causing a stoppage of play. During this stoppage the game officials determine that the first goal should count.

Ruling: This judgement may only be applied after the stoppage and before play resumes. The goal that caused the stoppage of play will be disallowed, the first goal will be allowed, and the clock will be reset to the time of the first goal.

SITUATION 6: The puck contacts the elevated stick of an attacking player at a location on the stick above the height of the crossbar and then deflects off of a player, goaltender or game official into the goal net.

Ruling: No goal will be allowed.

SITUATION 7: A defending player directs the puck into their own goal net while an attacking player is standing in the goal crease. What should be referee decision if:

- a) The attacking player initiates contact with the goaltender;
- b) The attacking player in no way affects the goaltender's ability to make the save.

Ruling:

- a) The goal is disallowed and attacking player assessed an appropriate penalty.
- b) The goal is allowed.

RULE 805 – SCORING A GOAL / GOAL FRAME OFF

- i. If a defending player displaces their own goal frame and the opposing team scores a goal, the goal will be allowed provided:
 1. The opponent was in the act of shooting prior to the goal frame being displaced;
 2. The referees determine that the puck would have entered the goal net had the goal frame been in its normal position.
- ii. A goal will be awarded if a goaltender has been removed from the floor for an extra skater and a teammate displaces the goal frame from its normal position when an attacking skater is on a breakaway. See Rule 1111 – Awarded Goals.
- iii. The goal frame is considered displaced if it is not positioned on the end red / goal line or if one or both of the goal posts are not flat on the floor.

- iv. If the position of the goal net is altered in any way during game action, play will be stopped if the goal net does not return to its normal position. If the goal net returns to its normal position, game action will continue.
- v. If the goal net becomes displaced during game action as a result of some action by the attacking team as the defending team gains possession of the puck with a clear chance to move up the floor, there will be no whistle until puck possession changes again. If the defending team moves up the floor and scores a goal, the goal will be allowed.
- vi. No goal will be allowed if the goal frame is displaced before the puck crosses the plane of the goal line unless provided by Rule 805(i).

REFEREE PROCEDURE

If a scenario occurs such as in Rule 805(v) and the defending team gains possession of the puck and moves the puck up the floor, the referee should use this opportunity to return the goal net to its proper position if this can be done easily and in a timely manner.

SECTION 9 – GAME PENALTIES / DURATION AND SITUATIONS

OVERVIEW – Game penalties are assessed at the discretion of the referees.

For all infractions related to goaltenders, see Section 12 – Rules Specific to Goaltenders.

RULE 901 – WHEN PENALTIES CAN BE CALLED

- i. Penalties can be called at any time during the playing of a game. This constitutes the 40 minutes (40:00) of regulation play, overtime, before, during and after penalty shots, penalty-shot shootout, stoppages in play, and the arrival and departure of the teams from the floor to the dressing rooms.
- ii. A referee must witness first-hand any infraction if a penalty is to be assessed and incorporated into the official game sheet. This includes events before, during, and after the playing of the game.
- iii. “Before” the game constitutes the minutes prior to the opening faceoff when the referees and players are in the playing area but game action has yet to begin.
- iv. Any violations of the rules committed during the pre-game skate or off the floor cannot be punished by the assessment of penalties during the game as the referees were not participating in events at the time. Instead, these violations will be dealt with by the proper authorities.
- v. No player or team official is allowed to enter the dressing room of the referees during the course of or immediately following the game. Any violation of this rule will be reported to the proper authorities.

REFEREE PROCEDURE

1. The referee is required to submit a game report, assisted by the off-rink officials if necessary, on any pre-game incident, which will be submitted to the proper authorities.
2. If a game is finished but the teams and the referees have not left the floor and an infraction occurs, the referee may assess penalties, just as at any time during the game, and will submit a written game report to be submitted to the proper authorities.

RULE 902 – PENALTY SITUATIONS

- i. No player can be penalised by both referees for the same infraction, but the same player can be penalised by both referees for two distinct infractions.
- ii. If a team being penalised is in possession of the puck, game action will be stopped immediately. If the opposing team is in possession of the puck, game action will continue until the penalised team gains control of the puck. See Rule 916 – Delayed Penalty Call.
- iii. If, during the delayed penalty, the team in possession of the puck scores into its opponent’s goal, the first minor penalty will be cancelled. If two penalties to different players of the same team were to be assessed, one minor penalty is cancelled and the

other imposed. If a double-minor penalty were to be assessed, one minor penalty is cancelled and the other imposed. If a major, misconduct, or match penalty were to be imposed, these will still be assessed even if a goal is scored.

- ii. If, during the delayed penalty, two or more minor penalties were to be assessed to more than one player and a goal is scored, the referee will ask the captain of the penalised team which penalty to cancel. The second and any subsequent penalties will still be imposed. The order in which the penalties occurred is not a significant factor. The referees will inform the scorekeeper accordingly.
- iii. If one team is assessed more than one penalty of the same duration at the same stoppage of play which affects numerical strength, the captain must inform the referee of the order the penalties are to be served in case further penalties result in one penalised skater being allowed to leave the penalty box before others (either after the scoring of a power-play goal by the opposition or at the expiration of the penalties when the skaters leave the penalty box). The order in which the penalties occurred is not a significant factor. The referees will inform the scorekeeper accordingly.
- iv. If an attacking skater on a breakaway is fouled by an opponent to the degree that warrants a major and automatic game-misconduct penalty, the penalties will be imposed on the opponent regardless if the resultant penalty shot is successful or not.
- v. Upon being penalised, a skater must proceed directly to the penalty box or dressing room unless instructed otherwise by the referees. Failure to do so will result in an additional bench-minor penalty. See Rule 1001 – Abuse of Referees.
- vi. A skater must go to the dressing room if they are assessed a misconduct penalty which would prevent them from participating in the overtime and penalty-shot shootout.
- vii. A team official who is assessed a game misconduct or match penalty is not permitted to sit near their team's player bench or in any way direct play of the team.
- viii. Goaltenders are not required to serve their own penalties in the penalty box, nor are they permitted to serve penalties on behalf of other players. See Rule 1222 – Goaltender Penalties / Overview.
- ix. Only penalties that are displayed on the scoreclock affect numerical strength (except penalties which have a delayed start time). For a penalised skater to return to the game as a result of an opponent's goal, their team must have been short-handed by a minor or bench-minor penalty at the time of the goal (and there is no delayed minor or bench-minor penalty about to be called). See Rule 904 – Playing Short-handed.
- x. A player who is assessed more than one penalty at the same time will serve all penalties consecutively.
- xi. Where a penalty ends during a stoppage of play, the penalised skater may not exit the penalty box until the puck is dropped to resume play, or the period expires.

INTERPRETATION

1. Where each team has at least one player in the penalty box serving a time penalty and the teams are at even numerical strength on the floor, a goal is scored and the penalised player of the other team still has time remaining in their penalty, the penalised skater may not return to the floor as neither team was short-handed at the time the goal was scored.

2. Two bench minor penalties to the same team at the same stoppage of play may be served by one player consecutively.

***SITUATION 1:** Team A is assessed a bench minor penalty for Too Many Players. At the same stoppage of play, Team A requests a stick measurement of a Team B player and the stick is found to be legal, resulting in a second bench minor penalty to Team A.*

***Ruling:** As both penalties are bench minor penalties and are not assessed to specific players, one player from Team A may serve BOTH bench minor penalties (1.5 + 1.5 minutes).*

***SITUATION 2:** A player from Team A is assessed a delayed minor penalty for hooking. On the stoppage of the play Team A is assessed a bench minor penalty.*

***Ruling:** The player will serve their minor penalty. Team A will designate another player to serve the bench minor.*

***SITUATION 3:** A player, who is not listed on the Official Game Sheet, plays in the game and is assessed a penalty.*

***Ruling:** The player will be removed from the game. Any skater will be designated by the coach through the captain to serve the penalty. No additional penalty is assessed.*

RULE 903 – PENALTIES ON SCORECLOCK

- i. Penalties are said to have expired at the exact time of the penalty on the scoreclock plus the length of the penalty. For instance, if a minor penalty is called at 4:58, it expires at 3:28. If a major penalty is assessed at 11:05, it expires at 7:05, whether or not the skater steps on the floor at that exact second. For coincident minor and major penalties, the skater is allowed to return to floor only at the first whistle after the penalty time has been served.
- ii. Only penalties displayed on the scoreclock allow a team to gain extra skaters during game action when they expire. Penalties not displayed on the scoreclock include coincident minors or majors, misconducts, game misconducts, and coincident match penalties.
- iii. Penalties which must be displayed on the scoreclock include minors, double minors, majors, and match.
- iv. Penalties with a delayed start time will be displayed on the scoreclock only when their time has started.
- v. In the case of misconduct penalties, the skater is allowed to return to the floor only after the first whistle after the expiration of their penalty.
- vi. In the case of more than one penalty to a team, skaters are allowed to return to the floor only when their own penalty has expired. A skater who comes onto the floor after a teammate's penalty has expired – not their own – may be subject to further penalty.

INTERPRETATION

1. Penalties should be displayed on the electronic rink clock where possible.
2. If a player is assessed a double minor penalty, 3:00 should be recorded on the scoreclock where possible, unless coincident double minor penalties are assessed.

RULE 904 – PLAYING SHORT-HANDED

- i. A team is short-handed by virtue of having fewer players on the floor as a result of one or more penalties than its opponent.
- ii. If the opposition scores a goal while their team is short-handed with a minor or bench-minor penalty, the penalised skater can return to the floor immediately.
- iii. If a team allows a goal on a penalty shot while they are short-handed, no penalised skaters are allowed to return to the floor (see Rule 1110(x) - Penalty Shot Procedure / Specific Situations).

INTERPRETATION

'Short-handed' means that the team must be below the numerical strength of its opponents on the playing surface at the time the goal is scored. The minor or bench-minor which terminates automatically is the one which causes the team to be 'shorthanded'. Thus, if an equal number of players from each team are serving an equal number of minor penalties, neither team is 'short-handed'.

RULES 905-910 – DURATION OF PENALTIES

SUMMARY (for one player):

Minor / Bench-minor penalty = 1:30 on scoreclock (1:30 PIM)

Major penalty = 4:00 on scoreclock (4 PIM)

Minor + Major penalty = 4:00 on scoreclock, then 1:30 on scoreclock (5:30 PIM)

Misconduct penalty = 10:00, time not on scoreclock (10 PIM)

Minor + Misconduct penalty = 1:30 on scoreclock + 10:00, time not on scoreclock (11:30 PIM)

Minor + Game Misconduct penalty = 1:30 on scoreclock + balance of the game, time not on scoreclock (11:30 PIM)

Game Misconduct penalty = balance of the game, time not on scoreclock (10 PIM)

Match penalty = 4:00 on scoreclock + balance of the game, time not on scoreclock (14 PIM)

***SITUATION 1:** A player is assessed a major plus a game misconduct penalty and then a match penalty for another incident.*

Ruling: The team is required to place one player in the penalty box for 8 minutes, during which time the team will be short-handed, regardless of any goals scored against them. The scorekeeper will record 4 minutes (for the major) plus 10 minutes (for the game misconduct) plus 14 minutes (for the match penalty) against the penalised player for a total of 28 minutes.

RULE 905 – DURATION OF PENALTIES / MINOR – BENCH MINOR

- i. A minor penalty constitutes 1:30 of playing time and must be served in full. However, if the opposition scores during the ensuing power play, the penalised player is allowed to leave the penalty box.
- ii. If a team scores a goal on a penalty shot during a power play, the penalised skater is not allowed to return to the floor (see Rule 1110-x).

RULE 906 – DURATION OF PENALTIES / MAJOR

- i. A major penalty constitutes four minutes (4:00) of playing time. No substitution of this skater is allowed in game-situation numerical strength for the full 4:00. Once 4:00 has expired, the skater may return to the floor immediately. If the opposition scores a goal during a major power play, the penalised player is not permitted to leave the penalty box.
- ii. For a second major penalty in the same game to a skater or goaltender, the player will be assessed an additional game-misconduct penalty. The player must go to the dressing room immediately, and a teammate must go to the penalty box to serve the major penalty.

RULE 907 – DURATION OF PENALTIES / MINOR AND MAJOR

- i. When a player is assessed a minor and major penalty at the same time, the major penalty is served first after which the minor penalty begins
- ii. If the major penalties are coincidental, the minor penalty will be served immediately.
- iii. When a minor and major penalty are imposed at the same time on two players of the same team while the team is already short-handed, the minor penalty will be served first and the major penalty will not begin until the first penalty has expired.

RULE 908 – DURATION OF PENALTIES / MISCONDUCT

- i. A misconduct penalty constitutes ten minutes (10:00) of playing time, but immediate substitution in numerical strength is allowed. The skater must serve their misconduct in full unless they are injured, in which case a teammate designated by the coach through the

captain must sit in the penalty box in their place. The skater is not allowed to leave the penalty box until the first whistle after ten minutes of playing time has elapsed, unless additional penalties have been assessed.

- ii. If a player is assessed a second misconduct any time during a game, it will become an automatic game-misconduct penalty. The player must go to the dressing room but may be substituted immediately on the floor, and no teammate has to serve their penalty.

***SITUATION 1:** A player is assessed a misconduct penalty and, while in the penalty box, is assessed a second misconduct penalty.*

***Ruling:** The player will be assessed a game misconduct for the second misconduct penalty. The scorekeeper will record 10 minutes against the player for the first misconduct and 10 minutes for the game misconduct. The second misconduct is not recorded, as it becomes an automatic game misconduct.*

RULE 909 – DURATION OF PENALTIES / MINOR AND MISCONDUCT

- i. When a skater is assessed a minor and misconduct penalty at the same time, the penalised team must immediately put an additional skater in the penalty box to serve the minor penalty. No substitution of this skater is allowed in numerical strength. At the expiration of that penalty, the teammate may leave the penalty box but the skater who committed the infractions must remain in the penalty box to serve the misconduct penalty. Even though a teammate serves the minor penalty, the misconduct penalty does not begin until the expiration of any lesser penalties.

INTERPRETATION

A skater that is assessed a misconduct and a minor penalty will serve 11:30 in the penalty box, regardless of the fact that a teammate serves the minor penalty.

RULE 910 – DURATION OF PENALTIES / GAME MISCONDUCT

- i. A game-misconduct penalty requires the penalised player or team official to go to the dressing room, but immediate substitution in numerical strength is allowed.
- ii. The referees will report all game misconduct penalties to the proper authorities. The proper authorities have full power to impose further penalties.
- iii. A game misconduct carries with it an automatic suspension until the situation has been dealt with by the proper authorities. However, if 30 days elapse after the incident and no action taken, the suspension will be automatically terminated.

RULE 911 – DURATION OF PENALTIES / MATCH

- i. A match penalty results in the immediate expulsion of the player or team official from the game and a four-minute penalty (4:00) served by a teammate designated by the coach through the captain. No substitution of this skater is allowed in numerical strength until after the expiration of 4:00.
- ii. If the player receives additional penalties to the match penalty, the skater serving this penalty must also serve all other penalties to the offending player.
- iii. The referees will report all match penalties to the proper authorities. The proper authorities have full power to impose further penalties.
- iv. A match penalty carries with it an automatic suspension until the situation has been dealt with by the proper authorities. However, if 30 days elapse after the incident and no action taken, the suspension will be automatically terminated.

RULE 912 – SERVING PENALTIES

Minor – Skater serves penalty unless injured (teammate serves);

Bench Minor – Skater designated by the coach through the captain;

Major – Skater serves penalty unless injured (teammate serves);

Minor / Major – Skater serves penalty unless injured (teammate serves);

Misconduct – Skater serves penalty unless injured (teammate serves);

Minor / Misconduct – Skater serves penalty unless injured (teammate serves). Teammate serves Minor;

Game Misconduct – Player must go to dressing room;

Match – Player must go to dressing room.

RULE 913 – ADDITIONAL PENALTIES / GAME EJECTION

- i. For the third minor penalty assessed to any one skater or goaltender in the same game, that skater or goaltender will be assessed an additional misconduct penalty. The penalised team must immediately put a substitute skater in the penalty box to serve the minor penalty.
- ii. Any subsequent penalty incurred during the same game will result in that player being assessed a Game Ejection penalty.
- iii. A 'Game Ejection Penalty' involves the removal of a player for the balance of the game. The player must immediately proceed to the dressing room. A substitute is permitted to immediately replace the player. A substitute must serve any penalty time that the ejected player was assessed.
- iv. A 'Game Ejection Penalty' does not result in any additional penalty minutes assessed to the penalised player (0 PIM).
- v. A 'Game Ejection Penalty' does not require a game report to be completed by the referees, nor result in any suspension.

- vi. All penalties will be reported to the scorekeeper by the referees, even if the penalty has been cancelled by a goal scored by the opposing team. Penalties that are assessed but not served will count towards an individual player's penalty minutes, including for the purposes of Rule 913(j).

RULE 914 – COINCIDENT PENALTIES

See Appendix – Coincident Penalties. For rules regarding penalty times shown on the scoreclock, see Rule 903 – Penalties on Scoreclock.

- i. When an equal number of minor, major, or match penalties of the same duration are assessed to both teams at the same stoppage of play, the penalties are considered coincident penalties.
- ii. When penalties are assessed to both teams at the same stoppage of play, the referees will cancel as many penalties of equal duration (minor, bench minor, double minor, major, game misconduct, match) to each team as possible in order to avoid putting substitute players in the penalty box to serve additional penalties.
- iii. If teams are playing 4-on-4 and only one minor or bench-minor penalty is assessed to each team, teams will still play 4-on-4. The two players must go to the penalty box without substitution, and they can return to the floor at the first whistle after the expiry of their penalties.
- iv. When penalties as in Rule 914(i) are assessed and one team is short-handed, immediate substitution is allowed for an equal number of coincident penalties of equal duration to each team and will not have a bearing on delayed start time of penalties (see Rule 915 – Delayed Start Time of Penalties).
- v. If teams are playing with numerical strength that is not 4-on-4, there is no further reduction of numerical strength as a result of penalties of equal duration and number which can cancel each other.
- vi. If multiple penalties are assessed to both teams, equal numbers of minor, major, and match penalties will be cancelled as per rules for coincident penalties. Any differential in penalty times will be displayed on the scoreclock, and players will serve the time accordingly. The penalties that create the disparity in penalty time will be served first.
- vii. In the event of coincidental penalties, penalised players are not allowed to return to the floor until the first stoppage in play after the expiration of their penalties.
- viii. Players who receive major or match penalties which are coincident penalties must go to their dressing room, but no teammate is required in the penalty box unless one of the penalties appears on the scoreclock (i.e. the penalties are not coincident).
- ix. Where goaltenders are involved in coincident penalties, see Rule 1222 – Goaltender Penalties / Overview.
- x. In the application of coincident penalties, minor and bench-minor penalties are considered the same.

RULE 915 – DELAYED START TIME OF PENALTIES

- i. No team may have fewer than two skaters on the floor at any time during game action.
- ii. Players must always return to the floor in the order of the expiry of their own penalties.
- iii. If a third or subsequent player of any team is assessed a penalty during regulation time which requires them to go to the penalty box, and two teammates are already serving penalties, the penalty time of the third player or any subsequent players will not start until the penalty time of the first (or subsequent) player has elapsed (see Rule 915(i)). The third or subsequent skaters must still proceed to the penalty box as soon as their penalties have been assessed, but they can be replaced on the floor by a substitute until their penalty time begins.
- iv. Where three players of the same team are serving minor penalties and the first penalty has elapsed, the penalised player cannot return to the floor until the first whistle on or after the expiration of their penalty.

INTERPRETATION

A penalty may have been assessed, but due to delayed penalties, may not actually be in the process of being served. The determining factor is the penalties being served at that time.

Note: See Appendix for Examples of Delayed Penalty Situations.

RULE 916 – DELAYED PENALTY CALL

- i. For most penalties, a player from the offending team must be in control of the puck for game action to be stopped and the penalties assessed.
- ii. A touch of the puck or glancing contact between stick and puck does not constitute control unless that contact results in a goal for the team being penalised.
- iii. If the offending team is not in control of the puck, the referee will raise their arm signifying their intention to call a penalty, but the referee will not stop game action until:
 1. The offending team has gained control of the puck;
 2. The puck is frozen;
 3. The puck goes out of play;
 4. The team in control commits a foul of its own;
 5. Other reasons specified by these rules.
- iv. If the team in control of the puck during a delayed-penalty situation scores into their own goal, the goal will be credited to the opposition, but the penalty will still be assessed.
- v. A team being penalised during a delayed-penalty situation cannot score a goal against the non-offending team by their own means.
- vi. **If the team being penalised is already short-handed and its opponent scores a goal during a delayed-penalty call, the earlier minor penalty being served is automatically terminated and all new penalties being signalled will be assessed.**
- vii. If there is a delayed penalty to a team for a minor or bench-minor penalty, and that team is already short-handed with a major or match penalty, and the opposition scores, the

delayed penalty will be cancelled but the major or match penalty remains on the scoreclock.

- viii. If a team incurs a penalty and scores a goal on the same play so quickly that the referee does not have time to blow their whistle before the puck enters the goal net, the referee can still nullify the goal and assess the penalty after stopping play.
- ix. Where a delayed penalty is about to be called against a player that will result in a major, game misconduct or match penalty, but a goal is scored by the non-offending team before the stoppage of play, the penalties will be assessed in the normal manner regardless of the goal being scored.
- x. Should a penalty be signalled against a team already short-handed by reason of one or more minor penalties, and the signalled penalty would result in the awarding of a penalty shot, but before the referee can stop play to award the penalty shot the non-offending team scores a goal, the signalled penalty (that would have resulted in a penalty shot) will be assessed as a minor penalty and the first of the minor penalties already being served will automatically terminate.

REFEREE PROCEDURE

1. To signal a delayed penalty the referee will raise their arm, but it is not necessary to point to the offending player while play is in progress.
2. When a second delayed penalty is to be called, the referee will point to the second player with the non-raised hand while keeping the original arm raised, and then leave the original arm raised until play has stopped.

SITUATION 1: *A delayed penalty is about to be called against a player that will result in a minor plus a major and an automatic game misconduct penalty, but a goal is scored by the non-offending team before the stoppage of play,*

Ruling: *The minor penalty will be washed out, but the player will receive their game misconduct penalty and the team will be required to put a substitute on the penalty box to serve the major penalty. The order in which the two penalties occurred is not a factor.*

SITUATION 2: *The referee has signalled a delayed penalty against A6 and is going to award a penalty shot as a result of that infraction. Before the play is stopped A6 commits another infraction calling for a minor penalty.*

Ruling: *If Team B scores a goal before the play is stopped, the penalty shot is washed out, but the referee will assess the minor penalty to player A6. If Team B does not score before the play is stopped, the referee will award a penalty shot and assess the minor penalty to the player A6. This player will immediately proceed to the penalty box and remain there regardless of the result of the penalty shot.*

SITUATION 3: A delayed penalty is signalled on a player from Team A and Team B has substituted their goaltender in favour of an extra skater. While skating in front of their net with the puck, a player from Team B is stick-checked by a Team A player and the puck goes into the open net.

Ruling: No goal will be allowed because the puck goes in the open net as a result of an action of the player whose team has a delayed penalty. The play will be stopped and the delayed penalty assessed to Team A.

SITUATION 4: A delayed penalty is signalled on a player from Team A and Team B has substituted their goaltender in favour of an extra skater. A player from Team B has possession of the puck, and while attempting to pass the puck to a teammate, shoots the puck and it deflects off of a Team A player and goes into the open net.

Ruling: No goal will be allowed and the delayed penalty will be assessed.

SITUATION 5: A delayed penalty is to be called on Team A and a player from Team B shoots the puck on goal. The goaltender stops the shot, gains control of the puck and deliberately directs the puck to a teammate.

Ruling: The referee will stop the play and assess the penalty.

