

IIHF OFFICIAL RULE BOOK

2018–2022



INTERNATIONAL
ICE HOCKEY
FEDERATION

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June 2018, 1st Edition

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OFFICIAL

RULE

BOOK

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ICE HOCKEY
FEDERATION

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RULE BOOK

RULE 1 – INTERNATIONAL ICE HOCKEY FEDERATION (IIHF) AS GOVERNING BODY

- i. The IIHF consists of member nations which, when they join, recognize 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 IIHF are intended to promote skill and athleticism in a safe environment. Violations of these rules are dealt with during game action by on-ice officials. More serious violations may be further addressed after the game by proper authorities in accordance with IIHF Statutes and Bylaws and IIHF Disciplinary Code.
- iii. A player, official, team official, or member of any national association connected to competition manipulation will be disciplined based on the IIHF's Code of Conduct.
- iv. Players who compete for their member national associations in an IIHF event do so with the understanding and respect of these rules and agree to abide by them at all times.
- v. The IIHF Official Rule Book is applicable to all IIHF competitions, Olympic competitions and qualifications thereto and all other international games as established by the IIHF and as defined by IIHF Bylaw 1300.

SECTION 1 – COMPETITION STANDARDS

OVERVIEW – Standards of play ensure integrity of competition at all levels. These rules recognize the need for fair play, and it is the responsibility of member national associations, players, and officials to adhere to these standards.

RULE 2 – GENDER PARTICIPATION

- i. For IIHF competitions, no male player may participate in a women's event, and no female player may participate in a men's event.

RULE 3 – PLAYER ELIGIBILITY/AGE

See also IIHF Statutes and Bylaws

- i. For age-specific tournaments, notably U18 and U20, there is both a minimum and a maximum age for player eligibility. The minimum age is 15.

RULE 4 – ON-ICE OFFICIALS

See also IIHF Officials Procedure Manual

- i. All decisions made by on-ice officials are based on their discretion in understanding, adjudicating, and interpreting this rule book in an unbiased manner.
- ii. Either the three-official system (one referee and two linesmen) or the four-official system (two referees and two linesmen) is used in all IIHF championships, tournaments, and international games involving national teams. The duties of the referees and linesmen are the same in either system.
- iii. Member national associations have the authority to use the two-man-official system (two on-ice officials working as both referees and linesmen) or other official systems in games which are completely under their jurisdiction.
- iv. The video-goal judge system is mandatory only for specific IIHF competitions.

RULE 5 – PROPER AUTHORITIES AND DISCIPLINE

See also IIHF Disciplinary Code

- i. "Proper Authorities" refers specifically to the immediate governing body of the game(s) being played. In addition to the on-ice officials, every game at IIHF championships and events is overseen by assigned representatives. Actions by players and team staff which show a flagrant disregard for the rules of play may be dealt with after the game by proper authorities.

RULE 6 – DOPING

See also IIHF Doping Control Regulations and IIHF Disciplinary Code

- i. Membership in the IIHF includes acceptance of the World Anti-Doping Code and a requirement that the policies, rules, and programs of member national associations are in compliance with the code.

RULE 7 – TERMINOLOGY

AGE CATEGORY – Refers to a player's status for an entire hockey season (i.e., a player in the Under-18 age category for a particular season is required to abide by rules pertaining to Under-18 all year, regardless in what event or tournament he is competing).

ATTACKING HALF/DEFENDING HALF – The division of the playing surface into two equal parts using the centre red line as the halfway point. The team that is closest to its own goal net is in the defending half while the team farthest from its own goal is in the attacking half.

BODYCHECK – A bodycheck represents contact by a skater on an opposing skater, so long as the objective is to separate the opponent from the puck. Any skater who is in control or possession of the puck can be bodychecked provided that:

- (a) the bodycheck is made with the hips, body, or shoulder;
- (b) contact with the opponent is from in front or to the side and does not target the head or neck area or the lower body (below the hip).

There is no such thing as a clean bodycheck to the back, head, or lower body of an opponent.

There is no such thing as a clean bodycheck made principally with the lower body, stick, or head.

There is no such thing as a clean bodycheck on a goaltender.

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 goaltender; (2) The attacking player has no opponent between him and the opposing goal net; (3) The puck is completely outside the defending zone blue line of the attacking player; (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, covering 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 on-ice officials relating to any direct and/or indirect aspect of the game.

COMPETITIVE CONTACT – Competitive contact means body contact between two or more skaters who are in the immediate vicinity of the puck and who are trying to gain possession of the puck. These skaters are reasonably allowed to push and lean into each other provided that possession of the puck remains the sole object of the contact.

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 is stickhandling with the puck or using his hands or feet to maintain possession of the puck. If the puck is touched by another player or his 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 means a player 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, and he may be bodychecked provided the contact is legal and occurs during or immediately after he has lost possession of the puck.

DEFLECT/DIRECT – A deflected puck is an accidental movement of the puck by a skater's body, stick, or skate. A directed puck is an intentional movement of the puck by a skater's body, stick, or skate.

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 NET/FRAME – The goal frame consists only of the three red posts that constitute the plane of the goal – the goal posts and the crossbar. The goal net consists of the entire unit, including the goal frame and netting and base behind the goal line.

LATE HIT – A late hit constitutes reckless endangerment of a skater who no longer has control or possession of the puck. Any skater who is in the process of abandoning or losing control or possession of the puck is subject to a bodycheck so long as the aggressor is in the immediate vicinity of the skater with the puck.

If the aggressor must move to the skater and makes forceful contact, the aggressor risks turning a bodycheck into a late hit by virtue of the vulnerable position of the opponent and the degree of force of the hit.

MINOR/BENCH-MINOR PENALTY – A minor penalty is a two-minute penalty assessed to a specific player. A bench minor is also a two-minute penalty, assessed to the team without a specific player identified. Bench-minor penalties can be served by any skater, designated by the coach through the captain, who was on the ice at the time the whistle stopped play or otherwise specified by these rules.

ON-ICE OFFICIAL – Either a referee or linesman.

PLAYERS/SKATERS – Players can be any team member (goaltenders, defencemen, forwards), and skaters refers only to defencemen and forwards.

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

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

RECKLESS – Any action that endangers an opponent.

SHOOTING (ACT OF) – The act of propelling the puck in the direction of the goal net. Once the puck has been shot, any continuous movement of the puck without any further action by the attacking team and prior to the defending team gaining possession of the puck is considered a continuation of the shot.

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, etc.

TERRITORIAL ADVANTAGE – Any decision which moves a faceoff closer to the defending zone is made to ensure there is no territorial advantage to the offending team.

VULNERABLE – A skater is considered to be in a vulnerable position when he is no longer in control or possession of the puck and he is either not aware of an impending hit or he is not prepared for the hit. A bodycheck to an opponent who is vulnerable is automatically considered reckless even if that bodycheck would be considered legal to a non-vulnerable opponent.

SECTION 2 – THE RINK

OVERVIEW – Ice hockey is played on an enclosed sheet of ice with markings specific to the rules of play. The rink must be made fair and safe for players and set up in a way which also considers spectator safety to be of paramount importance. The only markings allowed on any and all parts of the rink are those outlined in these rules or in the IIHF's marketing guidelines. Any deviations from these requirements for any IIHF competition require IIHF approval. For arena guidelines and facility requirements, see relevant manuals.

RULE 8 – ICE SURFACE/FIT TO PLAY

- i. Ice hockey must be played on a white ice surface known as a rink. It must be of a quality deemed fit to play by the on-ice officials in charge of the game.
- ii. The ice surface must be prepared with water and chemicals to a consistent quality in all areas and must be properly frozen by either a reliable system of refrigeration to ensure stable temperature and density or by natural causes.
- iii. If, prior to or during the playing of a game, any section of the ice or rink becomes damaged, the on-ice officials will immediately stop the game and ensure the necessary repairs are made before game action resumes.
- iv. If the repairs delay the game unduly, the referee has the option to send the teams to their respective dressing rooms until the rink is deemed fit to play. If the problem cannot be solved in a short period of time or if any section of the ice or rink is of a quality that makes playing the game dangerous, the referee has the right to postpone the game until such a time as the ice or rink can be properly made fit to play.
- v. If any lengthy delay occurs within ten minutes of the end of a period, the referee has the option to send the teams to their respective dressing rooms to begin the intermission immediately. The rest of the period will be played after the repairs and resurfacing of the ice has been completed and the full intermission time has elapsed. When play resumes, teams will defend the same goal as before play was postponed, and at the end of the period they will change ends and begin playing the ensuing period without delay.
- vi. If the playing area is affected by fog or other opaque air, the referee will not permit game action to take place until the air in the arena is suitably clear for players and fans to experience a safe environment.

RULE 9 – PLAYERS' BENCHES

- i. Although the players' benches are not a part of the ice surface, they are considered a part of the rink and are subject to all rules pertaining to the ice surface.

- iv. Each players' bench must start 2.0 metres (6' 6¾") from the centre red line and be 10 metres (32' 9¾") wide and 1.5 metres (5') deep.
- v. Each players' bench must have two doors, one at either end.
- vi. The players' benches must be located on the same side of the rink, opposite their respective penalty boxes and the scorekeeper's bench.
- vii. Teams must use the same bench for the duration of a game.
- viii. Players' benches must be enclosed on all three sides from spectators, the only open-air side being the one with direct access to the ice for the players themselves.
- ix. The designated home team is entitled to its choice of players' bench.

RULE 10 – PENALTY BOXES

- i. A penalty box, one for each team, must be situated on either side of the scorekeeper's bench and across from their respective players' 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 players' 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, penalized skaters, and game officials are allowed access to the penalty boxes.
- v. Both penalty boxes must be situated in the neutral zone.

RULE 11 – OBJECTS ON ICE

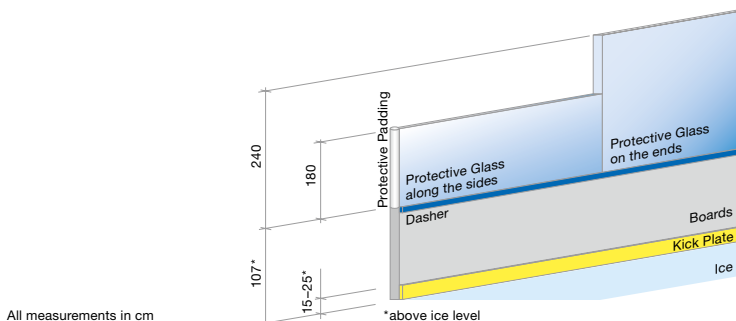
- i. The ice surface is intended only for players and on-ice officials. Any objects on the ice that are not directly related to them or their equipment, or the puck, are strictly forbidden. Any damage to the playing facilities by any means will result in the immediate stoppage of game action. Play will not resume until the ice is clear of these objects and the playing area ready for game action.

RULE 12 – STANDARD DIMENSIONS OF RINK

- i. For top-level IIHF competitions, the recommended dimensions of the rink are 60 metres (197') long and 25–30 metres wide (82'–98' 5").
- ii. The corners of the rink must be rounded in the arc of a circle with a radius of 7.0 to 8.5 metres (23'–28').
- iii. In countries where the standards set out in Rules 12-i and 12-ii are not possible, other dimensions are allowed so long as they are approved by the IIHF before the competition or game is played.
- iv. For IIHF World Championship tournaments, the official dimensions must be 60 metres (197') long and 30 metres (98' 5") wide.
- v. The minimum height from the playing surface to any objects above it must be 7 metres (23').

RULE 13 – RINK BOARDS

- i. The rink must be contained within an enclosure known as boards which are made out of sections of wood or plastic and be painted white.
- ii. The space between the panels which comprise the boards should be no more than 3 mm ($\frac{1}{8}$ ").
- iii. The boards must be constructed in such a manner that the surface facing the ice must be smooth and free of any obstruction that could cause injury to players or unnaturally alter the course of a puck.
- iv. The height of the boards should be 107 cm (42") from the ice surface.
- v. Affixed to the bottom of the boards must be a yellow kick plate which extends around the entire circumference of the boards along the ice. It should be 15–25 cm (6"–10") high.
- vi. Affixed to the top of the boards must be a blue 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 ($43\frac{5}{16}$ ") from the concrete flooring under the ice.



RULE 14 – PROTECTIVE GLASS

- i. Panes of Plexiglas or similar acrylic material that are 12 mm–15 mm ($\frac{1}{2}$ "– $\frac{5}{8}$ ") thick and both transparent and of high durability must be inserted into and affixed to the top of the boards. The protective glass must be aligned using stanchions which allow the sections to be flexible. This is an obligatory component for IIHF competitions.
- ii. The protective glass must be 2.4 metres (7' 10 $\frac{1}{2}$ ") high behind the goals and must extend at least 4.0 metres (13' 1 $\frac{1}{2}$ ") from the goal line towards the blue line. The protective glass must be 1.8 metres (5' 11") high along the sides except in front of the players' benches.
- iii. Protective glass is not permitted in front of the players' benches, but there must be protective glass of similar height outlined in 14-ii behind and along the sides of the players' benches and penalty boxes. Where the protective glass deviates from the boards there must be protective padding extending the full height of the protective glass.

- iv. The protective glass and fixtures used to hold the boards in position must be mounted on the side away from the playing surface.
- v. The gaps between the panels of protective glass must not be more than 5 mm ($\frac{3}{16}$ ").
- vi. No openings or holes are allowed anywhere along the full circumference of the protective glass with the exception of a round hole 10 cm (4") in width 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 15 – PROTECTIVE NETTING

- i. Protective netting of a suitable height is obligatory for IIHF competitions. It must be suspended above the end-zone protective glass behind both goals and must extend around the rink at least to where the goal line meets the boards.

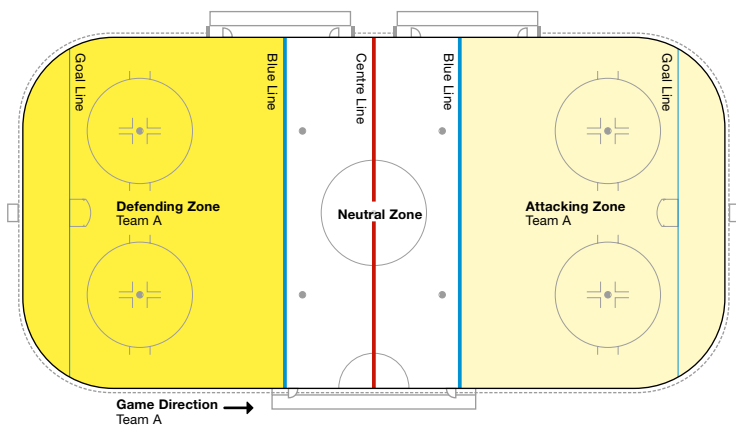
RULE 16 – DOORS

- i. All doors allowing access to the ice surface must swing inwards, towards the spectator area.
- ii. The gaps between the doors and the boards must not be more than 5 mm ($\frac{3}{16}$ ").

RULE 17 – ICE SURFACE MARKINGS/ZONES

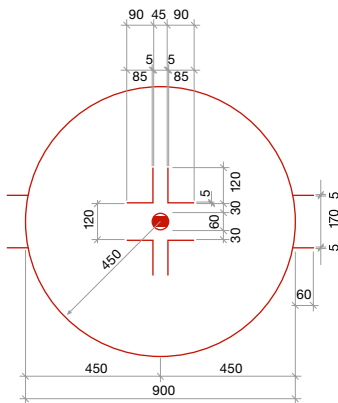
- i. The ice surface must be divided lengthwise by five lines marked on the ice surface, extending completely across and continuing vertically up the boards to the dasher: goal line, blue line, centre red line, blue line, goal line.
- ii. The middle three lines mark the three zones of the rink and are referred to as the defending zone, the neutral zone, and the attacking zone. The zones will be established as such: goal line to blue line, blue line to blue line, blue line to goal line, as measured from the middle of each line.
- iii. The centre red line divides the length of the rink exactly equally. It must be 30 cm (12") wide and extend up the kick plate and up the full height of the boards to the dasher. In case of advertising allowed on the boards, the lines must be marked at least on the kick plate.
- iv. The two goal lines must be marked 4.0 metres (13' 1 ½") from the flat and middle sections of the end boards (i.e., not the curved sections) at both ends of the rink and must be 5 cm (2") wide.
- v. The blue lines must be 22.86 metres (75') from the flat and middle sections of the end boards at both ends of the rink and be 30 cm (12") wide. They must extend up the kick plate and onto the boards. In case of advertising allowed on the boards, the lines must be marked at least on the kick plate.

- vi. The distances are such that the full thickness of the lines are included in all measurements.
- vii. For open air rinks, the blue lines and centre red line are also 30 cm (12") wide, but they are created with two lines 5 cm (2") wide.



RULE 18 – ICE SURFACE MARKINGS/FACEOFF CIRCLES AND SPOTS

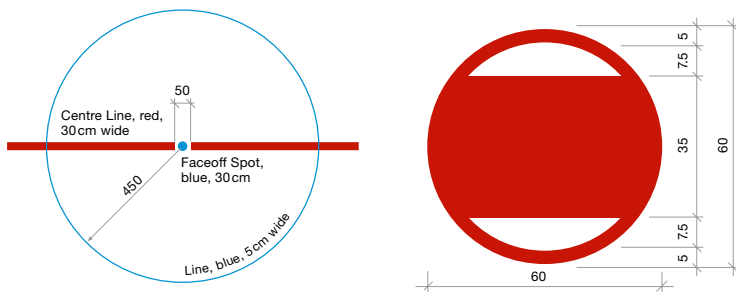
- i. There must be nine faceoff spots on the ice. These are only places at which an on-ice official can drop the puck to begin game action.
- ii. All faceoff spots must be red except for the one at centre ice which must be blue.
- iii. A circular spot 30 cm (12") in diameter must be marked exactly in the centre of the ice surface. With this spot as a centre, a circle with a radius of 4.5 metres (14' 9 1/4") must be marked with a blue line 5 cm (2") wide. This constitutes the centre faceoff circle.
- iv. A total of four faceoff spots 60 cm (24") in diameter must be marked in the neutral zone. There must be two such spots 1.5 metres (5') from each blue line. 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 60 cm (24") in diameter and red circles 5 cm (2") wide with a radius of 4.5 metres (14' 9 1/4")



All measurements in cm

from the centre of the faceoff spot to the outside of the line of the circle must be marked on the ice in both end zones and on both sides of each goal. On either side of the end zone faceoff spots must be marked a double “L”.

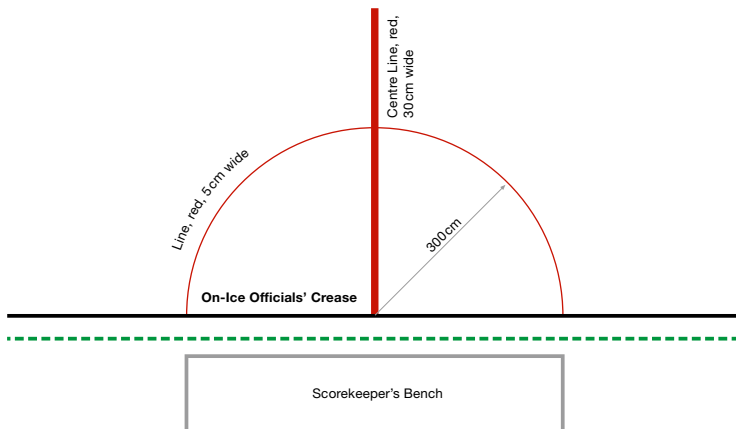
- vi. The location of the end zone faceoff spots must be fixed along a line 6 metres (19' 8 1/2") from each goal line. Parallel to this, mark two points 7 metres (23') on both sides of a straight line drawn from the centre of one goal line to the other. Each point will be the centre of the end faceoff spot.
- vii. The distances are such that the full thickness of the lines are included in all measurements (unless otherwise noted).



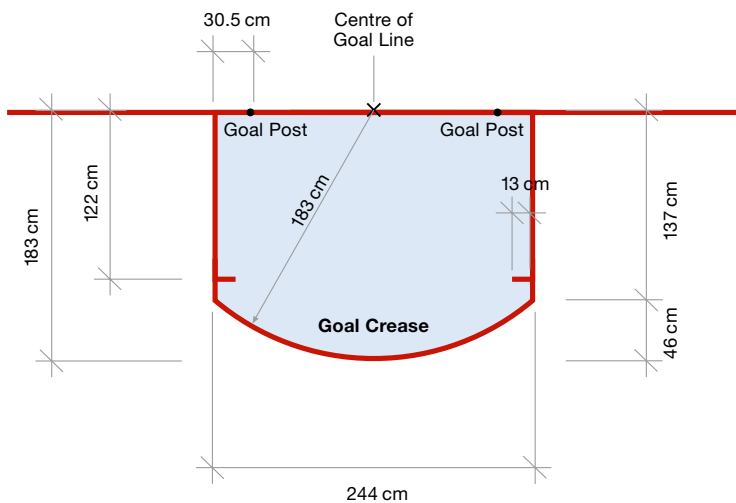
All measurements in cm

RULE 19 – ICE SURFACE MARKINGS/CREASES

- i. There are three creases on the ice: one for each goaltender in front of either goal net and one at the boards by the scorekeeper's bench for on-ice officials.
- ii. The red, on-ice officials' crease must be marked on the ice in a semi-circle 5 cm (2") wide with a radius of 3.0 metres (9' 10") immediately in front of the scorekeeper's bench. Players are not allowed in this area during stoppages of play when on-ice officials are in consultation with each other or reporting to off-ice officials.



- iii. In front of each goal net a goal-crease area must be marked by red lines all of which are 5 cm (2") wide.
- iv. The goal-crease area must be painted light blue, but inside the goal-net area from the goal line to the back of the goal net must be white.
- v. The goal crease is a three-dimensional space and includes the air above the markings on ice up to the top of the crossbar.
- vi. The goal crease must be created as follows:
 1. 30.5 cm (12") from each goal post a line must be painted perpendicular to the goal line, extending 137 cm (4' 6") towards centre ice. This 30.5 cm includes the width of the line and the width of the post, and the 137 cm includes the width of the goal line.
 2. A semi-circle 183 cm (6') in radius must be painted, using the centre of the goal line as the centre point and connecting both ends of the lines that form the sides of the crease. This 183 cm starts at the back of the goal line and includes the width of the crease line.
 3. 122 cm (4') from the back of the goal line along each of the two lines that form the sides of the crease, a red line 13 cm (5") long must be painted perpendicular to these lines, extending into the crease. This distance of 122 cm does not include the width of the line.
 4. In all, the width of the crease must be 244 cm (8'), including the width of the lines.
 5. The distance from the back of the goal line to the top of the crease is 183 cm (6'), including the width of both lines.
- vii. The goal crease is a three-dimensional space and includes the air above the markings on ice up to the level of the top of the goal frame. The goal-crease area includes all of the space outlined by the crease lines and extends vertically 122 cm (4') to the level of the top of the goal frame.