SITUATION 6: The referee signals a delayed penalty on Team A. Team B in possession of the puck pulls the goaltender for an extra player. The player of the Team B in possession of the puck in his defending zone tries to make a pass to their teammate but fails to do this and the puck heads towards the empty goal net. A teammate dives to prevent the puck from entering the empty goal net. What will be the referee decision if the player misses the puck and their momentum carries them into the goal frame causing the goal net to come off?

Ruling: The referee will award a goal against Team B as a Team B player knocked the net off. The referee will then assessed the delayed penalty to Team A.

SECTION 10 – DESCRIPTION OF GAME PENALTIES

OVERVIEW – These are definitions, explanations, and interpretations of fouls during a game (which constitutes 40 minutes of regulation time, overtime, penalty-shot shootout, and the time immediately after the end of the game when players leave the floor and go to their respective dressing rooms).

RULE 1001 – ABUSE OF REFEREES

DEFINITION: An attempt by a player or team official to usurp the power of a referee, demean or degrade a referee, call into question the integrity or ability of a referee, or physically confront a referee.

- i. Minor Penalty
 1. A player who bangs the protective glass in protest of a referee's decision;
 2. A player who bangs the boards with their stick or other objects to protest a referee's decision;
 3. A player who interferes with any referee (non-physically) in the performance of their duties;
- ii. Bench-Minor Penalty
 1. A team official or unidentifiable player who uses obscene, profane, or abusive language or uses the name of any official coupled with any vociferous remarks;
 2. A penalised player who does not go directly to the penalty box or dressing room as instructed by a referee (see Rule 902 – Penalty Situations);
 3. A team official who bangs the boards with a stick or other object to protest a referee's decision.
 4. A team official who interferes with any referee (non-physically) in the performance of their duties;
- iii. Misconduct Penalty
 1. A player who challenges or disputes the ruling of a referee;
 2. A player who uses obscene, profane, or abusive language or uses the name of any official coupled with any demeaning remarks;
 3. A player who shoots the puck intentionally out of reach of a referee who is retrieving it;
 4. A player who enters or remains in the referees' crease while they are in consultation with each other or reporting to officials off the floor;
 5. A captain or alternate captain who complains at any time to a referee about how the referee is conducting the game, interpreting the rules, or handling game action;
 6. A player who bangs the boards with their stick or other objects to protest a referee's decision for which the player has already been assessed a minor or bench-minor penalty;
 7. A player who bangs the protective glass in protest of a referee's decision for which the player has already been assessed a minor penalty;
 8. A player who touches or holds any referee with the hand or stick.
- iv. Game-Misconduct Penalty

1. A player or team official who uses obscene, profane, or abusive language directed to a referee for which the player or team official has been already been assessed a minor or bench-minor penalty. When this conduct occurs after expiration of the game, the game-misconduct penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.
 2. A player who persists in any course of conduct for which the player has previously been assessed a Misconduct penalty.
- v. Match penalty
1. A player or team official who makes physical contact or attempts to make physical conduct in any way with a referee and is detrimental to the conducting of a game;
 2. A player who swings their stick at a referee.
 3. A player or team official who behaves in any manner which is critically detrimental to the conducting of a game including spitting at a referee (see Rule 1046 – Spitting).

INTERPRETATION

Referees should not permit themselves to be verbally abused at any time. A personal comment to the referee by any player at any time in the game should result in a misconduct penalty.

REFEREE PROCEDURE – Abuse of Referees by Team Officials

1. A referee may assess two bench minor penalties to a coach before ejecting them from the game with a game misconduct penalty.
2. A coach may not be assessed a misconduct penalty.
3. The options available to a referee in assessing penalties to team officials are: bench minor, bench minor plus game misconduct, game misconduct penalty or match penalty.
4. The assessment of a game misconduct penalty to a team official does not automatically follow the assessment of the bench minor penalty to the team in general. The prior conduct must have been committed by the team official in question.
5. If a team official is assessed a game misconduct or match penalty, they must immediately proceed to the dressing room and remain there until the game is over. They are not permitted to remain near the player bench or direct their team in any way.
6. If a team official is assessed a match penalty, the remaining staff or captain must designate a player to serve the 4 minute time penalty in the penalty box.

RULE 1002 – ATTEMPT TO INJURE

DEFINITION: A player who deliberately attempts to injure an opponent, referee, official, coach or trainer in any manner.

- i. A player who deliberately attempts to injure an opponent, referee, official, coach or trainer will be assessed a match penalty.

RULE 1003 – BITING

DEFINITION: A player who bites any part of an opponent's body.

- i. A player who bites an opponent will be assessed a match penalty.

RULE 1004 – BOARDING

DEFINITION: A player who body-checks, elbows, charges, or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards.

- i. A boarding penalty is punishable by a minor or major penalty.
- ii. A player who injures or recklessly endangers an opponent as a result of boarding will be assessed either a major and game-misconduct penalty or a match penalty.
- iii. "Rolling" an opponent in possession of the puck along the boards who is trying to squeeze by a player is not considered boarding.

RULE 1005 – BROKEN STICK / PLAYING WITH AND REPLACING

DEFINITION: A stick that is not fully intact, has a broken blade or shaft, or is no longer whole is considered broken and, as such, illegal. See Rule 411 – Stick / Skater.

- i. A player must drop a broken stick immediately. If the player participates in game action with a broken stick they will be assessed a minor penalty.
- ii. A skater who uses a goaltender's stick during game action will be assessed a minor penalty.
- iii. A player whose stick is broken is forbidden to receive a stick thrown onto the floor from either the player bench or from a spectator, but the player may receive a stick from a teammate on the floor without having to proceed to their player bench to obtain a new one. This exchange, however, must be made hand-to-hand. A teammate who throws, tosses, slides, or shoots a stick to a teammate will be assessed a minor penalty.
- iv. Rule 1005(iii) includes situations where a skater has lost or dropped an intact stick and a teammate is trying to pass it to them.
- v. At no time is a skater allowed to grab an opponent's stick from an opponent sitting on their player bench or from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.
- vi. A skater who participates in game action while taking a replacement stick to a skater or goaltender will be assessed a minor penalty.
- vii. If a player receives a stick during game action from a teammate in the penalty box, the player receiving the stick will be assessed a minor penalty.
- viii. A skater who does not have a skater's stick in their hands may still participate in game action.

REFEREE PROCEDURE

1. Referees will not give a broken stick to a spectator or drop it over the boards. Broken sticks should be dropped at the scorekeeper's bench or the player bench.
2. Where the referee has picked up a broken carbon fibre or aluminium stick, this may be returned to the player bench. Where the stick is made of wood, the broken stick should not be returned to the player bench. A broken wood stick should be left at the scorekeeper's bench.

INTERPRETATION

If the cap on the top end of a metal stick comes off, the stick is considered to be a broken stick under this rule.

***SITUATION 1:** A player in the penalty box hands a stick to a teammate on the playing surface who has broken their stick.*

***Ruling:** The player receiving the stick is assessed a minor penalty, but the player in the penalty box handing the stick to the player on the playing surface is not assessed a penalty.*

***SITUATION 2:** A player picks up a stick thrown on the playing surface from the player bench.*

***Ruling:** No penalty will be assessed to the player for illegally receiving the stick, but the referee will assess a penalty to the player or team official that threw the stick onto the playing surface under Rule 1049 – Throwing a Stick or Object.*

***SITUATION 3:** A goaltender has lost their stick and their teammate, who is on the playing surface, attempts to shoot the stick back to the goaltender.*

***Ruling:** This is not legal. The teammate must hand the stick to the goaltender. For a violation of this rule, a minor penalty should be assessed to the offending player for throwing the stick.*

***SITUATION 4:** A skater is carrying a goaltender's stick to a goaltender who has lost or broken their stick, and decides to become involved in the play. The skater drops the goaltender's stick in order to participate in the play.*

***Ruling:** No penalty will be assessed as long as the skater in no way participates in the play while they are carrying the stick. No penalty will be assessed for carrying the stick to the goaltender, even though the skater is in the vicinity of the play, but the skater will drop the goaltender's stick if they become involved in the play.*

***SITUATION 5:** A5 is participating in play without a stick. A8 passes their stick to A5, A11 passes their stick to A8 and play continues.*

Ruling: There is no limit to the number of times that a stick can be passed from player to player, as long as the sticks are passed hand to hand.

RULE 1006 – BUTT-ENDING

DEFINITION: A player who slides the top hand on their stick down the shaft to create a dangerous protrusion which they drive into the body of an opponent.

- i. An attempt to butt-end is punishable by a double minor and misconduct penalty. An attempt to butt-end includes all cases where a butt-end gesture is made regardless of whether any body contact is made.
- ii. A player who butt-ends an opponent will be assessed either a major and automatic game-misconduct penalty or a match penalty.
- iii. A player who injures or recklessly endangers an opponent by butt-ending will be assessed a match penalty.

RULE 1007 – CHARGING

DEFINITION: A player who, after skating towards an opponent, checks, runs at, or jumps into them. If more than two steps or strides are taken before checking an opponent, this will be considered Charging.

- i. A player who checks an opponent with unnecessary force or who runs at or jumps into an opponent will be assessed a minor or major penalty at the discretion of the referee.
- ii. A player who makes physical contact with an opponent after the whistle has been blown but who had sufficient time to avoid such contact will be assessed a minor or major penalty at the discretion of the referee.
- iii. A goaltender is not “fair game” simply because they are outside of the goal crease. A minor or major penalty for charging is warranted where an opponent skates directly towards the goaltender and makes unnecessary contact, regardless of where the goaltender is on the rink. See Rule 1035 – Interference on Goaltender.
- iv. A player who injures or recklessly endangers an opponent as a result of charging will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1008 – CHECKING FROM BEHIND

DEFINITION: A hit from behind into the boards or goal frame, especially in a situation where a player is unaware of imminent contact and unable to defend themselves.

- i. A minor plus misconduct or major plus a game misconduct, at the discretion of the referee, will be assessed to a player who pushes or bodychecks an opponent from behind.
- ii. A player who injures or recklessly endangers an opponent as a result of checking from behind will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

INTERPRETATION

1. Where a player turns their back to take a hit or check from behind, this will not be classified as "checking from behind" due to the fact that the player is aware the hit is about to occur. Such infraction may instead be classified as Boarding, Charging, Body Checking or Interference.

REFEREE PROCEDURE

1. Referees should look for players making contact with an opposing player who is parallel to the boards, hitting the opposing player in the numbers on the back of their jersey, and instances where the checked player's head snaps back due to body contact from behind. Any or all of these scenarios may indicate a Checking from Behind penalty should be assessed.
2. Any Checking from Behind penalty MUST be accompanied by either a misconduct or game misconduct penalty.
3. Referees will strictly enforce this rule and will not substitute lesser penalties for a check from behind.

RULE 1009 – CLOSING HAND ON PUCK

DEFINITION: Although a skater may bat at the puck with their glove or catch it and place it on the floor immediately, they are not allowed to palm the puck (i.e. keep it in their glove), hold it for longer than it takes to put it on the floor, or skate with it in their glove.

- i. A skater who catches the puck and holds it while stationary or skates with it in their glove either to avoid an opponent or to gain clear possession of it will be assessed a minor penalty for closing their hand on the puck.
- ii. A skater who picks the puck up from the floor with their glove or hand outside their own goal crease during game action will be assessed a minor penalty.
- iii. A skater who covers the puck with their glove on the floor outside their own goal crease will be assessed a minor penalty.
- iv. If a skater picks the puck up from the floor with their glove, conceals, or covers the puck with their glove on the floor inside the three-dimensional area of their own goal crease while their goaltender is on the floor, a penalty shot will be awarded to the opposition. If the goaltender is off the playing surface, a goal will be awarded to the non-offending

team. See Rule 1107 – Awarding a Penalty Shot / Skater Falling on Puck and Rule 1111 – Awarded Goals.

RULE 1010 – CROSS-CHECKING

DEFINITION: A player who delivers a check to the body of an opponent with both hands on the stick and no part of the stick on the floor.

- i. A player who cross-checks an opponent will be assessed a minor or major penalty at the discretion of the referee.
- ii. A player who injures or recklessly endangers an opponent by cross-checking will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1011 – DANGEROUS EQUIPMENT

DEFINITION: Pads and protective equipment made of any material likely to cause injury or any equipment that is faulty are considered dangerous, and their use is strictly prohibited.

See Rule 403 – Dangerous Equipment (Descriptions), and Rule 1031 – Illegal Equipment (Penalties).

- i. A referee can prohibit the use of any player equipment the referee feels might cause injury.
- ii. The team of a player who participates in game action with illegal equipment will first be issued a warning by the referee. Failure to comply with the warning to adjust, replace, or secure any equipment as per the referee's instructions will mean any player from that team subsequently violating rules for dangerous equipment will be assessed a misconduct penalty.
- iii. If a referee deems a skater's stick to be dangerous, the stick must be removed from the game without penalty. If the skater subsequently uses the stick they will be assessed a misconduct penalty.
- iv. The referee can request that a player remove any personal accessories regarded as dangerous. If these personal accessories are difficult to remove, the player should tape them or put them safely under their jersey in such way that they are no longer dangerous. The player will be required to leave the floor during this process and a warning will be issued to their team. Failure to comply with the warning as per the referee's instructions will mean any player from that team subsequently violating rules for personal accessories will be assessed a misconduct penalty.
- v. Included in dangerous equipment is a cracked or damaged cage or visor. Although a player is allowed to finish their shift with such damage, it must be fixed or replaced prior to their next shift. Failure to do so will result first in a warning from the referee and then a misconduct penalty.

INTERPRETATION

A stick blade that has a double curvature is classified as dangerous equipment.

REFEREE PROCEDURE

The referee will issue a warning to the teams for the first violation concerning equipment. This warning will refer to ALL equipment. After this first warning, the referee will assess penalties for any and all subsequent violations.

RULES 1012–1020 – DELAY OF GAME

DEFINITION: An act either intentional or accidental which slows the game, forces game action to be stopped, or hinders the start of game action.

RULE 1012 – DELAY OF GAME / ADJUSTMENT OF EQUIPMENT

- i. If adjustments to clothing or equipment are required, the player should retire from the playing surface and be substituted.
- ii. A player who stops game action or delays the start of game action to repair or adjust their equipment will be assessed a minor penalty.

RULE 1013 – DELAY OF GAME / DISPLACED GOAL NET

- i. A player who deliberately displaces the goal net from its normal position will be assessed a minor penalty.
- ii. If a player deliberately displaces the goal net from its normal position in the final two minutes (2:00) of regulation time or during overtime, the non-offending team will be awarded a penalty shot. See Rule 1106 – Awarding a Penalty Shot / Player Displacing Goal Net.
- iii. If, when a goaltender has been removed from the floor, a teammate displaces their goal net from its normal position when an attacking skater is on a breakaway, the referee will award a goal. See Rule 1111 – Awarded Goals.

RULE 1014 – DELAY OF GAME / FALLING ON THE PUCK

- i. A skater who falls on, holds, or gathers the puck into their body or equipment to create a stoppage in play will be assessed a minor penalty. If, however, a puck becomes lodged in a skater's skates or equipment as the player blocks a shot or pass, game action will be stopped but no penalty assessed.
- ii. If the situation in 1014(i) occurs in the goal crease, Rule 1107 – Awarding a Penalty Shot / Skater Falling on Puck and Rule 1111 – Awarded Goals apply.
- iii. A skater who uses their hands to conceal the puck in their palm or equipment to force a whistle will be assessed a minor penalty.

RULE 1015 – DELAY OF GAME / FREEZING THE PUCK UNNECESSARILY

- i. A skater who holds or freezes the puck with their stick, skates, or body at any time and anywhere on the floor will be assessed a minor penalty.

RULE 1016 – DELAY OF GAME / GOAL CELEBRATION

- i. Players from the player bench can come onto the floor after a goal only for the purpose of making changes, and not more players than those changing can come onto the floor to celebrate. Violation of this rule will result in a warning to both teams by the referee, and further violation will result in a bench-minor penalty.

RULE 1017 – DELAY OF GAME / LATE LINEUP

- i. A team that does not send out the required number of players in a timely manner to start a period, including overtime, will be assessed a bench-minor penalty. See Rule 301 – Team Composition.
- ii. A team that does not make its player changes promptly, or deliberate error in making a line change in order to delay the game will result first in a warning from the referees and then a bench-minor penalty for delay of game. See Rule 705 – Player Change Procedure.

RULE 1018 – DELAY OF GAME / PUCK IN MOTION

Also see Rule 509 – Puck Kept in Motion.

- i. A player who holds the puck behind their own end red line for more than three seconds without pressure from the attacking team will be issued at first a warning by the referees and for a second offence will be assessed a minor penalty for delay of game.
- ii. A player who carries the puck behind their end red line more than once during the same possession will be issued at first a warning by the referees and for a second offence will be assessed a minor penalty for delay of game except:
 - 1. If a player is prevented from doing do by an opposing skater;
 - 2. If the team is short-handed.

REFEREE PROCEDURE

1. The purpose of this rule is to prevent players from intentionally running down the clock and delaying the game. Referees are instructed to take a “common sense” approach to this rule.
2. If a team is looking for options or organising a breakout from their own zone, no penalty should be assessed. If a team is clearly not engaging in delaying tactics, no penalty should be assessed.
3. The referee should avoid making use of this rule unless they are sure that the offending team is attempting to run down the clock or delay the game.

RULE 1019 – DELAY OF GAME / SHOOTING OR THROWING THE PUCK OUT OF PLAY

- i. A player who shoots, throws, or bats the puck directly out of play from inside their defending zone anywhere in the playing area (above the height of the protective glass or netting) during game action, without any deflection, will be assessed a minor penalty. The determining factor will be the position of the puck when it is played.
- ii. No penalty will be assessed if a player shoots the puck directly over the boards at the player benches but not over the protective glass or netting behind the player benches.
- iii. A player who deliberately shoots the puck out of play anywhere on the floor during play or after a stoppage will be assessed a minor penalty.

INTERPRETATION

1. The intention of the player shooting or batting the puck is not at issue. An unintentional shot outside of the playing area will still be penalised as Delay of Game.
2. ‘Out of the playing area’ means above the level of the glass or above the level of the protective netting. This includes a puck shot directly into the roof.
3. Note that referees should use common sense in interpretation of this rule. If the roof level is especially low in the arena, the referee may use their discretion in this situation to not call a delay of game penalty.

4. When play is stopped because of a player striking the puck with a high stick which sends the puck out of play, the faceoff will take place according to Rule 608 – High Sticking the Puck / Game Action, regardless of the fact that the puck has left the playing area. No penalty for delay of game can be assessed in this situation, as the play is considered over due to the high stick, not due to the puck leaving the playing area.

***SITUATION 1:** A goaltender shoots the puck outside playing area over the glass or protective netting/screen behind the player bench or penalty box.*

***Ruling:** A minor penalty will be assessed to the goaltender.*

***SITUATION 2:** A skater or goaltender shoots a puck that hits the glass or netting and then goes outside the playing area.*

***Ruling:** The skater or goaltender will not be assessed a penalty as the puck has deflected out of play.*

***SITUATION 3:** The puck is shot and hits a skater's or goaltender's stick or any part of their equipment and is unintentionally deflected over the protective netting and out of play.*

***Ruling:** No penalty will be assessed.*

***SITUATION 4:** The puck is shot and caught by the goaltender who then throws it up and, with their stick, gloves, arm or pads, directs the puck over the protective netting in a deliberate action.*

***Ruling:** The goaltender will be assessed a minor penalty.*

***SITUATION 5:** A player or goaltender shoots the puck through an open gate.*

***Ruling:** No penalty will be assessed.*

***SITUATION 6:** During the course of the penalty shot the player shoots the puck directly outside of the playing surface.*

***Ruling:** No penalty will be assessed. Faceoff at one of the end zone faceoff spots.*

***SITUATION 7:** A team to be assessed a "delayed penalty" in their own defending zone, shoots the puck outside the playing area.*

***Ruling:** Only the "delayed penalty" is to be assessed for as soon as the team shoots the puck (this is classified as being in control) play should be stopped. This is the reason for the stoppage of play and not the puck shot outside the playing area. Note: A penalty may still be imposed to the player that shoots the puck out of play if, in the opinion of the referee, the player shoots the puck out of play deliberately.*

RULE 1020 – DELAY OF GAME / VIOLATION OF FACEOFF PROCEDURES

See Rule 520 – False Faceoffs.

- i. When a skater not taking the faceoff enters the faceoff circle before the puck is dropped, the skater on their team taking the faceoff must be replaced. For a second violation by any skater on that team at the same faceoff, the offending team will be assessed a bench-minor penalty.
- ii. When a skater taking the faceoff has been removed from the faceoff by a referee and another skater of the same team delays taking up their proper position after a warning, the offending team will be assessed a bench-minor penalty.
- iii. A skater who lines up for a faceoff in an offside position or improperly in any way and, after a warning from a referee continues to line up offside or improperly, will be assessed a minor penalty.

RULE 1021 – DELIBERATE INJURY OF OPPONENTS

- i. A match penalty will be assessed to a player who deliberately injures an opponent, referee, official, coach or trainer in any manner and the circumstances will be reported to the proper authorities for further action.

RULE 1022 – ELBOWING

DEFINITION: A player who uses their elbow to foul an opponent.

- i. A player elbowing an opponent will be assessed a minor or major penalty at the discretion of the referee.
- ii. A player who injures or recklessly endangers an opponent by elbowing will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1023 – ENGAGING WITH SPECTATORS

DEFINITION: A player or team official who makes physical contact with a spectator during the course of a game, including stoppages in play and intermissions.

- i. A player or team official who physically confronts, retaliates, or engages with a spectator will be assessed a match penalty.

RULE 1024 – FIGHTING

DEFINITION: A player who punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation. Penalties may be assessed for fighting even where a player leaves their gloves on. The referees are provided very wide latitude in the penalties which may be assessed under this rule. This is done intentionally to enable the referees to differentiate between the obvious degree of responsibility of the participants either for starting the fight or persisting in continuing the fight.

- i. Any player who is involved in a fight on or of the playing surface before, during or after a game will be assessed a game misconduct or match penalty, at the discretion of the referees.
- ii. A player who in any way retaliates to being punched (but does not throw a punch themselves) will be assessed a minor or a double minor penalty, at the discretion of the referee. However, if the player continues and becomes involved in a fight, a game misconduct or match penalty may be assessed instead.
- iii. A player who removes their glove(s) or helmet with the intention of engaging in a confrontation with an opponent will be assessed a misconduct penalty in addition to any other penalties they may incur.
- iv. If there is a clear instigator and aggressor in a fight, that player will be assessed a minor penalty as the aggressor in addition to any other penalties they may incur.
- v. A player who is on the floor and is the **first** to intervene in a fight already in progress (third man in) between two opposing players will be assessed, in addition to any other penalties incurred during the incident, a game-misconduct penalty. The degree of intervention is the criterion for interpretation of enforcement. A game misconduct penalty would only be assessed under this rule in a situation where a match or major plus game misconduct penalty are to be assessed to one or both players involved in the original altercation.
- vi. A player who resists the referees in the discharge of their duties during an altercation will be assessed a game-misconduct penalty.
- vii. A player who tries to fight or continues to fight after they have been ordered by the referees to stop, or who resists a referee who is trying to circumvent the continuation of a fight, will be assessed a double-minor penalty or a major penalty and automatic game-misconduct penalty or a match penalty at the discretion of the referees, in addition to any other penalties incurred during the incident.
- viii. If a fight involves one player on the floor with another player off it, both players will be assessed a misconduct penalty, a game-misconduct penalty, or a match penalty, in addition to any other penalties incurred during the incident.
- ix. A team official who is involved in a fight, on the floor or off, will be assessed either a game-misconduct penalty or a match penalty at the discretion of the referees.
- x. The first player from either team to leave the player bench or penalty box during a player confrontation on floor will be assessed a double-minor penalty and an automatic game-misconduct penalty. Any other players who leave the player bench during a player confrontation will be assessed a misconduct penalty. Any other skaters who leave the penalty box during a player confrontation will be assessed a minor and game-misconduct penalty (see Rule 1038). These penalties will be served at the expiration of all previous penalties. The act alone of leaving either the player bench or penalty box constitutes a

violation of these rules, even if the players do not engage in fighting once they are on the floor.