All lines are 5 cm (2") wide

RULE 20 – GOAL NET

- i. Each rink must have two goal nets, one at either end of the rink.
- ii. The goal net is comprised of a goal frame and netting.
- iii. The open end of the goal net must face centre ice.
- iv. Each goal net must be located in the centre of the goal line at either end and must be installed in such manner as to remain stationary during the progress of the game. For top-level IIHF competitions, flexible goal pegs to hold the goal frame in place but which displace the goal net from its moorings upon significant contact are mandatory. These are strongly recommended for other competitions. The holes for the goal pegs must be located exactly on the goal line.
- v. The goal posts must extend vertically 1.22 metres (4') above the ice surface and be 1.83 metres (6') 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 (2").
- vi. The goal posts and crossbar must be red. All other parts of the 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 ice and top extending from post to post towards the end boards and supporting the netting, the deepest point of which must be 0.60–1.12 metres (2'–3' 8").
- 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 from the front.
- ix. On-ice officials 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 (4") from the goal post and must be attached in a manner that does not restrict the puck from completely crossing the goal line.

SECTION 3 – TEAMS AND PLAYERS

OVERVIEW – A hockey game is contested between two teams which play under the direction of on-ice officials.

For consistency, all references in this rule book are in the masculine (he), but all rules apply equally to women's hockey except where noted.

RULE 21 – TEAM COMPOSITION

- i. For a team to play a game it must be able to put on the ice at least five skaters and one goaltender at the beginning of the game.

RULE 22 – FORFEIT GAMES

- i. If both teams are on the ice and one team refuses to play for any reason, the referee will warn the captain of the unwilling team that it must begin play within 30 seconds. If the team still refuses to play, the referee will assess it a bench-minor penalty. If there is a recurrence or continuance of the same incident, the referee will stop the game and report the incident to the proper authorities.
- ii. If a team is not on the ice and fails to go on the ice to start play when ordered by the referee through the captain, manager, or coach, the referee will allow the refusing team not more than two minutes to resume play. If the team resumes play within those two minutes, it will be assessed a bench-minor penalty. If the team still refuses to go on the ice, the referee will stop the game and report the incident to the proper authorities.
- iii. A team that refuses to begin play with the prescribed number of players on ice will forfeit the game to its opponent.
- iv. A team will forfeit the game to its opponent if it cannot place the required number of players on the ice during the course of a game because of penalties and injuries.
- v. If a team declines to participate in the penalty-shot shootout, its opponent will be awarded the win.

RULE 23 – INELIGIBLE PLAYER IN A GAME

- i. A player must meet the criteria of both the IIHF and his member national association before he can play in a game. Specifically, he must meet the nationality and 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 his name (not jersey number) being correctly listed in the lineup.

- iii. No goal will be allowed by a team during a game if one of its players on the ice at the time his team scores is ineligible and the referee has been notified of the error prior to the ensuing faceoff at centre ice immediately after the goal. All previous goals by the ineligible player's team will count.
- iv. If a player is assessed a penalty, and during the penalty he is found to be an ineligible player, he will be removed from the game and a skater designated by the coach through the captain must serve the remainder of the penalty.
- v. If a player is found to be ineligible during a game he will be removed immediately without penalty.
- vi. All cases regarding an ineligible player will be reported to the proper authorities.

RULE 24 – PLAYERS DRESSED

- i. Sixty minutes before the start of the game, a representative from each team must provide the scorekeeper with a lineup (list of names and corresponding jersey numbers for players dressed), including the names of the captain and alternate captains.
- ii. In IIHF tournaments, not later than two minutes before the start of a game, a representative from each team must confirm the lineup, but players may be added or deleted up to the opening faceoff.
- iii. With the exception of a third goaltender, no alterations to the lineup are allowed once the game has started.
- iv. No team official is allowed onto the ice without the consent of an on-ice official except in the case of attending to an injured player.
- v. Each team is allowed to dress a maximum of 20 skaters and two goaltenders for a game (see Rule 202 vi-vii for exception).
- 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 ice at the end of a period or at any stoppage of play.
- ix. Only eligible players are allowed to be listed on the lineup 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.

RULE 25 – TEAM PERSONNEL

- i. Every team must have at least one staff member behind the bench to act as coach and at least one qualified trainer or medical expert to treat players in case of injury.

RULE 26 – TEAM OFFICIALS AND TECHNOLOGY

- i. Team officials who stand at or near the players' bench during the game are allowed to utilize radio-type technology for contact with another team official in an IIHF designated area.
- ii. Other forms of technology are permitted only for coaching purposes (i.e., tagging and statistics) and cannot be used to try to influence the decisions of on-ice officials in any manner.

RULE 27 – PLAYERS ON ICE DURING GAME ACTION

- i. Game rules will not allow for a team to have fewer than four players (one goaltender and three skaters, resultant of penalties) or more than six players (one goaltender and five skaters or six skaters) on the ice at any time during game action.
- ii. Skaters may move about freely in any manner and play whatever positions they wish during game action, but the six standard positions of play are goaltender, left defence, right defence, centre, left wing, and right wing.
- iii. Only one goaltender is allowed on the ice during game action. This goaltender may be removed and substituted by a skater. However, this replacement skater is not allowed to play under rules pertaining to a goaltender, notably in the matter of equipment, freezing the puck, and physical contact with opponents.

RULE 28 – CAPTAIN AND ALTERNATE CAPTAINS

- i. Each team must appoint a captain and not more than two alternate captains from among the skaters listed on the game lineup. A team cannot forego the naming of a captain by naming three alternate captains for a game.
- ii. A team cannot change its 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 must assume his duties.
- iii. The captain must wear the letter "C" and alternate captains must wear the letter "A" in a conspicuous position on the front of their jersey. The letter must be 8 cm (3 1/8") high and in one contrasting colour to the jersey's primary colour.
- iv. Only these designated skaters, if they are not penalized, are allowed to discuss with the referee any matter relating to the interpretation of rules during a game.

- v. If both the captain and alternate captain are on the ice, only the captain is allowed to talk to the referee about a point of interpretation.
- vi. If neither the captain nor an alternate captain is on the ice, he cannot come off the player's bench to discuss any situation with the referee unless requested to do so by an on-ice official. If he does come off the players' bench uninvited, he will be sent back by the referee, who will then warn the head coach that a second violation will result in a misconduct penalty.
- vii. A complaint concerning the merits of a penalty is not a matter relating to the interpretation of the rules and is not allowed. A player who argues a penalty call is subject to a misconduct penalty.

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 also be worn properly during the pre-game warmup.

RULE 29 – DANGEROUS EQUIPMENT

- i. Illegal equipment, equipment that does not conform to IIHF standards, and equipment deemed unacceptable for game action are all classified as dangerous equipment and players wearing such equipment are subject to penalties as outlined in Rule 128.
- ii. A referee may request the measuring of a player's stick or goaltender's pads. If he rules that either does not conform to IIHF standards in the rules set out here, it will be considered dangerous equipment and cannot be used during game action until it has been adjusted in accordance with these rules.
- iii. A player who uses dangerous equipment will be ruled off the ice and his team will be issued a warning by the referee.
- iv. Dangerous equipment includes wearing a visor in a way that may cause injury to an opponent, wearing non-approved equipment, using dangerous or illegal skates or stick, failing to wear equipment under the uniform (except gloves, helmet, and goaltender's pads), and cutting the palm out of one or both gloves.

RULE 30 – ELBOW PADS

- i. Elbow pads must have a soft protective outer covering of sponge rubber or similar material of at least 1.27 cm (½") thickness.

RULE 31 – FACIAL PROTECTION & MOUTH GUARD

See also IIHF Sport Regulations

- i. There are three permissible types of protection which can be attached to the front of a skater's helmet: cage, visor, and full visor.
- ii. A visor is attached to the helmet and must extend down to cover the eyes and nose in its entirety. It must be fixed to the helmet along the sides such that it cannot be flipped up.
- iii. Member national associations participating in an IIHF championship event must ensure that their players are equipped with a helmet manufactured specifically for ice hockey and that, as applicable, a visor or cage is properly attached to it.

- iv. Male players born after December 31, 1974, must wear, as a minimum, a visor.
- v. All female players must wear a helmet with cage or full visor.
- vi. All skaters in the age category Under-18 must wear a cage constructed in such a way that neither the puck nor a stick blade can penetrate it.
- vii. Skaters are not allowed to wear a coloured or tinted visor.
- viii. A skater whose visor or cage becomes cracked or broken during game action must leave the ice immediately.
- ix. All skaters in the age category Under-20 must wear a mouth guard.



Visor



Full Visor



Cage

RULE 32 – FLUORESCENT MATERIAL

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

RULE 33 – 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. The gloves must be whole and cannot be tampered with to gain any advantage (i.e., cutting out of the palms).

RULE 34 – 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 ice hockey with chin strap properly fastened.
- ii. If a skater fails to wear a helmet during the pre-game warmup in an IIHF competition, the standby referee will report the rules violation to the proper authorities. In national competitions, the procedure must follow the national association rules.
- iii. 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.

- iv. Should the helmet of a skater come off during game action, he must go directly to the players' bench. He is not allowed to touch the puck or participate in game action, and he is not allowed to put it back on securely while on the ice even if he is not participating in game action.
- v. A skater is not allowed to deliberately knock off the helmet of an opponent expressly to force him to the bench or to eliminate him from game action.
- vi. Skaters' helmets cannot have any design or writing on them except to provide a number corresponding to their jersey number or for officially-licensed advertising.
- vii. Skaters must wear their helmets while sitting on the players' bench or in the penalty box except when the helmet is being cleaned or repaired.

GAME SITUATION 1: If the chin strap of a skater's helmet becomes unfastened during play, but the helmet stays on his head, he can continue to participate in game action until the next stoppage of play or until he leaves the ice.

RULE 35 – NECK AND THROAT PROTECTOR/SKATER

See also IIHF Sport Regulations

- i. All players who are 18 years and younger, regardless what event or tournament they are participating in, must wear a neck and throat protector.

RULE 36 – SHIN PADS

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

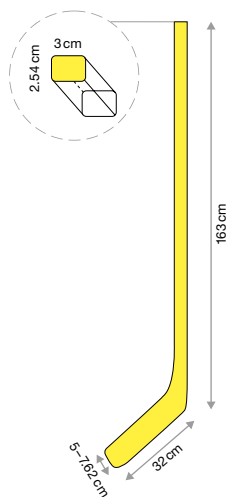
RULE 37 – SKATES/SKATER

- i. Skates must consist of only four parts: boot, blade, blade holder, 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. The blade must be smooth from front to back and secured in the blade holder at all times. It cannot have a pick in the manner of figure skates.
- iv. The front and back of the blade must be properly covered by the blade holder such that no part of either end protrudes. The blade must not extend in front of the toe or behind the heel of the boot in the manner of speed skates.

- v. No mechanical attachment or any other device which might help a skater's speed or ability to skate is allowed.
- 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 ice.

RULE 38 – STICK/SKATER

- i. Sticks must be made of materials approved by the IIHF. 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 ($\frac{5}{8}$ ""). 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 blade may have only one curve and a stick may have only 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 manufactured stick (i.e., metal or carbon) 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, he must drop it immediately.
- 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. It is forbidden for a skater to use an opponent's stick, whether by picking it up from the ice or by grabbing it from an opponent's grip.
- xii. The maximum length of the shaft of a stick is 163 cm (64") from the top of the shaft to the heel; the maximum width is 3 cm ($1\frac{3}{16}$ ""); the maximum thickness is 2.54 cm (1").
- xiii. The maximum length of the blade of a stick is 32 cm ($12\frac{1}{2}$ "") along the bottom, from the heel to the toe of the blade, and it must be between 5–7.62 cm (2"–3") high.
- xiv. Special exemptions on the length of a stick will be permitted if: (1) the player is at least 2.0 metres (6' 6") tall; (2) a written application is made to the IIHF a suitable time before the player wishes to use the stick; (3) the height of the shaft does not exceed 165.1 cm (65").



RULE 39 – STICK TAPE

- i. Only tape that is rolled onto a stick is allowed for covering the blade. Any adhesive, peel-and stick tape is illegal.

RULE 40 – UNIFORMS/SKATER

- i. All players of a team must be dressed uniformly in matching jerseys, pants, socks, and helmet.
- ii. All jerseys of a team must be of the same design, including logo on the front, numbers on the sleeves and back, and nameplate on the back.
- iii. Players are not allowed 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 referee, 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. The dominant colour of the uniform must cover approximately 80 % of the jersey and socks, excluding names and numbers.
- vi. Jerseys must be worn entirely outside of the pants and whenever possible be properly fastened to the pants with tie-down straps.
- vii. Jerseys must follow the contours of the player's body and not be excessively baggy.
- viii. Jerseys must not extend length-wise past the end of the pants, and the sleeves must not extend past the fingers of the glove.
- ix. Each player must wear a number that is 25–30 cm (10"–12") high on the back of the jersey and 10 cm (4") high on both sleeves. Numbers are limited to whole numbers from 1 to 99 (no fractions or decimals).
- x. No two players on a team may use the same number in the same game.
- xi. 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 and throughout the tournament or event.
- xii. The only exception to Rule 40-xi is if a player's jersey becomes stained with blood or becomes badly torn during a game. At that point, he may be told by an on-ice official to leave the ice and change into a designated jersey with another number and no nameplate.
- xiii. A player whose hair is long enough to obscure the nameplate or number on the back of the jersey must fashion it in a ponytail or tuck the hair under the helmet.
- xiv. Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed on any part of the uniform.
- xv. In IIHF competitions, each player must wear his name on the upper portion of the back of his jersey, printed 10 cm (4") high, in block

capital Roman letters of a font approved by the IIHF prior to the game or tournament.

- xvi. All players on a team must wear the same uniforms and jersey numbers in the pre-game skate as they do during the game.
- xvii. Players who do not comply with these provisions are not allowed to participate in the game. Failure by any player on that team to comply after a warning will result in a minor penalty for delay of game.

RULE 41 – MEASUREMENT OF A PLAYER’S EQUIPMENT

- i. A referee may request the measuring of only two pieces of equipment during a game: a player’s stick (at any stoppage of play) or a goaltender’s pads (during the first or second intermission, or after the third period of a game that goes into overtime). If he rules that either does not conform to IIHF standards in the rules set out here, it will be considered dangerous equipment and cannot be used during game action until it has been adjusted in accordance with these rules.
- ii. No goal can be disallowed as a result of illegal equipment.
- iii. The captain or alternate captain of a team is the only player who may make a formal complaint to the referee against the specific dimensions of any opponent’s equipment. He may do so at any stoppage of play or on ice prior to the start of any period.
- iv. The referee will make the necessary measurement immediately. If the complaint is invalid, the requesting team will be assessed a bench-minor penalty. If the complaint is upheld, the offending player will be assessed a minor penalty and the illegal equipment will be returned to the player’s bench by the referee.
- v. The request is limited to one measurement and one team at any stoppage of play, but a captain can make as many requests for measurement as he wants over the course of a game.
- vi. The player whose stick is to be measured must be holding the stick at the time the request is made. He may be on the bench or on the ice, but the referee must make visual confirmation that the stick in question belongs to the player.
- vii. If a stick is deemed illegal, the offending skater must enter the penalty box immediately, and a teammate is allowed to bring him another stick. The referee will return the illegal stick to the team’s players’ 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.
- viii. If the referee is 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.
- ix. There can be a measurement of a skater’s or goaltender’s stick anytime in overtime or the penalty-shot shootout or any time from the start of the game until its conclusion.

GAME SITUATION 1: A skater who has just entered or exited the penalty box where he was about to serve or has just finished serving a penalty can have his stick challenged regarding its legality.

RULE 42 – 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. He will be ineligible to participate in the penalty-shot shootout from that point forward. The skater whose stick was measured may then take his shot.
- iii. If the measurement in Rule 42-ii proves the stick to be illegal, the skater who was about to take the shot must go to the penalty box and he 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 his shot, the same outcomes from Rules 42-ii and 42-iii will be in effect. If the skater scores with what is ruled an illegal stick, the goal still counts.

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 ice, on-ice officials have the right to assess penalties for other violations which are contrary to the spirit of fair play and the integrity of the sport in accordance with this rule book, but which are not necessarily set out in the rules below.

RULE 43 – HOW THE GAME IS PLAYED

- i. A game consists of three periods of 20 minutes plus overtime and a penalty-shot shootout if required.
- ii. Two teams compete to score the most goals in a game. The team that scores the superior number is declared the winner.
- iii. 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 Rules 179 and 180 re; Awarded Goals).
- iv. Skaters control the puck on their stick and work their way down the ice by passing, shooting, and skating.
- v. Bodychecking is an integral element of the game. It is the most common method of gaining control of the puck. For a bodycheck to be legal, it must meet a series of criteria specified by these rules.
- vi. Players and team officials who violate the rules are punished by the on-ice officials or, in more serious cases, by the proper authorities.

RULE 44 – LENGTH OF PLAY

See also IIHF Sport Regulations

- i. Regulation time consists of three periods of 20 minutes of game action, stop time.
- ii. Periods are separated by an intermission of 15 minutes.
- iii. Teams change ends to start each period.
- iv. The ice must be resurfaced prior to the start of each period (except 5- and 10-minute overtime periods).
- v. Overtime follows the third period when the score is tied after 60 minutes of regulation time and can consist of a 5-minute period, 10-minute period, or 20-minute period. In each case, these periods are played on a sudden-death basis (next goal wins). The penalty-shot shootout consists of a specified number of shots per team, followed by a sudden-death penalty-shot shootout if the score in the shootout remains tied after these shots.

RULE 45 – SCORECLOCK

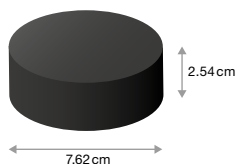
- i. The scoreclock keeps time of the game and runs from the length of the period (20 minutes, 10 minutes, or 5 minutes) down to 0:00.
- ii. The scoreclock is activated by the facing off of the puck by an on-ice official and is stopped by the whistle of an on-ice official.
- iii. On-ice officials can consult with the video-goal judge in cases where additional time may have elapsed from the scoreclock – notably after a false faceoff or because of slow reaction by the timekeeper to a whistle – and make the necessary adjustments.

RULE 46 – WHISTLE

- i. When an on-ice official blows his 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 an on-ice official blows his whistle to stop play.

RULE 47 – PUCK

- i. The puck must be primarily black and be made of vulcanized rubber or other material approved by the IIHF.
- ii. The puck must be 7.62 cm (3") in diameter and 2.54 cm (1") thick.
- iii. The puck must weigh 156–170 grams (5.5–6.0 ounces).
- iv. A printed logo, trademark, and advertising on the puck must not exceed 4.5 cm (1 ¾") in diameter of the area of each side of a puck or 35 % of the area of each side of the puck. There may be printing on both sides of the puck.



RULE 48 – WARMUP

- i. Physical contact between players on opposing teams is not allowed during the 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 standby referee who oversees the warmup.
- ii. Any violations of game rules that occur during the warmup cannot be enforced by on-ice officials because they are not on the ice to witness the violations first-hand, but these may be reviewed after the game by the proper authorities.

RULE 49 – PUCK IN PLAY

- i. Game action will be stopped immediately if the puck is less than whole (i.e., fragmented or broken in any way).
- ii. If a puck other than the one legally in play appears on the ice 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.
- iii. The puck must be kept in motion or be played at all times. If either or both teams refuse to play the puck, the on-ice officials 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.

GAME SITUATION 1: Team A is short-handed because of a minor penalty. If Team B is going to be assessed a minor penalty (delayed), but Team A intentionally refrains from playing the puck so as to let time run out on its own penalty, the referee will stop play. The faceoff will take place at a defensive end faceoff spot of the team being assessed the penalty (Team B).

RULE 50 – CHANGE OF ENDS

- i. Teams must start a game defending the goal net nearest their players' bench.
- ii. Teams must change ends for each succeeding regulation period. For overtime and penalty-shot shootout situations, see IIHF Sport Regulations.
- iii. For outdoor games, play will be stopped at the 10:00 mark of the third period so teams can change ends. For further information see IIHF Sport Regulations.

RULE 51 – STARTING GAME ACTION

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

RULE 52 – DETERMINING FACEOFF LOCATION/GENERAL

- i. When game action is stopped for any reason not specifically outlined below, the ensuing faceoff will take place at a faceoff spot in the zone nearest to where the puck was last played.
- ii. If two rule violations by one team are the reason for a stoppage of play (i.e., high-sticking the puck and intentional offside), 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 both teams, resulting in a stoppage of play (i.e., high-sticking the puck and intentional offside), 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, the ensuing faceoff will take place in the neutral zone at the nearest faceoff spot unless the defending team incurred a penalty at the same time.
- v. If a player lifts the puck high enough to hit the scoreclock or any obstacle above centre ice, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was lifted.

RULE 53 – DETERMINING FACEOFF LOCATION/PENALTIES ASSESSED

- i. When players are penalized resulting in penalties to one team being placed on the scoreclock, the ensuing faceoff will take place at one of the two end zone faceoff spots in the end of the team that will play short-handed except:
 - 1. When a penalty is assessed after the scoring of a goal, the ensuing faceoff will take place at centre ice;
 - 2. When a penalty is assessed before the start or at the end of a period, the ensuing faceoff will take place at centre ice;
 - 3. When the defending team is about to be penalized and an attacking skater enters the attacking zone beyond the outer edge of the end zone faceoff circles during a player confrontation, the ensuing faceoff will take place at one of the two faceoff spots outside the attacking zone.
- ii. If an attacking skater is assessed a penalty during a faceoff in the attacking zone, the ensuing faceoff will take place in the defending zone of the team being penalized.
- iii. If a player is assessed a misconduct or game-misconduct penalty, the ensuing faceoff will take place in the defending zone of the team being penalized.
- iv. If penalties are assessed to both teams during the same stoppage of play but for different reasons, the faceoff will be in the defending zone of the team that committed the last of the fouls.
- v. When both teams incur penalties which are displayed on the scoreclock, the ensuing faceoff will take place at the nearest faceoff spot in the zone where game action was stopped.

GAME SITUATION 1: On a delayed penalty, if the non-offending team makes a premature substitution of the goaltender with the stoppage of play in the non-offending team's end zone, the faceoff will still take place at one of the two faceoff spots in the end zone of the team being penalized.

RULE 54 – DETERMINING FACEOFF LOCATION/INJURY

- i. When game action is stopped for an injured player, the ensuing faceoff will take place at a faceoff spot determined by the location of the puck and by which team is in possession of the puck at the time of the whistle.
- ii. 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 faceoff spots outside the attacking zone blue line.
- iii. If the injured player's team has possession of the puck in the neutral zone, regardless of where the injured player is situated, the ensuing faceoff will take place at the faceoff spot between the blue lines nearest to where the puck was being played at the time of the whistle.
- iv. 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.
- v. If an on-ice official is injured, game action will be stopped immediately, unless there is a scoring opportunity, and 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 55 – DETERMINING FACEOFF LOCATION/DEFENDING ZONE

- i. When a player on the defending team freezes the puck along the boards in his defending zone, the ensuing faceoff will take place at the end faceoff spot on the side where the stoppage occurred.
- ii. If an attacking skater shoots or passes the puck up ice and a defending skater deflects the puck in any way out of play in the neutral zone, the ensuing faceoff will take place in the neutral zone nearest to where the puck was deflected.
- iii. If an attacking skater shoots or passes the puck up ice and a defending skater deflects the puck in any way out of play in his defending zone, the ensuing faceoff will take place at the end faceoff spot nearest to where the puck was deflected.
- iv. If the attacking team commits an intentional offside, the ensuing faceoff will take place in its defending zone on the side where the offside occurred.