- xi. The rules in 1024(ix) apply even at the end of a period.
- xii. A player who leaves the player bench during an altercation and who is assessed a minor, major, or misconduct penalty as a result of these actions will also be assessed an automatic game-misconduct penalty.
- xiii. Player substitutions (i.e. line changes) made prior to a player confrontation are allowed, but any player subsequently becoming involved in a player confrontation will be penalised as if they left player bench or penalty box to participate in that confrontation.
- xiv. A maximum of four misconduct and / or game-misconduct penalties per team can be assessed under this rule (leaving the player bench). Note that any other penalties incurred during the altercation may be assessed to more than four players per team.
- xv. A player cannot be assessed both a match penalty and a game-misconduct penalty for continuing a fight.

REFEREE PROCEDURE

1. Where there have been multiple instances of pushing and shoving after the whistle, the referee should issue a warning to the coach or captain of each team.
2. If the situation continues after the warning, the referee should assess minor penalties for Roughing. If incidents continue at future stoppages, the referee may assess misconduct penalties.
3. Where a fight occurs, the referees should firstly prevent any other players from becoming involved, before attempting to break up the fight.
4. Where multiple penalties including misconduct or game misconduct penalties are assessed, the referee may take the penalised players to the penalty box to wait until the proper penalties have been assessed.
5. For the purposes of determining which player was the first to leave the player bench during an altercation, the referees may consult with other game officials such as the scorekeeper or goal judges.
6. Referees are directed to employ every means provided by these rules to prevent "brawling".

INTERPRETATION

1. In a situation involving punches being thrown, it is possible that one player may be assessed a match penalty and the other a major plus a game misconduct penalty.
2. Whenever a match or game misconduct penalty is assessed for Fighting, whether one, two or more players receive such penalties, the incident will be classified as a fight. The assessment of only one penalty may constitute an altercation under these rules.
3. Two players may be assessed match penalties for Fighting without having an aggressor or instigator. Where it is obvious that one player is the instigator or aggressor, that player may be assessed a match penalty and additional minor penalty for instigating the fight, and the other player a major plus game misconduct, depending upon the degree of retaliation.
4. Knocking or pulling an opponent's helmet off or out of the normal worn position will be penalised as Roughing.

RULE 1025 – HEAD-BUTTING

DEFINITION: A player who uses their head, with or without their helmet on, to strike an opponent.

- i. A player who either attempts to head-butt or succeeds in head-butting an opponent (including team official) will be assessed a match penalty.

RULE 1026 – HIGH-STICKING

DEFINITION: A player who carries their stick or any part of it above the height of their shoulders and who strikes an opponent with any part of it.

- i. A player who makes contact with an opponent with a high stick will be assessed a minor or major penalty at the discretion of the referee.
- ii. A player who injures an opponent accidentally by a high-sticking foul may be assessed a double-minor penalty, major penalty and game-misconduct penalty or a match penalty at the discretion of the referee.
- iii. A player who makes contact with any part of an opponent's upper body while winding up to shoot or while following through on a shot or pass is subject to all penalties for high-sticking.

RULE 1027 – HOLDING

DEFINITION: A player who impedes the movement of an opponent with one or both hands, arms, legs, or in any other way to prevent their opponent from skating freely.

- i. A player who holds an opponent will be assessed a minor penalty.
- ii. There are three common methods of holding:
 1. A player who grabs an opponent with one or both arms with the sole intent of preventing that opponent from skating freely with or without the puck;
 2. A player who uses the boards to pin an opponent using their arms or upper or lower body to prevent that opponent from moving away from the boards and **who makes no attempt to play the puck;**
 3. A player who grabs the jersey of an opponent to restrain their free movement or to slow them down.

REFEREE PROCEDURE

When assessing a penalty for holding, the referee should look for where a player removes one hand from their stick in order to gain an advantage over an opposing player. Players are allowed to use a free hand to 'push' the opposing player but are not permitted to 'grab' or 'hold' the opponent with their free hand.

RULE 1028 – HOLDING THE STICK

DEFINITION: A player who grabs an opponent's stick with one or two hands to prevent their opponent from skating, playing the puck, or otherwise playing the game freely, or any act of preventing an opponent from using their stick.

- i. A player who holds an opponent's stick will be assessed a minor penalty.

RULE 1029 – HOOKING

DEFINITION: A player who uses their stick to impede the progress or interfere with an opponent, with or without the puck.

- i. A player who hooks an opponent will be assessed a minor or major penalty, at the discretion of the referee.
- ii. There are four common methods of hooking:
 - 1. A player who hooks the arm, hand, or glove of an opponent who is about to make a pass or take a shot;
 - 2. A player who makes contact with any part of an opponent's body using their stick during a one-on-one competition for the puck;
 - 3. A player who uses their stick against an opponent's body to prevent an opponent from maintaining puck possession;
 - 4. A player who uses their stick to prevent an opponent from skating freely.
- iii. A player who injures or recklessly endangers an opponent by hooking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.

REFEREE PROCEDURE

When assessing a hooking penalty, referees should look for where the stick becomes parallel to the floor and makes contact with the body of the opposing player. This indicates no intention to play the puck and may indicate a hooking penalty is should be assessed.

RULE 1030 – ILLEGAL HIT (BODY CHECKING)

DEFINITION – A player is not allowed to deliver a bodycheck to an opponent.

- i. A player who bodychecks an opponent will be assessed a minor or major penalty, at the discretion of the referee.
- ii. A player who makes deliberate contact with an opponent after a whistle will be assessed a minor or major penalty.
- iii. A player who injures or recklessly endangers an opponent by body-checking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.
- iv. If two players are in pursuit of the puck, they are reasonably allowed to push and lean into each other provided that possession of the puck remains the sole object of the two players.
- v. If two or more players are fighting for possession of the puck, they are not allowed to use the boards to eliminate an opponent from the play or push their opponent into the boards. These actions indicate an absence of interest in gaining possession of the puck.
- vi. A player who is stationary is entitled to that area of the floor. It is up to the opponent to avoid body contact with such a player. If that player is stationed between the opponent and the puck, the opponent is obliged to skate around the stationary player.
- vii. If a skater with the puck is skating directly at an opponent who is stationary, it is the obligation of the puck carrier to avoid contact. But, if the puck carrier makes every effort to avoid contact and the opponent moves into the puck carrier, that opponent will be assessed a penalty as per Rules 1030(i)-(iii).

INTERPRETATION

1. The spirit of this rule is to minimise the potential for injury through physical conduct. Any overt or intentional contact that is designed to apply physical force to an opposing player (without trying to get the puck) will be penalised under this rule. Accidental contact that occurs during the normal course of playing the puck will not be penalised.
2. Body contact will occur and the referee will make judgement calls on the intent of the player who initiates the contact. The player who initiates contact will be penalised if their intentions are to contact the player and not the puck. All players will make the puck the primary objective of their actions and the referees will allow the players to compete for the puck.
3. The creation of an intentional collision or attempt to intensify a collision will be penalised. This includes all cases where a player steps into an opponent who is travelling in the opposite direction, causing a body check. A player will not be penalised if their intention is to play the puck and they unintentionally cause a collision with an opponent.
4. It is illegal to skate through or over an unsuspecting player to gain possession of the puck. This applies any time a player is waiting to receive the puck or moving toward the puck. If a player has established a stationary position, the responsibility is on the opposing team players to skate around that player. Players are allowed to 'hold their ground' any time they have established position. No player is required to move out of the way of an oncoming player to avoid a collision. Any move by a player to step or glide into an opposing player will be assessed a minor penalty.

5. Players are allowed to lean on each other and produce body-contact while they are attempting to gain possession of the puck along the boards. Such actions will be legal provided the action stays at the level of 'contact' and does not escalate to the level of 'body checking'.
6. When two or more players are in close proximity and struggling to gain possession of the puck along the boards, any intentional body check will be penalised. This includes pushing, shoving, or shoulder contact. Again, any overt body contact, not directed at the puck, will be penalised.
7. The intention of the rule is not to penalise incidental contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck will not be considered to be body checking. However, this does not allow the player who is not in possession of the puck to throw the body into an opponent to achieve possession.

RULE 1031 – ILLEGAL EQUIPMENT

DEFINITION: Players must use equipment that conforms to the standards set out in this rule book. Failure to do so will result in a penalty.

See Rule 401 – Mandatory Equipment / Skaters and Rule 414 – Measurement of a Player's Equipment for specific requirements regarding equipment. Also see Rule 1011 – Dangerous Equipment.

- i. If the referee decides to measure a player's equipment, or a request is made by a team to measure an opponent's equipment, the referees will make the necessary measurement immediately. If the complaint is upheld, the offending player will be assessed a minor penalty and the illegal equipment will be returned to the player bench by the referee.
- ii. If the measurement determines that the stick is legal, the team requesting the measurement will be assessed a bench-minor penalty for delay of game. The penalty must be served by anyone on the floor at the time the measurement was requested.
- iii. If a player refuses to surrender their stick or destroys the stick or any part of their equipment for measurement when requested to do so by the referee, this equipment will be regarded as illegal and the player will be assessed a minor and misconduct penalty.
- iv. If the captain of a team that is two skaters short due to penalties requests an equipment measurement that is invalid, the referees will award a penalty shot against the requesting team. If the measurement is upheld, the offending player will be assessed a minor penalty.
- v. When a player is wearing non-approved equipment or is not wearing the proper mandatory equipment, the player will be ruled off the floor, and the team will be issued a warning by the referees. The player will not be allowed to participate in the game until the equipment issue has been corrected. For a second violation by any player of the same team, the referee will assess a misconduct penalty to the offending player.

INTERPRETATION: Illegal equipment includes wearing a helmet with the chin strap unfastened, or a visor that is not positioned correctly.

RULE 1032 – INCORRECT ACCESS TO OR FROM PENALTY BOX

DEFINITION: A skater who fails to enter or leave the penalty box by way of the floor.

- i. A skater who uses a part of the arena other than the floor to enter or exit the penalty box will be assessed a minor penalty.
- ii. A skater serving a penalty who is to be substituted after their penalty has expired must return to their player bench by way of the playing surface before they are substituted. Any skater that violates this rule will be assessed a minor penalty.

RULE 1033 – INJURED SKATER REFUSING TO LEAVE THE FLOOR

DEFINITION: A player who is unable to continue to play or incapable of leaving the floor of their own ability must leave the floor if game action is stopped to attend to their injuries. See Rule 611 – Injured Skater.

- i. A player who is injured and requires medical attention on the floor is required to go to the bench, once able, at least until after the ensuing faceoff. A skater who refuses to comply will be assessed a minor penalty. If the player refuses to leave after being assessed a minor penalty, they will be assessed a misconduct penalty.
- ii. A player who is bleeding is not allowed to return to the game until their wounds have been sufficiently bandaged or stitched to prevent the free flow of blood. If the player returns without proper protection or with blood-stained equipment of any sort, they will be assessed a minor penalty.
- iii. A player who lies on the floor either feigning an injury or refusing to get up will be assessed a minor penalty.

INTERPRETATION

A player whose jersey is covered with blood may wear another jersey with a different number, but the number change will be reported to the Scorekeeper. See Rule 413 – Uniforms / Skater.

RULE 1034 – INTERFERENCE

DEFINITION: A player who obstructs or prevents an opponent without possession of the puck from skating, receiving a pass, or moving about the floor freely.

- i. A player who interferes with an opponent will be assessed a minor or major penalty at the discretion of the referee.
- ii. Interference during game action can constitute any of the following:
 1. A skater who hinders an opponent from moving;

2. A skater who blocks an opponent from moving freely into the attacking zone, especially in the case where they force the opponent to go around them by sticking out their hip on a shoot-in;
 3. A skater who prevents an opponent from making a play on the puck by moving into an opponent's path without first having established body position (i.e. playing a pick);
 4. A skater whose body contact blocks an opponent from getting into position to receive a pass;
 5. A skater who wins a faceoff but prevents their opponent from advancing to the puck (faceoff interference);
 6. A player on either of the player benches or in the penalty box who, by means of their stick or their body, reaches onto the floor and interferes with the movement of the puck or an opponent during game action;
 7. A skater who moves laterally to impede the progress of an opponent without first having established body position;
 8. A player who prevents an opponent from picking up a piece of equipment from the floor (stick, glove, helmet) by pushing it away from the opponent.
 9. The defending team secures possession of the puck in their own zone and other members of the same team run interference for the puck or puck carrier by performing a protective screen against forecheckers.
 10. A player who makes a drop pass and then follows through and makes contact with an opposing player to create space for their teammate.
 11. A player who deliberately knocks the stick from the hands of an opposing player.
 12. A player who shoots a stick or other object towards an opponent that is not in possession of the puck (for penalties where the player is in possession of the puck, see Rule 1049 – Throwing a Stick or Object).
- iii. Skaters in front of the goal net are given leeway for penalties such as interference, cross-checking, hooking, holding, tripping, and slashing so long as the efforts to establish position in front or to remove that skater from in front do not cross the lines of a fair battle for territory. Violations in this area include: knocking down an opponent who does not have the puck; pulling at an opponent's jersey; placing a stick between an opponent's legs in a "corkscrew" manoeuvre; cross-checking an opponent violently; slashing at the back of an opponent's legs.
- iv. Some situations are not classified as interference:
1. A skater is entitled to the area they occupy so long as they maintain their skating speed and body position between an opponent and loose puck. If the player slows down, they risk interfering with their opponent;
 2. A skater is entitled to stand their ground and is not required to move if an opponent wishes to skate through that area of the floor;
 3. A skater may block an opponent so long as they are in front of the opponent and moving in the same direction;
 4. A skater can use their body position to force an opponent to take a less direct route to the puck, so long as they don't use a hand or arm to hold or block the opponent.
- v. A player who checks an opponent who is not in possession of the puck will be assessed a minor penalty for interference.

- vi. Two skaters who jostle for position as they skate to a loose puck are within their rights to do so, but if one uses their stick, arm, or skate to obstruct their opponent's ability to skate to the puck, they will be assessed a minor penalty for interference.
- vii. A player who injures or recklessly endangers an opponent by interference will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1035 – INTERFERENCE ON GOALTENDER

DEFINITION: A skater who uses any means to prevent a goaltender from playing their position. More commonly referred to as Goaltender Interference.

See also Rule 802 – Goal Crease as it Pertains to Scoring Goals.

- i. A skater who, by means of their stick or their body, interferes with or impedes the progress of a goaltender who is in their goal crease, prevents the goaltender from playing their position, or makes physical contact with the goaltender will be assessed a minor penalty.
- ii. If an attacking skater in possession of the puck, skating forwards or backwards, makes contact with the goaltender in the goal crease, and the puck subsequently enters the goal net, the goal will not be allowed and the attacking skater will be assessed a minor or major penalty at the discretion of the referee. This rule also applies during penalty shots and penalty-shot shootouts.
- iii. An attacking skater who positions themselves facing the opposing goaltender and engages in actions such as waving their arms or stick in front of the goaltender's face for the purpose of distracting the goaltender as opposed to positioning themselves to try to make a hockey play, regardless whether the attacking skater is positioned inside or outside of the goal crease, will be assessed a minor penalty.
- iv. An opponent who prevents or blocks a goaltender from returning to their goal crease or bumps the goaltender unduly while the goaltender plays the puck behind the goal net or is in their privileged area will be assessed a minor penalty.
- v. An attacking skater may skate through the goal crease during game action so long as they do not make contact with the goaltender. If the attacking skater makes contact, or if the goaltender makes contact while backing up in their goal crease (provided the goaltender is not attempting to intentionally create contact to draw a penalty), the attacking skater will be assessed a minor penalty.

RULE 1036 – KICKING

DEFINITION: A player who generates a swinging or stomping motion with their skate directed at any part of an opponent's body. Note: A player is permitted to kick the puck at any time, provided they do not make contact with an opponent.

- i. A player who kicks or attempts to kick an opponent will be assessed a minor or major penalty, at the discretion of the referee.
- ii. A player who injures or recklessly endangers an opponent by kicking will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1037 – KNEEING

DEFINITION: A skater who extends their knee for the purpose of making contact with an opponent.

- i. A skater who uses their knee to make contact with an opponent will be assessed a minor or major penalty, at the discretion of the referee.
- ii. A skater who injures or recklessly endangers an opponent by kneeing will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1038 – LEAVING THE PENALTY BOX PREMATURELY

DEFINITION: A skater is not allowed to leave the penalty box except at the end of a period or after the expiration of their penalty.

- i. A skater who leaves the penalty box by their own error prior to the expiration of their penalty will be assessed a minor penalty in addition to having to serve the remainder of their existing penalty.
- ii. A skater who leaves the penalty box prematurely because of an error by the penalty-box attendant will not be penalised, but they must return to the penalty box to serve the remaining time of their penalty.
- iii. A skater who leaves the penalty box prior to the expiration of their penalty for the purpose of challenging the ruling of a referee will be assessed a minor penalty and game-misconduct penalty.
- iv. A skater who leaves the penalty box prior to the expiration of their penalty either to enter into or precipitate a confrontation or fight will be assessed a double-minor and game-misconduct penalty (if they are the first to do so) or minor and game-misconduct penalty (if they are a subsequent player). See Rule 1024 – Fighting.

INTERPRETATION

- 1. When a player leaves the penalty box prior to the expiration of the penalty, the Penalty Timekeeper will note the time and verbally alert the referees who will stop play when the offending player's team gains possession and control of the puck.

2. When a penalised player returns to the playing surface from the penalty box prior to the expiration of the penalty, any goal scored by that team, while the player is illegally on the playing surface, will be disallowed, but all penalties assessed to either team will be served as regular penalties (see Rule 804 – Disallowing a Goal / Game Action).

RULE 1039 – PLAYING WITHOUT A HELMET

DEFINITION: A skater who participates in game action without a helmet properly secured to their head.

See Rule 408 – Helmet.

- i. A skater whose helmet comes off during game action and who does not proceed to their player bench immediately will be assessed a minor penalty.

RULE 1040 – PULLING HAIR, HELMET, CAGE

DEFINITION: A player who grabs or holds the cage or helmet or pulls the hair of an opponent.

- i. A player who grabs or holds the cage or helmet, or pulls the hair of an opponent, will be assessed either a minor penalty or a major and game-misconduct penalty at the discretion of the referee.
- ii. A player who injures or recklessly endangers an opponent by holding the face mask of an opponent will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1041 – REFUSING TO START PLAY

DEFINITION: No team is allowed to ignore the referee's call to start play.

See Rule 301 – Team Composition and Rule 302 – Forfeit Games.

- i. If both teams are on the floor and one team refuses to play for any reason, the referee will warn the captain of the unwilling team and allow that team not more than 30 seconds to resume play. If the team still refuses to play, the referee will assess a bench-minor penalty.
- ii. If there is a recurrence of the same incident the game will be forfeited to the opponent. The incident will be reported to the proper authorities.
- iii. If a team is not on the floor and fails to go onto the floor to start playing when ordered to do so by the referee through the captain, manager or coach, the referee will allow to the refusing team two minutes to begin play. If the team resumes play within these two

minutes, the team will be assessed a bench-minor penalty. If the team still refuses to go onto the floor, the game will be forfeited to the opponent. The incident will be reported to the proper authorities.

RULE 1042 – ROUGHING

DEFINITION: A player who jostles or strikes an opponent during the game.

- i. A player involved in a confrontation with an opponent will be assessed a minor, double minor, or major and automatic game-misconduct penalty, at the discretion of the referee.
- ii. A player who deliberately knocks the helmet off an opponent's head or out of the normally worn position in order to force them out of play will be assessed a minor penalty.
- iii. A player who persists in continuing to be involved in roughing is subject to rules for fighting under Rule 1024 – Fighting.
- iv. A player who removes their glove(s) to engage in a confrontation with an opponent will be assessed a misconduct penalty.

INTERPRETATION

The intention of the rule is not to penalise incidental contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck will not be considered to be roughing. However, this does not allow the player who is not in possession of the puck to throw the body into an opponent to achieve possession.

REFEREE PROCEDURE

1. If a situation involves pushing and shoving after the whistle, the referee may assess minor penalties for roughing. If incidents continue at future stoppages, the referee may assess misconduct penalties.
2. Where a player hits an opposing player in the face or head with their glove, a roughing penalty may be assessed. If this develops into an altercation, the rules regarding fighting may apply (Rule 1024 – Fighting).

RULE 1043 – SLASHING

DEFINITION: A player who swings their stick, with one hand or two, at any part of an opponent's body or equipment. Contact to the opponent is not necessary for the penalty to be assessed.

- i. Tapping the stick of the puck carrier is not considered slashing if it is limited to hitting the stick for the sole purpose of trying to make the opponent lose possession of the puck.

Forceful contact, especially if it results in breaking the opponent's stick, is considered slashing.

- ii. A player who slashes an opponent will be assessed a minor or major penalty, at the discretion of the referee.
- iii. A player who injures or recklessly endangers an opponent by slashing will be assessed a major penalty and game-misconduct penalty or a match penalty, at the discretion of the referee.
- iv. A player who swings their stick at another player during a confrontation will be assessed a major penalty and game-misconduct penalty or a match penalty at the discretion of the referee.
- v. A player who swings wildly at the puck, on the floor or in the air, with the object of intimidating an opponent will be assessed a minor or major penalty, at the discretion of the referee.
- vi. A player who lifts their stick between an opponent's legs for the purpose of making contact with the groin will be assessed either a major penalty and game-misconduct penalty or a match penalty at the discretion of the referee.
- vii. A skater who makes stick contact with an opposing goaltender in the goal crease after the goaltender has covered up or caught the puck will be assessed a minor penalty, regardless if the referee has stopped game action. See Rule 1035 – Interference on Goaltender.

RULE 1044 – SLEW-FOOTING

DEFINITION: A player who dangerously kicks an opponent's foot or skate from behind or who pulls an opponent backwards while at the same time knocking or kicking their feet out from under them.

- i. A player who slew-foots an opponent will be assessed a match penalty.

RULE 1045 – SPEARING

DEFINITION: A player who stabs an opponent or attempts to stab an opponent with the end of the stick blade, whether or not the stick is being carried with one or both hands. Contact to the opponent is not necessary for the penalty to be assessed.

- i. A player who attempts to spear an opponent will be assessed a double minor and misconduct penalty.
- ii. A player who spears an opponent will be assessed a major penalty and automatic game-misconduct penalty or a match penalty, at the discretion of the referee.
- iii. A player who injures or recklessly endangers an opponent by spearing will be assessed a match penalty.

RULE 1046 – SPITTING

DEFINITION: A player who spits on or at an opponent, spectator, referee or anyone in the arena during a game.

- i. A player or team official who spits on or at an opponent or anyone in the arena during a game will be assessed a match penalty.
- ii. A bleeding player who intentionally wipes blood from their body onto an opponent or anyone in the arena will be assessed a match penalty.

RULE 1047 – TAUNTING

DEFINITION: A skater who celebrates a goal or enervates the opposition while skating past the opposing player bench with celebratory, derisive, or mocking gestures or provocative words intended to taunt or incite their opponent.

- i. Excessive celebrations or taunting of opponents on their player bench in any manner will result in a misconduct penalty.

RULE 1048 – TEAM OFFICIAL ENTERING THE PLAYING AREA

DEFINITION: It is forbidden for a team official to step onto the floor during a game without consent from the referees. Note that this includes stoppages in play or intermissions.

- i. Where an injury has occurred to a player and there is a stoppage of play, a team doctor (or other medical personnel) may go onto the floor to attend to the injured player without waiting for the referee's consent.
- ii. A team official who steps onto the floor any time between the start of game and its conclusion (excepting Rule 1048(i)) will be assessed a game misconduct penalty.

RULE 1049 – THROWING A STICK OR OBJECT

DEFINITION: A player or team official who throws a stick or any other object within or outside the playing area.

See Also Rule 1005 – Broken Stick / Playing With and Replacing

- i. A player who throws a stick or part of it or any other object out of the playing area will be assessed a game misconduct penalty.