RULE 56 – DETERMINING FACEOFF LOCATION/CENTRE-ICE SPOT

- i. Faceoffs will take place at the centre-ice faceoff spot under the following circumstances:
 1. At the start of a period;
 2. After a goal has been scored;
 3. After an error by the on-ice officials on an icing call;

4. If skaters from both teams freeze the puck along the boards near the centre red line;
 5. For premature substitution of a goaltender after the offending team gains possession of the puck when game action is stopped in the attacking half of the ice, but only if play is beyond the centre red line. If play is stopped prior to the puck reaching the centre red line, the ensuing faceoff will take place at the nearest faceoff spot in the zone where play was stopped.
- ii. When game action is stopped in the neutral zone for any reason not specifically attributable to either team, the ensuing faceoff will take place at the nearest faceoff spot between the blue lines. When it is unclear as to which of the five faceoff spots in the neutral zone is the nearest, the spot that gives the home team the greatest territorial advantage in the neutral zone will be selected for the ensuing faceoff.

RULE 57 – DETERMINING FACEOFF LOCATION/ATTACKING ZONE

- i. If a skater on the attacking team freezes the puck along the boards in the attacking zone in a clear attempt to stop play, the ensuing faceoff will take place outside the attacking zone blue line on the side where the stoppage occurred.
- ii. If a skater on the attacking team shoots the puck over the protective glass inside the attacking zone blue line without the puck touching an opponent's body or stick, the ensuing faceoff will take place outside the blue line at the faceoff spot nearest to where the puck was shot.
- iii. If a skater on the attacking team shoots the puck over the protective glass inside the attacking zone blue line, but the puck touches an opponent's body or stick, the ensuing faceoff will take place at the faceoff spot inside the blue line on the side where the puck was last touched.
- iv. If a skater on the attacking team takes a shot on goal from anywhere on the ice 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 zone at the faceoff spot nearest to where the puck was shot.
- v. When a skater on the attacking team scores a goal by a high stick, kicking motion, or any other method that is deemed illegal by the on-ice officials or video-goal judge, the ensuing faceoff will take place outside the attacking zone blue line.
- vi. When the puck enters the goal net as a result of a puck being deflected directly off an on-ice official, the ensuing faceoff will take place at the faceoff spot nearest to where the puck deflected off him.
- vii. If an attacking skater knocks the goal net off its moorings in the attacking zone and makes no attempt to avoid doing so, the ensuing faceoff will take place at the faceoff spot in the neutral zone nearest to 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.
- viii. There are four instances when a whistle is blown inside the attacking blue line but the ensuing faceoff takes place outside the blue line:
1. If one or both defencemen on ice or a player coming from the bench of the attacking team enters into the attacking zone beyond the outer edge of the end zone faceoff circle during a player confrontation;
 2. If a skater on the attacking team shoots or deflects the puck out of play without the puck touching the goal net or a player on the defending team in any way;
 3. If the attacking team high sticks the puck inside the attacking zone;
 4. If an attacking skater establishes position in the goal crease of his own accord;

RULE 58 – PROCEDURE FOR CONDUCTING FACEOFFS

- i. The on-ice official must drop the puck only 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 taking the faceoff must be positioned squarely facing their opponent's end, approximately one stick length apart, with the tip of the stick blade stationary on the white part of the faceoff spot. For end zone faceoffs, their skates must be positioned inside the markings on either side of the faceoff dot (double "L"), and players cannot encroach on each other's space above the midway point of the dot with any part of their body.
- iv. If either skater taking the faceoff makes helmet-to-helmet contact with his opponent, he will be ejected from the faceoff. If the linesman cannot differentiate which skater caused the contact, both skaters will be ejected.
- v. The on-ice official may drop the puck if only one skater is ready for the faceoff provided all other skaters not involved in the faceoff are onside and in ready position.
- vi. When the faceoff is in the defending half of the ice, the skater of the defending team must place his stick on the ice first followed immediately by the skater of the attacking team.
- vii. When the faceoff is at the centre-ice faceoff spot, the skater of the visiting team must place his stick on the ice first.
- viii. 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 an opponent's body or stick.
- ix. A skater must keep his skates on his 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 an opponent's body or stick.

- x. All skaters must be on their side of the ice at a suitable distance removed from the skaters taking a faceoff between the blue lines. They must remain stationary and cannot skate freely during the faceoff procedure or influence or interfere with the faceoff procedure.
- xi. Once all skaters are in the set position for a faceoff, they cannot change positions.

RULE 59 – 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 on-ice official may order one or both replaced for the faceoff by a teammate on the ice.
- ii. After the replacement has been made, the linesman will notify the incoming player that a second violation will result in a bench-minor penalty for delay of game.
- iii. If one of the other skaters not taking the faceoff enters the faceoff circle prematurely, the on-ice official will stop the faceoff. The skater of the offending team taking the faceoff must be replaced.
- iv. 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.
- v. No substitution of players is allowed after a false faceoff until the faceoff has been properly executed, except when a penalty is assessed that affects the on-ice strength of either team.
- vi. 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.
- vii. 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. Any on-ice official may make this call.
- viii. A team that commits a second violation of faceoff procedures at the same faceoff will be assessed a bench-minor penalty.
- ix. No faceoff may be won by virtue of a player knocking or batting the puck with his hand in the air immediately after it has been dropped by an on-ice official.
- x. If the skate of a skater not taking the faceoff crosses the hash mark prior to the drop of the puck at a faceoff, it will be considered a faceoff violation.
- xi. Any contact with an opponent or his stick prior to the drop of the puck at a faceoff will be considered a faceoff violation.

- xii. If the scoreclock runs during a false faceoff, the lost time must be added to the clock before the faceoff can be re-taken.

RULE 60 – TELEVISION TIMEOUTS

See also IIHF Sport Regulations

- i. An IIHF game that is televised is subject to commercial timeouts.

RULE 61 – TEAM TIMEOUT

- i. Each team is allowed one, 30-second timeout during a game (60 minutes of regulation time plus overtime).
- ii. Only a skater designated by the coach or the coach himself may ask the referee for the team timeout during a stoppage in play.
- iii. All players on ice are allowed to go to their respective benches during a team timeout.
- iv. Both teams can take their timeout at the same stoppage of play, but the team taking the second timeout must notify the referee of its intentions before the end of the first timeout.
- v. A team cannot call a timeout during the penalty-shot shootout, before a period has started, or after a period has ended.
- vi. A team timeout cannot be called after player changes have been completed.
- vii. A team timeout cannot be called after a false faceoff.
- viii. A team timeout cannot be called during game action.

RULE 62 – OVERTIME PERIOD

See also IIHF Sport Regulations

- i. A game which must have a winner (i.e., in which a tie score is not allowed) and which is tied after regulation time must be extended by a sudden-death overtime period of 5, 10, or 20 minutes.

RULE 63 – PENALTY-SHOT SHOOTOUT

See also Rules 176–178 for Penalty-Shot Procedure

- i. If no goal is scored in the sudden-death overtime period, a penalty-shot shootout will be used to determine a winner.
- ii. Prior to the start of the penalty-shot shootout, the entire centre section of the rink between end-zone faceoff spots will be dry-scraped by the ice-resurfacing machine.
- iii. The referee will call the two captains to the on-ice officials' crease to call a coin toss. The home team will make the call. The winner has the choice of having his team shoot first or second.
- iv. Goaltenders will defend the same goal net as in the overtime period.

- v. Goaltenders from each team may be changed after each shot, but if a shot must be re-taken for any reason, the skater and goaltender must remain the same except in case of injury.
- vi. Goaltenders for both teams can remain in their crease during the entire penalty-shot shootout.
- vii. Different skaters from each team will take shots alternately (A,B,A,B, etc.). The skaters do not need to be named beforehand and can be changed any time up to the point when the referee blows his whistle to signal the start of a shot.
- viii. Eligible to participate in the penalty-shot shootout are all players from both teams listed on the official game sheet except: (a) players serving penalties which had not expired prior to the completion of the overtime period; (b) 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.
- ix. The team with the most goals is declared the winner of the game. If the game's outcome is known before all shots have been taken, the remaining shots will be abandoned.
- x. If the score of the penalty-shot shootout is still tied, 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.
- xii. The team that took the first shot during the penalty-shot shootout for the first rounds will shoot second for the subsequent shots of the sudden-death format until a winner is determined.
- xiii. If, at the referee's 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.
- xiv. If a team declines to participate in the penalty-shot shootout, its opponent will be awarded the win.
- xv. The referee is allowed to consult with the video-goal judge only if there is doubt as to whether the puck crossed the plane of the goal line on a shot. All other uses of video-goal judge are not applicable during the penalty-shot shootout.

SECTION 6 – PLAYING RULES/STOPPAGES OF PLAY

OVERVIEW – Game action begins once the puck is faced off by an on-ice official. It is stopped by a whistle from an on-ice official 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 64 – INTERFERENCE BY SPECTATORS

- i. Any occurrence of spectator interference must be reported by the on-ice officials to the proper authorities.
- ii. In the event that objects are thrown onto the ice by spectators and game action is compromised, on-ice officials will stop play 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.
- iv. If the team of the skater interfered with is in possession of the puck, game action will continue until a change of possession occurs.

RULE 65 – ICING THE PUCK/HYBRID ICING

- i. Should a player of a team equal or superior in numerical strength propel the puck in any manner (stick, glove, skate, body) from his half of the ice to beyond the goal line of the opposing team (but not between the goal posts) – including off the boards or the protective glass – without the puck being touched by any player from either team in the offensive half of the ice before the puck crosses the goal line (not between the goal posts), an icing will be in effect.
- ii. There are two decisions a linesman must make under hybrid icing rules. First, he must determine that the shot from a player's own side of centre ice will cross the goal line in the attacking zone (not between the goal posts). Second, he must determine whether a defending skater or attacking skater would be first to touch the puck.
- iii. This second decision must be made no later than the instant the first of the skaters reaches the end zone faceoff spots, although the decision can be made earlier. The skates of the skaters are the determining factor.
- iv. Should the puck be shot or propelled in such a way that it travels around the boards and slides back towards centre ice, the linesman will determine which skater would be first to touch the puck. In this instance, the determining factor is not the end zone faceoff spots but the puck itself.

- v. If there is no “race” for the puck, icing will be not called until a defending skater crosses his defending blue line and the puck crosses the goal line (not between the goal posts).
- vi. If the race for the puck is too close to determine which skater from which team would touch the puck first, icing will be called.
- vii. During an icing situation which results in play being stopped, there must be strict enforcement of rules regarding avoidable contact.
- viii. During an icing situation where the icing has been cancelled because an attacking skater has gained positional advantage, skaters must compete within the rules pertaining to physical contact.

RULE 66 – ICING THE PUCK/GAME SPECIFICS

See also Rule 93 – Player Change on Icing Calls and Rule 205 – Icing and the Goaltender

- i. For the purposes of icing, the entire centre red line is part of the offensive half of the ice. Once a skater has “gained the line,” he may shoot the puck the rest of the way down the ice without incurring an icing charge.
- ii. To “gain the line,” a player must make contact with the centre red line with the puck on his stick (not skate).
- iii. Only a team that is playing short-handed (i.e., has fewer skaters on ice than its opponent by virtue of penalties) is allowed to shoot the puck from its own side of centre ice to beyond its opponent’s goal line (not between the goal posts) without incurring an icing call.
- iv. Whether a team is short-handed or not is decided by the number of skaters on ice at the time the puck leaves the player’s stick. If the penalty-box attendant has opened the door at the expiration of a penalty, but the player has not physically stepped onto the ice, he will be considered on the ice as far as interpretation of icing is concerned.
- v. A team is not considered short-handed if the number of players on ice is fewer than allowed but that number is not the result of penalties.
- vi. If the puck hits an on-ice official on its way down the ice, the icing will still be in effect. If, by virtue of hitting an on-ice official, the puck slows down and does not cross the goal line (not between the goal posts), the icing will be nullified.
- vii. After an icing call, the ensuing faceoff will take place at the end zone faceoff spot of the offending team nearest to where the player shooting or directing the puck last touched it.
- viii. If the on-ice officials have erred in calling an icing, the ensuing faceoff will take place at the centre-ice faceoff spot.
- ix. If any of the following situations occur, icing will not be called:
 1. If the puck is iced directly by a skater participating in a faceoff;
 2. If any opposing skater is able to play the puck before it crosses the goal line (not between the goal posts, including skaters who slow down to ensure the puck crosses the goal line (not between

- the goal posts) or who pretend to skate fast but don't make a genuine effort to get to the puck before it crosses the goal line);
3. If a player making a line change ignores the puck to go to the bench instead of playing the puck, whether to avoid a penalty for too many men or any other reason;
 4. If the puck touches any part of an opponent's body or equipment any time from when it is shot to when it crosses the goal line (not between the goal posts);
 5. If a goaltender leaves his goal crease during an icing play or is outside his goal crease and moves in the direction of the puck;
 6. If the puck hits the goal frame and crosses the goal line (not between the goal posts).
- x. If the defending team ices the puck while the attacking team is in a delayed offside situation, icing will be called.

GAME SITUATION 1: A player passes the puck from behind his blue line to a teammate who is standing with both skates before the centre red line. If the puck hits the teammate's stick, which is beyond the centre red line, and it continues down the ice and over the opponent's goal line (not between the goal posts), icing will not be called.

GAME SITUATION 2: The puck is shot by a player on Team A inside his blue line, and it hits a player on Team B who is before the centre red line. If, after hitting the player on Team B, the puck continues down the ice and over the goal line of Team B (not between the goal posts), icing will not be called.

GAME SITUATION 3: A goaltender with the blade of his stick just outside his goal crease moves towards the puck on an icing situation, but his skates remain in the goal crease. Even if he pulls his stick back into the crease, no icing will be called because he moved towards the puck.

GAME SITUATION 4: A player in the attacking half of the ice shoots the puck towards his opponent's goal. If it hits a defending player and rebounds down over the goal line of the team originally shooting the puck (not between the goal posts), icing will not be called.

GAME SITUATION 5: A player has his skates beyond the centre red line and the puck is on his stick behind the centre red line. If he shoots the puck down the ice and over the goal line (not between the goal posts) from this position (i.e., failing to "gain the line"), icing will be called.

GAME SITUATION 6: The puck is shot by a player from behind the centre red line and it bounces over the stick of an opposing player attempting to play it. If the puck continues down the ice and crosses the goal line (not between the goal posts), icing will be called.

RULE 67 – PUCK OUT OF PLAY

- i. When the puck is shot or deflected outside the playing area (including into the players' bench) or strikes any obstacles other than the boards or protective glass above the ice surface, 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 game action is stopped because a player's shot or pass hits a teammate on the players' bench who is leaning over the boards or whose body is over the ice surface, or the puck enters his team's players' bench through an open door, the ensuing faceoff will take place at the nearest faceoff spot in the zone from where the puck was shot which gives the offending team no territorial advantage.
 - iii. When game action is stopped because a player's shot or pass hits an opponent on the players' bench who is leaning over the boards or whose body is over the ice surface, or the puck enters the opponent's players' bench through an open door, the ensuing faceoff will take place in the neutral zone nearest to the opponent's players' bench which gives the offending team no territorial advantage.
 - iv. 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.
 - v. The protective glass at either end of the players' benches connects to a stanchion which connects to a curved turnbuckle (protective glass inside the players' bench area). If the puck hits this stanchion, it is still in play, but if it hits the turnbuckle it is considered out of play.
 - vi. If the puck hits the netting behind either goal, it is considered out of play and normal rules for faceoffs apply so long as the whistle has stopped play.

RULE 68 – PUCK ON DASHER

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

RULE 69 – 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 on the top) for longer than the flow of the game permits, or if it is frozen against the goal net, 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 faceoff spot outside the blue line.
- iv. If a player who, during the course of continuous action, is able to knock the puck off the goal net, at either the base along the back of the goal net or at the top, game action will continue.

- v. If, in the act of batting the puck off the top of the goal net, the player makes contact between stick and puck, the usual rules for high-sticking the puck will apply.

RULE 70 – PUCK OFF END NETTING

- i. If the puck is shot from inside the attacking zone and hits the end netting directly from the shot, the ensuing faceoff will take place outside the attacking zone blue line.
- ii. If the puck is shot from inside the attacking zone and hits the end netting as a result of a deflection by the defending team, the ensuing faceoff will take place at the nearest faceoff spot in the attacking zone to where the shot was taken.
- iii. If the puck is shot from outside the attacking zone and hits the end netting directly by the shot, the ensuing faceoff will take place at the nearest faceoff spot to where the shot was taken which provides the offending team no territorial advantage.
- iv. If the shot in Rule 70-iii is made in the neutral zone, the ensuing faceoff will take place at the nearest faceoff spot to where the shot was taken which provides the offending team no territorial advantage.
- v. If the shot in Rule 70-iii is made in the defending zone, the ensuing faceoff will take place at the nearest faceoff spot in the defending zone.
- vi. If the puck is shot from outside the attacking zone and hits the end netting as a result of a deflection by the defending team, the ensuing faceoff will take place at the nearest faceoff spot to where the deflection was made which provides the offending team no territorial advantage.
- vii. If the shot in Rule 70-vi is deflected in the defending zone, the ensuing faceoff will be in the defending zone.
- viii. If the shot in Rule 70-vi is deflected in the neutral zone, the ensuing faceoff will take place in the neutral zone nearest to the deflection which provides the offending team no territorial advantage.

RULE 71 – PUCK OUT OF SIGHT

- i. As soon as the referee loses sight of the puck he will blow his 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 72 – PUCK OFF THE GOAL NET

- i. If a puck is shot by an attacking skater and hits any part of the goal frame or goal net and goes out of play directly, without touching an opponent, the ensuing faceoff will take place in the attacking zone.
- ii. If the puck is deflected before or after hitting the goal frame or goal net by a player of the defending team, the ensuing faceoff will take place at the end zone faceoff spot nearest to where the shot was taken.

RULE 73 – PUCK STRIKING AN ON-ICE OFFICIAL

- i. Game action will not be stopped because the puck touches an on-ice official 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. An on-ice official is injured.
- ii. If the attacking team scores a goal because the puck deflects or bounces directly off an on-ice official, the goal will not count and the ensuing faceoff will take place at the nearest faceoff spot to where the puck made contact with the on-ice official.
- iii. If the puck hits an on-ice official and is subsequently put into the goal net in any legal manner, the goal will count.
- iv. If the puck leaves the playing area after hitting an on-ice official in the neutral zone, the ensuing faceoff will take place at the faceoff spot in the neutral zone nearest to where the puck made contact with the on-ice official.
- v. If the puck leaves the playing area after hitting an on-ice official 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 on-ice official.

RULE 74 – HAND PASS

- i. A skater cannot pass or direct the puck to a teammate with his glove outside the defending zone. He is also not allowed to catch the puck in his palm and skate with it, either to avoid a check or to maintain possession of the puck.
- ii. 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.
- iii. A hand pass is allowed in the defending zone provided that both the skater receiving the pass and the puck are still inside that defending zone.
- iv. If a skater in his defending zone directs the puck with a glove or arm to a teammate, or has allowed his team to gain an advantage in any zone other than the defending zone as a result of directing the puck with a glove or arm, 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.
- v. A skater in the neutral zone is not allowed to make a hand pass to a teammate in their defending zone. In this instance, the referee will stop play and the ensuing faceoff will take place at the nearest faceoff spot in the defending zone.
- 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 count and the ensuing faceoff will take place outside the blue line at the faceoff spot closest to where the hand pass was initiated by the offending team and which provides no territorial advantage to that team.

- vii. If a defending player bats or gloves the puck into his goal, the goal will count.

GAME SITUATION 1: A6 bats the puck using his hand. If it hits the opposing goaltender, rebounds out, and is picked up by a teammate, play will be stopped because the goaltender was not in control of the puck.

GAME SITUATION 2: A6 bats the puck using his hand inside his blue line. If it hits the body of A10 and is then picked up by an opponent, play will continue unless A10 gained control of the puck outside the team's blue line.

GAME SITUATION 3: A6 bats the puck from his defending zone into the neutral zone. The puck hits B7 in the neutral zone, but B7 does not gain possession or control of the puck. If the puck is then controlled by a player from team A in the neutral zone, play will be stopped because B7 was not in control of the puck.

RULE 75 – HIGH-STICKING THE PUCK/GAME ACTION

- i. If a player touches the puck with his stick above the height of his shoulder, and either he 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 outside the blue line 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 either the neutral zone or defending zone, the ensuing faceoff will take place at a faceoff spot closest to where the puck was controlled that provides less territorial advantage to the offending team.
- iv. If this infraction occurs in the neutral zone, the ensuing faceoff will take place in the defending zone on the side nearest to where the teammate subsequently came into control of the puck.
- v. If this infraction occurs in the defending zone, the ensuing faceoff will take place in the defending end on the side nearest to where the teammate subsequently came into control of the puck.
- vi. 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).
- vii. If a player touches the puck in any manner with his stick above the height of his shoulder, and an opponent is the next player to play the puck, game action will continue.

- viii. If a player hits the puck with a high stick and knocks the puck into his own goal, the goal will count.
- ix. The 'lacrosse-like' manoeuvre (whereby a skater cradles the puck on the blade of his stick) is permitted provided he does not raise his stick (and, by extension, the puck) above the height of his shoulder at any time during the motion. If the puck and blade of the stick are above the height of the shoulder at any time during the manoeuvre, game action will be stopped.
- x. 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 end zone faceoff spots of the team being penalized.

GAME SITUATION 1: B6 makes contact with the puck using a high stick. The puck then bounces off the chest of the goaltender of Team A. If any player on Team B then controls, shoots, or passes the puck, play will be stopped because the goaltender was not in control of the puck.

RULE 76 – HIGH-STICKING THE PUCK INTO THE GOAL NET

See also Rule 97-ii – Disallowing a Goal/Game Action

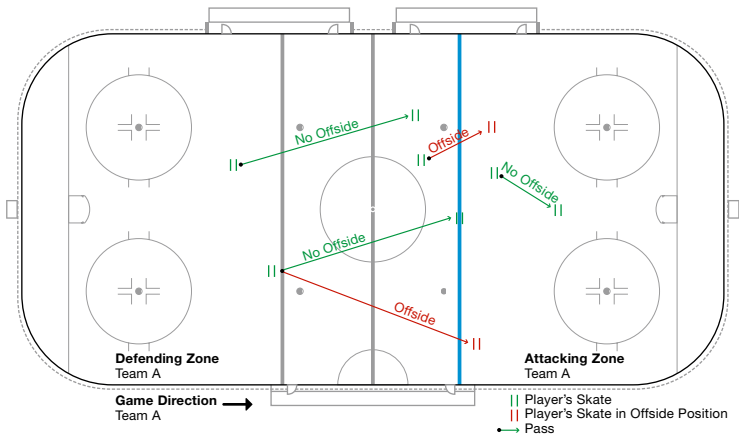
- i. No goal will be allowed if an attacking skater directs, deflects, or bats the puck into the goal net in any way with his stick above the height of the crossbar, even if the puck subsequently deflects off any player, the goaltender, or an on-ice official, or bounces off the ice and in.
- ii. The 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 count.
- iii. A goal can be scored using the 'lacrosse-like' manoeuvre (whereby a skater cradles the puck on the blade of his stick) provided the skater does not raise his stick (and, by extension, the puck) above the height of his shoulder at any time during the motion. If the puck and blade of the stick are above the height of the shoulder at any time during the manoeuvre, play will be stopped. As well, if the puck and blade of the stick are above the height of the crossbar upon releasing the shot which puts the puck in the net, the goal will not count.