- ii. A player can slide or direct any stick or any part of it, or any object, away from their immediate area on the floor so long as their actions do not interfere with an opponent. However, a player on the floor who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in any zone, will be assessed a minor penalty.
- iii. A player or team official on the player bench or penalty box who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in the attacking zone, will be assessed a minor penalty or bench-minor penalty.
- iv. If a player or team official commits any of these actions in Rule 1049(ii) or 1049(iii) in their defending zone, the referee will award the opponent's team a penalty shot (see Rule 1104 – Awarding a Penalty Shot / Interference or Throwing Objects). If the goal is unattended (the goaltender has been removed from the playing surface for an extra attacker) and the attacking player has no defending player to pass, a goal will be awarded to the non-offending team (see Rule 1111 – Awarded Goals).
- v. The position of the puck or puck carrier at the moment when the throwing occurs is the determining factor to assess a minor penalty or bench-minor penalty or a penalty shot.

INTERPRETATION

If the goaltender is heading towards the bench but is still on the floor, no automatic goal should be awarded. The goaltender is considered off the floor once their replacement has one skate on the floor.

***SITUATION 1:** A delayed penalty is to be called on Team A, and Team B has substituted their goaltender for an extra player. Before the stoppage of play, a Team B player throws their stick at the puck in their own defending zone.*

***Ruling:** The infraction of throwing a stick by a defending player in their defending zone will be penalised. Team A will be awarded a goal, as the throwing of the stick cannot be washed out but the Team A player who has a delayed penalty will go to the penalty box to serve their penalty.*

RULE 1050 – TOO MANY PLAYERS

DEFINITION: A team is allowed a maximum of one goaltender and four skaters or five skaters on the floor. However, a bench-minor penalty for too many players can be incurred any time a team has one or more skaters on the floor than it is allowed.

See also Rule 702 – Player Change During Game Action.

- i. Player changes during game action and during stoppages must take place only at the player bench. Changing game-action numerical strength using any other entrance or exit is illegal and will result in a bench-minor penalty for too many players.

- ii. If an oncoming player leaves the 1.5 metre zone and participates in game action before the departing player is at the player bench, the team will be assessed a penalty for too many players.
- iii. A team which has on the floor more than the number of players to which it is entitled during game action will be assessed a bench-minor penalty for too many players.
- iv. If, during a player change during game action, a player coming onto the floor or coming off the floor plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the floor within the 1.5 metre zone, a bench-minor penalty for too many players will be assessed.
- v. If player changes are made during game action and (1) the changing players are within 1.5 metres of the boards across the width of their respective player bench and (2) the changing players are not involved in game action in any way, no penalty for too many men will be assessed.
- vi. If the puck strikes either the oncoming player or departing player at the player bench while both players are still on the playing surface, the puck changes direction, but neither player intentionally plays the puck, the referees may stop play and faceoff the puck at the faceoff spot nearest to where the puck was located when play was stopped. No penalty will be assessed as there was no intention to play the puck.
- vii. A bench-minor penalty for too many men must be served by any skater on the floor at the time of the penalty.

RULE 1051 – TRIPPING

DEFINITION: A player who knocks an opponent to the floor using their stick or any part of their body.

- i. A player who trips an opponent by any means will be assessed a minor penalty.
- ii. A player who injures or recklessly endangers an opponent by tripping will be assessed a major penalty and game-misconduct penalty.

INTERPRETATION

1. If, in the opinion of a referee, a player is unquestionably playing the puck, makes contact with the puck with their stick blade and obtains possession of it, thereby tripping the opposing player with any other part of the stick, no penalty will be assessed.
2. A player who is guilty of tripping does not need to have an intention to trip the opposing player. Accidental trips should still be penalised as tripping.
3. Accidental trips that occur simultaneously with the whistle should not be penalised.
4. Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall will be assessed a minor penalty.

RULE 1052 – UNSPORTSMANLIKE CONDUCT

DEFINITION: A player or team official who commits a violation of the rules pertaining to sportsmanship, fair play, and respect.

See also Rule 1001 – Abuse of Referees.

- i. Minor Penalty
 1. An identifiable player who commits a violation of the rules of sportsmanship, fair play, and respect will be assessed a minor penalty.
 2. An identifiable player who uses obscene, profane, or abusive language directed to an opponent or spectator on the floor or anywhere in the arena will be assessed a minor penalty.
 3. An identifiable player who celebrates with or congratulates a team-mate after an injury to an opponent will be assessed a minor penalty.
 4. An identifiable player who embellishes or dives in order to draw a penalty call.
- ii. Bench-Minor Penalty
 1. An infraction emanating from the player bench is punishable by a bench-minor penalty. Any action on the floor that warrants a misconduct or game misconduct penalty is punished equally if it comes from a player or team official at the player bench.
 2. A bench-minor penalty can be served by any skater who was on the floor at the time the whistle stopped play or otherwise provided by these rules. If the head coach of a penalised team refuses to designate a skater to serve a bench-minor penalty or a penalty to a goaltender, the referee will name a skater of their choice.
 3. A bench-minor penalty may be assessed when an unidentifiable player or team official commits a violation of the rules of sportsmanship, fair play, and respect.
 4. A bench-minor penalty may be assessed when an unidentifiable player or team official celebrates with or congratulates a teammate after an injury to an opponent.
 5. A bench-minor penalty may be assessed when an unidentifiable player or any team official uses obscene, profane, or abusive language directed to an opponent or spectator on the floor or anywhere in the arena.
 6. A bench-minor penalty may be assessed when an unidentified player or team official who is off the floor throws a stick or any other object onto the floor (see Rule 1049 – Throwing a Stick or Object).
- iii. Misconduct Penalty
 1. A player who shoots the puck after a whistle or end of a period will be assessed a misconduct penalty, if in the opinion of the referee the player had sufficient time to refrain from taking the shot.
 2. If a violation is flagrant or if a player continues their unsportsmanlike conduct, they may be assessed a misconduct penalty in substitution of a minor penalty, at the discretion of the referee.
 3. A player who persists in using obscene, profane, or abusive language directed to any person on the floor or anywhere in the arena for which they have already been assessed a minor or penalty will be assessed a further misconduct penalty.

5. A penalised player who fails to go directly and immediately to the penalty box when ordered to do so by the referee will be assessed a misconduct penalty.
 6. A player who persists in inciting an opponent into taking a penalty will be assessed a misconduct penalty.
 7. A player who enters the opponent's player bench for any reason other than accidental will be assessed a misconduct penalty in addition to any other penalties they may incur during such an incident (see Rule 703 – Illegal Access of an Opponent's Player Bench and Rule 1050 – Too Many Players).
- iv. Game-Misconduct Penalty
1. A team official who persists in any action for which they have been assessed a minor or bench minor penalty will be assessed a game-misconduct penalty. When this conduct occurs after expiration of the game, on or off the floor, the game-misconduct penalty can be applied without the necessity of having previously assessed a bench-minor penalty.
 2. A game misconduct penalty may be assessed when a team official steps onto the floor after the start and before the conclusion of a period without the permission of the referees. See Rule 1048 – Team Official Entering the Playing Area.
- v. Match penalty
1. A player or team official who threatens, makes racial or ethnic slurs, spits, smears blood, or makes sexual remarks to any person will be assessed a match penalty. See Rule 1046 – Spitting.
 2. A player or team official who makes any obscene gesture to any person on the floor or anywhere in the arena before, during, or after the game will be assessed a match penalty.
 3. A player who interferes with a spectator will be assessed a match penalty, and the events will be reported to the proper authorities. See Rule 1023 – Engaging with Spectators.
 4. A player who swings their stick at a spectator or anyone other than an opponent will be assessed a match penalty.

SECTION 11 – PENALTY SHOTS AND AWARDED GOALS

OVERVIEW – In situations where a member of the defending team uses illegal means to deny an opponent a reasonable scoring chance, with the goaltender on the floor, the referee has the option to award the opponent a penalty shot. In situations where a member of the defending team uses illegal means to deny an opponent a reasonable scoring chance, with the goaltender off the floor, the referee has the option to award the opponent a goal.

The intention of these rules is to restore a reasonable scoring opportunity which was mitigated by a foul from behind by an opponent or by a clear breach of rules which would otherwise have resulted in a reasonable scoring opportunity or a goal.

RULE 1101 – PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME

- i. The taking of a penalty shot and the game action of the penalty-shot shootout are considered part of the game. Any penalty that might normally be assessed to players during game action are equally applicable during a penalty shot or a penalty-shot shootout.

RULE 1102 – AWARDING A PENALTY SHOT / ASSESSING PENALTIES

- i. If the fouled skater manages to score before the penalty shot is awarded, or regains their scoring chance before the penalty shot is awarded, the penalty shot will be cancelled.
- ii. Regardless of whether a goal is scored from a penalty shot or on a delayed penalty situation for a penalty shot, if the infraction was to incur:
 1. A major, misconduct or match penalty, the penalty will be assessed in addition to the penalty shot.
 2. A minor penalty, a further penalty to the offending player will not be applied.
 3. More than one minor penalty, the first minor penalty will be cancelled and all additional minor penalties will be assessed.
- iii. If a skater is fouled and is awarded a penalty shot, but before the play is finished the fouled skater commits a foul themselves, they are allowed to take the shot before going to the penalty box. However, if their own penalty is a game-misconduct or a match penalty, the skater must go to the dressing room immediately and a skater on the floor at the time of the foul will take the shot.

SITUATION 1: A player on a breakaway is fouled from behind, falls to the floor, but then gets up and takes a clear and unimpeded shot on goal.

Ruling: The referee will not award a penalty shot as the player got up and took a clear and unimpeded shot, but will assess a minor penalty to the offending player.

SITUATION 2: A player on a breakaway is tripped and the puck goes free. Their teammate comes up from behind, takes the puck that has gone free and gets a clear shot on goal but does not score.

Ruling: The referee will not award a penalty shot as the player took a clear shot, but will assess a minor penalty to the offending player.

SITUATION 3: A player on a breakaway is fouled from behind and the referee decides to award a penalty shot, but before play is completed, a second infraction is called, whether to the same player or to another player of the same team.

Ruling: The penalty shot washes out the first infraction but the player will be assessed a penalty for the second infraction. The player will immediately go to the penalty box to serve the penalty and will remain there regardless of the result of the penalty shot. If the team is already serving another minor penalty, the team will still serve this penalty regardless of the result of the penalty shot and the team will play two players shorthanded.

SITUATION 4: A10 is serving a minor penalty. A8 is to be assessed a slashing penalty, but before play is stopped Team B is awarded a penalty shot due to an additional foul by Team A. Team B scores on the penalty shot.

Ruling: No player returns to the floor. A8 will still serve the time for their penalty regardless of the result of the penalty shot.

RULE 1103 – AWARDING A PENALTY SHOT / BREAKAWAY

- i. If an attacking skater is on a breakaway and is fouled by an opponent from behind, or by the opposing goaltender, the attacking skater will be awarded a penalty shot.
- ii. If the skater loses control or possession of the puck after being fouled, the referee will stop game action and award a penalty shot.
- iii. If the skater is fouled but still manages to maintain possession of the puck, the referee will delay the penalty call and allow the skater to complete their action.
- iv. If a foul occurs near the end of any period (regulation or overtime) and time expires on the scoreclock before the referee can award the penalty shot, the shot will still be taken. The time of the goal is recorded as 0:01.

REFEREE PROCEDURE

Four conditions are required to award a penalty shot to a player being fouled from behind:

1. The infraction will take place when the puck is inside the attacking zone (completely across the halfway line).
2. The infraction will have been committed clearly from behind.
3. The attacking player will have been denied a reasonable scoring opportunity.
4. The attacking player has no opposing players to pass other than the goaltender.

The attacking player no longer needs to be in possession of the puck for a penalty shot to be awarded. If the skater was the most recent player to have possession of the puck, and all other criteria are met, possession and control of the puck is not required.

The referee will first give the signal for the penalty shot and then give a signal for the infraction that led to the penalty shot.

The referee will report the jersey number of the offending player and the infraction to the scorekeeper, as well as the player that will take the penalty shot.

RULE 1104 – AWARDING A PENALTY SHOT / INTERFERENCE OR THROWING OBJECTS

- i. If a player directs a discarded or broken stick or other piece of equipment or object at the puck or puck carrier while play is in the defending zone of the player committing the foul, the referee will award the opposing team a penalty shot.
- ii. If a player or team official on the player bench or in the penalty box throws or directs a stick or any part of it or any object at the puck or puck carrier in their defending zone, the referee will award the opposing team a penalty shot.
- iii. If a player or any team official illegally enters the game from the player bench or any other part of the arena and interferes with an attacking skater who is on a breakaway, the referee will award the opposing team a penalty shot.

RULE 1105 – AWARDING A PENALTY SHOT / LAST TWO MINUTES OF REGULATION OR ANY TIME IN OVERTIME

- i. If a player deliberately displaces their goal frame from its normal position during the last two minutes (2:00) of regulation time or at any time in overtime, the referee will award the opposing team a penalty shot. See Rule 1013 – Delay of Game / Displaced Goal Net.
- ii. If, in the last two minutes (2:00) of regulation time or at any time in overtime, a team makes a deliberate illegal substitution to create a too-many-men situation, a penalty shot will be awarded to the opposition.
- iii. Deliberate illegal substitution occurs when a team intentionally sends extra skaters onto the floor during game action for the purpose of gaining an advantage, causing a stoppage in play, or preventing a goal.
- iv. Incorrect substitution during game action will not be considered deliberate illegal substitution, the offending team will be assessed a bench-minor penalty unless this becomes a tactic as in Rule 1105(iii).
- v. If a captain of a team that is two skaters short due to penalties in the last two minutes (2:00) of regulation time or at any time in overtime requests an equipment measurement that is not upheld, the referee will award a penalty shot against the team requesting the measurement (see Rule 1031 – Illegal Equipment).

RULE 1106 – AWARDING A PENALTY SHOT / PLAYER DISPLACING GOAL NET

For how this rule relates to goaltenders, see Rule 1228 – Delay of Game / Goaltender – Displaced Goal Net.

- i. If a player deliberately displaces their team's goal frame from its normal position when an attacking skater is on a breakaway, the referee will award the opposing team a penalty shot.
- ii. If a player deliberately displaces their team's goal frame from its normal position during the last two minutes (2:00) of regulation time, or at any time in overtime, regardless of where the puck is located on the rink, the referee will award the opposing team a penalty shot (See Rule 1013 – Delay of Game / Displaced Goal Net and Rule 1105 – Awarding a Penalty Shot / Last Two Minutes of Regulation or Any Time in Overtime).

***SITUATION 1:** An attacking player is on a breakaway. A player of the defending team is standing behind the goal net and moves the goal net. The goaltender is on the floor.*

***Ruling:** The referee will award a penalty shot as no defending player was between the player on the breakaway and the goaltender.*

RULE 1107 – AWARDING A PENALTY SHOT / SKATER FALLING ON PUCK

- i. If a skater falls on, holds, gathers the puck into their body, picks up the puck with their hands, or conceals the puck with their hands from the floor in the defending zone goal crease, the referee will award the opposing team a penalty shot. For specific penalty, see Rule 1009 – Closing Hand on Puck.

***SITUATION 1:** The puck is in the goal crease and a skater, who is outside the crease, bats or scoops the puck out of the crease into their body, but doesn't cover or grab the puck while the puck is still in the crease.*

***Ruling:** The referee will assess a minor penalty to the skater. The determining factor is the position of the puck when it is covered up and play is stopped.*

***SITUATION 2:** A defending player of Team A is in their goal crease and he scoops the puck from outside the goal crease into the crease but doesn't cover or grab the puck while the puck is outside the crease and then falls on it or covers it up resulting in a stoppage of play.*

***Ruling:** The referee will award a penalty shot to the non-offending team. The determining factor is the position of the puck when it is covered up and play is stopped. If the goaltender is off the floor, the referee will award a goal under Rule 1111 – Awarded Goals.*

***SITUATION 3:** A defending skater closes their hand on the puck in the air within their own goaltender's goal crease but below the crossbar.*

***Ruling:** The referee will award a penalty shot to the non-offending team. The goal crease extends upwards from the rink surface to the height of the crossbar. The fact that the puck was not on the floor at the time it was covered with the hand is irrelevant. If the goaltender is off the floor, the referee will award a goal under Rule 1111 – Awarded Goals.*

RULE 1108 – AWARDING A PENALTY SHOT / WHO SHOOTS & DEFENDS

- i. In cases where a skater is fouled in a manner that warrants a penalty shot, the skater fouled must take the penalty shot. If the player is injured and unable to take the shot, any non-penalised skater who was on the floor at the time of the infraction may take the shot. The captain will report the selected player to the referee and this cannot be changed.
- ii. For the purposes of the penalty-shot procedure, “injured” means that the referee must confirm the skater is physically unable to take the penalty shot. If, in the opinion of the referee, the skater is faking an injury, the player may be penalised under Rule 1033(iii) – Injured Skater Refusing to Leave the Floor.
- iii. In cases where the skater fouled is not identifiable, or the foul is not against a specific skater, the coach of the team taking the penalty shot can designate any non-penalised skater who was on the floor at the time of the infraction to take the shot so long as that skater was not about to be penalised. Such selection will be reported to the referee and cannot be changed.
- iv. The defending team is allowed to change goaltenders prior to a penalty shot, but the incoming goaltender is not allowed a warmup.
- v. Should two penalty shots be awarded to the same team at the same stoppage of play (for two separate fouls), only one goal can be scored. Should the first penalty shot result in a goal, the second penalty shot is automatically cancelled, but the appropriate penalty is assessed for the second infraction. If the first shot is unsuccessful, the second shot is taken. The order of the penalty shots will be decided by the order of the infractions during game action.
- vi. Only a goaltender or backup goaltender is allowed to be the goaltender during a penalty shot or penalty-shot shootout.
- vii. A skater is only allowed to be the goaltender during a penalty shot or penalty-shot shootout (as temporary goaltender under Rule 1201 – Playing the Position of Goaltender) if both the starting goaltender and the backup goaltender are injured or serving penalties which have removed them from the game.

RULE 1109 – PENALTY-SHOT PROCEDURE / TAKING THE SHOT

- i. The players of both teams must skate to their respective benches and leave the playing surface entirely, remaining there during the taking of the penalty-shot. Only the two

opposing goaltenders defending the shots, the skater taking the shot, and the referees are allowed to be on the playing surface.

- ii. The referee places the puck on the centre faceoff spot.
- iii. The skater taking the shot must be on their own side of the centre red line prior to the start of the penalty shot.
- iv. The goaltender must stay in their goal crease until the skater has touched the puck at the centre faceoff spot. If the goaltender comes out of the goal crease before that instance, the referee will raise their arm and allow the shot to be taken. If the skater scores, the goal will stand. If the skater does not score, they will be allowed to re-take the penalty shot, and the goaltender will be issued a warning. If the goaltender leaves their goal crease a subsequent time against this skater on this shot, they will be assessed a misconduct penalty and a player designated by the coach through the captain must go to the penalty box. If the skater does not score, they will be allowed to re-take the shot. For a third violation, a goal will be awarded to the skater taking the penalty shot.
- v. If a goaltender commits a foul against a skater during a penalty shot and no goal is scored, the goaltender will be assessed the relevant penalty and a player designated by the coach through the captain must go to the penalty box. The skater will be allowed to re-take the shot. If a goaltender commits a foul for a second time against this skater on this shot, and no goal is scored, the referee will assess a misconduct penalty to the goaltender and another skater designated by the coach through the captain must go to the penalty box. The skater will re-take the shot. For a third violation against this skater on this shot, if no goal is scored, a goal will be awarded.
- vi. The penalty shot officially begins when the referee blows their whistle for the skater to start the shot. The skater must, within a reasonable time of hearing the referee's whistle, play the puck and proceed towards their opponent's goal line in continuous motion and attempt to score.
- vii. If the skater misses the puck and does not touch the puck on their way past it as it sits on the centre faceoff spot, they can return and continue with the penalty shot. As soon as the skater touches the puck in any manner, the penalty shot can be said to have started.
- viii. Once the puck has left the skater's stick and the shooting motion or attempt has been completed, the penalty shot is considered over. No goal can be scored by a second shot of any kind.
- ix. The skater is allowed to use the full width of the floor so long as they demonstrate continuous forward movement of the puck towards the goal net.
- x. The penalty shot is considered complete once one of the following occurs:
 1. The puck leaves the skater's stick as a result of shooting;
 2. The goaltender has made a save;
 3. The skater has not kept the puck in continuous forward movement;
 4. The puck touches the boards anywhere between the centre red line and end red line and does not go directly into the goal net;
 5. The puck advances past the end red line (goal line) for any reason or in any way;
 6. The skater breaks their stick;
 7. A goal is scored.
- xi. If a skater mishandles the puck or falls, but the puck continues in a forward motion, they may catch up to it, regain possession, and continue their shot in the normal manner.

- xii. If a goal is scored on a penalty shot, the ensuing faceoff will take place at the centre faceoff spot. If no goal is scored, the ensuing faceoff will take place at the nearest end zone faceoff spot to where the penalty shot was attempted.

SITUATION 1: On a penalty shot the puck hits the glass behind the goaltender, bounces back, hits the goaltender on the back and then goes into the net.

Ruling: No goal will be allowed. Once the puck crosses the goal line the play is completed.

SITUATION 2: The skater taking a penalty shot shoots the puck and it rebounds off the goaltender, back off of the skater and goes into the goal net.

Ruling: This will be regarded as a second shot. No goal will be allowed.

SITUATION 3: The skater taking a penalty shot attempts a shot at the goal net but makes no contact with the puck and it continues to move in the direction of the goal net. The skater then contacts the puck on their second attempt and shoots it into the goal net.

Ruling: The goal will be allowed. Since there was no contact with the puck on the first attempt, it cannot be classified as a shot. The second attempt, when contact was actually made, will be classified as the first shot.

RULE 1110 – PENALTY-SHOT PROCEDURE / SPECIFIC SITUATIONS

- i. If a player from the opposing team interferes with or distracts a skater taking the penalty shot, and because of such action the shot fails, the referee will allow the skater to re-take the penalty shot and assess a misconduct penalty to the offending player.
- ii. If a team official from the player bench of the defending team interferes with or distracts a skater taking the penalty shot, and because of such action the shot fails, the referee will allow the skater to re-take the penalty shot and assess a game-misconduct penalty to the offending official.
- iii. The ‘spin-o-rama’ move in which a skater makes a 360-degree turn as they approach the goal net is not allowed.
- iv. The ‘lacrosse-like’ manoeuvre in which a skater flips the puck onto the blade of their stick and skates with it in this fashion is not allowed during a penalty-shot.
- v. When a skater and goaltender have been selected by their respective coaches to take a shot and defend the goal net against this shot, neither can be changed if the shot must be re-taken due to a violation of rules or a foul committed by the goaltender unless one or both sustained an injury. In this case, the coach may designate another skater to take the shot or the backup goaltender to defend the goal net.
- vi. During the course of a penalty shot or penalty-shot shootout, when the puck enters the goal net and the goal frame is displaced or is not in the correct position as a result of the

- goaltender's action or of the goaltender "trying to make the save", the goal will be allowed.
- vii. During the course of a penalty shot or penalty-shot shootout, if the goal frame is displaced or is not in the correct position as a result of the goaltender's action or the goaltender "trying to make the save", and the puck does not go into the goal net, no goal will be awarded and the shot will not be re-taken.
 - viii. Any methods used by the skater taking a penalty shot or penalty-shot shootout in order to distract the goaltender will result in the shot being considered complete, and no goal will be awarded. A misconduct penalty may be assessed to the skater, at the discretion of the referee.
 - ix. If a spectator interferes with the penalty shot so that either the skater is unable to take their shot properly or the goaltender is unable to play their position properly, the referee will rule the shot to be re-taken.
 - x. A skater penalised with a minor or bench-minor penalty will not be allowed to return to the floor as a result of a penalty-shot goal scored during a power-play situation.
 - xi. The penalty shot will be taken with the scoreclock frozen at the time of the whistle. It does not run during the penalty-shot process.

***SITUATION 1:** The player taking a penalty shot throws off their gloves as they skate towards the goal, which distracts goaltender. The skater then shoots the puck into the goal net.*

***Ruling:** The penalty shot is considered complete. No goal will be allowed and the skater will be assessed a misconduct penalty.*

***SITUATION 2:** During a penalty shot, the goaltender commits a foul against the player taking a penalty shot that should incur a major penalty plus automatic game misconduct and no goal is scored.*

***Ruling:** A goal will be awarded and the referee will assess a major penalty plus automatic game misconduct penalty to the goaltender. The goaltender will be ruled off the playing surface for the remainder of the game, and will immediately proceed to the dressing room. The captain will designate a player to serve the 4-minute time penalty.*

***SITUATION 3:** A player from Team A verbally abuses the referee before Team B takes a penalty shot.*

***Ruling:** The player from Team A will be assessed a misconduct penalty and will immediately proceed to the penalty box before the penalty shot is taken by Team B.*

***SITUATION 4:** A player takes a slap shot on a penalty shot and the puck goes off the toe of the stick, hits the side boards, rebounds back over and goes in the goal.*

***Ruling:** A goal will be allowed, as the puck is always understood to be going forwards (in the direction of the goal net).*

SITUATION 5: A player taking a penalty shot shoots the puck and it hits:

- (a) The goal post and rebounds into the net;
- (b) The goaltender and rebounds into the net;
- (c) The goal post and then goes into the net off of the goaltender;
- (d) The goaltender and then goes into the net off of the goal post.
- (e) The goaltender slides together with the puck into the goal net and the puck crosses the goal line.

Ruling: A goal will be awarded.

INTERPRETATION

Where the player taking the penalty shot skating either forwards or backwards skates into and contacts the goaltender and the puck enters the goal frame, the goal will be disallowed and the attacking player will be assessed a penalty under Rule 1035 - Interference on Goaltender.

RULE 1111 – AWARDED GOALS

- i. For the referee to award a goal without the puck going into the goal net, the defending goaltender must have been removed from the floor for an extra skater prior to the infraction.
- ii. A goal will be awarded if a goaltender has been removed from game action and the puck is in the three-dimensional space of the goal crease and a skater from the goaltender's team deliberately does one of the following:
 - 1. Falls on, holds, or gathers the puck into their body;
 - 2. Picks up the puck with their hand
 - 3. Covers the puck with their hand.For specific penalty, see Rule 1009 – Closing Hand on Puck.
- iii. A goal will be awarded if a goaltender has been removed from game action and an attacking skater who is on a breakaway is fouled from behind to prevent a clear opportunity to score.
- iv. If, when a goaltender has been removed from the floor, a teammate displaces their goal net from its normal position when an attacking skater is on a breakaway, the referee will award a goal (See Rule 805 – Scoring a Goal / Goal Frame Off, Rule 1013 – Delay of Game / Displaced Goal Net and Rule 1106 – Awarding a Penalty Shot / Player Displacing Goal Net).
- v. A goal will be awarded if a goaltender has been removed from game action and a player or any team official from their team illegally enters the game from the player bench or any other part of the arena and interferes with an attacking skater on a breakaway.
- vi. A goal will be awarded if a goaltender has been removed from game action and a player or team official from the player bench or penalty box, by means of their stick or any other object or any part of their body, interferes with the movement of the puck in the team's defending zone.

- vii. If a goaltender has been substituted for an extra skater, and a skater or team official throws a stick or any part of it or any other object at the puck or puck carrier in the defending zone with the net empty, thereby preventing the puck carrier from having a clear shot, a goal will be awarded to the attacking team.
- viii. The goaltender is considered off the floor once the replacement skater has one skate on the floor.

***SITUATION 1:** The goaltender has been removed from the floor and a skater is lying in the crease when the puck is shot under them. The player makes no attempt to cover the puck or fall on the puck or gather the puck towards their body, but the puck becomes frozen under their body.*

***Ruling:** The referee will not award a goal unless the player made a deliberate attempt to cover the puck.*

RULE 1112 – AWARDED GOALS / BLOCKING THE GOAL NET

See also Rule 1235 – Illegally Blocking Goal Net / Goaltender.

- i. If a player leaves any object in front of the goal net and the puck hits such objects, preventing the puck from entering the goal net while the goaltender is off the floor having been substituted, a goal will be awarded.
- ii. If a goaltender leaves their stick or other equipment or objects in front of their goal net prior to coming off the floor to be substituted by a skater, and any of such obstacles prevent the puck from entering the goal net, a goal will be awarded.
- iii. If the above situation occurs and the goaltender is still in the goal crease, a minor penalty will be assessed to the player that left the object in front of the goal net.

SECTION 12 – RULES SPECIFIC TO GOALTENDERS

OVERVIEW – This section includes all rules and regulations which pertain to goaltenders. Any reference to “goaltender” refers equally to “backup goaltender”.

RULE 1201 – PLAYING THE POSITION OF GOALTENDER

- i. Only a designated goaltender or backup can wear the equipment of a goaltender and is allowed goaltender privileges during a game. If, however, a goaltender is injured and a replacement not dressed, a “temporary goaltender” is permitted from among the skaters on the team. This player may use a chest protector, glove, blocker, and goaltender stick and is accorded full goaltender privileges until another player, dressed as a goaltender, is able to play.
- ii. IHNZ recommends that each team has on their bench a substitute goaltender who will be fully dressed and equipped to play.

INTERPRETATION

This rule is in place as a last resort for teams that have no healthy goaltender available. An injured goaltender cannot return to play once a skater has put on the goaltender’s equipment and proceeded to the goal as a ‘temporary’ goaltender.

RULE 1202 – GOALTENDER WARMUP

- i. Once the puck has been faced off to start a game, any goaltender subsequently entering the game is not allowed a warmup at any time (see Rule 1219(vii) – Goaltender Substitutions for exception).
- ii. “Goaltender” refers to the starting goaltender re-entering the game at any point, the backup goaltender, a third goaltender, or a skater who is forced to dress and play the position of goaltender.

RULE 1203 – GOALTENDER AS CAPTAIN

- i. A goaltender cannot be captain or alternate captain. See Rule 306 – Captain and Alternate Captains.

RULE 1204 – PROTECTION OF GOALTENDER

For penalties called under this rule see Rule 1035 – Interference on Goaltender.

- i. At no time is contact initiated by a skater with an opposing goaltender acceptable. Contact, whether incidental or otherwise, may be with a stick or any part of the body.
- ii. A penalty for goaltender interference will be assessed in every case where a skater makes contact with an opposing goaltender. Incidental contact is allowed when the goaltender is in the act of playing the puck outside their goal crease, provided the attacking skater makes a reasonable effort to minimise or avoid such contact.
- iii. If an attacking skater is pushed, shoved, or fouled by an opponent so as to cause them to come into contact with the goaltender, such contact is not deemed to be contact initiated by the attacking skater, provided the attacking skater has made a reasonable effort to avoid the contact.
- iv. An attacking skater is not allowed to jab, poke, or slash the goaltender's glove whether it is on the floor or in the air after the goaltender has made a save.
- v. An attacking skater is not allowed to knock the goaltender's stick out of their hand by any means.
- vi. A goaltender outside of their goal crease is not allowed to interfere with an attacking skater who is attempting to play the puck or to mark an opponent. In this situation a penalty may be assessed against the goaltender under Rule 1034 – Interference.

RULE 1205 – GOALTENDER AND GOAL CREASE

For penalties called under this rule see Rule 1035 – Interference on Goaltender.

OVERVIEW – The goaltender's ability to play their position is based on their ability to move freely in the goal crease. Although an attacking skater is allowed to skate through the goal crease, the skater runs the risk of incurring a penalty or nullifying a goal by doing so. Furthermore, any contact the attacking skater initiates with a goaltender, either directly or by pushing an opponent into the goaltender, also runs the risk of incurring a penalty or nullifying a goal.

- i. If an attacking skater establishes position in the goal crease and does not move out of the crease at the instruction of the referee, the play will be stopped and the ensuing faceoff will take place at the nearest high zone faceoff spot. 'Establish position' means that the attacking skater is stationary in the crease and has the potential to prevent the goaltender from making a play on the puck. Note that an attacking player standing in the goal crease will not necessarily negate a goal being scored (see Rule 1206 – Goaltender and the Goal Crease / Goal Allowed).
- ii. An attacking skater who commits a foul on a goaltender, regardless of the goaltender's ability to play their position or where the puck is being played, will be penalised.
- iii. If a goaltender is outside the goal crease and an attacking skater prevents the goaltender from returning to their crease or prevents the goaltender from playing their position properly while a goal is scored, the goal will not be allowed, and the attacking skater will be penalised.

- iv. If an attacking skater is in the goal crease and visually obstructs the goaltender's ability to play their position when the puck enters the net, no goal will be allowed and no penalty will be assessed. The ensuing faceoff will take place at the nearest high zone faceoff spot.

RULE 1206 – GOALTENDER AND GOAL CREASE / GOAL ALLOWED

- i. If an attacking skater is in the goal crease at the moment the puck crosses the plane of the goal line and in no way affects the goaltender's ability to make a save or play their position properly, the goal will be allowed.
- ii. If a skater of the attacking team is pushed, shoved, or fouled by a defending skater to cause them to be in the goal crease when the puck enters the goal net, the goal will be allowed unless the attacking skater had sufficient time to get out of the goal crease.
- iii. An attacking skater who makes incidental contact with a goaltender out of their goal crease while both try to gain possession of the puck will not be penalised, provided the attacking skater has made a reasonable effort to avoid the contact. If a goal is scored at this time, the goal will be allowed.
- iv. If an attacking skater establishes position outside the goal crease but in front of the goaltender, obscuring the goaltender's sightline but making no contact, and a goal is scored, it will be allowed (unless there is a violation of Rule 1035-iii).

RULE 1207 – GOALTENDER AND GOAL CREASE / GOAL DISALLOWED

For penalties called under this rule see Rule 1035 – Interference on Goaltender.

- i. If an attacking skater makes contact with a goaltender in the goal crease during game action, the skater will be assessed a minor penalty. If a goal is scored at this time, it will not be allowed.
- ii. An attacking skater who makes intentional contact with a goaltender during game action will be assessed a minor penalty. If a goal is scored at this time, it will not be allowed.
- iii. If an attacking skater pushes an opponent in any way during game action which causes that opponent to make contact with their own goaltender, and a goal is scored at this time, it will not be allowed. The referee may penalise the attacking skater for the contact with the opponent.
- iv. If an attacking skater establishes position inside the goal crease, obscuring the goaltender's sightline but making no contact, and a goal is scored, it will not be allowed.
- v. An attacking skater who makes contact other than incidental (see Rule 1206(iii) – Goaltender and the Goal Crease / Goal Allowed) with a goaltender who is out of their goal crease during game action will be assessed a minor penalty. If a goal is scored at this time, it will not be allowed.

RULE 1208 – GOALTENDER EQUIPMENT / GENERAL

- i. All protective equipment must be worn entirely under the uniform except glove, blocker, facemask, and goaltender's pads. For penalties under this rule see Rule 1226 – Dangerous Equipment / Goaltender.
- ii. The measurement of a goaltender's equipment, with the exception of the stick, may only be requested immediately at the end of any period.
- iii. With the exception of skates and stick, equipment worn by the goaltender must be constructed solely for the purpose of protecting the head and body and must not include any garment or addition which gives the goaltender undue assistance in tending goal or 'making themselves bigger'. However, see Rule 1212 – Leg Pads / Goaltender regarding pad covers and 'Roller-fly' technology.
- iv. Abdominal aprons, extending down the front of the thighs on the outside of the pants, are prohibited.
- v. Designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed on any equipment.
- vi. The referee can request that a goaltender remove any personal accessories should the accessories be regarded as dangerous. If these personal accessories are difficult to remove, the goaltender should tape them or put them safely under their jersey in such way that they are no longer dangerous. In this case, the goaltender will be required to leave the floor during this process, and a warning will be issued to their team.
- vii. For a second violation of Rule 1208(vi), the referee will assess a misconduct penalty to the offending goaltender under Rule 1031 – Illegal Equipment.

INTERPRETATION

1. Goaltender sticks or player sticks can be measured at any time.
2. A goaltender may participate in the game using a player's stick. If a stick measurement is requested, the stick will be measured as if it is a player's stick.

***SITUATION 1:** A goaltender's equipment is measured between periods and found to be illegal and the goaltender is to be assessed a minor penalty.*

***Ruling:** Any player may serve the penalty since there were no players on the rink at the time of the measurement. When a goaltender's stick is measured during a stoppage of play and is found to be illegal, a player of their team who was on the rink at the time the play was stopped will serve the penalty.*

RULE 1209 – BLOCKER AND GLOVE / GOALTENDER

- i. The blocker must be rectangular.
- ii. The blocker will not exceed 20.32cm in width nor 38.1cm in length at any point.

- iii. The flap protecting the thumb and wrist must be fastened to the blocker and follow the contour of the thumb and wrist.
- iv. Raised ridges are not allowed on any portion of the blocker.
- v. The maximum length of the catching glove will not exceed 41cm. The cuff will not exceed 20.32cm in width.
- vi. Any bar or attachment to a catching glove between the cuff and the thumb will only extend in a straight line. Any pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.

RULE 1210 – CHEST AND ARM PROTECTION / GOALTENDER

- i. No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.
- ii. Layering at the elbow is allowed to add protection but not to add stopping area.
- iii. Shoulder cap protectors must follow the contour of the shoulder cap without becoming a projection or extension beyond or above the shoulder or shoulder cap.
- iv. On each side, the shoulder clavicle protectors are not to extend or project above or beyond the shoulder or shoulder cap or extend beyond the armpit. No insert is allowed between the shoulder clavicle protector and the chest pad that might elevate the shoulder clavicle protector.
- v. If, when the goaltender assumes the normal crouch position, the shoulder or shoulder cap protection is pushed above the contour of the shoulder, the chest pad will be considered illegal.

RULE 1211 – FACEMASK / GOALTENDER

- i. Goaltenders must wear a facemask at all times during game action. The facemask must be constructed in such a way that a puck cannot enter through the openings.
- ii. The goaltender's facemask must be approved for hockey with straps properly fastened and a chin cup.
- iii. The backup goaltender is not required to wear their facemask on the player bench.
- iv. The goaltender is not required to wear their facemask when they cross the floor to return to the player bench during intermission or time-outs.

RULE 1212 – LEG PADS / GOALTENDER

- i. A piece of any material covering the space between the floor and the bottom of the goaltender pads in front of the skates (such as plastic puck foils) is not allowed.

- ii. Designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed. The pads, however, can be of any non-fluorescent colours.
- iii. Leg pads will not exceed 28cm in extreme width.
- iv. Leg pad covers or sleeves are permitted in all IHNZ competitions.
- v. 'Roller-fly' or other ball-bearing technology used for the purpose of assisting the leg movement of a goaltender is permitted in all IHNZ competitions. Such equipment will be attached correctly to the leg pads in the manner intended by the manufacturer.

RULE 1213 – PANTS / GOALTENDER

- i. Goaltender pants may not be altered in any way.
- ii. No external padding is allowed on the pants leg or waist to provide protection (i.e. no ridges, inside or out).
- iii. If the goaltender is wearing their pants shells loosely, allowing them to close the open space between their legs above their pads when they are in the crouch position, the shells will be considered illegal.
- iv. Thigh protectors inside the pants must follow the contour of the leg. Square thigh protectors are considered illegal.

RULE 1214 – STICK / GOALTENDER

- i. A goaltender's stick must be made of wood, carbon composite, graphite or aluminium materials. It must not have any projections, and all edges must be bevelled.
- ii. The shaft, from the butt-end to the blade, must be straight.
- iii. The butt-end of a goaltender's stick must have a form of protection. If the cap at the top of a metal stick has been removed or falls off, the stick will be considered dangerous equipment.
- iv. It is forbidden to insert any material into the hollow shaft of the stick to alter its weight, substance, or purpose.
- v. Adhesive, non-fluorescent tape of any colour may be wrapped around the stick at any place. Fluorescent-painted sticks are not allowed.
- vi. The maximum length of the shaft of a goaltender's stick is 163 cm from the top of the shaft to the heel; the maximum width is 3 cm; the maximum thickness is 2.54 cm.
- vii. The shaft consists of two parts. The lower section (shank) down to the heel must not be more than 71 cm long and not more than 9 cm wide. Both parts of the shaft must be straight.
- viii. The maximum length of the blade is 39 cm along the bottom, from the heel to the toe. The maximum height is 9 cm except the heel, which can be 11.5 cm. The maximum curvature of the blade is 1.5 cm.

RULE 1215 – JERSEYS / GOALTENDER

- i. Goaltender jerseys cannot be altered in any way.
- ii. A goaltender must wear a jersey that matches the colour and design of their teammate's jerseys.
- iii. A jersey is illegal if its length is such that it covers any area between the goaltender's legs.
- iv. The sleeves must not extend past the fingers of the catching and blocking gloves.

INTERPRETATION

Goaltenders are not permitted to wear exceptionally long jerseys that may aid in stopping the puck. The referee will ask the goaltender to change or adjust the jersey. If the goaltender refuses to change the jersey after a warning, they will be assessed a misconduct penalty, to be served by a teammate.

RULE 1216 – THROAT PROTECTOR / GOALTENDER

- i. Neck and throat protection may be worn by a goaltender. The neck protector should be either attached to the facemask or attached to the neck and extending to the top of the chest protector.
- ii. All goaltenders 18 years and younger must wear a neck and throat protector regardless of event, tournament or age grade.
- iii. A throat protector attached to the facemask must be made of a material that will not cause injury.

RULE 1217 – GAME ACTION / GOALTENDER

- i. If a goaltender is hit in the facemask by a shot during game action, the referee may stop play at their discretion.
- ii. If a goaltender's facemask, blocker or glove comes off during game action, the referee will stop play immediately. The ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when game action was stopped.
- iii. If, in the opinion of the referee, the goaltender has intentionally removed their equipment in order to gain a stoppage of play, a penalty may be assessed under Rule 1231 – Delay of Game / Goaltender – Removing Equipment.
- iv. If a goaltender's facemask or other equipment comes off during game action and the puck enters the goal net before the referee blows their whistle to stop game action, the goal will be allowed.
- v. If the puck hits a goaltender's facemask and goes into the goal net, the goal will be allowed.

REFEREE PROCEDURE

The referee should verbally check with the goaltender to ensure they are fit enough to proceed if a puck makes contact with the goaltender's helmet. If the goaltender is unable to proceed, the referee should immediately stop play, regardless of which team is in possession of the puck.

RULE 1218 – THROWING THE PUCK FORWARD / GOALTENDER

- i. If a goaltender has the puck in their glove, places it on the floor in front of them and propels the puck forward with their stick, skate, or any other part of their body or equipment, no penalty will be assessed.
- ii. If a goaltender throws the puck forward directly from either glove or blocker and the puck is first played by a teammate, the referee will stop play, and the ensuing faceoff will take place at the end zone faceoff spot nearest to where the throwing occurred.
- iii. If a goaltender throws the puck forward and the puck is first played by an opponent, game action will be allowed to continue.

RULE 1219 – GOALTENDER SUBSTITUTIONS

See also Rule 521 – Team Timeout and Rule 1202 – Goaltender Warmup.

- i. If a goaltender skates to the player bench during a stoppage in play for any reason, they must be substituted unless the stoppage is for a team timeout. The goaltender cannot delay the start of game action to adjust, fix, or replace equipment.
- ii. If a goaltender has a broken stick or wishes to replace their stick for any reason, the goaltender must stay in the goal crease and ask a teammate to make the change.
- iii. When a goaltender substitution is made during a stoppage of play or a timeout, the goaltender that left the game cannot re-enter the game until play has resumed, or a penalty is assessed before play has resumed. For violation of this rule, a bench minor penalty will be assessed (from old book).
- iv. The goaltender on the floor and the substitute goaltender are allowed to change during game action just as skaters do, but they are subject to the same rules for 'changing on the fly'.
- v. No warmup is allowed for a substitute or incoming goaltender (see Rule 1219-vii for exception).
- vi. If a goaltender sustains an injury or becomes ill, they must be ready to play immediately after receiving quick medical attention on the floor. If the injury causes undue delay, the goaltender must leave the game and be replaced, although they may subsequently return at any time. No additional time will be allowed by the referee for the purpose of enabling an injured or ill goaltender to resume the position.
- vii. If, during the course of a game, both goaltenders of a team are unable to play, the team will be allowed to dress a skater from the player bench to play as a goaltender. This skater

will be designated as 'temporary goaltender'. The skater has ten minutes in which to dress and be ready to play, but if the skater is ready prior to ten minutes, they are allowed to use the remaining time for warmup on the floor.

- viii. If the situation in Rule 1219(vii) occurs, neither of the two regular goaltenders is allowed to return to the game.

INTERPRETATION

There is no limit to the number of times a goaltender can be changed back and forth for a player or the backup goaltender while play is in progress.

REFEREE PROCEDURE

If the referees suspect a goaltender has suffered an injury, the referees will stop play immediately, regardless of which team is in possession of the puck, and summon the appropriate medical personnel to the floor.

RULE 1220 – ILLEGAL SUBSTITUTION / GOALTENDER

DEFINITION: A skater or other goaltender coming onto the floor to replace a goaltender must wait until the goaltender is within 1.5 metres of the player bench. A goaltender cannot play the puck or make contact with an opponent when leaving the floor if the substituting player has already come onto the floor.

- i. If a goaltender proceeds to their player bench for the purpose of being substituted for an extra skater, but the substitution is made prematurely, the referee will stop play when the offending team gains possession of the puck.
- ii. When play is stopped in the attacking zone, the ensuing faceoff will take place at the centre faceoff spot. See Rule 516 – Determining Faceoff Location / Centre Faceoff Spot.
- iii. When play is stopped in the defending zone, the ensuing faceoff will take place at the nearest faceoff spot to where play was stopped. See Rule 516 – Determining Faceoff Location / Centre Faceoff Spot.
- iv. When play is stopped because of a premature substitution of the goaltender and the non-offending team is assessed a penalty at the same stoppage of play, the ensuing faceoff will take place at one of the end zone faceoff spots of the team taking the penalty as per Rule 513 – Determining Faceoff Location / Penalties Assessed.
- v. All rules apply to a goaltender as they do for skaters (see Rule 1050 – Too Many Players).
- vi. At no time during game action is a team allowed to have two goaltenders on the floor except for the time it takes one goaltender to change with another goaltender "on the fly".

***SITUATION 1:** A goaltender has been removed from the floor for an extra player and a player of the opposing team is in possession of the puck. The goaltender re-enters the game during play, causing their team to have too many players on the floor but does not interfere with the player in possession of the puck and attempts only to stop a shot on goal.*

***Ruling:** The referee will assess a penalty for Too Many Players to the offending team. If the situation occurs in the last 2 minutes of the game or at any time in overtime, the referee will award to the non-offending team a penalty shot. Any player on the floor at the time of the infraction may take the penalty shot.*

RULE 1221 – FACEOFFS / GOALTENDER

- i. A goaltender cannot participate in a faceoff.

RULE 1222 – GOALTENDER PENALTIES / OVERVIEW

See Appendix for examples of Goaltender penalties.

- i. A goaltender who fouls an attacking skater will be assessed at least a minor penalty under the following rules.
- ii. A goaltender never serves a penalty or penalties assessed to them or their team which requires them to sit in the penalty box.
- iii. A skater who serves a penalty for a goaltender must have been on the floor at the time of the whistle to assess the penalty and may be any skater selected by the captain (provided that skater did not incur penalties).
- iv. For a first misconduct penalty to a goaltender, they continue to play. This penalty must be served by a skater who was on the floor at the time game action was stopped (provided that skater did not incur penalties).
- v. A goaltender who is assessed a second misconduct penalty in a game (which results in an automatic game-misconduct penalty) must leave the game and may be replaced by the backup goaltender.
- vi. For game-misconduct and match penalties, the goaltender is ejected. Any additional penalties assessed to the goaltender must be served by a skater on their team who was on the floor at the time play was stopped to assess the penalty (provided that skater did not incur penalties).
- vii. In any instance when a goaltender is ejected from a game, the backup goaltender must be the first option to replace the ejected goaltender before a skater can dress as a goaltender. See Rule 1201 – Playing the Position of Goaltender and Rule 1219 – Goaltender Substitutions.
- viii. When a goaltender is assessed more than one minor or major penalty at the same stoppage of play, one non-penalised skater of their team designated by the coach

through the captain who was on the floor at the time the play was stopped can serve any and all of these penalties (provided that skater did not incur penalties).