RULE 77 – 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 78 – OFFSIDE

- i. The only offside line is the attacking blue line. Skaters of the attacking team cannot cross this line before the puck without incurring an offside. (See Rule 81-i for exception)
- ii. The entire width of the blue line is considered part of the zone the puck is in.
- iii. If the puck is outside the attacking blue line, it is not considered inside the attacking zone until it is completely over the blue line.
- iv. If the puck is in the attacking zone, it is not considered outside the blue line until it is completely over the blue line.
- v. If a skater on the attacking team is inside the attacking zone and the puck is in the neutral zone, the puck is not considered in the attacking zone until it is completely over the blue line.
- vi. Offside is determined by the position of the skates of the attacking team at the attacking blue line in relation to the puck. An attacking skater is offside when both skates are completely over the blue line in the attacking zone before the puck is completely over the blue line. This includes the three-dimensional position of the puck. If the puck is in the air directly above the plane of the blue line before any attacking skater, the play is onside.
- vii. Skaters' skates are interpreted only in two dimensions. Any skate that is in the air is considered not on any side of the blue line until it touches the ice.
- viii. To be onside, a skater may have one skate inside the blue line as long as one is on or outside the blue line touching the ice.



RULE 79 – OFFSIDE SITUATIONS

- i. If an attacking skater shoots or passes the puck which hits a teammate who preceded the puck into the attacking zone, game action will be stopped and an offside called. The ensuing faceoff will take place at

- the nearest faceoff spot to where the pass or shot originated which provides the offending team less territorial advantage.
- ii. If an attacking skater shoots the puck from outside the attacking zone, and it goes out of play in the attacking zone while a teammate preceded the puck into that zone, game action will be stopped and an offside called. The ensuing faceoff will take place at the nearest faceoff spot to where the pass or shot originated which provides the offending team less territorial advantage.
 - iii. If a player from the defending team is in his defending zone and clears the zone with a shot or pass which hits an on-ice official outside the blue line and bounces back inside while a skater from the attacking team is still inside the blue line, the play will be considered a delayed offside.
 - iv. If a skater makes a pass from outside his defending zone to a teammate with both skates inside the attacking zone, the play will be called as offside and the ensuing faceoff will take place in the neutral zone at the nearest faceoff spot to where the pass was made which provides the offending team less territorial advantage.
 - v. If a player makes a pass from inside his defending zone to a teammate already inside the attacking zone, the play will be called as offside and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the pass was made.
 - vi. If an attacking skater is inside the attacking zone but he stickhandles or controls the puck outside that zone or zig-zags back and forth over that attacking zone blue line, the play is considered offside, and the ensuing faceoff will take place in the neutral zone at the nearest faceoff spot to where the puck was situated at the time of the whistle.

GAME SITUATION 1: If a skater has one skate off the ice and one skate in the attacking zone at the moment the puck completely crosses the blue line, it is offside.

GAME SITUATION 2: If a skater has both skates completely in the attacking zone at the moment the puck completely crosses the blue line, it is offside.

GAME SITUATION 3: If a skater in the neutral zone shoots the puck down the ice, but a teammate precedes the puck across the attacking blue line without playing the puck, the teammate is in a delayed offside position.

GAME SITUATION 4: A skater with both skates entirely in the attacking zone receives a pass from a teammate. If he stops the puck with his stick before the puck crosses the line and then pulls it over the blue line, it is offside.

GAME SITUATION 5: A6 has both skates completely in the attacking zone. A8, in the neutral zone, shoots or passes the puck but it hits B4, also in the neutral zone. If it deflects off the body or stick of B4 and crosses the blue line into the attacking zone, A6 is in a delayed offside position.

GAME SITUATION 6: The attacking team has possession of the puck in the attacking zone. The puck is partially on the blue line and partially in the

neutral zone. If an attacking skater then moves the puck fully over the blue line and into the attacking zone, it is not offside.

GAME SITUATION 7: An attacking skater has one skate inside the attacking zone blue line and one skate outside. He takes a pass on his stick in the neutral zone and then brings the skate that was in the neutral zone over the blue line while the puck is still on his stick in the neutral zone. If he then pulls the puck over the blue line, it is offside.

GAME SITUATION 8: A defending player clears the puck out of his defending zone and the puck completely crosses the blue line. The puck then deflects off a skater from either team in the neutral zone and comes back into the defending zone. If an attacking skater is still in the attacking zone, it is offside.

RULE 80 – FACEOFFS AFTER OFFSIDE

- i. If an offside occurs, game action will be stopped and a faceoff will take place as follows:
 1. At the nearest neutral zone faceoff spot, if the puck was carried over the blue line by an attacking skater while a teammate was inside the blue line in advance of the puck;
 2. At the centre ice faceoff spot if the pass or shot originated between centre red line and the attacking blue line;
 3. At a neutral zone faceoff spot nearest the defending zone if the pass or shot originated between the defending blue line and the centre red line;
 4. At an end faceoff spot in the defending zone of the offending team if a skater intentionally caused an offside;
 5. At an end zone faceoff spot in the defending zone of the offending team if the puck was passed or shot by an attacking skater from his defending zone;
 6. At the faceoff spot nearest to where the puck was shot if the shot or pass that created a delayed offside went directly out of play;
 7. At a faceoff spot in the defending zone if the defending team is about to incur a penalty on a delayed offside play.
- ii. If a linesman makes an error on an offside play and stops the play, the faceoff should still take place at the same faceoff spot as if it were a correct call.

RULE 81 – ONSIDE

- i. If the puck carrier maintains control of the puck while his skates cross the blue line ahead of the puck, he is considered onside provided that he first had control of the puck with both skates in the neutral zone and that he kept the puck on his stick until the puck fully crossed the blue line.
- ii. If a skater receives a pass and his stick and one skate are over the blue line but one skate is the neutral zone touching the ice, the play is onside.

- iii. If a skater from the defending team who is in the neutral zone or attacking zone moves the puck back inside his defending zone (by stickhandling, passing, or kicking the puck) while skaters from the attacking team are in that zone, the play is onside.

GAME SITUATION 1: If a skater has one skate on the blue line or in the neutral zone and one skate in the attacking zone at the moment the puck completely crosses the blue line, it is not offside.

GAME SITUATION 2: If a skater has both skates in the neutral zone but his stick is in the attacking zone at the moment the puck completely crosses the blue line, it is not offside.

GAME SITUATION 3: If a skater has one skate in the neutral zone and one skate on the blue line at the moment the puck completely crosses the blue line, it is not offside.

GAME SITUATION 4: If a skater has both skates completely in the attacking zone but the puck is still on the blue line, it is not offside until the puck completely crosses the blue line.

GAME SITUATION 5: If A8 has both skates completely in the attacking zone when B5 shoots, passes, or carries the puck back from the neutral zone into his defending zone, A8 is not offside.

GAME SITUATION 6: An attacking player, with both skates in the attacking zone, receives a pass from a teammate in the neutral zone. He stops the puck with his stick before the puck crosses the blue line, then moves one skate back to the blue line and holds his skate on the line. If he pulls the puck over the blue line while his skate is still on the line it is not offside.

RULE 82 – DELAYED OFFSIDE

- i. If an attacking skater precedes the puck into the attacking zone but does not touch the puck, the on-ice official will raise his arm to signal a delayed offside. Game action will continue if the defending team gains possession of the puck and the attacking skater makes no effort to gain possession of the puck or force the defending puck carrier further back in his end and instead leaves the attacking zone such that at least one skate makes contact with the blue line.
- ii. The attacking zone must be completely clear of attacking skaters or the defending team must have moved the puck outside its blue line before the linesman can cancel the offside. At that point, the attacking team is free to try to gain possession of the puck or re-enter the attacking zone.
- iii. If a delayed offside results in a stoppage of play, the ensuing faceoff will take place outside the blue line of the defending team at the nearest faceoff spot to where the puck was situated at the time of the whistle.
- iv. If, during a delayed offside, the defending team makes no effort to move the puck out of its end and the attacking team makes no attempt to clear the zone, game action will be stopped and an offside

- will be called. The ensuing faceoff will take place outside the blue line of the defending team at the nearest faceoff spot to where the puck was situated at the time of the whistle.
- v. If, during a delayed offside, the defending team puts the puck into its own goal net, the goal will count.
 - vi. During a delayed offside, the defending team is allowed to take the puck behind its own goal net in the process of clearing the zone as long as there is no attempt to delay the game.
 - vii. If the puck is shot into the attacking zone resulting in a delayed offside, but, as a result of this shot, the puck enters the defending team's net (either directly or off the goaltender, a defending player, or an official or after bouncing off the protective glass or the boards), the goal will not count because the shot was offside. The fact that the attacking team may have cleared the zone prior to the puck entering the goal net is immaterial.
 - viii. If, during a delayed offside, a player from the defending team shoots the puck directly out of play, rules pertaining to delay of game will be applied and the appropriate penalty assessed.
 - ix. If the situation in Rule 82-viii occurs but the puck deflects off the protective glass or a teammate, but does not cross the plane of the blue line, no penalty will be assessed but the ensuing faceoff will be in the neutral zone because of the delayed offside.
 - x. If the situation in Rule 82-viii occurs but the puck deflects off the protective glass or a teammate but does cross the plane of the blue line, no penalty will be assessed but the ensuing faceoff will be in the defending zone on the side where the puck was shot or deflected.
 - xi. If, during a delayed offside, the attacking team shoots the puck over the blue line and the puck deflects off a player of the defending team and out of play, the ensuing faceoff will take place at the nearest faceoff spot in the zone from where the puck was shot.
 - xii. Rules for a delayed penalty supersede rules for delayed offside. If the attacking team causes a whistle on a delayed offside while the defending team is going to be penalized, the faceoff still takes place in the defending zone as per usual rules for faceoffs following penalties.

RULE 83 – DELAYED OFFSIDE/HYBRID ICING

- i. If a skater who is trying to nullify an icing call advances over the attacking blue line before the puck, creating a delayed offside, icing will be called as per hybrid icing rules. If the linesman determines that the skater who is offside would be first to touch the puck, an offside will be called.
- ii. If the player touches the puck in Rule 83-i prior to the icing call, and as a result creates an offside call, the ensuing faceoff will take place at the faceoff spot nearest to where the puck was shot.

RULE 84 – INTENTIONAL OFFSIDE

- i. An offside is ruled intentional when the attacking team commits an action intended to deliberately cause a stoppage of play.
- ii. The ensuing faceoff will take place in the defending zone of the team committing the intentional offside.
- iii. A delayed offside will be ruled an intentional offside if:
 1. The puck is shot at or near the goal net by the attacking team during the course of the delayed offside, forcing the goaltender to make a save;
 2. The attacking team touches the puck or tries to gain possession of the puck during the delayed offside by either playing the puck or trying to check a defending skater in possession of the puck;
 3. The attacking team scores a goal on a play which created the delayed offside (i.e., the shoot-in goes into the goal net), in which case the goal will not count;
 4. The attacking team makes no effort to clear the attacking zone to cancel the offside.
- iv. If the puck is shot into the attacking zone, resulting in a delayed offside, and the puck enters the goal net in any manner, the goal will not count unless it was scored by the deliberate action of a defending player. The ensuing faceoff will take place in the defending zone of the team committing the intentional offside.
- v. If, while the attacking team is clearing the attacking zone, the puck accidentally hits an attacking skater inside that zone, offside will be called but ruled unintentional.

RULE 85 – INJURED SKATER

- i. If it is obvious that a player has sustained a serious injury, on-ice officials will stop play immediately and summon the appropriate medical personnel to the ice.
- ii. In all other cases, if a skater is injured and cannot continue to play or go to the players' bench, game action will continue until his team has gained possession of the puck, unless his team is in a scoring position.
- iii. If a skater is injured at the same time he is assessed a penalty, he is allowed to go to the dressing room. If he has been assessed a minor, major, or match penalty, his team must immediately put a substitute skater in the penalty box to serve the penalty in full.
- iv. If the injured penalized skater is able to return to the game prior to the expiration of his penalty, he must go to the penalty box to serve the remaining time himself.
- v. When game action is stopped because of an injury to a skater, he must leave the ice and cannot return until after play has resumed.

RULE 86 – INJURED ON-ICE OFFICIALS

- i. In the case where an on-ice official 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 on-ice official. If the problem can be treated immediately, the injured on-ice official will skate to the players' bench of the home team or be attended to by medical personnel of the home team.
- ii. If a referee is injured and is unable to continue, the remaining referee (under the four-official system) will be the sole referee. In a three-official system, one of the linesmen, selected by the referee supervisor, the injured referee, or the team leaders, will assume the referee's duties.
- iii. If a linesman is injured and is unable to continue in either a four-official or three-official system, he will be replaced if the referee deems it necessary.
- iv. If the game is being played with standby officials, the appropriate official will enter the game when he has dressed and is ready, but the game will continue in the interim.

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 87 – DEFINING ON/OFF ICE

- i. A player who has one skate on the ice and one skate off the ice at the players' bench is considered off the ice. But, if he plays the puck or engages in any action with an opponent, he is considered on the ice.

RULE 88 – PLAYER CHANGE DURING GAME ACTION

- i. Player changes may occur at any time during game action provided that the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way.
- ii. If an oncoming player leaves the 1.5 metre (5') zone and participates in game action before the departing player has at least one skate off the ice at the players' bench, the team will be assessed a penalty for too many men.
- iii. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action (including gaining territorial or numerical advantage) while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a penalty for too many men will be assessed.
- iv. If player changes are made during game action and the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way, no penalty for too many men will be assessed.

RULE 89 – ILLEGAL ACCESS OF OPPONENT'S PLAYERS' BENCH

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

RULE 90 – PLAYERS' BENCH INSIDE BLUE LINE/OFFSIDE

- i. If, during a delayed offside, an attacking player in the attacking zone leaves the ice at his players' bench which extends into the attacking zone, he will be considered off the ice provided his replacement comes onto the ice in the neutral zone. If his replacement comes onto the ice in the attacking zone and the delayed offside is still in effect,

the replacement must clear the attacking zone. If the remaining attacking players have cleared the attacking zone and the linesman has cancelled the delayed offside, the replacement will be onside.

RULE 91 – PLAYER CHANGE DURING STOPPAGE

- 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 coach must put his players out on the ice first, after which time the home coach must do so as per the procedure set out below. If either team does not make its changes promptly, the referee 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 referee 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 lineup on ice until after game action has started after a legal faceoff.
- v. Teams are not allowed to make player changes after a false faceoff.
- vi. If, after player changes are made and before a legal faceoff, one or both teams incur penalties which alter the on-ice manpower of either team, teams may make further player changes.
- vii. Players from the players’ bench can come onto the ice after a goal only for the purpose of making changes, and not more players than those changing can come onto the ice to celebrate.

RULE 92 – PLAYER CHANGE PROCEDURE

- i. The following procedure must be followed for player changes:
 1. Immediately after a stoppage of play, the referee signals to the coach of the visiting team to make his player changes;
 2. The visiting team has five seconds to make its changes;
 3. The referee raises his arm to indicate that the visiting team may no longer make player changes;
 4. With his arm still up, the referee signals to the coach of the home team to make his player changes;
 5. After five seconds, the referee drops his arm to indicate that the home team may no longer make changes;
 6. As soon as the referee drops his arm, the linesman conducting the faceoff blows his whistle to indicate that both teams have no more than five seconds to line up for the faceoff;
 7. At the end of the five seconds (sooner, if the facing-off skaters are ready), the linesman drops the puck. It is the responsibility of the linesman to ensure that all skaters come into proper position for the faceoff;
 8. When a team attempts to make a player change after its allotted time, the 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 a bench-minor penalty for delay of game.

RULE 93 – PLAYER CHANGE ON ICING CALLS

- i. A team that is called for icing is not allowed to make player changes prior to the ensuing faceoff. The rule applies to those players who were on the ice the moment the puck left the player's stick to produce the icing.
- ii. If a team attempts to change players after it has iced the puck, the referee will issue a warning for the first offense and then assess a bench-minor penalty for delay of game for subsequent offenses.
- iii. Should a team that ices the puck utilize its team timeout at this stoppage of play, it is still not allowed to make any player substitutions.
- iv. A team is allowed to make a player substitution in these instances only:
 1. To replace a goaltender who had been substituted for an extra skater;
 2. To replace an injured player;
 3. If either team is assessed a penalty which alters on-ice manpower, the team icing the puck is allowed to make player changes, but the ensuing faceoff will take place in the defending zone of the team incurring the penalty;
 4. To replace a player who has broken equipment (i.e., damaged cage, visor, or skate blade).
- v. A skater who breaks his stick on a play that is called for icing will be allowed to go to his players' bench to get a new one.

SECTION 8 – PLAYING RULES/GOALS

OVERVIEW – Specific rules apply for how goals can be scored and under what circumstances they can be disallowed. As soon as the puck is put into the goal net in any manner, and the referee blows his whistle, the scoreclock will be stopped.

RULE 94 – SCORING A GOAL

- 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 between the posts during game action and is deemed legal by the referee and/or video-goal judge (for exceptions to this rule, see Rule 99-vii).
- 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 the helmet or any part of a player's body from a shot by any player on the ice.
- v. If the puck is directed off a helmet or any part of an attacking skater's body the goal will not count.
- vi. The puck must be whole when it crosses the plane of the goal line between the posts.
- vii. Any puck shot into the goal net during a stoppage in play is not considered a goal.
- viii. A goal is considered official once a faceoff has taken place at centre ice following that goal. Video evidence obtained after the ensuing faceoff which indicates the goal should not have been allowed is not admissible.
- ix. Only one goal can be awarded to one team at any single instance during a game. In the case of a goal being scored without a stoppage of play and subsequently another goal is scored by either team, at which time video review shows the initial play to have been a goal, the second goal is nullified, the first goal is counted, and time is put back on the scoreclock (both playing time and, where applicable, penalty time) to indicate when the first goal was scored.
- x. If, upon further review in situation Rule 94-ix, the initial goal is ruled illegal by the video-goal judge, the subsequent goal will count and the scoreclock will not be adjusted.
- xi. Any penalties which occur during the two goals in Rule 94-ix or after the whistle after the second goal will be assessed except the first minor penalty to the team scored upon (as per rules regarding the nullifying of penalties when a goal is scored during a delayed penalty).
- xii. The 'lacrosse-like' manoeuvre (whereby a skater cradles the puck on the blade of his stick) is permitted provided he does not raise his

stick above the height of his shoulder at any time during the motion (see also Rule 75-ix).

- xiii. If the goaltender is in his crease and the puck is deflected into the goal net by the stick or body of an attacking skater who has established position in the crease, the goal will not count and the ensuing faceoff will take place at a faceoff spot outside the blue line.
- xiv. If a skater's skates are not in the goal crease in Rule 94-xiii, but his stick is, then any goal scored off the stick will be allowed provided the stick is not interfering with the goaltender's ability to play his position. If the stick is interfering, the goal will not count, and the ensuing faceoff will take place at a faceoff spot outside the blue line.
- xv. A player can be fully in the crease when the puck enters the net either by his means or any other player's so long as the goaltender is out of the crease by his own doing.
- xvi. For a goal to be legal, the puck must cross the plane of the goal line prior to the expiration of a period. If the scoreclock is not functioning, the video-goal judge can be consulted. In all other cases, the decision by the on-ice officials is final.
- xvii. If the penalty-box attendant fails to open the penalty-box door at the expiration of a penalty, thus delaying a skater's re-entry to the ice, and during this time the opposing team scores a goal, the goal will count.
- xviii. If the puck enters the net prior to the buzzer sounding the end of a period and the referee allows the goal to count, it is not necessary to conduct a faceoff at centre ice. The referee will ensure that the scorekeeper records the goal at 19:59 on the official game sheet.
- xix. When goals are scored in the final minute of a period where tenths of seconds are shown on the scoreclock, the time of the goal must be rounded down to the nearest second on the official game sheet.

GAME SITUATION 1: During a video review for a goal, if the referees are notified that the scoreclock was not running when the puck entered the goal net, the goal will still count provided it is determined that the period had not expired. The referees, in discussion with the linesmen, timekeeper, and video-goal judge will determine the length of time that the clock was not running and make the necessary adjustment. If neither the referee nor the off-ice officials can determine the time adjustment, the game will continue using the present time on the clock.

GAME SITUATION 2: If a defending player puts the puck into his goal net while an attacking skater is in the goal crease, the goal will count.

RULE 95 – GOAL CREASE AS IT PERTAINS TO SCORING GOALS

- i. If a skater of the attacking team is pushed, shoved, or fouled by a defending skater to cause him 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.

- ii. If the puck is loose in the goal crease and put into in the goal net by the stick of an attacking skater, the goal will count.
- iii. If an attacking skater is in the goal crease at the moment the puck crosses the plane of the goal line, and his position in no way affects the goaltender's ability to make a save or play his position properly, the goal will count.
- iv. If a goaltender is outside his goal crease and an attacking skater prevents the goaltender from returning to his crease or prevents the goaltender from playing his position properly while a goal is scored, the goal will not count and the attacking skater will be assessed a minor penalty for interference.
- v. The goal crease is considered a three-dimensional space, and all crease rules pertain not only to the blue ice but to the space above the blue ice to the height of the crossbar.

RULE 96 – GOALS WITH THE SKATE

- i. No goal will be allowed if an attacking skater directs the puck into the goal net with his skate in any manner.
- ii. 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 count.
- iii. If an attacking skater kicks the puck and it deflects directly off the goaltender or his equipment, or off a skater from either team and into the goal net, the goal will not count.
- iv. If an attacking skater turns his skate in any manner with the intention of directing the puck at the goal, and the puck enters the goal net as a result of that directing, the goal will not count.
- v. If an attacking skater tries to kick the puck from his skate to his stick but fails to gain possession of the puck with his stick before the puck enters the goal net, the goal will not count.
- vi. If an attacking skater is jostling with an opponent and during this time he directs the puck into the goal net while trying to maintain his balance, the goal will not count. Directing the puck is the sole criterion, not the jostling with an opponent.
- vii. If an attacking skater has the puck on his stick and kicks his stick to propel the puck into the goal net, the goal will not count.

RULE 97 – DISALLOWING A GOAL/GAME ACTION

See also Rules 184–186 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 directs the puck into the goal net with any part of his body or by any means other than his stick even if the puck is further deflected by a player or on-ice official 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 his stick above the height of the crossbar, even if the puck subsequently deflects off any skater, the goaltender, or an on-ice official, or bounces off the ice 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 count.
- iii. No goal will be allowed if the puck is directly deflected into the goal net off an on-ice official even if the puck subsequently deflects off a skater from either team or the goaltender. If the puck hits an on-ice official and is subsequently put into the goal net in any legal manner, the goal will count.
- iv. No goal will be allowed if the puck is under a defending player who is pushed by an attacking skater, together with the puck, into the goal net.
- v. No goal will be allowed if a skater enters the game illegally from his players' bench and his team scores a goal while he is on the ice.
- vi. If a skater leaves the penalty box prior to the expiration of his penalty, by either his error or an error of the penalty-box attendant, and the skater's team scores a goal while he is on the ice or has been substituted, the goal will not count, and the skater must return to the penalty box to serve the remaining time of his penalty. If other penalties are assessed during this time, they must be served as well.
- vii. A referee has the right to consult the linesmen for incidents leading up to the scoring of a goal. Should a linesman witness a foul which carries with it a major penalty, game-misconduct penalty, match penalty, or unsportsmanlike-conduct penalty committed by an attacking skater and which goes undetected by the referee immediately prior to a goal, the linesman can report the incident, and the referee may decide to disallow the goal and assess penalties.
- viii. No goal will be allowed if the puck completely crosses the plane of the goal line after the period has expired.
- ix. No goal will be allowed if the referee has blown his whistle to stop play before the puck crosses the plane of the goal line. Such a play is not subject to review by the video-goal judge.