- ix. If a goaltender is assessed both a minor penalty and misconduct penalty at the same time, one non-penalised skater who was on the floor at the time game action was stopped must serve the minor penalty and a second non-penalised skater who was on the floor at the time game action was stopped must serve the full 11:30 minutes. Both players must be designated by the coach through the captain.

REFEREE PROCEDURE

After stopping play and signalling a penalty against a goaltender, the referee will immediately notify the captain of the offending team that one of the players on the playing surface is required to serve the goaltender's penalty time.

INTERPRETATION

All penalties assessed to a goaltender, regardless of who serves the penalty, or any substitution, will be charged in the records against the goaltender.

***SITUATION 1:** The goaltender has been assessed a misconduct penalty. A substitute player is put in the penalty box to serve the misconduct penalty and, while that player was in the penalty box, the goaltender is assessed a second misconduct.*

***Ruling:** The goaltender is out of the game (the second misconduct penalty becomes an automatic game misconduct) and the player serving the misconduct is allowed to leave the penalty box.*

***SITUATION 2:** A goaltender on the player bench (either during a stoppage of the play or while play is in progress) commits a violation of the rules or infraction against an opposing player.*

***Ruling:** A player who was on the playing surface at the time the play was stopped will serve the goaltender's penalty. The manager or coach will designate this player through the captain.*

***SITUATION 3:** A goaltender is assessed a double minor plus major plus automatic game misconduct penalties during one stoppage.*

***Ruling:** One player who was on the playing surface at the time the game was stopped may serve all penalties. The manager or coach will designate this player through the captain.*

RULE 1223 – GOALTENDER PENALTIES / DESCRIPTION

- i. A goaltender is subject to all penalties outlined in Section 10 – Description of Game Penalties. Additionally, there are rules specific to their position on the floor, their equipment, and their role in the game as outlined below.

RULE 1224 – BEYOND CENTRE RED LINE / GOALTENDER DEFINITION

DEFINITION: A goaltender is not allowed to participate in game action across the centre red line at any time.

- i. A minor penalty will be assessed for violation of this rule.
- ii. Both skates must be over the centre red line for a penalty to be assessed.
- iii. A goaltender who participates in team celebrations in the attacking zone following a goal will be assessed a minor penalty.
- iv. This rule is superseded by rules for fighting if the goaltender skates over the centre red line to engage in a confrontation.

SITUATION 1: A goaltender, whose skates are over the centre red line, plays the puck that is still on their own team's side of the centre red line.

Ruling: The referee will assess a minor penalty. The determining factor is the position of the skates and not the position of the puck.

REFEREE PROCEDURE

On a delayed penalty and play is stopped, the goaltender cannot continue on to their player bench and must go back to the goal crease. The referee will warn the goaltender to return to the net. Referees should also warn the team in order to prevent this situation from becoming a delaying situation. The first time is a formal warning. The second time the team is assessed a minor penalty under Rule 1230 – Delay of Game / Goaltender – Going to Player Bench During Stoppage.

RULE 1225 – BROKEN STICK / GOALTENDER

DEFINITION: A stick that is not fully intact, has a broken blade or shaft, or is no longer whole is considered broken and, as such, illegal.

- i. A goaltender must drop a broken stick immediately. If they participate in game action with a broken stick they will be assessed a minor penalty.

- ii. A goaltender whose stick is broken is forbidden to receive a stick thrown onto the floor from either the player bench or from a spectator, but they may receive a stick from a teammate on the floor at the time without having to proceed to their player bench to obtain a new one. This exchange, however, must be made hand-to-hand. See also Rule 1005 – Broken Stick / Playing With and Replacing.
- iii. A goaltender who skates to the player bench during a stoppage of play to replace their stick, and then returns to the goal crease, will be assessed a minor penalty. However, if they are substituted until play has resumed, no penalty will be assessed.
- iv. A goaltender is allowed to go to the player bench and change their stick during game action.
- v. At no time is a goaltender allowed to grab an opponent's stick: (1) from an opponent on the floor who may either be holding the stick or who may have dropped it to the floor; (2) from an opponent sitting on their player bench; (3) from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.
- vi. If a goaltender whose stick is broken receives a stick during game action from a teammate in the penalty box, the goaltender receiving the stick will be assessed a minor penalty.
- vii. A goaltender may use a skater's stick.
- viii. A goaltender cannot use more than one stick at any one time.

RULE 1226 – DANGEROUS EQUIPMENT / GOALTENDER

DEFINITION: A goaltender's equipment must conform to safety standards, be of acceptable quality and working order, and be worn inside their uniform (except gloves, facemask, and pads).

- i. The team of a goaltender who participates in game action with illegal equipment will first be issued a warning by the referees. Failure to comply with the warning to adjust, replace, or secure any equipment as per the referees' instructions will mean any player from that team subsequently violating rules for dangerous equipment will be assessed a misconduct penalty.

RULES 1227–1232 – DELAY OF GAME / GOALTENDER

DEFINITION: An intentional act to slow the game, force play to be stopped, or hinder the start of play.

RULE 1227 – DELAY OF GAME / GOALTENDER – ADJUSTMENT OF EQUIPMENT

- i. No delay is permitted for the repair or adjustment of goaltender's equipment. If adjustments are required the goaltender should retire from the playing surface and be replaced by the substitute or temporary goaltender.
- ii. A goaltender who stops game action or delays the start of game action to repair or adjust their equipment will be assessed a minor penalty.

RULE 1228 – DELAY OF GAME / GOALTENDER – DISPLACED GOAL NET

- i. A goaltender who deliberately displaces the goal net from its normal position will be assessed a minor penalty.
- ii. If a goaltender displaces the goal net from its normal position in the last two minutes (2:00) of regulation time or at any time in overtime, a penalty shot will be awarded to the opposition.
- iii. If a goaltender displaces the goal net from its normal position when a skater from the opposition is on a breakaway, a penalty shot will be awarded to the opposition. See Rule 1237 – Penalty Shots / Fouls by a Goaltender.
- iv. If a goaltender displaces the goal net from its normal position during a penalty shot or during a penalty-shot shootout, a goal will be awarded unless Rule 1110(vii) – Penalty Shot Procedure / Specific Situations applies.

RULE 1229 – DELAY OF GAME / GOALTENDER – FREEZING THE PUCK

DEFINITION: A goaltender is not allowed to fall on the puck to cause a stoppage in play in certain situations if their body is outside the goal crease, or to drop the puck on top of the goal netting or on the back of the goal net to cause a stoppage in play. Also see Rule 1234 – Holding the Puck in the Goal Crease / Goaltender.

- i. A goaltender who falls on or gathers the puck into their body or holds or places the puck against any part of the goal net or the boards when they are entirely outside the privileged area will be assessed a minor penalty.
- ii. A goaltender who falls on or gathers the puck into their body when they are entirely outside the goal crease and the puck is behind the end red line will be assessed a minor penalty.
- iii. A goaltender who holds the puck along the boards or along the back of the net will be assessed a minor penalty.
- iv. A goaltender who deliberately drops the puck onto the goal netting or on the back of the goal net to cause a stoppage of play will be assessed a minor penalty.
- v. If the puck bounces onto the goal netting, a goaltender is allowed to cover the puck with their glove to prevent an opponent from playing it.

RULE 1230 – DELAY OF GAME / GOALTENDER – GOING TO PLAYER BENCH DURING STOPPAGE

- i. A goaltender is allowed to go to their player bench only during a team timeout.
- ii. A goaltender who goes to their player bench during a stoppage of play that is not a team timeout, without the permission of the referees, except to be replaced, will be assessed a bench-minor penalty. See Rule 1219 – Goaltender Substitutions.

REFEREE PROCEDURE

1. Where there is an altercation or scrum at one end of the rink, the goaltender at the other end is not permitted to go to their bench and will remain on their side of rink. If the goaltender goes to their player bench the referee may penalise the goaltender accordingly.
2. When there has been a lengthy delay in the game caused by an injury to a player, by poor rink condition or other maintenance to the playing area, the referee may permit the goaltenders to return to their player bench. In these situations, the goaltender has not caused the delay by returning to the player bench.
3. On a delayed penalty and play is stopped, the goaltender cannot continue on to their player bench and must go back to the net. The referee will warn the goaltender to return to the net. Referees should warn the team in order to prevent this situation from becoming a delaying situation. The first time is a formal warning. The second time the team is assessed a penalty for Delay of Game.

SITUATION 1: A goaltender goes to their player bench for celebration following the scoring of a goal.

Ruling: If the goaltender will not be replaced, they should be assessed a minor penalty for the delay of game.

RULE 1231 – DELAY OF GAME / GOALTENDER – REMOVING EQUIPMENT

- i. A goaltender who deliberately removes their facemask or other equipment during game action in order to stop play will be assessed a minor penalty.
- ii. Where a goaltender deliberately removes their facemask or other equipment when an opposition skater is on a breakaway in order to stop play the referee will award a penalty shot to the opposition skater. See Rule 1237 – Penalty Shots / Fouls by a Goaltender.

RULE 1232 – DELAY OF GAME / GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY

- i. A goaltender who shoots, throws, or bats the puck directly out of the playing area from inside the defending zone anywhere in the arena (except where there is no protective glass) during game action, without any deflection, will be assessed a minor penalty. The determining factor will be the position of the puck when it is played.
- ii. A goaltender will not be penalised if they deflect the puck over the protective glass while making a save, but if they make a save and in the same motion bat or swat the puck out of play, they will be assessed a minor penalty.
- iii. A goaltender who deliberately shoots the puck out of play anywhere on the floor during game action or a stoppage will be assessed a minor penalty.

RULE 1233 – FIGHTING / GOALTENDER

DEFINITION: Hitting an opponent with gloves on or removing gloves to engage in fisticuffs.

- i. A goaltender who uses their blocker glove to punch an opponent in the head, neck, or face will be assessed a match penalty.
- ii. A goaltender who removes their glove and blocker to engage in a confrontation with an opponent will be assessed a misconduct penalty in addition to any other penalties.
- iii. A goaltender who engages in a fight will be assessed a major and game misconduct or a match penalty at the discretion of the referees, and the goaltender will be subject to all rules applicable to players under Rule 1024 – Fighting.

RULE 1234 – HOLDING THE PUCK IN GOAL CREASE / GOALTENDER

DEFINITION: After making a save, a goaltender is allowed to freeze the puck in the goal crease or in the privileged area so long as they are being pressured by an opponent. If they are not being pressured and have time to make a play safely to a teammate, they are obliged to do so.

For additional penalties under this rule, see Rule 1229 – Delay of Game / Goaltender – Freezing the Puck.

- i. Unless being pressured by an opponent, a goaltender who holds the puck for more than three seconds to cause a stoppage of play will be assessed a minor penalty.
- ii. A goaltender who is not under pressure and deliberately drops the puck into their pads, body, or equipment in order to gain a stoppage in play will be assessed a minor penalty.

RULE 1235 – ILLEGALLY BLOCKING GOAL NET / GOALTENDER

DEFINITION: A goaltender is not allowed to leave their stick or other equipment or objects in front of the goal net which prevents the puck from entering the goal net. It is the goaltender's responsibility to keep the goal crease clear of obstacles.

See also Rule 1112 – Awarded Goals / Blocking the Goal Net.

- i. A goaltender will be assessed a minor penalty if they leave their stick or other equipment or pile objects in front of the goal net, and any of such obstacles prevents the puck from entering the goal net while the goaltender is on the floor.
- ii. If the above situation occurs and the goaltender has been removed from the floor, a goal will be awarded.

RULE 1236 – LEAVING GOAL CREASE DURING PLAYER CONFRONTATION / GOALTENDER

DEFINITION: A goaltender must remain in their goal crease during a player confrontation on the floor except if that confrontation moves into their goal crease.

- i. A goaltender who leaves the immediate vicinity of the goal crease to participate in any way in a confrontation will be assessed a minor penalty for leaving the crease.
- ii. A goaltender who is outside of the goal crease (i.e. to play the puck behind the goal net or to go to the player bench) and becomes involved in a player confrontation will not be assessed a penalty for leaving the goal crease, but is subject to other penalties based on their actions during that confrontation.
- iii. If a player confrontation takes place in the goal crease, the goaltender must leave the goal crease, without penalty, or skate to a corner or any area in the defending zone nearest to the goal crease which is not part of a player confrontation if instructed to do so by a referee.

SITUATION 1: A goaltender leaves the vicinity of their goal crease during an altercation and is the first to intervene in a fight.

Ruling: The goaltender will be assessed a minor penalty for leaving the crease plus a game misconduct for being the third man to enter an altercation, plus any other penalties they may incur under the rules.

SITUATION 2: During a confrontation at the far end of the playing surface, the goaltender at the other end decides to go to their player bench, but at no time crosses the halfway line.

Ruling: The referee will classify this situation as a goaltender going to player's bench on a stoppage of play and assess a minor penalty under Rule 1230 – Delay of Game / Goaltender – Going to Player Bench During Stoppage.

RULE 1237 – PENALTY SHOTS / FOULS BY A GOALTENDER

See Section 11 – Penalty Shots and Awarded Goals.

- i. If a goaltender commits a foul on an attacking skater who is on a breakaway, the referee will award the opposing team a penalty shot regardless if the foul takes place from behind or not.
- ii. If a goaltender deliberately displaces the goal frame from its normal position during the last two minutes (2:00) of regulation time or at any time in overtime, the referee will award the opposing team a penalty shot. See Rule 1228 – Delay of Game / Goaltender – Displaced Goal Net.
- iii. If a goaltender deliberately displaces the goal frame from its normal position when an attacking skater is on a breakaway, the referee will award the attacking skater a penalty shot. See Rule 1228 – Delay of Game / Goaltender – Displaced Goal Net.
- iv. If a backup goaltender enters the game illegally and interferes with an attacking skater who is on a breakaway, the referee will stop play and award the opposing team a penalty shot. If the player scores a goal prior to the whistle, the goal will stand and the penalty shot will be cancelled.
- v. If a goaltender removes their facemask or other equipment when an attacking skater is on a breakaway, the referee will stop play and award the opponent a penalty shot. See Rule 1231 – Delay of Game / Goaltender – Removing Equipment.
- vi. Any penalty shots awarded by the above rules will be taken by the attacking skater who was last in possession of the puck.

INTERPRETATION

The puck must be in the defensive zone of the offending team to award a penalty shot. If the puck is not in the defensive zone then a minor penalty should be assessed instead.

RULE 1238 – AWARDED GOALS / FOULS BY A GOALTENDER

See also Rules 1109(v) and (vi) - Penalty-Shot Procedure / Taking the Shot for situations involving goaltender infractions during a penalty shot.

- i. If, during the course of a penalty shot, the goaltender moves or dislodges the goal frame, a goal will be awarded unless otherwise provided by these rules (see Rule 1110-vi and 1110-vii).

- ii. If, during the course of a penalty shot, the goaltender removes their facemask or other equipment, a goal will be awarded.
- iii. If, during the course of a penalty shot, the goaltender throws their stick at the puck or puck carrier, a goal will be awarded.
- iv. If, during the course of a penalty shot, the goaltender fouls the attacking skater to the extent that a major and game misconduct penalty or match penalty is warranted, a goal will be awarded and the penalties will be assessed.

APPENDIX – RECORDING STATISTICS

GOALS AND ASSISTS (also see Section 8 – Playing Rules / Goals)

- i. A goal will be credited in the scoring records to the player who propelled the puck into the opponent's net or to whomever on the offensive team was the last player to touch the puck before it entered the attacking net.
- ii. When a goal has been scored, a maximum of two assists can be credited to the player(s) of the same team who last touched the puck directly before the goal scorer.
- iii. The player who scores the winning goal in a penalty-shot shootout will be the only player to be credited with a goal penalty-shot shootout. This goal will be credited as the game winning goal.
- iv. Each goal and all assists will count as one point in the player's statistical record.
- v. No assists are added to goals which: (a) do not enter the net (awarded goals); (b) are credited from the penalty-shot shootout; (c) are counted as a result of an "own goal". (see definition OWN GOAL)
- vi. A player cannot assist on their own goal.
- vii. A goaltender may be credited with a goal or an assist.

SITUATION 1: A8 passes the puck to A9, who passes to A10, who scores a goal.

Ruling: Assists are awarded to A8 and A9.

SITUATION 2: A8 passes to A9, but the puck deflects off the body, stick or skate of B8 and it is retrieved by A9 who passes to A10 who scores a goal.

Ruling: Assists are awarded to A8 and A9 as no Team B player had gained control of the puck.

SITUATION 3: A8 passes the puck to A9, who attempts to pass the puck to A10, but B8 intercepts the pass and gains possession and control of the puck. A10 takes the puck from B8 and shoots the puck into the goal.

Ruling: No assist is awarded because a player from the opposing team had possession and control of the puck prior to the goal being scored.

SITUATION 4: A8 passes to A9, who passes to A10, who shoots at the goal net, but the shot is stopped by the goaltender and rebounds out. It is then shot into the goal net by A10.

Ruling: Assists will be awarded to A8 and A9.

SITUATION 5: A8 shoots the puck in the attacking zone but is not trying to pass the puck, A9 retrieves the puck and passes it to A10 who scores a goal.

Ruling: Assists will be awarded to both A8 and A9 as no player from Team B had gained control of the puck.

EMPTY-NET GOAL

A goal scored while the opposing goaltender is on their player bench and not on the floor tending the goal. The goaltender is not credited with a goal against their statistics if they are on the player bench.

EVEN-STRENGTH GOAL

A goal scored when both teams have the same number of skaters on the floor. No penalised players should return to the floor when an even strength goal is scored, unless the time of their penalty expired before the goal was scored.

GAME-WINNING GOAL

In a game, the goal scored which represents one more than the total scored by the opposition (i.e. if a team wins a game 5 – 2, the player who scores the third goal is credited with the game-winning goal); In a penalty-shot shootout, it is the decisive goal in the shootout (i.e. if a team wins the shootout, 2 – 0, the player who scored the first goal is credited with the winning goal).

GOALTENDER LOSS

The goaltender who surrenders the game-winning goal (i.e. if a team loses 6 – 4, the goaltender who surrendered the fifth goal is credited with the loss).

GOALTENDER WIN

The goaltender who is in goal when the winning team scores the game-winning goal (i.e. if a team wins 6 – 4, the goaltender who is in goal for the winning team when it scores the fifth goal is credited with the win).

GOALS AGAINST

Goals allowed by a goaltender while they are on the floor. Empty-net goals are not charged to a goaltender. A goaltender who surrenders the winning goal during a penalty-shot shootout will also be recorded with one shot on goal and one goal allowed.

GOALS AGAINST AVERAGE

Calculated by dividing the number of goals a goaltender allows by minutes played and multiplying this number by 40 minutes (the length of a regulation game).

OWN GOAL

A goal scored by virtue of a defending player shooting the puck directly into their own goal net. A puck that deflects off the stick or any part of a defending player's body and enters the goal net is not considered an own goal.

PENALTY MINUTES BY NUMBERS

Minor penalty = 1:30 PIM

Major penalty = 4 PIM

Misconduct penalty = 10 PIM

Game misconduct penalty = 10 PIM

Match penalty = 14 PIM

Note that a major and game misconduct penalty are often assessed together. In this instance, 14 PIM should be assessed.

POINTS

Calculated by adding goals and assists.

POWER-PLAY GOAL

A goal scored by a team that has one or more skaters on the floor than its opponent as a result of penalties at the time the goal was scored. A power play goal may result in a penalised player

returning to the playing surface, provided they are serving a minor penalty and all other penalties assessed to that player have expired.

SAVE PERCENTAGE

Calculated by dividing the number of goals a goaltender allows by the total shots they have faced.

SHORT-HANDED GOAL (see Rule 904 – Playing Shorthanded)

A goal scored by a team that has one or fewer skaters on floor than its opponent as a result of penalties at the time the goal was scored. No penalised players should return to the floor when a short-handed goal is scored, unless the time of their penalty expired before the goal was scored.

SHOT ON GOAL

Any time a puck is directed to the goal and either goes into the net or would have gone into the net had the goaltender not made a save. The speed of the shot or location from which the puck was shot is not a factor.

SHUTOUT

- i. A game in which a goaltender does not surrender a goal during the course of a full game.
- ii. If two goaltenders combine to earn a shutout for one team, neither goaltender gets credit for a shutout in their own statistical report.
- iii. If a goaltender loses 1-0 in overtime, they do not get credited with a shutout.
- iv. If a goaltender loses 1-0 in a shootout, they do get credited with a shutout.

APPENDIX – OFF-FLOOR OFFICIALS

GOAL JUDGES

- i. There may be one goal judge at each end of the rink. They will not be members of either team engaged in the game, nor will they be replaced after the start of the game, unless it becomes apparent to the referees that either goal judge is making unjust decisions, in which case, the referees will appoint a replacement.
- ii. The goal judges will be stationed behind the goals during the progress of the game. They will not change goals during the game.
- iii. In the event of a goal being claimed, the goal judge will decide whether or not the puck has passed between the goal posts, under the crossbar and entirely over the goal line. The decision of the goal judge will be “Goal” or “No Goal” and may be overruled by the referees.

NOTE: Goal Judges are generally not required for IHNZ sanctioned games.

PENALTY TIMEKEEPER

- i. The penalty timekeeper will keep a correct record of all the penalties assessed by the referees including the names of the penalised players, the infractions penalised, the duration of each penalty and the time at which each penalty was assessed.
- ii. The penalty timekeeper will check and ensure that the time served by all penalised players is correct. The penalty timekeeper will be responsible for the correct posting of all minor and major penalties on the scoreboard and will promptly notify the Referees of any discrepancy between the time recorded on the game clock and the correct official time.
- iii. The penalty timekeeper will, upon request, inform a penalised player of any unexpired penalty time.
- iv. Misconduct and coincident minor penalties will not be recorded on the clock, but such penalised players will be alerted and released at the first stoppage of play following the expiration of the penalties.
- v. If a player leaves the penalty box prior to the expiration of the penalty, the penalty timekeeper will note the time and signal the referees at the next stoppage of play.

SCOREKEEPER

The scorekeeper is responsible for the following:

- i. Obtaining a list of eligible players from each team is entered onto the official scoresheet prior to the start of the game.
- ii. Ensuring the names of the captain and alternate captains of each team are noted on the official scoresheet.

- iii. Keeping a correct record of all goals scored, and to whom credit will be given for assists.
- iv. Keeping a correct record of all penalties assessed, in conjunction with the penalty timekeeper.
- v. Tallying all shots against and goals scored against each goaltender.
- vi. Recording the time of entry into the game of any substitute goaltender and recording when a goal has been scored while the goaltender has been removed from the playing surface.

No requests for changes in any award of points will be considered unless they are made at or prior to the conclusion of the game by the team captain, and approved by the referees.

The scorekeeper will prepare the official scoresheet for signature by the referees and forward it to the proper authorities. No changes should be made to the scoresheet after it has been signed by the referees.

The scorekeeper will record information received only from the referees, and not from spectators or other sources.

GAME TIMEKEEPER

- i. The game timekeeper will signal the referees for the start of each quarter and the referees will start play promptly in accordance with the scheduled playing time. The game timekeeper will record all official playing time.
- ii. If the rink is not equipped with an automatic sound device, or such sound device fails, the game timekeeper will signal the end of play time by blowing a whistle.
- iii. The game timekeeper will inform the referees if there are any technical issues with the timing devices.
- iv. The game timekeeper will ensure that any loss of time on the game or penalty clocks due to a false faceoff violation during stoppage time is replaced.
- v. In the event that there is no penalty timekeeper assigned to the game, the game timekeeper will be responsible for completing the duties of the penalty timekeeper.