GAME SITUATION 1: A7 bats the puck with his hand. If it deflects off the opposing goaltender to A8 who then shoots the puck into the goal net, the goal will not count.

GAME SITUATION 2: A6 bats the puck with his hand. If it deflects off the opposing goaltender, deflects off B2, to A9 who then shoots the puck into the goal net, the goal will not count.

GAME SITUATION 3: A7 bats the puck with his hand. If the puck then hits the shaft of the stick of A6 and goes directly into the goal net of the opposing team, the goal will not count.

GAME SITUATION 4: If the puck makes contact with the stick of an attacking skater at a point on the stick above the height of the crossbar

and then hits the body of any other player on the ice and goes into the goal net, the goal will not count.

GAME SITUATION 5: If a defending skater directs the puck into his goal net while an attacking skater is in the goal crease and initiates contact with the goaltender, the goal will not count and the attacking skater might be penalized.

GAME SITUATION 6: If a defending skater directs the puck into his goal net while an attacking skater initiates contact with the goaltender, the goal will not count and the attacking skater will be penalized.

GAME SITUATION 7: If a defending skater directs the puck into his goal net while an attacking skater is in the goal crease and in no way affects the goaltender's ability to play his position, the goal will count.

RULE 98 – SCORING A GOAL/GOAL FRAME OFF

- i. If a defending player displaces his 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 referee determines the puck would have entered the goal net had the goal frame been in its normal position.
- ii. The goal frame is considered displaced if:
 1. Either of the two goal pegs is not in its respective hole;
 2. It has come off one or both pegs.
- iii. If one or both of the goal posts is not flat on the ice but is in contact with the peg and the peg is in the hole, the goal will count.
- iv. For goal frames which do not utilize pegs, the goal posts must be flat on the ice and on the goal line at the time the puck enters the goal net for a goal to count.
- v. If a defending player lifts the back of the goal net but the puck enters the goal net and passes the plane of the goal line, the goal will count so long as rules pertaining to the pegs for the posts are adhered to (Rule 98-i-iv).
- vi. 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.
- vii. 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 98-i.
- viii. A goal will be awarded if a goaltender has been removed from the ice for an extra skater and a teammate displaces the goal frame from its normal position when an attacking skater is on a breakaway.

RULE 99 – USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS

- i. The video-goal judge may consult with the referee only at the request of the referee or by request of the video-goal judge himself. He is consulted primarily to determine the legitimacy of a goal.
- ii. If a goal is scored or appears to have been scored, the referee will make his call immediately (goal, or no goal) and then, if necessary, consult the video-goal judge. It will be up to the video-goal judge to confirm the referee's call or, if there is proper evidence, refute it.
- iii. In the case where video review is inconclusive, the referee's original call will stand.
- iv. If the video-goal judge requests consultation with the referee on a potential goal that no on-ice official acknowledged, the opinion of the video-goal judge will be the decisive one.
- v. If neither the on-ice officials nor the video-goal judge reviews a possible goal at the next stoppage of play, further review is not permitted after the ensuing faceoff.
- vi. If there is no indication from the referees or video-goal judge to review a questionable play immediately following the end of a period, no review can be conducted once the players have left the ice.
- vii. The following are the only situations subject to review by the video-goal judge (see Rule 45-iii for other uses):
 1. Puck crossing the plane of the goal line;
 2. Puck in the goal net prior to the goal frame being displaced;
 3. Puck entering the goal net at the expiration of a period;
 4. Puck directed into the goal net by any part of an attacking skater's body;
 5. Puck deflected into the goal net off an on-ice official;
 6. Puck struck with a stick above the height of the crossbar by an attacking skater prior to entering the goal net;
 7. Puck entering the goal net after an attacking skater has interfered with the goaltender;
- viii. For rules pertaining to coach's challenge, see IIHF Sport Regulations.
- ix. The video-goal judge cannot be consulted to determine:
 1. Whether or not the puck entered the goal net before or after a whistle;
 2. If the goal net became dislodged during a penalty shot or penalty-shot shootout;
 3. If a second shot was attempted as a result of a rebound during a penalty shot or penalty-shot shootout.

SECTION 9 – GAME PENALTIES/DURATION AND SITUATIONS

OVERVIEW – Game penalties are assessed at the discretion of the on-ice officials.

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

RULE 100 – WHEN PENALTIES CAN BE CALLED

- i. Penalties can be called at any time during the playing of a game. This constitutes the 60 minutes of regulation play, the overtime, penalty-shot shootout, stoppages in play, and the departure of the teams from the ice to the dressing rooms.
- ii. An on-ice official 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 on-ice officials and players are on the ice but game action has yet to begin.
- iv. Any violations of the rules committed during the pre-game skate or underneath the stands cannot be punished by the assessment of penalties during the game because the on-ice officials do not participate in events at this time. Instead, these violations will be noted by the standby referee and dealt with, if necessary, by the proper authorities.
- v. No player or team official is allowed to enter the dressing room of the on-ice officials during the course of or immediately prior to or following the game. Any violation of this rule will be reported to the proper authorities.

RULE 101 – ASSESSED PENALTIES – PROTOCOL

- i. In the two-referee system, no player can be penalized by both referees for the same infraction, but the same player can be penalized by both referees for two distinct infractions.
- ii. Upon being penalized, a skater must proceed directly to the penalty box or dressing room unless instructed otherwise by an on-ice official. Failure to do so will result in an additional bench-minor penalty.
- iii. If one team is assessed more than one penalty of the same duration which affects on-ice manpower, the captain must inform the referee of the order the penalties are to be served in case further penalties

result in one penalized skater being allowed to leave the penalty box before others.

- iv. A skater must go to his dressing room if he is assessed a misconduct penalty in the third period which would prevent him from participating in the overtime and penalty-shot shootout.
- v. If a team being penalized 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 penalized team gains control of the puck.

RULE 102 – 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 2:58. If a major penalty is assessed at 13:05, it expires at 8:05, whether or not the skater steps onto the ice at that exact second. For coincident minor penalties and misconduct penalties, the skater is allowed to return to the ice only at the first whistle after the penalty time has expired.
- 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 ice only after the first whistle after the expiration of his penalty.
- vi. In the case of more than one penalty to a team, skaters are allowed to return to the ice only when their own penalty has expired. A skater who comes onto the ice after a teammate's penalty has expired – not his own – will be subject to further penalty.

RULE 103 – PLAYING SHORT-HANDED

- i. A team is short-handed by virtue of having fewer skaters on the ice than its opponent as a result of one or more penalties during game action.
- ii. If the opposition scores a goal while a team is short-handed, the penalized skater can return to the ice immediately if the penalty being served is a minor or bench-minor penalty which makes the team short-handed.

RULES 104–110 – DURATION OF PENALTIES

SUMMARY (for one player)

Minor/Bench-minor penalty = 2 minutes on scoreclock (2 PIMs)

Major penalty = 5 minutes on scoreclock + automatic game misconduct, time not on scoreclock (25 PIMs)

Minor + Major penalty = 5 minutes on scoreclock, then 2 minutes on scoreclock + automatic game misconduct, time not on scoreclock (27 PIMs)

Misconduct penalty = 10 minutes, time not on scoreclock (10 PIMs)

Minor + Misconduct penalty = 2 minutes on scoreclock + 10 minutes, time not on scoreclock (12 PIMs)

Minor + Game Misconduct penalty = 2 minutes on scoreclock + balance of the game, time not on scoreclock (22 PIMs)

Game Misconduct penalty = balance of the game, time not on scoreclock (20 PIMs)

Match penalty = 5 minutes on scoreclock + balance of the game, time not on scoreclock (25 PIMs) + automatic one-game suspension

RULE 104 – DURATION OF PENALTIES/MINOR-BENCH MINOR

- i. A minor penalty constitutes two minutes of playing time and must be served in full by the penalized skater. No substitution of this skater is allowed in on-ice manpower. If the opposition scores during the ensuing power play, the first minor penalty is considered over and the skater can leave the penalty box.
- ii. If a team scores a goal on a penalty shot during a power play, the penalized skater is not allowed to return to the ice.

RULE 105 – DURATION OF PENALTIES/MAJOR

- i. A major penalty constitutes five minutes of playing time and carries with it an automatic game-misconduct penalty. No substitution of this player is allowed in on-ice manpower for the five minutes. The penalized player must go to the dressing room, and a teammate designated by the coach through the captain must serve the penalty in full, regardless of how many goals the opposition scores. Once the five minutes has expired, the team may replace the skater for the game misconduct portion of the penalty. A review of the penalty by the proper authorities is automatically conducted after the game.

RULE 106 – DURATION OF PENALTIES/MINOR AND MAJOR

- i. When a skater is assessed a minor and major penalty (and automatic game-misconduct penalty) at the same time, the major penalty is served first after which the minor penalty begins. The penalized player must go to the dressing room, and one skater designated by the coach through the captain must serve the assessed penalties.

- ii. 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 is the first to be served, and the start of the major penalty will not begin until the first of all penalties has expired. The penalized player with the major penalty must go to the dressing room, and one skater designated by the coach through the captain must serve the assessed penalties.

RULE 107 – DURATION OF PENALTIES/MISCONDUCT

- i. A misconduct penalty constitutes ten minutes of playing time, but immediate substitution in on-ice manpower is allowed. The skater must serve his misconduct in full unless he is injured, in which case a teammate designated by the coach through the captain must sit in the penalty box in his place. The skater is not allowed to leave the penalty box until the first whistle after ten minutes of playing time has elapsed.
- ii. If a player is assessed a second misconduct any time during a game, it will become an automatic game-misconduct penalty instead. He must go to the dressing room but may be substituted immediately on ice, and no teammate has to serve his penalty.
- iii. If a goaltender is assessed a misconduct penalty, it must be served by a skater on the ice at the time of the whistle to stop play and who is designated by the coach through the captain.

RULE 108 – DURATION OF PENALTIES/MINOR AND MISCONDUCT

- i. When a skater is assessed a minor and misconduct penalty at the same time, the penalized team must immediately put an additional skater in the penalty box to serve the minor penalty. No substitution of this skater is allowed in on-ice manpower. At the expiration of the minor penalty, that additional skater 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 the lesser penalty.

RULE 109 – DURATION OF PENALTIES/GAME MISCONDUCT

- i. A game-misconduct penalty requires the penalized player or team official to go to the dressing room, but immediate substitution on ice is allowed.
- ii. A player who receives two game-misconduct penalties in the same game or different games of a tournament or event is automatically suspended for one additional game.

RULE 110 – DURATION OF PENALTIES/MATCH

- i. A match penalty results in the immediate expulsion of the player or team official from the game and a five-minute penalty served by a teammate designated by the coach through the captain. No substitution of this skater is allowed in on-ice manpower until after the expiration of the five minutes.
- ii. A match penalty carries with it an automatic (and minimum) one-game suspension.

RULE 111 – PENALTY SITUATIONS

See also APPENDIX 1 – Penalties on the Scoreclock – Specific Situations

- i. Only penalties that are displayed on the scoreclock affect on-ice manpower (except penalties which have a delayed start time).
- ii. For a penalized skater to return to the game as a result of an opponent's goal, his team must have been short-handed by a minor or bench-minor penalty at the time of the goal (not counting a delayed penalty). In the case where more than one skater is penalized, the first minor or bench-minor penalty will terminate (unless it were a coincident minor or bench-minor penalty with an opposing skater, in which case the next minor or bench-minor penalty will be cancelled).
- iii. If there is a delayed-penalty call for a minor or bench-minor penalty against a team already short-handed by reason of a major or match penalty, and the opposition scores before play is stopped to assess the new penalty, that signalled penalty will be cancelled because of the goal.
- iv. If a delayed penalty is about to be called against a player which will result in a minor penalty, major and automatic game-misconduct penalty, or match penalty, but the opposing team scores during the delayed penalty, the minor penalty will be cancelled but the major and game misconduct or match penalty will still be assessed. The skater must go to the dressing room while a teammate designated by the coach through the captain serves the major or match penalty.
- v. If a team is assessed two or more penalties of the same duration at the same stoppage of play, the captain of that team must notify the referee before the start of game action which skater will be first out of the penalty box (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 referee will inform the scorekeeper accordingly.

GAME SITUATION 1: Team A is assessed a bench-minor penalty for too many men. At the same stoppage of play, Team A requests a stick measurement of a Team B player. If the stick is found to be legal and a second bench-minor penalty to Team A is assessed, one skater from Team A will serve both minor penalties (2 + 2 minutes).

GAME SITUATION 2: A5 is assessed a delayed minor penalty for hooking. If Team A is assessed an additional bench-minor penalty at the

same stoppage of play, A5 will serve only his minor penalty, and Team A will designate another skater to serve the bench minor.

GAME SITUATION 3: A delayed penalty is signalled against a team already short-handed by reason of one or more minor or bench-minor penalties, and the signalled penalty would result in the awarding of a penalty shot. If the non-offending team scores a goal before the referee can stop play to award the penalty shot, the signalled penalty (that would have resulted in a penalty shot) will be assessed as a minor (double minor, major, or match) penalty, and the first of the minor penalties already being served will be terminated.

GAME SITUATION 4: Team A is short-handed because of a minor penalty, and the referee signals a delayed major penalty against that team. If Team B scores a goal before the stoppage of play the first minor penalty being served will be terminated, but the referee will still assess the major and automatic game-misconduct penalty.

GAME SITUATION 5: If a player is assessed a major and automatic game-misconduct penalty and then, for another incident either before or after the whistle, a match penalty, the team is required to put one skater in the penalty box and the team will play short-handed for the entire ten minutes.

GAME SITUATION 6: If a team official is assessed a match penalty, the remaining team staff must designate, through the captain, a skater to serve the five-minute penalty in the penalty box.

RULE 112 – COINCIDENT PENALTIES

See also APPENDIX 1 – Penalties on the Scoreclock – Specific Situations

- 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.
- ii. When penalties are assessed to both teams at the same stoppage of play, the referee will cancel as many penalties of equal duration (minor, bench minor, double minor, major and automatic game misconduct, match) to each team as possible to avoid putting substitutes in the penalty box and to return as many skaters to the ice as possible.
- iii. However, if teams are playing 5-on-5 and only one minor or bench-minor penalty is assessed to each team, teams will play 4-on-4. The two skaters must go to the penalty box without substitution, and they can return to the ice at the expiry of the penalties.
- iv. If one or both penalized players in Rule 112-iii are assessed a misconduct penalty in addition to a minor penalty, teams will play 4-on-4 and an additional skater must go to the penalty box to serve the minor penalty while the penalized skater will serve the entire 12 minutes. The skater serving the minor penalty can return to the ice at the expiry of that penalty.
- v. When penalties in Rule 112-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 113).
- vi. If teams are playing with manpower that is not 5-on-5, there is no further reduction of manpower on ice as a result of penalties of equal duration and number which can cancel each other.
 - vii. If multiple penalties are assessed to both teams, equal numbers of minor, major (and automatic game misconduct), and match penalties will be cancelled as per rules for coincident penalties. Any differential in penalty times will be displayed on the scoreclock, and skaters will serve the time accordingly. They will not be allowed to return until the first stoppage in play after the expiration of their penalties.
 - viii. Players who receive major (and automatic game misconduct) 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 score-clock.
 - ix. Where goaltenders are involved, see Rules 207-ii and 207-iv.
 - x. In the application of coincident penalties, minor and bench-minor penalties are considered the same.

RULE 113 – DELAYED START TIME OF PENALTIES

See also APPENDIX 1 – Penalties on the Scoreclock – Specific Situations

- i. No team can have fewer than three skaters on ice at any time during game action.
- ii. Skaters must always return to the ice 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 him 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 one of the first two skaters has expired. The third or subsequent skaters must still enter the penalty box as soon as their penalties have been assessed, but they can be replaced on the ice by a substitute until their penalty time begins.
- iv. Once the first penalty of three or more skaters has elapsed, the skater cannot return to the ice until the first whistle after the expiration of his penalty.

RULE 114 – DELAYED PENALTY CALL – PUCK CONTROL & GOALS

- 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 penalized.

- iii. If the offending team is not in control of the puck, the referee will raise his arm signifying his intention to call a penalty, but he 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. Either team ices the puck;
 6. Other reasons specified by these rules.
- iv. If the offending team is not in control of the puck but the team about to gain the man advantage intentionally refrains from playing the puck to let time run down on a penalty it has previously incurred, the referee will stop play.
- v. If the team in control of the puck during a delayed-penalty situation scores into its own goal, the goal will be credited to the opposition, but the penalty will still be assessed.
- vi. The team being penalized during a delayed-penalty situation cannot score a goal by its own means.
- vii. If more than one minor or bench-minor penalty is to be called and, after the referee has raised his arm, a goal is scored by the team in control of the puck, the goal will count and the referee will ask the captain of the penalized team which penalty will be cancelled.
- viii. If the team being penalized 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.
- ix. 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.
- x. If a team is assessed a penalty and scores a goal on the same play so quickly that the referee does not have time to blow his whistle before the puck enters the goal net, he can still nullify the goal and assess the penalty after stopping play.
- xi. If, during a delayed penalty, the team in possession of the puck scores into its opponent's goal, the minor penalty will be cancelled. 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.
- xii. 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 penalized 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.
- xiii. 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 penalty shot is successful or not.

GAME SITUATION 1: A delayed penalty is signalled on Team A, and a player from Team B shoots the puck on goal. If the goaltender stops the shot, gains control of the puck, and deliberately directs the puck to a teammate, the referee will stop game action.

GAME SITUATION 2: A delayed penalty is signalled on a player from Team A, and Team B has substituted its goaltender in favour of an extra skater. While skating in front of his net with the puck, a skater from Team B is stick-checked by a skater from Team A. If the puck goes in the open goal net, the goal will not count.

GAME SITUATION 3: A delayed penalty is signalled on a player from Team A, and Team B has substituted its goaltender in favour of an extra skater. A skater from Team B has possession of the puck, and as he passes the puck to a teammate, the puck deflects off a Team A skater. If the puck goes into the open goal net of Team B, the goal will not count and the penalty will be assessed.

GAME SITUATION 4: A delayed penalty is signalled to Team A, and Team B has substituted its goaltender for an extra skater. A skater from Team B shoots the puck, which hits a Team A skater. If the puck deflects back down the ice and into the open goal net of Team B, the goal will not count and the delayed penalty will be assessed.

GAME SITUATION 5: A delayed penalty is signalled against A6 and a penalty shot will be awarded to Team B as a result of the infraction. Before the play is stopped, A6 commits another infraction calling for a minor penalty. 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 A6. If Team B does not score before the play is stopped, the referee will award a penalty shot to Team B and assess the minor penalty to A6. A6 must serve the penalty regardless of the result of the penalty shot.

GAME SITUATION 6: A delayed penalty is signalled on Team A. Team B, in possession of the puck, pulls its goaltender for an extra skater. The skater of Team B, in possession of the puck in his defending zone, tries to make a pass to his teammate, but the puck heads towards his team's empty goal net. His teammate dives in an attempt to prevent the puck from entering the empty goal net, but he misses the puck. If his momentum carries him into the goal frame, causing the goal net to come completely off its pegs, a goal will be awarded and the penalty assessed to Team A.

GAME SITUATION 7: A delayed penalty is signalled on Team A. Team B, in possession of the puck, pulls the goaltender for an extra skater. The skater of Team B, in possession of the puck in his defending zone, tries to make a pass to his teammate, but the puck heads towards his team's empty goal net. His teammate dives and successfully prevents the puck from entering the empty goal net. His momentum carries him into the goal frame, causing the net to come completely off its pegs. If the referee ruled that the skater accidentally (very unlikely) displaced the goal net after

preventing the puck from entering the open net, no penalty is assessed to Team B. If, however, the referee determines that the skater purposefully dislodged the goal net to prevent a goal, the referee will award a goal to Team A and assess the penalty to Team A.

RULE 115 – PENALTIES IN OVERTIME

See also IIHF Sport Regulations

- i. Regardless of the length of the overtime or rules regarding manpower in overtime, penalties from the end of regulation time or assessed prior to the start of the overtime period will carry over.

SECTION 10 – DESCRIPTION OF GAME PENALTIES

OVERVIEW – These are definitions, explanations, and interpretations of fouls during a game (which constitutes 60 minutes of regulation time, overtime, penalty-shot shootout, and the time immediately after the end of the game when players leave the ice and go to their respective dressing rooms). In any case where a player injures an opponent, the disciplinary committee has the right to suspend a player further to any penalties assessed by the on-ice officials.

RULE 116 – ABUSE OF OFFICIALS

See also Rule 168 – Unsportsmanlike Conduct

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

- i. Minor Penalty
 1. A player who bangs the protective glass or boards with his stick or other objects in protest of an on-ice official's decision;
 2. A player who uses obscene, profane, or abusive language or actions directed at an on-ice official.
- ii. Bench-Minor Penalty
 1. An unidentifiable player or team official who uses obscene, profane, or abusive language or actions or uses the name of any on-ice official coupled with any vociferous remarks;
 2. A penalized player who does not go directly to the penalty box or dressing room as instructed by an on-ice official;
 3. A team official who bangs the boards with a stick or other object to protest an on-ice official's decision;
 4. A team official who uses video technology to dispute a call by an on-ice official.
- iii. Misconduct Penalty
 1. A player who challenges or uses video technology to dispute a call by of an on-ice official;
 2. A player who shoots the puck intentionally out of reach of an on-ice official who is retrieving it;
 3. A player who enters or remains in the on-ice officials' crease while the on-ice officials are in consultation with each other or with off-ice officials;
 4. A captain or alternate captain, on ice or off, who complains to an on-ice official about how the on-ice official is conducting the game, interpreting the rules, or handling game action;
 5. A player who bangs the protective glass or boards with his stick or other objects to protest an on-ice official's decision for which he has already been assessed a minor penalty;

6. A penalized player who fails to go directly and immediately to the penalty box following a fight or player confrontation.
- iv. Game-Misconduct Penalty
 1. A player or team official who uses obscene, profane, or abusive language or actions directed to an on-ice official for which he has already been assessed a minor or bench-minor penalty. When this conduct occurs after expiration of the game, on or off the ice, the game-misconduct penalty can be applied without the necessity of the player having previously been assessed a minor or bench-minor penalty;
 2. A player or team official who makes contact with an on-ice official in a disrespectful way or who applies physical force to an on-ice official;
 3. A player or team official who throws any object or sprays an on-ice official with a water bottle;
 4. A player who persists in actions for which he has already received a misconduct penalty.
 - v. Match Penalty
 1. A player or team official who intentionally and recklessly applies force in any manner or who causes injury to an on-ice official;
 2. A player who throws or swings his stick at an on-ice official (striking him or not) or shoots the puck at an on-ice official;
 3. A player or team official who threatens, makes racial or ethnic slurs, spits, smears blood, or makes sexual remarks to an on-ice official;
 4. A player or team official who makes any obscene gesture or actions to an on-ice official on the ice or anywhere in the rink immediately before, during, or immediately after the game.

RULE 117 – BENCH-MINOR

DEFINITION: Conduct detrimental to the game or violation of the rules from the players' bench from either an identifiable or unidentifiable player or team official.

- i. An infraction emanating from the players' bench is punishable by a bench-minor penalty.
- ii. Any action on ice that warrants a misconduct or game misconduct penalty is punished equally if it comes from an identifiable player or team official at the player's bench.
- iii. A bench-minor penalty must be served by any skater who was on the ice at the time of the whistle to stop play or otherwise provided by these rules.
- iv. If the head coach of a penalized 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 his choice.
- v. In designated IIHF competitions, a coach is permitted to challenge a goal based on a possible offside leading up to the puck entering the

goal net. If the call on the ice stands, the coach's team making the challenge will be assessed a bench-minor penalty.

RULE 118 – 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 119 – BOARDING

DEFINITION: A player who bodychecks, 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 and misconduct penalty.
- ii. A player who recklessly endangers an opponent as a result of boarding will be assessed either a major and automatic game-misconduct penalty or a match penalty.
- iii. A defender who pins an opponent in possession of the puck along the boards ("rolling") as he tries to squeeze by is allowed so long as other infractions (holding, interference) do not occur in the process.

RULE 120 – BROKEN STICK/PLAYING WITH – REPLACING

See also Rule 165 – Throwing a Stick or Object

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 player must drop a broken stick immediately. If he participates in game action with a broken stick he 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 ice from either his players' bench or from a spectator. He must receive the stick from his players' bench through a hand-to-hand exchange. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty. An unidentified teammate who throws, tosses, slides, or shoots a stick to him will result in a bench-minor penalty. The player receiving the stick will not be penalized.
- iv. A player whose stick is broken may receive a stick from a teammate on the ice. This exchange, however, must be made hand-to-hand. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty. The player receiving the stick will not be penalized.
- v. At no time is a skater allowed to grab an opponent's stick: (1) from an opponent on ice who may either be holding the stick or who may have dropped it to the ice; (2) from an opponent sitting on his players'

- bench; (3) 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 his hands may still participate in game action.

GAME SITUATION 1: If a player from Team A picks up a stick thrown from Team B's player bench that was intended for a Team B player, a minor penalty will be assessed both to the Team A player as well as the Team B player. If the Team B player is unidentifiable, the team will receive a bench-minor penalty.

GAME SITUATION 2: A skater is carrying a goaltender's stick to a goaltender who has lost or broken his stick, and the skater decides to become involved in the play. If he drops the goaltender's stick in order to participate in the play, no penalty will be assessed. But if he plays the puck or becomes involved in game action with the goaltender's stick in his hand, he will be assessed a penalty.

GAME SITUATION 3: A5 is participating in play without a stick. If A8 passes him his stick, and A9 passes his stick to A8 as play continues, there is no violation of the rules. Players can pass sticks among each other as many times as they want provided they do so hand-to-hand.

GAME SITUATION 4: During the course of play a player breaks or loses the wooden butt-end portion of his composite or metal stick. If he continues to play with his stick, he will be assessed a minor penalty.

RULE 121 – BUTT-ENDING

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

- i. An attempt to butt-end is punishable by a double minor and misconduct penalty.
- 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 recklessly endangers an opponent by butt-ending will be assessed a match penalty.

RULE 122 – CHARGING

DEFINITION: A player who, after skating towards an opponent, checks him with unnecessary force or who runs at or jumps into an opponent. This rule is superseded by all similar actions regarding hits to the head and neck except those related to fighting.

- i. A player who checks an opponent with unnecessary force or who runs at or jumps into an opponent will be assessed a minor penalty.
- 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 penalty for charging.
- iii. A goaltender is not “fair game” simply because he is outside the goal crease. A minor penalty for interference or charging is warranted where an opponent makes unnecessary contact with a goaltender.
- iv. A player who recklessly endangers an opponent as a result of charging will be assessed either a major and automatic game-misconduct penalty or a match penalty.

RULE 123 – CHECKING FROM BEHIND

DEFINITION: A player who delivers a check to a vulnerable player who is not aware of the impending hit or who is unable to protect or defend himself from such a hit. The point of contact is the back of the body.

- i. A player who hits an opponent from behind into the boards, the goal frame, or in open ice in any manner (high-sticking, cross-checking, etc., but not interference) will be assessed a minor and misconduct penalty.
- ii. A player who recklessly endangers an opponent as a result of checking from behind will be assessed either a major and automatic game-misconduct penalty or a match penalty.
- iii. If the skater being bodychecked turns his back towards an opponent and puts himself in a vulnerable position immediately before a bodycheck to create a checking from behind situation, no penalty for checking from behind will be assessed (although other penalties might still be assessed).

RULE 124 – CHECKING TO THE HEAD OR NECK

DEFINITION: There is no such thing as a clean check to the head. A player who directs a hit of any sort, with any part of his body or equipment, to the head or neck of an opposing player or drives or forces the head of an opposing player into the protective glass or boards. This rule supersedes all similar actions regarding hits to the head and neck except those related to fighting.

- i. A player who directs a hit to the head or neck of an opponent will be assessed a minor and misconduct penalty.
- ii. A player who directs a hit to the head or neck of an opponent may also be assessed either a major and automatic game-misconduct penalty or a match penalty.
- iii. A penalty for checking to the head or neck will be assessed if one of the following occurs when a player checks an opponent:
 - 1. The player directs a hit with any part of his body or equipment to the head or neck of an opponent;

2. The player drives or forces the head of an opponent into the protective glass or boards by using any part of his upper body;
 3. The player extends and directs any part of his upper body to make contact with the head or neck of an opponent;
 4. The player extends his body upward or outward in order to reach his opponent or uses any part of the upper body to make contact with an opponent's head or neck;
 5. The player jumps (leaves his skates) to deliver a blow to the head or neck of an opponent.
- iv. If a skater skates with his head up, is in possession of the puck, and is expecting a bodycheck, an opponent does not have the right to hit him in the head or neck.
 - v. If the primary force of a blow is initially to the body area and then contact slides up to the head or neck area, a penalty for checking to the head or neck will not be assessed.
 - vi. A skater who delivers a bodycheck to an opponent who is skating with the puck with his head down in the direction of the skater, and does not use an upward motion or drive his body up into the opponent, will not be penalized for checking to the head or neck.
 - vii. If a skater maintains his position in the normal course of game action as an opponent runs into him, the ensuing contact will not be considered checking to the head or neck unless conditions in Rules 124-iii or 124-iv are violated.

RULE 125 – CLIPPING

DEFINITION: A player who lowers his body with the express intention of delivering a hit to an opponent's knee area.

- i. A player who delivers a hit in a clipping manner or lowers his body to deliver a hit to an opponent's knee area will be assessed a minor penalty.
- ii. A player who crouches down near the boards to avoid being body-checked and who, as a result, causes an opponent to tumble over him, will be assessed a minor penalty.
- iii. A player who recklessly endangers an opponent by a clipping action will be assessed either a major and automatic game-misconduct penalty or match penalty.

RULE 126 – CLOSING HAND ON PUCK

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

- i. A skater who catches the puck and holds it while stationary or skates with it in his glove either to avoid an opponent or to gain clear possession of it will be assessed a minor penalty for closing his hand on the puck.

- ii. A skater who picks the puck up from the ice with his glove or hand outside his goal crease during game action will be assessed a minor penalty.
- iii. A skater who covers the puck with his glove on the ice outside his goal crease will be assessed a minor penalty.
- iv. If a skater picks the puck up from the ice with his glove, conceals, or covers the puck with his glove on the ice inside the three-dimensional area of his goal crease while his goaltender is on the ice, a penalty shot will be awarded to the opposition.
- v. If a skater picks the puck up from the ice with his glove, conceals, or covers the puck with his glove on the ice inside the three-dimensional area of his goal crease while his goaltender off the ice, having been substituted for a skater, a goal will be awarded to the opposition.

RULE 127 – 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 ice.

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

RULE 128 – DANGEROUS EQUIPMENT/DANGEROUS USE OF EQUIPMENT

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

- i. A referee can prohibit the use of any player equipment he 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, he 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 his game jersey in such way that they are no longer dangerous. The player will be required to leave the ice during this process and a warning will be issued to his 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. A skater or goaltender who loses his stick during game action cannot have that stick returned to him by a teammate who throws it to him in any way. He may receive it from a teammate, but the exchange must be made hand-to-hand. A player who throws, tosses, slides, or shoots a stick to a teammate will be assessed a minor penalty.

RULES 129–137 – 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 129 – DELAY OF GAME/ADJUSTMENT OF EQUIPMENT

- i. A player who stops game action or delays the start of game action to repair or adjust his equipment will be assessed a minor penalty.
- ii. A player must wear all protective equipment entirely under the uniform except gloves, helmets, and goaltender's pads. Failure to do so after a warning will result in a minor penalty.
- iii. A player who does not comply with provisions set out in Rule 40-vi after a warning will be assessed a minor penalty.

RULE 130 – 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 his goal net from its normal position during the last two minutes of regulation time, or at any time in overtime, the referee will award the opposing team a penalty shot.
- iii. If a player deliberately displaces his goal net from its normal position when an attacking skater is on a breakaway, the referee will award the opposing team a penalty shot.
- iv. If, when a goaltender has been removed from the ice, a teammate displaces his goal net from its normal position when an attacking skater is on a breakaway, the referee will award a goal to the opposing team.
- 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 ice, there will be no whistle until puck possession changes again. If the defending team moves up ice and scores a goal, the goal will count.
- vi. If possession in Rule 130-v changes inside the defending team's blue line, the ensuing faceoff will occur at one of the faceoff spots in the neutral zone nearest the defending team's blue line.

- vii. If possession in Rule 130-v changes in the neutral zone or attacking zone of the defending team, the ensuing faceoff will occur at the nearest faceoff spot to where play was stopped.

RULE 131 – DELAY OF GAME/FALLING ON THE PUCK

See also Rule 175 (Awarding a Penalty Shot) & Rule 179 (Awarded Goals)

- i. A skater who falls on, holds, or gathers the puck into his 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 he blocks a shot or pass, game action will be stopped but no penalty assessed.
- ii. A skater who uses his hands to conceal the puck in his palm or equipment to force a whistle will be assessed a minor penalty.

RULE 132 – DELAY OF GAME/FREEZING THE PUCK UNNECESSARILY

- i. A skater who holds or freezes the puck with his stick, skates, or body along the boards or in open ice when not being pressured by an opponent will be assessed a minor penalty.

RULE 133 – DELAY OF GAME/GOAL CELEBRATION

- i. Players from the players' bench can come onto the ice after a goal only for the purpose of making changes, and not more players than those changing can come onto the ice 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 134 – DELAY OF GAME/LATE LINEUP

- i. A coach who 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.
- ii. "Required number" means the full number of players permitted to participate in the game according to the rules (5 skaters plus a goaltender, if the team plays at full strength; and, 4 or 3 skaters plus a goaltender, if the team plays short-handed).

RULE 135 – DELAY OF GAME/SHOOTING OR THROWING THE PUCK OUT OF PLAY

- i. A player who shoots, throws, kicks, or bats the puck directly out of the playing area from inside his defending zone anywhere in the rink (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. No penalty will be assessed if a player shoots the puck directly over the boards at the players' benches but not over the protective glass behind the players' benches.
- iii. No penalty will be assessed if a player shoots the puck directly over the boards at any areas of the rink without protective glass directly above the boards.
- iv. A player who deliberately shoots the puck out of play anywhere on the ice during play or after a stoppage will be assessed a minor penalty.
- v. A player who lifts the puck from the defending zone and hits the scoreclock or any structural object above the ice surface, causing a stoppage of play, will not be assessed a penalty.

GAME SITUATION 1: If the puck is shot and hits a skater's or a goaltender's stick or any part of his equipment and is unintentionally deflected over the boards, no penalty will be assessed.

GAME SITUATION 2: If a player shoots the puck through an open gate, no penalty will be assessed.

GAME SITUATION 3: If the puck is shot from the defending zone over the protective glass at the opposite end of the ice, a minor penalty for delay of game will be assessed (this action supersedes icing).

GAME SITUATION 4: A minor penalty is being signalled by the referee against A3. If A6, who is in his defending zone, gains control of the puck as the whistle blows and shoots it directly over the protective glass, no penalty will be assessed to A6. If, however, the referee believes A6 shot the puck over the protective glass deliberately, in anger, or to dispute the call, a penalty may be assessed.

RULE 136 – DELAY OF GAME/SUBSTITUTION AFTER AN ICING CALL

- i. A team charged with icing cannot substitute any of its players except:
 - 1. To replace a goaltender who had been substituted for an extra skater;
 - 2. To replace an injured player;
 - 3. If either team is assessed a penalty during an icing call which alters on-ice manpower, the team icing the puck is allowed to make player changes, but the ensuing faceoff will take place in the defending zone of the team incurring the penalty.
- ii. A coach who attempts to make an illegal substitution after an icing call, forcing a delay in the game while the referee or linesmen organize the correct lineup, will be issued a warning by the referee for the first violation. A coach who attempts for a second time to make substitutions for the purpose of delaying the ensuing faceoff will be assessed a bench-minor penalty.

- iii. Any skater on the defending team who intentionally commits a faceoff violation after an icing call for the purpose of delaying the game will result in a warning to the bench. A second violation during the game will result in a bench-minor penalty for delay of game.

RULE 137 – DELAY OF GAME/VIOLATION OF FACEOFF PROCEDURES

- i. When a skater not taking the faceoff enters the faceoff circle before the puck is dropped, the skater on his 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 an on-ice official and another skater of the same team delays taking up his 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 an on-ice official continues to line up offside or improperly, will be assessed a minor penalty.

RULE 138 – DIVING OR EMBELLISHMENT

DEFINITION: A player who blatantly embellishes a fall or fakes an injury in attempt to draw a penalty by his actions.

- i. A player who embellishes a foul or pretends to have been fouled by an opponent will be assessed a minor penalty.

RULE 139 – ELBOWING

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

- i. A player elbowing an opponent will be assessed a minor penalty.
- ii. A player who recklessly endangers an opponent by elbowing will be assessed either a major and automatic game-misconduct penalty or a match penalty.

RULE 140 – 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 141 – FIGHTING

DEFINITION: A player who repeatedly punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

- i. All players who become involved in fighting will be assessed match penalties.
- ii. A player who retaliates to being punched will be assessed a minor penalty.
- iii. A player who removes his glove(s) or helmet with the intention of fighting with an opponent will be assessed a misconduct penalty in addition to any other penalties.
- iv. If there is a clear instigator in a fight, that player will be assessed an additional minor penalty.
- v. A player who is on the ice and is the first to intervene in a fight already in progress between two players (“third man in”) will be assessed a game-misconduct penalty.
- vi. A player who tries to fight or continues to fight after he has been ordered by the referee to stop, or who resists a linesman who is trying to circumvent the continuation of a fight, will be assessed a double-minor penalty, a major and automatic game-misconduct penalty, or a match penalty.
- vii. A team official who is involved in a fight, on ice or off, will be assessed either a game-misconduct penalty or a match penalty.
- viii. The first player from either team to leave the players’ bench or penalty box during a player confrontation on ice will be assessed a double-minor penalty and an automatic game-misconduct penalty. Subsequent players who leave the players’ bench during a player confrontation will be assessed a misconduct penalty. Subsequent skaters who leave the penalty box during a player confrontation will be assessed a minor and game-misconduct penalties. These penalties will be served at the expiration of all previous penalties. The act alone of leaving either the players’ bench or penalty box constitutes a violation of these rules, even if the players do not engage in fighting once they are on the ice.
- ix. If a player confrontation arises during player substitutions (i.e., line changes), normal rules will apply. But any player who subsequently becomes involved in a confrontation who is not part of the line change will be penalized as if he left players’ bench or penalty box specifically to participate in that confrontation.
- x. If players of both teams leave their respective benches at the same time, or if players from one team leave their players’ bench after seeing players from the other team do so, the first identifiable player of each team will be penalized under this rule.
- xi. A maximum of five misconduct and/or game-misconduct penalties per team can be assessed under this rule.
- xii. A player cannot be assessed both a match penalty and a game-misconduct penalty for continuing a fight.

RULE 142 – HEAD-BUTTING

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

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

RULE 143 – HIGH-STICKING

DEFINITION: A player who carries any part of his stick above the height of his 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 at least a minor penalty.
- ii. A player who causes accidental harm to an opponent by a high-sticking foul will be assessed a double-minor penalty.
- iii. A player who recklessly endangers an opponent by a high-sticking foul will be assessed either a major and automatic game-misconduct penalty or a match penalty.
- iv. 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 144 – 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 him 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 his 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 his free movement or to slow him down.

RULE 145 – HOLDING THE STICK

DEFINITION: A player who holds an opponent's stick by any means (hands, arms, body, leg) to prevent him from skating, playing the puck, or otherwise playing the game freely, or any act of preventing an opponent from using his stick.

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

RULE 146 – HOOKING

DEFINITION: A player who uses his 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 penalty.
- 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 his stick during a one-on-one competition for the puck;
 3. A player who uses his stick against an opponent's body to prevent an opponent from maintaining puck possession;
 4. A player who uses his stick to prevent an opponent from skating freely.
- iii. A player who recklessly endangers an opponent by hooking will be assessed either a major and automatic game-misconduct penalty or a match penalty.

RULE 147 – ILLEGAL STICK – STICK MEASUREMENT

DEFINITION: Players must use legal sticks that conform to IIHF standards. (See Rule 38 (Stick/Skater) & Rule 196 (Stick/Goaltender))

- i. The captain of a team may request a stick measurement at any stoppage of play. If the measurement determines the stick to be illegal, the offending player will be assessed a minor penalty and the stick will be returned to the players' bench by the referee.
- ii. The player whose stick is to be measured must be in possession of the stick at the time of the request. He may be on the bench or on the ice, but the referee must make visual confirmation that the stick in question belongs to the player.
- iii. 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 ice at the time the measurement was requested.
- 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. If a player refuses to surrender his stick or destroys his stick or any part of his 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.
- vi. A stick measurement can be requested after a goal in regulation time, but if the stick is deemed illegal the goal will still count. The same rule applies for overtime and the penalty-shot shootout.
- vii. If the captain of a team that is two men short in the last two minutes of the game or at any time in overtime requests an equipment measurement that is invalid, the referee will award a penalty shot

against the requesting team. If the measurement is upheld, the offending player will be assessed a minor penalty.

GAME SITUATION 1: A skater who has just entered or exited the penalty box where he was about to serve or has just served a penalty is eligible to have his stick measured.

RULE 148 – INJURED PLAYER REFUSING TO LEAVE THE ICE

DEFINITION: A player who is unable to continue to play or incapable of leaving the ice of his own ability must leave the ice (once able) if game action is stopped to attend to his injuries.

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

RULE 149 – INTERFERENCE

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

- i. A player who interferes with an opponent will be assessed a minor penalty.
- ii. Interference during game action can constitute any of the following:
 1. A skater who hinders an opponent from skating freely;
 2. A skater who blocks an opponent from moving freely into the attacking zone, especially in the case where he forces the opponent to go around him by sticking out his hip on a shoot-in;
 3. A skater who prevents an opponent from bodychecking a teammate of that skater in possession of the puck or who moves into an opponent's path without first having established body position (i.e., playing a pick);
 4. A skater who blocks an opponent from getting into position to receive a pass;
 5. A skater who wins a faceoff but prevents his opponent from advancing to the puck (faceoff interference);
 6. A player on either of the players' benches or in the penalty box who, by means of his stick or his body, reaches onto the ice and

- interferes with the movement of the puck or of 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 ice (stick, glove, helmet) by pushing it away from the opponent.
- 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. Situations which are not classified as interference include:
 1. A skater is entitled to the ice he occupies so long as he maintains his skating speed and body position between an opponent and loose puck. If he slows down, he risks interfering with his opponent;
 2. A skater is entitled to stand his ground and is not required to move if an opponent wishes to skate through that area of the ice;
 3. A skater may block an opponent so long as he is in front of the opponent and moving in the same direction;
 4. A skater can use his body position to force an opponent to take a less direct route to the puck, so long as he doesn'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. A skater who anticipates an opponent gaining possession or control of the puck but who makes contact with the opponent before this possession or control occurs will receive an interference penalty.
 - vii. Two skaters who use competitive contact for position as they skate to a loose puck are within their rights to do so, but if one uses his stick, arm, or skate to obstruct his opponent's ability to skate to the puck, he will be assessed a minor penalty for interference.
 - viii. "On the ice" means that both skates are on the ice. If a player has one skate on the ice and one over the boards or off the ice, at his players' bench or the penalty box, he is considered off the ice. However, if he is off the ice under this definition, he is not allowed to play the puck, make contact with an opponent, or participate in game action in any way. If he does, a minor penalty for interference will be assessed.
 - ix. If a player leans over the boards at his players' bench and plays the puck, makes contact with an opponent on ice, or becomes involved in game action in any way, he will be assessed an interference penalty.

- x. A player who recklessly endangers an opponent by interference will be assessed either a major and automatic game-misconduct penalty or a match penalty.

RULE 150 – INTERFERENCE ON A GOALTENDER

See also Rule 183 (Protection of a Goaltender) & Rule 184 (Goaltender and Goal Crease)

DEFINITION: A skater who uses any means to prevent a goaltender from playing his position.

- i. A skater who, by means of his stick or his body, interferes with or impedes the mobility of a goaltender who is in his goal crease, or who prevents the goaltender from playing his position, 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 enters the goal net, the goal will not count and the attacking skater will be assessed a minor penalty (for exception see Rule 183-iii). This rule also applies to penalty shots and penalty-shot shootouts.
- iii. An attacking skater who positions himself in front of the opposing goaltender and engages in actions such as waving his arms or stick in front of the goaltender's face for the purpose of distracting the goaltender, 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 his goal crease or bumps him unduly while the goaltender plays the puck behind his goal net will be assessed a minor penalty.
- v. An attacking skater may skate through the goal crease during game action so long as he doesn't make contact with the goaltender. If he makes contact, or if the goaltender makes contact while backing up in his goal crease, the attacking skater will be assessed a minor penalty.
- vi. Incidental contact with the goaltender is permitted so long as it doesn't violate situations set out in Rule 150-i-v.

RULE 151 – KICKING

DEFINITION: A player who generates a swinging motion with his skate directed at any part of an opponent's body.

- i. A player who kicks or attempts to kick an opponent will be assessed a match penalty.

RULE 152 – KNEEING

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

- i. A skater who uses his knee to make contact with an opponent will be assessed a minor penalty.
- ii. A skater who recklessly endangers an opponent by kneeing will be assessed a major and automatic game-misconduct penalty or a match penalty.

RULE 153 – LATE HIT

DEFINITION: A late hit constitutes a bodycheck to a skater who is in a vulnerable position because he no longer has control or possession of the puck. A late hit can be delivered to a skater who is either aware or unaware of the impending contact.

- i. A skater who is not in the immediate vicinity of an opponent in possession or control of the puck and still delivers a late hit to that opponent, who is aware of the impending contact, will receive a minor penalty.
- ii. A skater who delivers a late hit to an unsuspecting opponent will receive a major and automatic game-misconduct penalty.
- iii. A skater who recklessly endangers a vulnerable opponent with a late hit will be assessed a match penalty.