APPENDIX - COINCIDENT PENALTIES

Examples of Goals Scored Against a Short-Handed Team

- | | <u>Team A</u> | | <u>Team B</u> |
|----|---|--|---|
| 1. | A6 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:30 | | B11 - 1.5 minutes at 3:00
Goal at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 4 on 4. • At 3:30 teams play 3 on 4. • A9 returns at 4:00. | | |
| 2. | A6 - 1.5 minutes at 3:30
A9 - 1.5 minutes at 4:00 | | B11 - 1.5 minutes at 3:00
Goal at 4:30 |
| | <ul style="list-style-type: none"> • A6 returns at 4:30. | | |
| 3. | A6 – 1.5 minutes at 3:00
A9 – 4 minutes + GM at 3:30 | | B11 – 1.5 minutes at 3:00
Goal at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 4 on 4. • At 3:30 teams play 3 on 4. • A9 is out of the game. • Team A must put a substitute player in the penalty box to serve the 4 minute time penalty for A9. • No player returns at 4:00 as the full major penalty must be served. | | |
| 4. | A6 – 4 minutes + GM at 3:00
A9 – 1.5 minutes at 3:30 | | B11 – 1.5 minutes at 3:00
Goal at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 3 on 3. • A6 is out of the game. • Team A must put a substitute player in the penalty box to serve the 4 minute time penalty for A6. • At 3:30 teams play 2 on 3. • A9 returns at 4:00 as A9 is the player making their team shorthanded. | | |
| 5. | A6 – 4 minutes + GM at 3:00
A9 – 1.5 minutes at 3:00 | | B11 – 1.5 minutes at 3:00
Goal at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 3 on 4. • A6 is out of the game. • Team A must put a substitute player in the penalty box to serve the 4 minute time penalty for A6. • No player returns at 4:00 as the minor penalties are coincidental. The only penalty making Team A shorthanded is the major which must be served in full. | | |

Team A

Team B

6. A6 - 1.5 + 4 minutes + GM at 4:00 Goal at 3:15
 A9 - 1.5 minutes at 4:00
- A6 is out of the game. The teams play 2 on 4.
 - Team A must put a substitute player in the penalty box to serve the penalties for A6 .
 - A9 returns at 3:15. The teams play 3 on 4.
7. A6 - 1.5 + 4 minutes + GM at 4:00
 A9 - 1.5 minutes at 8:10 Goal at 9:15
- A6 is out of the game.
 - Team A must put a substitute player in the penalty box to serve penalties for A6.
 - The substitute player for A6 returns at 9:15 as their minor was assessed before the minor to A9.
8. A4 - 4 minutes + GM at 3:00
 A11 - 4 minutes + GM at 3:10
 A12 - 1.5 minutes at 4:00 Goal at 4:30
- A4 and A11 are out of the game.
 - Team A must put a substitute players in the penalty box to serve the 4 minute time penalties for A4 and A11.
 - No player returns as the minor to A12 is not being served at the time of goal.
9. A4 - 1.5 minutes at 10:00 B2 - 1.5 minutes at 11:00
 A5 - 1.5 minutes at 10:30 Goal at 11:40
 A9 - 1.5 minutes at 11:00
- At 10:30 the teams play 2 on 4.
 - At 11:00 the minors to B2 and A9 cancel out.
 - A4 returns at 11:30.
 - A5 returns on the goal at 11:40.

Team A

Team B

3. A15 – 1.5 min at 3:00
A23 – 1.5 min at 4:00

- B12 – 1.5 min at 3:30
Goal at 4:10

Ruling: A15 returns when the goal is scored. The teams play 3 on 3.

4. A15 – 4 min at 3:00
A23 – 1.5 min at 3:30

- B12 – 1.5 min at 4:00
Goal at 4:30

Ruling: A23 returns when the goal is scored. The teams play 3 on 3.

5. A15 – 1.5 min at 3:00
A23 – 1.5 min at 3:15

- B12 – 1.5 min at 3:00
Goal at 4:30

Ruling: A23 returns at 4:30.

6. A15 – 1.5 min at 3:00
A23 – 1.5 min at 4:00

- B12 – 1.5 min at 3:30
B3 – 1.5 min (S)

Goal at 4:20

Ruling: Signalled penalty to B3 is not assessed. The goal is scored shorthanded.

7. A15 – 1.5 min at 3:00
A23 – 1.5 min at 4:00
A6 – 1.5 min (S)

- B12 – 1.5 min at 3:30
Goal at 4:30

Ruling: A15 returns at 4:30 as their penalty has expired. The minor penalty to A6 is not assessed as neither team is shorthanded at the time the goal is scored.

Team A

Team B

8. A15 – 1.5 min at 3:00
A23 – 1.5 min at 4:00

- B12 – 1.5 min at 3:30
Goal at 4:55

Ruling: A15 returns at 4:30 as their minor penalty is completed.
Teams are at equal strength at the time of the goal. B12 may return at 5:00.

9. A15 – 1.5 min at 3:00
A23 – 1.5 min at 3:30

- B12 – 1.5 min at 4:00
Goal at 4:20

Ruling: A15 returns at 4:20. The teams remain 3 on 3.

10. A15 – 1.5 min at 3:30
A23 – 4 min at 4:00

- B12 – 1.5 min at 3:00
Goal at 4:40

Ruling: A15 returns, the teams play 3 on 4 as the penalty to A23 is ongoing.

11. A15 – 4 min at 3:00
A23 – 1.5 min at 4:00

- B12 – 4 min at 3:30
Goal at 4:30

Ruling: A23 returns when the goal is scored.

12. A15 – 1.5 min at 3:00
A23 – 4 min at 3:30
A6 – 1.5 min (S)

- B12 – 1.5 min at 3:00
Goal at 4:30

Ruling: The penalty to A6 is not assessed (unless it is a major or match penalty).
Team A is not shorthanded by reason of a minor penalty so no player returns.

Examples of Goalkeeper Penalties

Team A

Team B

1. A1 (goalkeeper) 1.5 + 10 minutes at 3:00
 A1 (goalkeeper) 1.5 + 10 minutes at 3:30
 - At 3:00 Team A will put two players who were on the floor in the penalty box to serve the goalkeeper's penalties: One for 1.5 minutes and the second for 11.5 minutes.
 - As the second penalty is also against A1, no extra player is required to go to the bench to serve the goalkeeper's second Minor penalty.
 - Due to the second misconduct penalty A1 (goaltender) is assessed an automatic game misconduct penalty.
 - The player serving 1.5 + 10 minutes assessed at 3:00 can leave the penalty box (the goaltender is out for the balance of the game).
 - At 3:30 Team A will play 3 on 4 as all penalties are against the same player (A1).
 - The second minor for the goaltender will start at 4:30 unless a goal is scored.
 - The player serving the first minor penalty for the goaltender will return at the first stoppage after 4:30.
 - A total of 23 minutes (1.5 + 10 + 1.5 + 10) will be recorded against A1 (goaltender) on the official game sheet.

2. A30 (goalkeeper) 1.5 minutes at 3:00
 A30 (goalkeeper) 1.5 minutes at 3:30
 - At 3:00 teams play 4 on 3.
 - Team A will put a player who was on the floor in the penalty box to serve the first minor penalty.
 - At 3:30 the substitute that is serving the first penalty may serve the second penalty, as the penalty is against the same player. No extra sub is required.
 - At 3:30 teams still play 4 on 3 as both penalties are against the same player.
 - The player serving the first minor penalty will return at the first stoppage after 4:30 (if no goal is scored).
 - All penalties will be recorded against A30 on the official game sheet.

Team A

Team B

3. A30 (goalkeeper) 1.5 minutes at 3:00
A30 (goalkeeper) 10 minutes at 3:30
 - At 3:00 teams play 4 on 3.
 - Team A will put a player who was on the floor in the penalty box to serve the minor penalty.
 - At 3:30 Team A will put another player who was on the floor in the penalty box to serve the misconduct penalty.
 - At 3:30 teams still play 4 on 3.
 - The second penalty (misconduct) starts at 3.30.
 - The player serving the minor penalty will return on the floor at 4:30 (if no goal is scored).
 - The player serving the misconduct penalty will return to the floor at the first stoppage of play after the misconduct penalty has been fully served.
 - All penalties will be recorded against A30 on the official game sheet.

4. A30 (goalkeeper) 10 minutes at 3:00
A30 (goalkeeper) 1.5 minutes at 3:30
 - At 3:00 teams play 4 on 4.
 - Team A will put a player who was on the floor in the penalty box to serve the misconduct penalty.
 - At 3:30 Team A will put another player who was on the floor in the penalty box to serve the minor penalty.
 - At 3:30 teams play 4 on 3.
 - The minor penalty starts at 3:30.
 - The player serving the minor penalty will return on the floor at 5:00 (if no goal is scored).
 - The player serving the misconduct penalty will return to the floor at the first stoppage of play after the misconduct penalty has been fully served.
 - All penalties will be recorded against A30 on the official game sheet.

Examples of Coincidental Minor Penalties

- | | <u>Team A</u> | <u>Team B</u> |
|----|---|---------------------------------|
| 1. | A6 - 1.5 minutes at 3:00
• At 3:00 both teams play 4 on 4 | B11 - 1.5 minutes at 3:00 |
| 2. | A6 - 1.5 + 1.5 minutes at 3:00
• At 3:00 teams play 4 on 3. A6 must stay in penalty box until both penalties expire.
• Team A must place a substitute for A6 in the penalty box to serve one minor.
• One minor to B11 and one Minor to A6 cancel out. | B11 - 1.5 minutes at 3:00 |
| 3. | A6 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:30
• At 3:30 teams play 3 on 4 as minors to A9 and B11 cancel out. | B11 - 1.5 minutes at 3:30 |
| 4. | A6 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:30
A10 - 1.5 minutes at 3:30
• At 3:30 teams play 2 on 4.
• Penalty to B11 cancels one minor to either A9 or A10 (captain's choice). | B11 - 1.5 minutes at 3:30 |
| 5. | A6 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:15
• At 3:15 teams play 3 on 4 as minors to A9 and B12 cancel out. | B12 - 1.5 + 10 minutes at 3:15 |
| 6. | A6 - 1.5 minutes at 3:00
A9 - 1.5 + 1.5 minutes at 4:00
• At 4:00 teams play 3 on 4 as double minors to A9 and B12 cancel out. | B12 - 1.5 + 1.5 minutes at 4:00 |

Team A**Team B**

7. A6 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:00
B11 - 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 as the one minor to B11 cancels out a minor to either A6 or A9 (captain's choice)
8. A6 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:30
B11 - 1.5 + 1.5 minutes at 3:30
- At 3:30 teams play 3 on 3 as minor to A9 cancels out one minor to B11.
 - Team B must put a substitute in the penalty box to serve one minor for B11.
9. A6 - 1.5 + 10 minutes at 3:00
B11 - 1.5 + 10 minutes at 3:00
- Teams play 4 on 4.
 - A6 and B11 return to the floor at the first stoppage of play after each serving 11.5 minutes in total.
 - Substitute players are not required to serve any of the penalties.
10. A6 - 1.5 minutes at 9:00
A9 - 1.5 minutes at 9:20
A10 - 1.5 minutes at 9:20
B4 - 1.5 minutes at 9:20
B5 - 1.5 minutes at 9:20
- At 9:20 teams play 3 on 4 as Minors to A9 and A10 and B4 and B5 all cancel out.
11. A6 - 1.5 + 1.5 minutes at 3:00
A9 - 1.5 + 1.5 minutes at 3:00
B11 - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 for 3 minutes as the double minor to B11 cancels out a double minor to either A6 or A9 (captain's choice).
12. A6 - 1.5 minutes at 3:00
A9 - 1.5 + 1.5 minutes at 3:00
B11 - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 as the double minors to A9 and B11 cancel out.
13. A6 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:00
A - 1.5 + 1.5 minutes at 3:00
B11 - 1.5 + 1.5 minutes at 3:00
B12 - 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 as the double minors to A and B11 cancel out and the Minor to B12 cancels out the Minor to either A6 or A9 (captain's choice)
14. A6 - 1.5 minutes at 3:00
A9 - 1.5 + 1.5 minutes at 3:00
A10 - 1.5 + 1.5 minutes at 3:00
B11 - 1.5 + 1.5 + 1.5 minutes at 3:00
B12 - 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 as the minors to B11 and B12 cancel out the minors to A9 and A10.
 - B11 is assessed an additional misconduct for their 3rd minor penalty.

Team A**Team B**

15. A6 - 1.5 minutes at 3:00 B11 - 1.5 + 1.5 minutes at 3:00
A9 - 1.5 + 1.5 + 1.5 minutes at 3:00 B12 - 1.5 + 1.5 minutes at 3:00
A7 - 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 as the minors to B11 and B12 cancel out the Minors to A9 and either A6 or A7 (captain's choice)
16. A6 - 1.5 minutes at 3:00 B11 - 1.5 + 1.5 + 1.5 minutes at 3:00
A9 - 1.5 + 1.5 minutes at 3:00 B12 - 1.5 + 1.5 minutes at 3:00
A - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 4 on 4 as all minors for both teams cancel out.
17. A6 - 1.5 minutes at 3:00 B1 - 1.5 minutes at 3:00
A3 - 1.5 + 1.5 minutes at 3:00 B9 - 1.5 minutes at 3:00
A5 - 1.5 minutes at 3:00 B2 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3, as the three Minors to Team B cancel out A3's double Minor and Minor to either A6 or A5 (captain's choice)
18. A5 - 1.5 minutes at 3:00 B1 - 1.5 minutes at 3:00
A6 - 1.5 + 1.5 minutes at 3:00 B9 - 1.5 minutes at 3:00
A1 - 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 for 3 minutes as the minors to A5 and A1 cancel out the minors to B1 and B9.
19. A5 - 1.5 + 1.5 minutes at 3:00 B8 - 1.5 + 1.5 minutes at 3:00
A6 - 1.5 minutes at 3:00 B9 - 1.5 + 1.5 minutes at 3:00
A7 - 1.5 + 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 3 on 4 for 3 minutes as the minors to B8 and B9 cancel out the minors to A6 and A7.
20. A6 - 1.5 minutes at 3:00 B11 - 1.5 + 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:00
- Teams play 4 on 4 as the double minor to B11 cancels out the minors to A6 and A9.
21. A6 - 1.5 minutes at 3:00 B1 - 1.5 minutes at 3:00
A9 - 1.5 minutes at 3:00 B2 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 4 as all four minors cancel out.
22. A6 - 1.5 + 1.5 minutes at 3:00 B1 - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 4 on 4 as all four minors cancel out.

Team A**Team B**

23. A6 - 1.5 + 10 minutes at 3:00
A9 - 1.5 + 1.5 minutes at 3:00
- B11 - 1.5 minutes at 3:00
- Teams play 3 on 4.
 - A6 and B11 minors cancel out.
 - Team A short-handed one player (A9) for 3 minutes.
 - A9 returns to the floor at 6:00 unless a goal is scored.
 - A6 returns on the first stoppage of play after they have served 11.5 minutes and B11 returns on the first stoppage of play after 4:30.
24. A6 – Penalty Shot at 3:00
A9 - 1.5 minutes at 3:00
- B11 - 1.5 minutes at 3:00
- Teams play 4 on 4.
25. A15 – 1.5 minutes at 4:00
A1 – 1.5 minutes at 4:30
A2 – 1.5 + 1.5 minutes at 5:00
- B10 – 1.5 minutes at 4:20
B21 – 1.5 minutes at 5:00
- At 4:20 teams play 3 on 3.
 - At 4:30 teams play 2 on 3.
 - At 5:00 teams play 2 on 3.
 - At 5:00 B21 minor cancels out one A2 minor.
 - Team A will put a substitute player for A2 in the penalty box.
 - At 5:30 the minor penalty for A2 substitute starts but A15 must remain in the penalty box until the first stoppage of play following the expiration of their penalty.
 - A2 leaves the penalty box on the first stoppage after 8:30.
 - B21 leaves the penalty box on the first stoppage after 6:30.
26. A6 – 1.5 minutes at 3:00
A7 – 1.5 minutes at 3:30
- B9 – 1.5 minutes + GM at 3:30
- At 3:00 teams play 3 on 4.
 - At 3:30 teams play 3 on 4.
 - B9 will go to the dressing room for the balance of the game.
 - Team B does not need to put a substitute player for B9 in the penalty box as the penalty time of A7 and B9 are not on the clock (coincidental penalties).

Examples of Coincidental Major Penalties

- | | Team A | | Team B |
|----|--|--|-----------------------------|
| 1. | A3 - 4 minutes + GM at 3:00 | | B1 - 4 minutes + GM at 3:00 |
| | <ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 4. ▪ Teams do not need to put substitute players in the penalty box because A3 and B1 are out of the game and the penalties are coincidental. | | |
| 2. | A1 (goalkeeper) - 4 minutes + GM at 3:00 | | B1 – 4 minutes + GM at 3:00 |
| | <ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 4. ▪ Teams do not need to put substitute players in the penalty box because A1 and B1 are out of the game and the penalties are coincidental. | | |

Examples of Combined Coincidental Minor and Major Penalties

- | | <u>Team A</u> | | <u>Team B</u> |
|----|---|--|---|
| 1. | A6 - 1.5 minutes at 3:00
A9 - 4 minutes + GM at 3:30 | | B14 - 4 minutes + GM at 3:30 |
| | <ul style="list-style-type: none"> ▪ At 3:30 teams play 3 on 4 as the majors plus GM to A9 and B14 cancel out. ▪ Teams do not need to put substitute players in the penalty box because A9 and B14 are out of the game and the penalties are coincidental. | | |
| 2. | A6 - 1.5 minutes at 3:00
A7 - 1.5 + 4 minutes + GM at 4:00 | | B19 - 1.5 + 4 minutes + GM at 4:00 |
| | <ul style="list-style-type: none"> ▪ At 4:00 teams play 3 on 4 as the minor plus major plus GM to both A7 and B19 cancel out. ▪ Teams do not need to put substitute players in the penalty box because A7 and B19 are out of the game and the penalties are coincidental. | | |
| 3. | A6 - 1.5 minutes at 3:00
A5 - 1.5 minutes at 4:00
A7 - 4 minutes + GM at 4:00 | | B11 - 1.5 minutes at 4:00
B19 - 4 minutes + GM at 4:00 |
| | <ul style="list-style-type: none"> ▪ At 4:00 teams play 3 on 4 as the minors to A5 and B11 and the majors plus game misconducts to A7 and B19 all cancel out. ▪ Teams do not need to put substitute players in the penalty box because A7 and B19 are out of the game and the penalties are coincidental. | | |

Team A

Team B

3. A6 - 1.5 minutes at 3:00

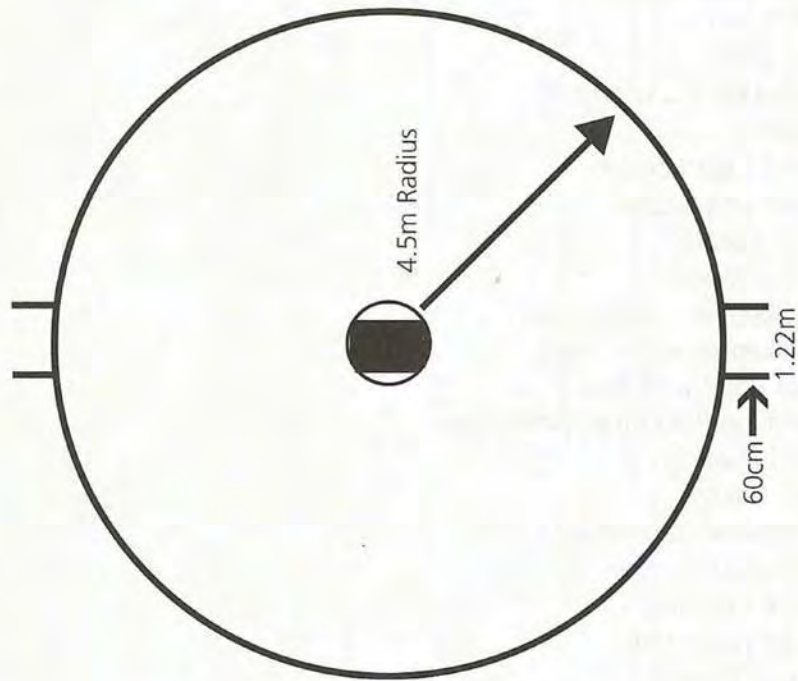
B2 - 1.5 + 1.5 minutes at 3:00
B2 - 1.5 minutes at 3:30 (while
in the penalty box)

- At 3:00 teams play 4 on 3.
- Team B will put substitute in the penalty box to serve the extra minor penalty for B2.
- At 3:30 teams will play 4 on 3 as the minor to B2 (at 3:30 while they are in the penalty box) is added to the time of the substitute.
- The Team B substitute will serve 3 minutes total and could return to the floor at 6:00.
- If Team A scores no goals teams will play 4 on 3 until 6:00.
- B2 will serve the total time for all three of their penalties (4.5 minutes) and be assessed an additional misconduct penalty for accruing 3 minor penalties.

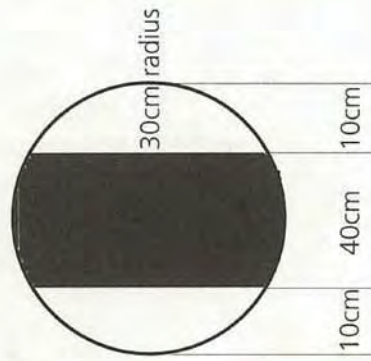
4. A6 - 4 minutes + GM at 3:00
A7 (substitute for A6) - 1.5 minutes at 3:30 (while in the penalty box)
A7 (substitute for A6) - 10 minutes at 4:00 (while in the penalty box)

- A6 is out of the game.
- Team A will put a substitute (A7) in the penalty box to serve the 4 minute penalty for A6.
- At 3:00 teams play 3 on 4.
- At 3:30 A7 is assessed an additional minor penalty while in the penalty box.
- Teams play 2 on 4 as the penalties are against different skaters.
- Another Team A player is required to be the substitute for A6 as A6 must now serve their own penalty.
- At 4:00 A7 is assessed a misconduct penalty. Teams continue to play 2 on 4.
- At 4:00 Team A will put another substitute in the penalty box to serve the minor penalty for A7 which was assessed at 3:30.
- The A7 misconduct penalty will start at 5:00 (delayed penalty).
- If no further penalties are assessed to Team A and no goal is scored after expiration of the 4 minute penalty, at 7:00 the teams will play 4 on 4.