RULE 154 – PENALTY BOX VIOLATIONS – LEAVING PREMATURELY/INCORRECT ACCESS

DEFINITION: Only the penalty-box attendant is allowed to open and close the door to the penalty box during a game. A skater is not allowed to leave the penalty box except at the end of a period or after the expiration of his penalty, and he must do so only by way of the ice surface.

- i. A penalized skater who leaves the penalty box by his own error prior to the expiration of his penalty will be assessed a minor penalty in addition to having to serve the remainder of his existing penalty.
- ii. A skater who leaves the penalty box prematurely because of an error by the penalty-box attendant will not be penalized, but he must return to the penalty box to serve the remaining time of his penalty.
- iii. A skater who leaves the penalty box prior to the expiration of his penalty for the purpose of challenging the ruling of an on-ice official will be assessed a minor penalty and game-misconduct penalty.
- iv. A skater who leaves the penalty box prior to the expiration of his penalty either to enter into or to precipitate a confrontation will be assessed double-minor penalty and automatic game-misconduct penalties (if he is the first to do so) or minor and game-misconduct penalties (if he is a subsequent skater).
- v. A skater who uses a part of the arena other than the ice surface to enter or exit the penalty box during the course of the game will be assessed a minor penalty.

RULE 155 – PLAYING WITHOUT A HELMET

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

- i. A skater whose helmet comes off during game action and who does not proceed to his players' bench immediately will be assessed a minor penalty.
- ii. Included in dangerous equipment is a cracked or damaged cage or visor. A skater whose visor or cage becomes cracked or broken during game action must leave the ice immediately. Failure to do so will result in a warning to the player's team from the referee for all illegal and dangerous equipment, and a misconduct penalty to any subsequent player.
- iii. If a skater's chin strap becomes unfastened during game action, but the helmet stays on his head, he may continue to play until the next stoppage or until he leaves the ice.

RULE 156 – 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 automatic game-misconduct penalty.

RULE 157 – REFUSING TO START PLAY

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

- i. If both teams are on the ice 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 start 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 referee will stop the game, and the incident will be reported to the proper authorities who have the power to forfeit the game to the opponent.
- iii. If a team is not on the ice and fails to go on the ice 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, it will be assessed a bench-minor penalty. If the team refuses to go on the ice, the referee will stop the game, and the incident will be reported by the referee to the proper authorities who have the power to forfeit the game to the opponent.

RULE 158 – ROUGHING

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

- i. A player involved in a brief confrontation with an opponent will be assessed a minor, double minor, or major and automatic game-misconduct penalty.
- ii. A player who deliberately knocks the helmet off an opponent's head in order to force him 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 (see Rule 141).

RULE 159 – SLASHING

DEFINITION: A player who swings his 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 either the opponent's stick or the player's own stick, is considered slashing.
- ii. A player who slashes an opponent will be assessed a minor penalty.
- iii. A player who recklessly endangers an opponent by slashing will be assessed either a major and automatic game-misconduct penalty or a match penalty.
- iv. A player who swings his stick at another player during a confrontation will be assessed a major and automatic game-misconduct penalty or a match penalty.
- v. A player who swings wildly at the puck, on ice or in the air, with the intention of intimidating an opponent, will be assessed a minor penalty.
- vi. A player who lifts his stick between an opponent's legs for the purpose of making contact with the groin will be assessed either a major and automatic game-misconduct penalty or a match penalty.

RULE 160 – SLEW-FOOTING

DEFINITION: A player who recklessly kicks an opponent's skate from behind or who recklessly pulls an opponent backwards while at the same time knocking or kicking his feet from under him.

- i. A player who slew-foots an opponent will be assessed a major and automatic game-misconduct penalty.
- ii. A player who recklessly endangers an opponent by slew-footing will be assessed a match penalty.

RULE 161 – 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 either a major and automatic game-misconduct penalty or a match penalty.
- iii. A player who recklessly endangers an opponent by spearing will be assessed a match penalty.

RULE 162 – SPITTING

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

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

RULE 163 – TAUNTING

DEFINITION: A skater who celebrates a goal or taunts the opposition while skating past the opposing players' bench with celebratory, derisive, or mocking gestures or provocative words intended to taunt or incite his opponents.

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

RULE 164 – TEAM OFFICIAL ENTERING THE PLAYING AREA

DEFINITION: It is forbidden for a team official to step onto the ice during a game without consent from an on-ice official.

- 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 ice to attend to the injured player without waiting for the referee's consent.
- ii. A team official who steps onto the ice any time between the start of a period and its conclusion (excepting Rule 164-i) will be assessed a game-misconduct penalty.

RULE 165 – THROWING A STICK OR OBJECT

DEFINITION: A player or team official who throws a stick or any other object within or without the playing area.

- 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 his immediate area on ice so long as his actions do not interfere with an opponent. However, a player on the ice who throws

- or directs a stick or any part of it, or any other object, at the puck or puck carrier in the neutral or attacking zone, will be assessed a minor penalty.
- iii. An unidentified player or team official on the players' bench or in the 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 neutral or attacking zone, will be assessed a bench-minor penalty.
 - iv. An identified player or team official on the players' bench or in the 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 neutral or attacking zone, will be assessed a minor or bench minor and game misconduct.
 - v. If a player or team official commits any of these actions in Rule 165-ii-iv in his defending zone, the referee will award the opponent's team a penalty shot.
 - vi. The position of the puck or puck carrier at the moment when the throwing occurs is the determining factor to assess a minor/bench-minor penalty or a penalty shot.
 - vii. When a player or team official throws a stick or any part of it or any other object at an attacking skater who is on a breakaway, the referee will award a penalty shot to the skater's team.
 - viii. If a goaltender has been substituted for an extra skater, leaving his team's goal net empty, and a teammate or team official throws a stick or any part of it or any other object at the puck or puck carrier in the neutral zone or the defending zone with the empty net, thereby preventing the puck carrier from having a clear shot, a goal will be awarded to the attacking team. The goaltender is considered off ice once his replacement has one skate on the ice.

GAME SITUATION 1: A delayed penalty is signalled on Team A, and Team B has substituted its goaltender for an extra skater. If a skater from Team B throws his stick at the free puck in his defending zone as the puck slides towards the empty goal net, Team A will be awarded a goal. As well, the penalty to Team A will be assessed.

RULE 166 – TOO MANY MEN

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

- i. A player coming onto the ice must wait until the departing player is within 1.5 metres (5') of his respective players' bench.
- ii. Player changes during game action and during stoppages must take place only at the players' bench. Changing on-ice manpower using any other entrance or exit is illegal and will result in a bench-minor penalty for too many men.

- iii. A team which has on the ice more than the number of players to which it is entitled during game action will be assessed a bench-minor penalty for too many men.
- iv. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a bench-minor penalty for too many men will be assessed.
- v. If player changes are made during game action and (1) the changing players are within 1.5 metres (5') of the boards across the width of his respective players' 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. A bench-minor penalty for too many men must be served by a skater on the ice at the time of the whistle to assess the penalty.

RULE 167 – TRIPPING

DEFINITION: A player who uses his stick, skate, leg, or arm to take the feet out from an opponent, causing him to lose his balance or to fall.

- i. A player who trips an opponent by any means will be assessed a minor penalty.
- ii. If a player chases an opponent who is in possession of the puck and lunges along the ice, first knocking the puck away with his stick and subsequently causing that player to fall, a tripping penalty will still be assessed (but no penalty shot will be awarded).
- iii. A player who recklessly endangers an opponent by tripping will be assessed either a major and automatic game-misconduct penalty or a match penalty.

RULE 168 – UNSPORTSMANLIKE CONDUCT

See also Rule 116 – Abuse of Officials

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

- i. Minor Penalty
 - 1. An identifiable player who commits a violation of the rules of sportsmanship, fair play, and respect.
 - 2. An identifiable player who uses obscene, profane, or abusive language or actions directed to any person on the ice or anywhere in the rink.
 - 3. An identifiable player who celebrates with or congratulates a teammate after an injury to an opponent.
 - 4. An attacking skater who sprays a goaltender who freezes the puck for a whistle.

- ii. Bench-Minor Penalty
 1. An unidentifiable player or team official who commits a violation of the rules of sportsmanship, fair play, and respect.
 2. An unidentifiable player or team official who celebrates with or congratulates a teammate after an injury to an opponent.
 3. An unidentifiable player or any team official who uses obscene, profane, or abusive language or actions directed to any person on the ice or anywhere in the rink.
 4. An unidentified player or team official who is off the ice and throws a stick or any other object onto the ice to protest a call.
- iii. Misconduct Penalty
 1. A player who shoots the puck after a whistle or end of a period.
 2. If a violation is flagrant or if a player continues his unsportsmanlike conduct.
 3. A player who persists in using obscene, profane, or abusive language or actions directed to any person on the ice or anywhere in the rink for which he has already been assessed a minor penalty.
 4. A player who persists in inciting an opponent into taking a penalty.
 5. A player who enters the opponent's players' bench for any reason other than accidental.
- iv. Game-Misconduct Penalty
 1. A team official who persists in any action for which he has already been assessed a bench-minor penalty.
 2. A player or team official who uses obscene, profane, or abusive language or actions directed to any person on the ice or anywhere in the rink for which he has already been assessed a minor or bench-minor penalty. When this type of conduct occurs after the expiration of the game, on or off the ice, the game-misconduct penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.
- v. Minor/Bench Minor and Game-Misconduct Penalties
 1. An identifiable player or team official who is off the ice and throws a stick or any other object onto the ice to protest a call.
- vi. Match Penalty
 1. A player or team official who threatens, makes racial or ethnic slurs, hateful, discriminatory, or sexual remarks, spits, smears blood on any person.
 2. A player or team official who makes any obscene gesture or actions to any person on the ice or anywhere in the rink immediately before, during, or immediately after the game.
 3. A player who swings his stick at a spectator or anyone other than an opponent.

RULE 169 – ILLEGAL HIT (WOMEN)

DEFINITION –In women’s hockey, a player is not allowed to deliver a bodycheck to an opponent.

- i. A player who bodychecks an opponent will be assessed one of: (1) a minor penalty; (2) a major and automatic game-misconduct penalty; (3) a match penalty.
- ii. A player who recklessly endangers an opponent by bodychecking will be assessed either a major and automatic game-misconduct penalty or a match penalty.
- iii. 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.
- iv. If two or more players are fighting for possession of the puck, they are not allowed to use the boards to make contact with an opponent to eliminate her from the play, push her into the boards, or pin her along the boards. All of these actions indicate an absence of interest in gaining possession of the puck.
- v. A player who is stationary is entitled to that area of the ice. 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.
- vi. If a player 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 minor penalty for bodychecking.
- vii. Players are allowed to “hold their ground” any time that they have established their position on the ice. 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 for bodychecking.
- viii. A player will not be penalized if her intention is to play the puck and insodoing she causes a collision with an opponent.

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 ice, 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 ice, 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 170 – 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 171 – AWARDED 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 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 his action.
- iv. If the fouled skater manages to score, the penalty shot will be cancelled. If the penalty being assessed was a minor penalty, it will also be cancelled by the goal, but if the penalty being assessed was a misconduct, major and automatic game misconduct, or match penalty, these will still be assessed.
- v. If the referee signals a penalty shot, and before the play is whistled (because of a goal or to call the penalty shot) another foul is assessed to the same team, the additional penalty will be assessed regardless if the skater scores on either the play or the subsequent penalty shot.
- vi. 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.

GAME SITUATION 1: If A9 is on a breakaway and is fouled from behind by B5, the referee will award A9 a penalty shot and B5 will serve the automatic misconduct penalty.

GAME SITUATION 2: A skater from Team A is on a breakaway and is fouled from behind by B9. If the foul carries with it a major and automatic game-misconduct penalty or match penalty, the referee will award a penalty shot, and the skater of Team B who committed the foul will still be assessed the major and automatic game-misconduct penalty or match penalty.

GAME SITUATION 3: A skater from Team A is on a breakaway and is fouled from behind. If he falls on the ice but manages to get up and take a clear shot on goal, no penalty shot will be awarded. However, the minor penalty to Team B will still be assessed.

GAME SITUATION 4: A9 is on a breakaway and is tripped. If the puck goes free, and A7 controls the puck and takes a clear shot on goal (but does not score) no penalty shot will be awarded. However, the minor penalty to Team B will still be assessed.

GAME SITUATION 5: A6 is on a breakaway and is fouled from behind by B3. The referee signals a penalty shot, but before play is completed, a second infraction is signalled (either to B3 or to another skater on Team B). In this case, the penalty shot washes out the first infraction, but the skater on Team B committing the second infraction will still be penalized. He must go to the penalty box to serve the penalty regardless of the result of the penalty shot. Further, if Team B is already serving another minor penalty, then the team will still serve this penalty regardless of the result of the penalty shot and will play two men short.

GAME SITUATION 6: A10 is in the penalty box (penalty on scoreclock). 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. If Team B scores on the penalty shot, no skater from Team A returns to the ice and the penalty to A8 will still be assessed.

GAME SITUATION 7: If A9 is on a breakaway and B2, standing behind his goal net, dislodges it, the referee will award a penalty shot.

RULE 172 – AWARDING A PENALTY SHOT/INTERFERENCE OR THROWING OBJECTS

- i. If a player or team official, on ice or off, shoots or directs a discarded or broken stick or any part of it or any 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 immediately award a penalty shot.
- ii. If a player or team official illegally enters the game from the players' 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.

- iii. If a player or team official throws or shoots a stick or any part of it or any object, or who directs (with any part of his body) a stick or part of it or any object, in the direction of the puck or puck carrier who is on a breakaway, the referee will award the opposing team a penalty shot.

RULE 173 – AWARDING A PENALTY SHOT/LAST TWO MINUTES OF REGULATION/ANY TIME IN OVERTIME

- i. If a player deliberately displaces his goal frame from its normal position during the last two minutes of regulation time or at any time in overtime, the referee will award the opposing team a penalty shot.
- ii. If, in the last two minutes of regulation time or at any time in overtime, a team makes a deliberate illegal substitution to create a too-many-men situation, the referee will award the opposing team a penalty shot.
- iii. Deliberate illegal substitution occurs when a team intentionally sends extra skaters onto the ice 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 173-iii.
- v. If the captain of a team that is two men short in the last two minutes of regulation time or at any time in overtime requests a stick measurement that is not upheld, the referee will award a penalty shot against the team requesting the measurement.

RULE 174 – AWARDING A PENALTY SHOT/PLAYER DISPLACING GOAL NET

- i. If a player deliberately displaces his goal frame from its normal position when an attacking skater is on a breakaway, the referee will award the opposing team a penalty shot.

RULE 175 – AWARDING A PENALTY SHOT/SKATER FALLING ON PUCK

- i. If a skater falls on, holds, gathers the puck into his body, picks up the puck with his hands, or conceals the puck with his hands from the ice in his team's goal crease, the referee will award the opposing team a penalty shot.
- ii. The position of the puck, and not the skater, is the determining factor.

RULE 176 – PENALTY-SHOT PROCEDURE/OVERVIEW

- i. In cases where a skater is fouled in a manner that warrants a penalty shot, any skater on the team who was not about to be penalized can be named by the coach to take the shot.

- ii. The coach of the defending team is allowed to change goaltenders prior to a penalty shot, but the incoming goaltender is not allowed a warmup of any kind.
- iii. 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.
- iv. Only a goaltender or backup goaltender is allowed to be the goaltender during a penalty shot or penalty-shot shootout.
- v. A skater is allowed to be the goaltender during a penalty shot or penalty-shot shootout only if both the starting goaltender and the backup goaltender are injured or serving penalties which have removed them from the game.

RULE 177 – PENALTY-SHOT PROCEDURE/TAKING THE SHOT

- i. The skaters of both teams must skate to their respective benches and leave the ice 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 on-ice officials are allowed to be on the ice.
- ii. The referee places the puck on the centre-ice faceoff spot.
- iii. The skater taking the shot must be on his side of centre ice prior to the start of the penalty shot.
- iv. The goaltender must stay in his goal crease until the skater has touched the puck at centre ice. If the goaltender comes out of his goal crease before that instance, the referee will raise his arm and allow the shot to be taken. If the skater scores, the goal will stand. If he does not score, he will be allowed to re-take the penalty shot, and the goaltender will be issued a warning. If the goaltender leaves his goal crease a subsequent time against this skater on this shot, he will be assessed a misconduct penalty and a skater designated by the coach through the captain must go to the penalty box. If he does not score, the skater 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 appropriate penalty and a skater designated by the coach through the captain must go to the penalty box. The shooter 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 the appropriate penalty as well as a misconduct penalty to the goaltender. The same skater will serve this penalty and another

- skater designated by the coach through the captain will serve the misconduct. The shooter 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. If a goaltender commits a foul against the skater taking a penalty shot that is a major penalty the referee will assess a major and automatic game-misconduct penalty to the goaltender and the shot will be re-taken if the skater did not score. The goaltender is ruled off the ice for the remainder of the game, and he must go to the dressing room before the shot is repeated. The coach or team official, through the captain, will designate a skater to serve the five-minute penalty. Before the shot is repeated, the designated skater must go to the penalty box and remain there until the end of the penalty. The substitute goaltender will then face the skater for the re-taking of the penalty shot.
 - vii. The penalty shot officially begins when the referee blows his 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 his opponent's goal line in continuous motion and attempt to score.
 - viii. If the skater misses the puck and does not touch the puck on his way past it as it sits on the centre-ice faceoff spot, he 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.
 - ix. 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.
 - x. The skater is allowed to use the full width of the ice so long as he demonstrates continuous forward or lateral movement of both his body and the puck towards the goal net.
 - xi. The penalty shot is considered complete once:
 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 or lateral movement;
 4. The puck touches the boards anywhere between the centre red line and goal line and does not go directly into the goal net;
 5. The puck advances past the goal line not between the posts for any reason or in any way;
 6. A goal is scored.
 - xii. If a skater mishandles the puck or falls, but the puck continues in a forward or lateral motion, he may catch up to it, regain possession, and continue his shot in the normal manner.
 - xiii. If a goal is scored on a penalty shot, the ensuing faceoff will take place at centre ice. 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.

GAME SITUATION 1: If a skater's shot hits the protective glass behind the goal net, bounces back, hits the goaltender on the back, and goes into the net, the goal will not count.

GAME SITUATION 2: If a skater's shot rebounds off the goaltender, hits the skater taking the shot, and goes into the goal net, the goal will not count.

GAME SITUATION 3: A skater attempts a shot at the goal net but makes no contact with the puck, but the puck continues to move in the direction of the goal net. If the skater then takes another shot and scores, the goal will count.

RULE 178 – 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 actions 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 players' bench of the defending team interferes with or distracts a skater taking the penalty shot, and because of such actions 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 he approaches the goal net is not allowed.
- iv. The 'lacrosse-like' manoeuvre in which a skater flips the puck onto the blade of his stick and skates with it in this fashion is not allowed.
- v. If any of the following occurs, the goal will count:
 1. the puck hits the goal post and rebounds into the goal net;
 2. the puck hits the goaltender and rebounds into the goal net;
 3. the puck hits the goal post and then the goaltender and into the goal net;
 4. the puck hits the goaltender and then the goal post and into the goal net;
 5. the puck hits the goaltender who slides, together with the puck, into the goal net.
- vi. 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 except in case of injury. In this case, the coach may designate another skater to take the shot or the backup goaltender to defend the goal net.
- vii. During the course of a penalty shot or penalty-shot shootout, when the puck enters the goal net and the goal frame comes off its moorings 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 count without video-goal judge review.

- viii. During the course of a penalty shot or penalty-shot shootout, if the goal net comes off its moorings 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.
- ix. Any methods used by the skater taking a penalty shot or penalty-shot shootout to distract the goaltender will result in the shot being considered complete, and no goal will be awarded.
- x. If a spectator interferes with the penalty shot so that either the skater is unable to take his shot properly or the goaltender is unable to play his position properly, the referee will rule the shot to be re-taken.
- xi. If a penalty-shot goal is scored during a power-play situation, the penalized skater will not be allowed to return to the ice.
- xii. 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.
- xiii. If a team is playing without a dressed goaltender when a penalty shot is awarded against it, it must designate a skater to be the goaltender and provide him full goaltender's privileges. This skater must follow the same regulations as a regular goaltender during the shot; however, he is not required to wear all of the equipment. After the shot has been taken, the skater will be reclassified as a skater. This situation applies only in the case of a penalty shot.

GAME SITUATION 1: If a skater breaks his stick during the course of taking a penalty shot, there are four possible rulings:

- i. If he scores as the stick breaks, the goal will count;
- ii. If he misses as the stick breaks, the shot is considered complete;
- iii. If his stick breaks, and then he shoots and scores, the goal will not count.
- iv. If he breaks his stick any time prior to shooting, the shot is considered complete.

RULE 179 – 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 ice for an extra skater prior to the infraction.
- ii. A goal will be awarded if a goaltender has been removed from the ice and the puck is in the three-dimensional space of the goal crease and a skater from his team deliberately:
 - 1. Falls on, holds, or gathers the puck into his body;
 - 2. Picks up the puck with his hands;
 - 3. Covers his hand on the puck.
- iii. A goal will be awarded if a goaltender has been removed from the ice and an attacking skater who is on a breakaway is fouled from behind to prevent a clear opportunity to score.

- iv. A goal will be awarded if a goaltender has been removed from the ice and a skater of his team displaces their team's goal frame from its normal position when an attacking skater is on a breakaway.
- v. A goal will be awarded if a goaltender has been removed from the ice and a player or any team official from his team illegally enters the game from the players' 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 the ice and a player or team official from the players' bench or penalty box, by means of his stick or any other object or any part of his body, interferes with the movement of the puck outside the opponent's defending zone blue line.

GAME SITUATION 1: The goaltender on Team A has been removed for an extra skater and A3 is lying in the crease when the puck is shot under him. If he makes no attempt to cover the puck, fall on the puck, or gather the puck in his body, but the puck becomes frozen under his body, the referee will not award a goal unless A3 made a deliberate attempt to cover the puck.

RULE 180 – AWARDED GOALS/BLOCKING THE GOAL NET

- i. If a goaltender has been substituted for a skater and a player from that team leaves any object in front of his goal net, and the puck hits that object, preventing the puck from entering the goal net, a goal will be awarded.
- ii. If a goaltender leaves his stick or other equipment or piles snow or other objects in front of his goal net prior to coming off the ice to be substituted by a skater, and any of such objects prevent the puck from entering the goal net, a goal will be awarded.

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 181 – 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 202-vii 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 182 – GOALTENDER AS CAPTAIN OR ALTERNATE CAPTAIN

- i. A goaltender cannot be captain or alternate captain for his team during a game.

RULE 183 – PROTECTION OF GOALTENDER

- i. At no time is contact initiated by a skater with an opposing goaltender acceptable. As a result, the goaltender can never be reasonably responsible for expecting a bodycheck. Contact, whether incidental or otherwise, may be with a stick or any part of the body.
- ii. A penalty will be assessed in every case where a skater makes unnecessary contact with an opposing goaltender. Incidental contact is allowed when the goaltender is in the act of playing the puck outside his goal crease, provided the attacking skater makes a reasonable effort to minimize or avoid such contact.
- iii. If an attacking skater is pushed, shoved, or fouled by an opponent so as to cause him 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 ice 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 his hand by any means.
- vi. While a goaltender is playing his position, his stick is considered a part of his equipment and it cannot be hooked, lifted, or checked in a way that interferes with his abilities. However, if he is using his stick as a skater to play the puck, he may be stick-checked.