END ZONE FACE-OFF CIRCLES



END ZONE SPECIAL FACE-OFF SPOTS

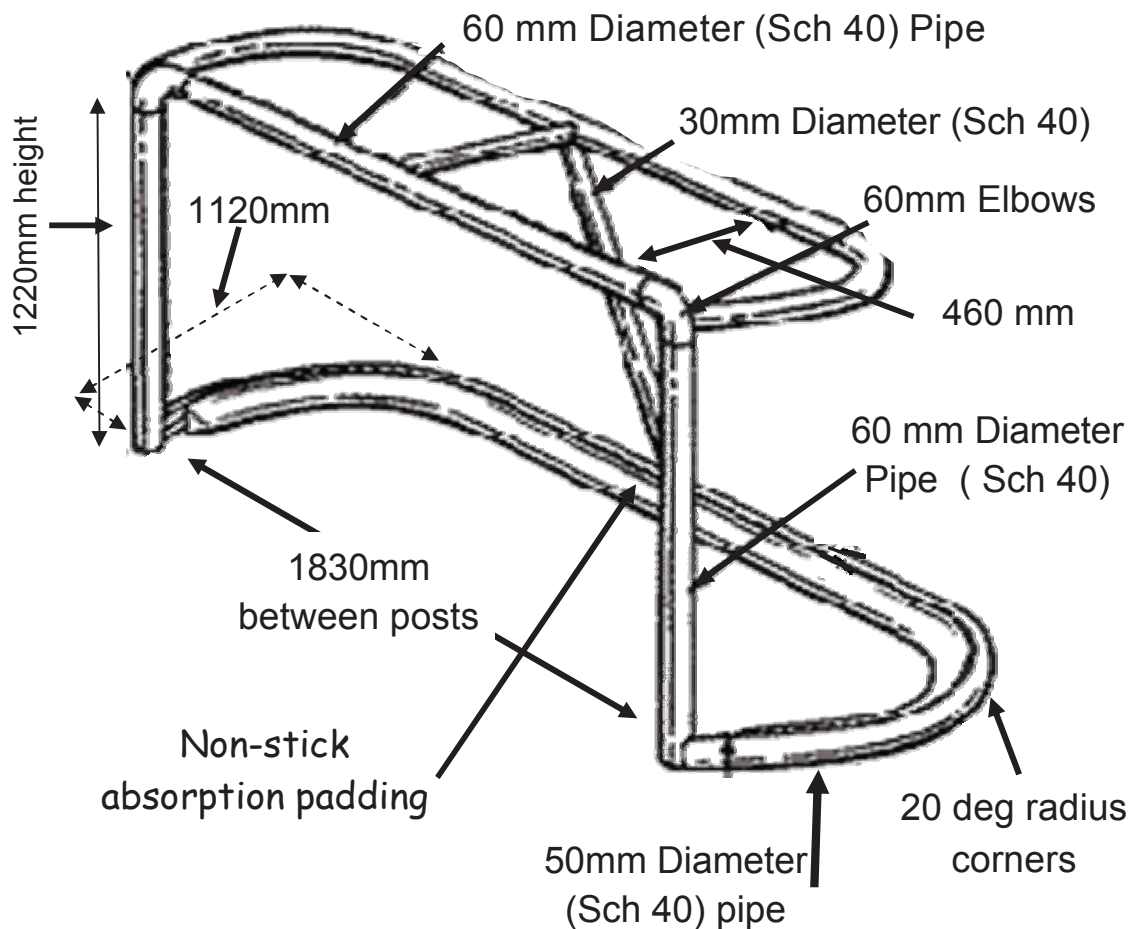


CENTER FACE-OFF SPOT



INLINE HOCKEY GOAL DIMENSIONS

Goal posts and Crossbars to be painted RED, remaining pipe to be painted white.
WHITE Netting (min 3mm to 5mm thickness with mesh size of min 40mm to 60mm) to be fitted to pipe and sealed around all edges to prevent puck from escape.



Absolute Critical Measurements

- 1830 mm Inbetween posts
- 1220 mm From Rink surface to UNDERSIDE of Crossbar
- 1120 mm Depth from post to rink surface radius corner

In addition: non-stick absorption (dry-filled) padding can be placed on inner side of suface bar—MUST be leak-proof.

Padding recessed to allow puck to enter

LIST OF CHANGES TO RULES FOR 2016 SEASON

Summaries are listed below. Refer to the specific rule number listed for full rule details.

RULE 204 – STANDARD DIMENSIONS OF FLOOR

Standard dimensions of floor changed from 40m-58m long to 40m-61m long.

RULE 306 – CAPTAIN AND ALTERNATE CAPTAIN

A captain who comes off the player bench specifically to argue a call is now given a warning for the first infringement, followed by a misconduct penalty is assessed for the second infringement. Previously this was a misconduct penalty with no warning.

RULE 414 – MEASUREMENT OF A PLAYER'S EQUIPMENT, RULE 415 – MEASUREMENT OF A SKATER'S STICK / PENALTY SHOT SHOOTOUT

Requests for equipment measurement: Previously, the skater whose stick was requested to be measured had to be on the floor at the time of challenge. They can now also be on the bench.

A challenge to measure a stick can be made at any time during a game (at any stoppage of play). Previously this was restricted to certain times during the game.

RULE 505 – PUCK

Puck may be 7.5-8cm in diameter, changed from 7.62-8cm.

RULE 512 – DETERMINING FACEOFF LOCATION / GENERAL

Where the referee mistakenly stops play, the ensuing faceoff takes place closest to where the puck was last played. Previously the faceoff would take place at centre.

RULE 513 – DETERMINING FACEOFF LOCATION / PENALTIES ASSESSED

Faceoff location when player is assessed a misconduct penalty: was previously closest to where the puck was last played. Now, if puck was in attacking zone of the player being penalised, the faceoff goes to the closest high zone faceoff spot.

Where usually after a penalty is called the ensuing faceoff takes place in the end zone of the offending team, the faceoff will take place at a high zone faceoff spot if the non-penalised team

(the team about to go on the power-play) causes the stoppage of play. This was previously not specified.

RULE 517 – DETERMINING FACEOFF LOCATION / ATTACKING ZONE

When a shot is taken and the puck deflects out of play off the goal frame, the faceoff will be in the end zone closest to where the puck deflected out of play. Previously, the faceoff would have been taken closest to where the puck was shot by the shooter. This rule rewards shots on goal by awarding an attacking zone faceoff.

RULE 519 – PROCEDURE FOR CONDUCTING FACEOFFS

The attacking player must always place their stick on the faceoff spot first. Previously this was a Home/Away team rule.

RULE 520 – FALSE FACEOFFS

Faceoffs cannot be won with the glove or by kicking the puck. A player who does so will be removed from the faceoff and replaced. The previous rulebook contained no such restriction.

RULE 521 – TEAM TIMEOUT

Any skater or the coach can ask the referee for a timeout, it does not have to be the captain or alternate captain as was previously required. There are also other new restrictions on calling a time out – e.g. both teams can have a timeout at the same stoppage but must notify referees before first time out has expired – i.e. before the ref has blown their whistle.

RULE 604 – PUCK ON GOAL NET (BASE AND TOP)

Play is not stopped immediately if the puck lands on the goal net. Play is now stopped if the puck is on the net 'for longer than the game permits'. However, the referee has discretion to stop play immediately in the interests of safety. Previously, the rule called for play to be stopped immediately.

RULE 608 – HIGH STICKING THE PUCK / GAME ACTION

If the attacking team high sticks the puck in the attacking zone the faceoff comes out to one of the high zone faceoff spots. Previously this infraction came all the way down to the end zone of the team committing the high stick.

Where a team with a numerical advantage high sticks the puck, the ensuing faceoff will take place at one of the two end zone faceoff spots in the offending team's defensive zone, regardless of which team next plays the puck. This rule was not previously specified.

RULE 611 – INJURED SKATER

Concussion protocol added to the rule book. This was not previously specified.

RULE 702 – PLAYER CHANGE DURING GAME ACTION

Changes now must be made within 1.5m of the bench. Was previously 3m.

If the puck hits players who are changing at the bench, thereby changing direction and disadvantaging the either team, the referee may now stop play for a faceoff without calling a penalty. This rule was not previously specified.

RULE 805 – SCORING A GOAL / GOAL FRAME OFF

A goal may be allowed if the net is off, provided the player was in the act of shooting the puck prior to the goal net coming off, and the puck would have entered the goal net had the goal been in its normal position. Previously this was not clearly stated.

RULE 902 – PENALTY SITUATIONS

If during a delayed penalty, two or more minor penalties were to be assessed to more than one player and a goal is scored, the referee will ask the captain of the penalised team which penalty to cancel. The second and subsequent penalties will still be imposed. The order of the penalties assessed will not be taken into consideration. Previously the order of the penalties was the determining factor.

RULE 911 – DURATION OF PENALTIES / MATCH

A match penalty is now recorded as 14PIM. This penalty was previously recorded as 10PIM.

RULE 913 – ADDITIONAL PENALTIES / GAME EJECTION

3x minor penalties to any player in one game results in an additional misconduct penalty assessed to that player. Any additional penalty assessed to the same player results in a game ejection for that player. This rule did not previously exist.

RULE 915 – DELAYED START TIME OF PENALTIES

Teams may go down to 2 skaters on the floor. Was previously a minimum of 3 skaters per side on the floor at any time.

RULE 1005 – BROKEN STICK / PLAYING WITH AND REPLACING

At no time is a skater allowed to grab an opponent's stick from an opponent sitting on their players' bench or from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty. This was not previously specified.

Any player who shoots a goaltender's stick back to them will be penalised for throwing the stick. A player must hand the stick back to their goaltender.

RULE 1009 – CLOSING HAND ON PUCK

A player that closes their hand on the puck will be assessed a minor penalty for delay of game. Players may grab the puck out of the air but must immediately place it on the floor. Any player that skates with the puck or throws the puck will be penalised. Previously this was merely a faceoff.

RULE 1011 – DANGEROUS EQUIPMENT

If any player has been assessed a warning for dangerous equipment, any subsequent violation of dangerous equipment rule by any player on the same team will receive a misconduct penalty. This was previously a minor penalty.

Updates to the definition of dangerous equipment – can include personal accessories which must be removed at the request of the referee.

Damage to cage or visor – a player may finish their shift if their cage or visor is damaged during that shift without penalty, but must fix any damage before their next shift. This was not previously specified.

RULE 1023 – ENGAGING WITH SPECTATORS

Any contact with spectators by a skater is now a match penalty. Was previously a Game Misconduct.

RULE 1031 – ILLEGAL EQUIPMENT

If any player has been assessed a warning for dangerous equipment, any subsequent violation of dangerous equipment rule by any player on the same team will receive a misconduct penalty. This was previously a minor penalty.

RULE 1039 – PLAYING WITHOUT A HELMET

Penalty for playing without a helmet is now a minor penalty. This was previously a misconduct.

RULE 1043 – SLASHING

An additional penalty has been added for intentionally slashing an opponent between the legs. This results in a game misconduct or match penalty at the discretion of the referee.

RULE 1044 – SLEW-FOOTING

New penalty for slew-footing. Results in a match penalty.

RULE 1046 – SPITTING

Spitting is now a match penalty. Was previously a game misconduct.

RULE 1048 – TEAM OFFICIAL ENTERING THE PLAYING AREA

A team official stepping onto playing surface without the permission of the referee is now a game misconduct. Was previously a minor penalty.

RULE 1049 – THROWING A STICK OR OBJECT

Throwing a stick outside the playing surface is now a game misconduct in every situation. Previously this was only a game misconduct if it was thrown in the direction of spectators.

RULE 1052 – UNSPORTSMANLIKE CONDUCT

A player who shoots the puck after the whistle or period and in the judgement of the referee had sufficient time to refrain from shooting will be assessed a misconduct. Was previously a minor penalty.

A player who attempts to incite an opponent is assessed a misconduct. Was previously a minor penalty.

A player penalised for obscene gestures is assessed a match penalty. Was previously a game misconduct.

A minor penalty may be assessed for embellishment/diving. This was not previously specified.

RULE 1103 – AWARDING A PENALTY SHOT / BREAKAWAY

A fouled player no longer needs to be in control of the puck to have a penalty shot awarded in their favour. If the skater is the most recent player to have possession of the puck, and all other criteria are met, possession and control of the puck is not required.

If a penalty shot is to be called and the attacking loses control of the puck, the play will be stopped immediately. There are no long delayed penalty calls for penalty shots. This was not previously specified.

RULE 1108 – AWARDING A PENALTY SHOT / WHO SHOOTS & DEFENDS

Should two penalty shots be awarded to the same team at the same stoppage of play (for two separate fouls), only one goal can be scored. Should the first penalty shot result in a goal, the second penalty shot is automatically cancelled, but the appropriate penalty is assessed for the second infraction. If the first shot is unsuccessful, the second shot is taken. The order of the penalty shots will be decided by the order of the infractions during game action. This was not previously specified.

RULE 1109 – PENALTY SHOT PROCEDURE / TAKING THE SHOT

New specific penalties and referee procedures have been added for situations where the goaltender takes a penalty during a penalty shot.

RULE 1110 – PENALTY SHOT PROCEDURE / SPECIFIC SITUATIONS

Interfering with a player taking a penalty shot (from opposition player bench) is now a misconduct against the offending player and the shooter is permitted to re-take the shot. This was previously an automatic goal.

RULE 1201 – PLAYING THE POSITION OF GOALTENDER

Rules about temporary goaltenders (a skater who acts as goaltender where the regular goaltender is injured) regarding equipment and time delay to get changed have been clarified.

The temporary goaltender may wear some of the goaltender's equipment and has a 10 minute period to change into goaltender equipment. Previously this rule was not clear.

RULE 1205 – GOALTENDER AND GOAL CREASE

If an attacking skater who is inside the crease visually obstructs the goaltender from seeing the puck and the puck subsequently enters the net, the goal will be disallowed.

If the attacking skater establishes position in the goal crease, the referee may stop play and take a faceoff at one of the high zone faceoff spots.

RULE 1212 – LEG PADS / GOALTENDER

Pad covers and roller-fly technology is now specifically permitted by the rule book. Previously the rule book was not clear on these goaltender additions.

RULE 1213 – PANTS / GOALTENDER

Square thigh protectors on goaltender pants are illegal. Goaltender pants must fit the contours of a goaltender's legs. Previously this was not specified.

RULE 1216 – THROAT PROTECTOR / GOALTENDER

All goaltenders 18 years and younger must wear a neck and throat protector regardless of event, tournament or age grade. Previously this was not specified.

RULE 1229 – DELAY OF GAME / GOALTENDER – FREEZING THE PUCK

A goaltender is allowed to cover the puck on the goal net if the puck was put there by a player other than the goaltender. Previously this was a minor penalty against the goaltender.

RULE 1233 – FIGHTING / GOALTENDER

A goaltender who punches another player with their blocker will be assessed a match penalty.

A goaltender that removes their glove and/or blocker to fight will be assessed an additional misconduct penalty (the same penalty assessed to a regular skater who removes their gloves to fight).

RULE 1237 – PENALTY SHOTS / FOULS BY A GOALTENDER

A penalty shot will be assessed when a goaltender fouls an attacking skater who is on a breakaway. Previously this rule was inconsistent.

GLOSSARY

ABUSE OF REFEREES	79
ADDITIONAL PENALTIES / GAME EJECTION	74
ADJUSTMENT OF EQUIPMENT	30
ATTEMPT TO INJURE	80
AWARDED GOALS	117
AWARDED GOALS / BLOCKING THE GOAL NET	118
AWARDED GOALS / FOULS BY A GOALTENDER	136
AWARDING A PENALTY SHOT / ASSESSING PENALTIES	109
AWARDING A PENALTY SHOT / BREAKAWAY	110
AWARDING A PENALTY SHOT / INTERFERENCE OR THROWING OBJECTS	111
AWARDING A PENALTY SHOT / LAST TWO MINUTES OF REGULATION OR ANY TIME IN OVERTIME	111
AWARDING A PENALTY SHOT / PLAYER DISPLACING GOAL NET	112
AWARDING A PENALTY SHOT / SKATER FALLING ON PUCK	112
AWARDING A PENALTY SHOT / WHO SHOOTS & DEFENDS	113
BEYOND CENTRE RED LINE / GOALTENDER DEFINITION	130
BITING	81
BLOCKER AND GLOVE / GOALTENDER	122
BOARDING	81
BOARDS ENCLOSING PLAYING AREA	21
BROKEN STICK / GOALTENDER	130
BROKEN STICK / PLAYING WITH AND REPLACING	81
BUTT-ENDING	83
CAPTAIN AND ALTERNATE CAPTAINS	28
CHANGE OF ENDS	40
CHARGING	83
CHECKING FROM BEHIND	83
CHEST AND ARM PROTECTION / GOALTENDER	123
CLOSING HAND ON PUCK	84
COINCIDENT PENALTIES	75
CROSS-CHECKING	85
DANGEROUS EQUIPMENT	30
DANGEROUS EQUIPMENT	85
DANGEROUS EQUIPMENT / GOALTENDER	131
DEFINING ON / OFF FLOOR	58
DELAY OF GAME / ADJUSTMENT OF EQUIPMENT	86
DELAY OF GAME / DISPLACED GOAL NET	86
DELAY OF GAME / FALLING ON THE PUCK	87
DELAY OF GAME / FREEZING THE PUCK UNNECESSARILY	87
DELAY OF GAME / GOAL CELEBRATION	87
DELAY OF GAME / GOALTENDER – ADJUSTMENT OF EQUIPMENT	132

DELAY OF GAME / GOALTENDER – DISPLACED GOAL NET	132
DELAY OF GAME / GOALTENDER – FREEZING THE PUCK	132
DELAY OF GAME / GOALTENDER – GOING TO PLAYER BENCH DURING STOPPAGE	133
DELAY OF GAME / GOALTENDER – REMOVING EQUIPMENT	133
DELAY OF GAME / GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY	134
DELAY OF GAME / LATE LINEUP	87
DELAY OF GAME / PUCK IN MOTION	87
DELAY OF GAME / SHOOTING OR THROWING THE PUCK OUT OF PLAY	88
DELAY OF GAME / VIOLATION OF FACEOFF PROCEDURES	90
DELAYED PENALTY CALL	76
DELAYED START TIME OF PENALTIES	76
DELIBERATE INJURY OF OPPONENTS	90
DETERMINING FACEOFF LOCATION / ATTACKING ZONE	43
DETERMINING FACEOFF LOCATION / CENTRE FACEOFF SPOT	43
DETERMINING FACEOFF LOCATION / DEFENDING ZONE	42
DETERMINING FACEOFF LOCATION / GENERAL	41
DETERMINING FACEOFF LOCATION / GOAL FRAME OFF	44
DETERMINING FACEOFF LOCATION / INJURY	42
DETERMINING FACEOFF LOCATION / PENALTIES ASSESSED	41
DISALLOWING A GOAL / GAME ACTION	64
DOORS	22
DURATION OF PENALTIES / GAME MISCONDUCT	73
DURATION OF PENALTIES / MAJOR	72
DURATION OF PENALTIES / MATCH	74
DURATION OF PENALTIES / MINOR – BENCH MINOR	72
DURATION OF PENALTIES / MINOR AND MAJOR	72
DURATION OF PENALTIES / MINOR AND MISCONDUCT	73
DURATION OF PENALTIES / MISCONDUCT	72
ELBOW PADS	31
ELBOWING	90
ENGAGING WITH SPECTATORS	90
FACEMASK / GOALTENDER	123
FACEOFFS / GOALTENDER	128
FACIAL PROTECTION	31
FALSE FACEOFFS	45
FIGHTING	91
FIGHTING / GOALTENDER	134
FLOOR AND PLAYING AREA / FIT TO PLAY	20
FLOOR MARKINGS / CREASES AND PRIVILEGED AREA	24
FLOOR MARKINGS / FACEOFF CIRCLES AND SPOTS	23
FLOOR MARKINGS / HASH MARKS	23
FLOOR MARKINGS / ZONES	23

FLUORESCENT MATERIAL	31
FORFEIT GAMES	26
GAME ACTION / GOALTENDER	125
GLOVES	32
GOAL CREASE AS IT PERTAINS TO SCORING GOALS	62
GOAL NET	24
GOALS WITH THE SKATE	64
GOALTENDER AND GOAL CREASE	120
GOALTENDER AND GOAL CREASE / GOAL ALLOWED	121
GOALTENDER AND GOAL CREASE / GOAL DISALLOWED	121
GOALTENDER AS CAPTAIN	119
GOALTENDER EQUIPMENT / GENERAL	122
GOALTENDER PENALTIES / DESCRIPTION	130
GOALTENDER PENALTIES / OVERVIEW	128
GOALTENDER SUBSTITUTIONS	126
GOALTENDER WARMUP	119
HAND PASS	52
HEAD-BUTTING	93
HELMET	32
HIGH STICKING THE PUCK / GAME ACTION	54
HIGH STICKING THE PUCK INTO THE GOAL NET	55
HIGH-STICKING	93
HOLDING	93
HOLDING THE PUCK IN GOAL CREASE / GOALTENDER	134
HOLDING THE STICK	94
HOOKING	94
HOW THE GAME IS PLAYED	37
ILLEGAL ACCESS OF OPPONENT'S PLAYER BENCH	58
ILLEGAL EQUIPMENT	96
ILLEGAL HIT (BODY CHECKING)	95
ILLEGAL PLAYER ON FLOOR	60
ILLEGAL SUBSTITUTION / GOALTENDER	127
ILLEGALLY BLOCKING GOAL NET / GOALTENDER	135
INCORRECT ACCESS TO OR FROM PENALTY BOX	97
INELIGIBLE PLAYER IN A GAME	26
INJURED REFEREES	56
INJURED SKATER	56
INJURED SKATER REFUSING TO LEAVE THE FLOOR	97
INLINE HOCKEY NEW ZEALAND (IHNZ) AS GOVERNING BODY OF INLINE HOCKEY	18
INLINE SKATES / SKATER	32
INTERFERENCE	97
INTERFERENCE BY SPECTATORS	50
INTERFERENCE ON GOALTENDER	99
JERSEYS / GOALTENDER	125

KICKING	99
KNEEING	100
LEAVING GOAL CREASE DURING PLAYER CONFRONTATION / GOALTENDER	135
LEAVING THE PENALTY BOX PREMATURELY	100
LEG PADS / GOALTENDER	123
LENGTH OF PLAY	37
MANDATORY EQUIPMENT / SKATERS	30
MEASUREMENT OF A PLAYER'S EQUIPMENT	34
MEASUREMENT OF A SKATER'S STICK / PENALTY-SHOT SHOOTOUT	36
MULTIPLE PUCKS ON FLOOR	39
OVERTIME PERIOD	48
PANTS / GOALTENDER	124
PENALTIES ON SCORECLOCK	70
PENALTY BOXES	21
PENALTY SHOTS / FOULS BY A GOALTENDER	136
PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME	109
PENALTY SITUATIONS	68
PENALTY-SHOT PROCEDURE / SPECIFIC SITUATIONS	115
PENALTY-SHOT PROCEDURE / TAKING THE SHOT	113
PENALTY-SHOT SHOOTOUT	48
PLAYER BENCHES	20
PLAYER CHANGE DURING GAME ACTION	58
PLAYER CHANGE DURING STOPPAGE	58
PLAYER CHANGE PROCEDURE	59
PLAYER ELIGIBILITY / AGE	18
PLAYERS DRESSED	27
PLAYERS ON THE FLOOR DURING GAME ACTION	28
PLAYING SHORT-HANDED	71
PLAYING THE POSITION OF GOALTENDER	119
PLAYING WITHOUT A HELMET	101
PRE-GAME WARMUP AND POST-GAME	39
PROCEDURE FOR CONDUCTING FACEOFFS	45
PROPER AUTHORITIES AND DISCIPLINE	19
PROTECTION OF GOALTENDER	119
PROTECTIVE GLASS	22
PROTECTIVE GLASS / DAMAGED	56
PUCK	39
PUCK KEPT IN MOTION	40
PUCK MUST BE WHOLE	39
PUCK ON DASHER	51
PUCK ON GOAL NET (BASE AND TOP)	51
PUCK OUT OF PLAY / GENERAL	50
PUCK OUT OF SIGHT	52

PUCK STRIKING A REFEREE	52
PULLING HAIR, HELMET, CAGE	101
REFEREES	18
REFUSING TO START PLAY	101
ROUGHING	102
SCORECLOCK	37
SCORING A GOAL	61
SCORING A GOAL / GOAL FRAME OFF	66
SERVING PENALTIES	74
SHIN PADS	32
SLASHING	102
SLEW-FOOTING	103
SPEARING	103
SPITTING	104
STANDARD DIMENSIONS OF FLOOR	21
STARTING GAME ACTION	40
STICK / GOALTENDER	124
STICK / SKATER	33
TAPE	33
TAUNTING	104
TEAM COMPOSITION	26
TEAM OFFICIAL ENTERING THE PLAYING AREA	104
TEAM TIMEOUT	47
THROAT PROTECTOR / GOALTENDER	125
THROWING A STICK OR OBJECT	104
THROWING THE PUCK FORWARD / GOALTENDER	126
TOO MANY PLAYERS	105
TRIPPING	106
UNIFORMS / SKATER	34
UNSPORTSMANLIKE CONDUCT	107
WHEN PENALTIES CAN BE CALLED	68
WHISTLE	38