- vii. A goaltender outside of his goal crease is not allowed to interfere with an attacking skater who is attempting to play the puck or to body-check an opponent.

RULE 184 – GOALTENDER AND GOAL CREESE

OVERVIEW – The goaltender's ability to play his position is based on his ability to move freely in his goal crease. Although an attacking skater is allowed to skate through the goal crease, he 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, play will be stopped and the ensuing faceoff will take place at the nearest faceoff spot in the neutral zone.
- ii. An attacking skater who commits a foul on a goaltender, regardless of the goaltender's ability to play his position or where the puck is being played, will be penalized.
- iii. If a goaltender is outside his goal crease and an attacking skater prevents the goaltender from returning to his crease or prevents the goaltender from playing his position properly while a goal is scored, the goal will not count and the attacking skater will be assessed a minor penalty for interference.
- iv. If an attacking skater is in the goal crease and initiates incidental contact with the goaltender, preventing the goaltender from playing his position when the puck enters the net, the goal will not count and no penalty will be assessed.

RULE 185 – GOALTENDER AND GOAL CREESE/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 his position properly, the goal will count.
- ii. If a skater of the attacking team is pushed, shoved, or fouled by a defending skater to cause him to be in the goal crease when the puck enters the goal net, the goal will count even if he makes contact with the goaltender 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 his goal crease while both try to gain possession of the puck will not be penalized. If a goal is scored at this time, the goal will count.
- iv. An attacking skater establishes position outside the goal crease but in front of the goaltender, obscuring the goaltender's sightline but making no contact. If a goal is scored, it will count (unless there is a violation of Rule 150-iii).

RULE 186 – GOALTENDER AND GOAL CREASE/GOAL DISALLOWED

- i. If an attacking skater makes contact with a goaltender in the goal crease during game action, he will be assessed a minor penalty for interference. If a goal is scored at this time, it will not count.
- ii. An attacking skater who makes intentional contact with a goaltender during game action will be assessed a minor penalty for interference. If a goal is scored at this time, it will not count.
- iii. If an attacking skater pushes an opponent in any way during game action which causes that opponent to make contact with his own goaltender, and a goal is scored at this time, it will not count.
- iv. If an attacking skater establishes position in the goal crease, obscuring the goaltender's sightline but making no contact, and a goal is scored, it will not count.
- v. An attacking skater who makes contact other than incidental with a goaltender who is out of his goal crease during game action will be assessed a minor penalty for interference. If a goal is scored at this time, it will not count.

RULE 187 – GOALTENDER EQUIPMENT/GENERAL

See also IIHF Goaltender Measurement Standards

- i. All protective equipment must be worn entirely under the uniform except gloves, facemask, and goaltender's pads.
- ii. The measurement of a goaltender's pads may be requested only during the first or second intermission or after the third period of a game that goes into overtime.
- 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 himself bigger".
- iv. Abdominal aprons, extending down the front of the thighs on the outside of the pants, are prohibited.
- v. Graffiti-type 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 his game jersey in such way that they are no longer dangerous. In this case, the goaltender will be required to leave the ice during this process, and a warning will be issued to his team.
- vii. For a second violation of Rule 187-vi, the referee will assess a misconduct penalty to the offending goaltender.

RULE 188 – BLOCKING GLOVE/GOALTENDER

- i. The blocking glove must be rectangular.
- ii. The flap protecting the thumb and wrist must be fastened to the blocker and follow the contour of the thumb and wrist.
- iii. Raised ridges are not allowed on any portion of the blocking glove.

RULE 189 – 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 goaltender's 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 goaltender's 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 190 – 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 penetrate the openings.
- ii. All goaltenders in the age category Under-18 must wear a facemask constructed in such a way that neither a puck nor a stick blade can penetrate the openings.



- iii. A goaltender is allowed to wear a facemask of a different colour and design than that of his teammates.
- iv. The backup goaltender is not required to wear his helmet and facemask when he crosses the ice to return to his players' bench after intermission.

RULE 191 – KNEE PROTECTION/GOALTENDER

- i. Knee protection must be strapped and must fit under the thigh pad of the pants.
- ii. Flaps attached to the inside of the goaltender's pads above the knee that are not worn under the thigh pad of the pants are not allowed.

- iii. The knee-strap pad is the pad that separates the inside of the knee from the ice.
- iv. The knee protection must be worn with the strap tight so that it does not obscure any portion of the “five hole.” The padding between the knee strap pad and the inner knee channel is not affected by this measurement standard.
- v. Medial rolls (raised seam ridges) are not allowed.

RULE 192 – NECK AND THROAT PROTECTOR/GOALTENDER

- i. All goaltenders 18 years and younger must wear a neck and throat protector regardless what event or tournament they are playing in.

RULE 193 – PADS/GOALTENDER

- i. A piece of any material covering the space between the ice and the bottom of the goaltender’s pads in front of the skates is not allowed.
- ii. Graffiti-type 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. No attachments such as plastic puck foils are allowed to any part of the pads.

RULE 194 – PANTS/GOALTENDER

- i. Goaltender pants are produced by an IIHF supplier to specific IIHF guidelines. These may not be altered in any way without the consent of an IIHF representative.
- ii. No internal or 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 his pants shells loosely, allowing him to close the open space between his legs above his pads when he is in the crouch position, the shells will be considered illegal.
- iv. Thigh protectors inside the pants must follow the contour of the leg. Flat thigh protectors are not allowed.

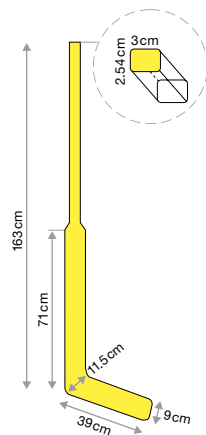
RULE 195 – SKATES/GOALTENDER

- i. A goaltender’s skates must have a non-fluorescent protective cowling at the front of each boot.
- ii. The skate blade must be flat and cannot be longer than the boot.
- iii. Any blades, projections, or “cheaters” added to the boot in order to give the goaltender additional contact to the ice surface are not allowed.

RULE 196 – STICK/GOALTENDER

See also Rule 39 – Stick Tape

- i. A goaltender's stick must be made of materials approved by the IIHF. 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 (64") from the top of the shaft to the heel; the maximum width is 3 cm (1 3/16"); the maximum thickness is 2.54 cm (1").
- vii. The shaft consists of two parts. The lower section (shank) down to the heel must not be more than 71 cm (30") long and not more than 9 cm (3 1/2") wide. Both parts of the shaft must be straight.
- viii. The maximum length of the blade is 39 cm (15 3/8") along the bottom, from the heel to the toe. The maximum height is 9 cm (3 1/2") except the heel which can be 11.5 cm (4 1/2"). The maximum curvature of the blade is 1.5 cm (5/8").



RULE 197 – JERSEYS/GOALTENDER

- i. Goaltender jerseys are produced by an IIHF supplier to specific IIHF guidelines. These cannot be altered in any way without the consent of an IIHF representative.
- ii. No "tying down" of the jersey is allowed at the wrists if this creates a tension across the jersey such that a webbing effect occurs in the armpit.
- iii. No other tie-downs or additions are allowed anywhere on the sweater to create a webbing effect.
- iv. A jersey is illegal if its length is such that it covers any area between the goaltender's legs.
- v. The sleeves must not extend past the fingers of the catching and blocking gloves.

RULE 198 – THROAT PROTECTOR/GOALTENDER

- i. A goaltender is allowed to attach a throat protector to the chin of his facemask. It must be made of a material that will not cause injury.

RULE 199 – UNIFORMS/GOALTENDER

- i. A goaltender is allowed to wear a facemask of a different colour and design than that of his teammates.
- ii. A goaltender is allowed to use skates and gloves of a different colour than that of his teammates.

RULE 200 – GAME ACTION/PUCK HITS GOALTENDER'S FACEMASK

- i. If a goaltender is hit in the facemask by a shot during game action, the referee may stop play if there is no immediate scoring chance.
- ii. If a goaltender's facemask comes off during game action with his team in possession of the puck, 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 a goaltender's facemask comes off during game action with the opposing team in possession of the puck, the referee will stop play if there is no immediate scoring chance. The ensuing faceoff will take place at one of the defending team's faceoff spots.
- iv. If a goaltender's facemask comes off during game action and the puck enters the goal net before the referee blows his whistle to stop game action, the goal will count.
- v. If the puck hits a goaltender's facemask and goes into the goal net, the goal will count.

RULE 201 – THROWING THE PUCK FORWARD/GOALTENDER

- i. If a goaltender has the puck in either glove and places it on the ice in front of him and propels the puck forward with his stick, skate, or any other part of his body or equipment, no penalty will be assessed.
- ii. If a goaltender throws the puck forward and the puck is first played by a teammate, the referee will stop play, and the ensuing faceoff will take place at an 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 continue.

RULE 202 – GOALTENDER SUBSTITUTIONS

- i. If a goaltender skates to his players' bench during a stoppage in play for any reason, he must be substituted unless the stoppage is for a

- team or television timeout. He 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 his stick for any reason, he 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 who left the game cannot re-enter the game until game action has resumed.
 - iv. The goaltender on ice and 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 ever allowed for a substitute or incoming goaltender (see Rule 202-vii for exception).
 - vi. If a goaltender sustains an injury or becomes ill, he must be ready to play immediately after receiving quick medical attention on ice. If the injury causes undue delay, the injured goaltender must leave the game and be replaced, although he may subsequently return at any time.
 - 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 players’ bench to play as a goaltender. The skater has ten minutes in which to dress and be ready to play, but if he is ready prior to ten minutes he is allowed to use the remaining time for warmup on ice.
 - viii. If the situation in Rule 202-vii occurs, neither of the two regular goaltenders is allowed to return to the game.
 - ix. In IIHF competitions where three goaltenders are registered and one of the two goaltenders on the game sheet is incapacitated, the applicable IIHF Bylaw applies.

RULE 203 – ILLEGAL SUBSTITUTION/GOALTENDER

DEFINITION: A skater coming onto the ice to replace a goaltender must wait until the goaltender is within 1.5 metres (5') of his players’ bench.

- i. If a goaltender proceeds to his players’ 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 half of the ice, the ensuing faceoff will take place at the centre-ice faceoff spot.
- iii. When play is stopped in the defending half of the ice, the ensuing faceoff will take place at the nearest faceoff spot in the zone where play was stopped which provides the offending team no territorial advantage.

RULE 204 – FACEOFFS/GOALTENDER

- i. A goaltender cannot participate in a faceoff.

RULE 205 – ICING AND THE GOALTENDER

- i. If a goaltender leaves his goal crease or is situated outside his goal crease when icing is signalled to the opposing team, and he makes a move in the direction of the puck, the icing call will be cancelled even if he returns to his crease.
- ii. If a goaltender is outside his goal crease when the puck is shot down the ice and icing is signalled to the opposing team, icing will be in effect if he moves back into his goal crease immediately.
- iii. If a goaltender in 205-ii makes no attempt to move back into his goal crease immediately, no icing will be called.
- iv. If a goaltender is on his way to the players' bench during game action and an icing is signalled to the opposing team, icing will be called if he makes no attempt to play the puck and either continues to the players' bench or returns directly to his goal crease without attempting to play the puck.
- v. If a goaltender in 205-iv plays or attempts to play the puck, no icing will be called.

RULE 206 – TIMEOUTS AND THE GOALTENDER

- i. During the course of a game, a goaltender is allowed to go to his players' bench only during a team or television timeout.

RULE 207 – GOALTENDER PENALTIES/OVERVIEW

- i. A goaltender who fouls an attacking skater will be assessed a minor penalty.
- ii. A goaltender never serves a penalty or penalties assessed to him or his team which requires him to sit in the penalty box.
- iii. Any additional minor penalties which are assessed to a goaltender at the same stoppage of play must be served by only one skater on his team who was on the ice at the time game action was stopped to assess the penalties (provided that skater did not incur penalties himself).
- iv. A skater who serves a penalty for a goaltender must have been on the ice at the time game action was stopped to assess the penalty.
- v. For a first misconduct penalty to a goaltender, he continues to play. This penalty must be served by a skater who was on the ice at the time game action was stopped (provided that skater did not incur penalties himself).
- vi. 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 be replaced by the backup goaltender.
- vii. For major, game misconduct, and match penalties, the goaltender himself is ejected.
- viii. In case of major or match penalties to a goaltender, the five-minute penalty must be served by a skater on his team who was on the ice

- at the time play was stopped (provided that skater did not incur penalties himself).
- ix. 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.
 - x. When a goaltender is assessed more than one minor or major penalty at the same stoppage of play, one skater of his team designated by the coach through the captain who was on the ice at the time the play was stopped must serve all of these penalties (provided that skater did not incur penalties himself).
 - xi. If a goaltender is assessed both a minor penalty and misconduct penalty at the same time, one skater who was on the ice at the time game action was stopped must serve the minor penalty and a second skater who was on the ice at the time game action was stopped must serve the full 12 minutes. Both skaters must be designated by the coach through the captain.

GAME SITUATION 1: A goaltender has been assessed a misconduct penalty. While a substitute skater is in the penalty box serving the penalty, the goaltender is assessed a second misconduct. As a result, the goaltender is ejected from the game because the second misconduct penalty becomes an automatic game misconduct. The skater serving the misconduct can leave the penalty box.

GAME SITUATION 2: If a goaltender on the players' bench is assessed a penalty at any time, a skater who was on the ice at the time the play was stopped to assess the penalty must serve the penalty. The coach or team official must designate this skater through the captain.

RULE 208 – 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 his position on ice, his equipment, and his role in the game as outlined below.

RULE 209 – BEYOND CENTRE RED LINE/GOALTENDER

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 half of the ice 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.

RULE 210 – BROKEN STICK/GOALTENDER

See also Rule 120-iii (Broken Stick/Playing With – Replacing) and Rule 128-v (Dangerous Equipment/Dangerous Use of Equipment)

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 he holds onto it during game action, he will be assessed a minor penalty.
- ii. A goaltender whose stick is broken is forbidden to receive a stick thrown onto the ice from either the players' bench or from a spectator. He may use a teammate's stick provided it is given to him through a hand-to-hand exchange. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty.
- iii. A goaltender who skates to his players' bench during a stoppage of play to replace his stick, and then returns to his goal crease, will be assessed a minor penalty. However, if he is substituted until play has resumed, no penalty will be assessed.
- iv. A goaltender is allowed to go to the players' bench and change his stick during game action.
- v. At no time is a goaltender allowed to grab an opponent's stick: (1) from an opponent on ice who may be holding the stick or who may have dropped it to the ice; (2) from an opponent sitting on his players' 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 (see Rule 210-ii).
- viii. A goaltender cannot use more than one stick at any one time.

RULE 211 – DANGEROUS EQUIPMENT/GOALTENDER

DEFINITION: A goaltender's equipment must conform to safety standards, be of acceptable quality and working order, and be worn inside the 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 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.
- ii. If a goaltender's equipment is measured between periods and is found to be illegal, he will be assessed a minor penalty. Any skater from his team may serve the penalty.

RULES 212–217 – DELAY OF GAME/GOALTENDER

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

RULE 212 – DELAY OF GAME/GOALTENDER – ADJUSTMENT OF EQUIPMENT

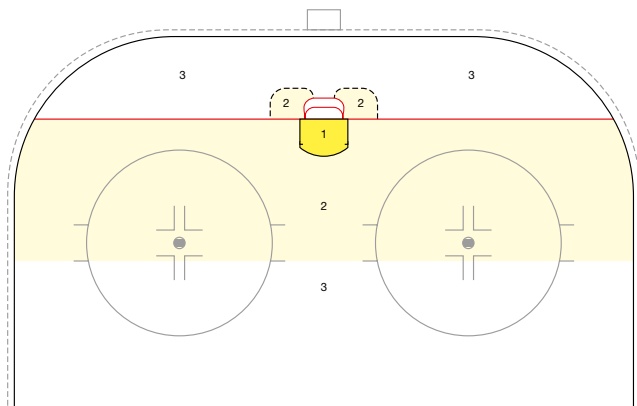
- i. A goaltender who stops game action or delays the start of game action to repair or adjust his equipment will be assessed a minor penalty.

RULE 213 – 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 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 during a penalty shot or during a penalty-shot shootout, a goal will be awarded unless Rule 178-vii or 178-viii applies.

RULE 214 – DELAY OF GAME/GOALTENDER – FREEZING THE PUCK ALONG BOARDS

- i. A goaltender who holds or plays the puck with his stick, skates, or body along the boards in such a manner as to cause a stoppage of play will be assessed a minor penalty, even if he is being checked.



1 goal crease

2 goaltender is allowed to freeze the puck only when pressured and only if he cannot play it safely with his stick

3 goaltender is not allowed to freeze the puck

RULE 215 – DELAY OF GAME/GOALTENDER – GOING TO PLAYERS’ BENCH DURING STOPPAGE

- i. A goaltender who goes to his players’ bench during a stoppage of play that is not a television timeout or a team timeout, except to be replaced, will be assessed a minor penalty.

GAME SITUATION 1: If a goaltender skates to his player’s bench to celebrate a goal he must either be replaced or be assessed a minor penalty for delay of game.

GAME SITUATION 2: On a delayed penalty, the goaltender of the team gaining the advantage skates to his bench for an extra skater, but before he gets there play is stopped. If he continues skating to his players’ bench on-ice officials will issue a warning for a first offence, but if this occurs a second time the goaltender will be assessed a minor penalty for delay of game.

RULE 216 – DELAY OF GAME/GOALTENDER – REMOVING FACEMASK

- i. A goaltender who deliberately removes his facemask during game action in order to stop play will be assessed a minor penalty.

RULE 217 – 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 his defending zone anywhere in the rink (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 penalized if he deflects the puck over the protective glass while making a save, but if he makes a save and in the same motion bats or swats the puck out of play, he will be assessed a minor penalty.
- iii. A goaltender who deliberately shoots the puck out of play anywhere on the ice during game action or a stoppage will be assessed a minor penalty.

RULE 218 – DROPPING THE PUCK ON GOAL NETTING/GOALTENDER

DEFINITION: A goaltender is not allowed to drop the puck on top of the goal netting or on the back of the goal net to cause a stoppage in play.

- i. A goaltender who deliberately drops the puck onto the goal netting or onto the back of the goal net to cause a stoppage of play will be assessed a minor penalty.

- ii. If the puck bounces onto the goal netting, a goaltender is allowed to cover the puck with his glove to prevent an opponent from playing it.

RULE 219 – FIGHTING/GOALTENDER

DEFINITION: A goaltender who repeatedly punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

- i. A goaltender who uses his blocker glove to punch an opponent in the head, neck, or face will be assessed a match penalty.
- ii. A goaltender who removes his glove or 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 starts a fight will be assessed a match penalty.

RULE 220 – HOLDING THE PUCK IN GOAL CREASE/GOALTENDER

DEFINITION: A goaltender is allowed to freeze the puck in his goal crease so long as he is being pressured by an opponent. If he is not being pressured and has time to make a play safely to a teammate, he is obliged to do so.

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

RULE 221 – HOLDING THE PUCK OUTSIDE GOAL CREASE/GOALTENDER

DEFINITION: A goaltender is not allowed to fall on the puck to cause a stoppage in play in certain situations if his body is outside the goal crease.

- i. A goaltender whose body is entirely outside the goal crease, and when the puck is behind the goal line (not between the posts) or beyond the hash marks, falls on or gathers the puck into his body, or holds or places the puck against any part of the goal net or the boards, will be assessed a minor penalty whether or not he is being pressured by an opponent.
- ii. A goaltender who falls on or gathers the puck into his body in the area between the goal line and the hash marks of the end zone faceoff circles will be assessed a minor penalty unless he is being pressured by an opponent and is unable to play the puck safely with his stick.

RULE 222 – ILLEGALLY BLOCKING GOAL NET OR PILING SNOW/GOALTENDER

DEFINITION: A goaltender is not allowed to leave his stick or other equipment or pile snow or other objects in front of his goal net which might prevent the puck from entering the goal net. It is his responsibility to keep his goal crease clear of obstacles.

- i. A goaltender will be assessed a minor penalty if he leaves his stick or other equipment or piles snow or other objects in front of his goal net, and any of such obstacles prevents the puck from entering the goal net while he is on the ice.
- ii. A goal will be awarded if a goaltender leaves his stick or other equipment or piles snow or other objects in front of his goal net, and any of such obstacles prevents the puck from entering the goal net while he is off the ice.

RULE 223 – LEAVING GOAL CREASE DURING PLAYER CONFRONTATION/GOALTENDER

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

- i. A goaltender who leaves the immediate vicinity of his goal crease to participate in any way in a confrontation will be assessed a minor penalty.
- ii. A goaltender who is outside of his goal crease (i.e., to play the puck behind the goal net, to go to the players' bench) and becomes involved in a player confrontation will not be assessed a penalty for leaving his goal crease, but he is subject to other penalties based on his actions during that confrontation.
- iii. If a player confrontation takes place in his goal crease, the goaltender must leave his goal crease but will not incur a penalty for doing so. Additionally, he must leave his goal crease or skate to a corner or any area in his defending zone nearest to his goal crease which is not part of a player confrontation if instructed to do so by an on-ice official.

GAME SITUATION 1: If a goaltender leaves the vicinity of his goal crease during an altercation and is the first to intervene in a fight he will be assessed a minor penalty (for leaving the crease) and a game-misconduct penalty (for being the third man in an altercation).

GAME SITUATION 2: During a confrontation in the attacking zone, if the goaltender in the defending zone skates to his players' bench, remaining on his side of the centre ice red line, he will be assessed a minor penalty.

RULE 224 – TOO MANY MEN – GOALTENDER

DEFINITION: A goaltender cannot play the puck or make contact with an opponent when leaving the ice if the substituting player has already come onto the ice.

- i. All rules apply to a goaltender for too many men as they do for skaters (see Rule 166).
- ii. At no time during game action is a team allowed to have two goal-tenders on the ice except for the time it takes one goaltender to change with another goaltender “on the fly”.

RULE 225 – PENALTY SHOTS/FOULS BY A GOALTENDER

- 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 of regulation time, or at any time in overtime, the referee will award the opposing team a penalty shot.
- 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 team a penalty shot.
- 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 skater scores a goal prior to the whistle, the goal will count and the penalty shot will be cancelled.
- v. If a goaltender removes his facemask when an attacking skater is on a breakaway, the referee will stop play and award the opponent a penalty shot.

RULE 226 – AWARDED GOALS/FOULS BY A GOALTENDER

See also Rule 177-v (Penalty Shot Procedure/Taking the 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 178-vii and 178-viii).
- ii. If, during the course of a penalty shot, the goaltender removes his facemask, a goal will be awarded.
- iii. If, during the course of a penalty shot, the goaltender throws his stick at the puck or puck carrier, a goal will be awarded.

APPENDIX 1 – PENALTIES ON THE SCORECLOCK – SPECIFIC SITUATIONS

GOALS SCORED AGAINST A SHORT-HANDED TEAM

1.	A6 – 2 minutes	at 3:00	B11 – 2 minutes	at 3:00
	A9 – 2 minutes	at 3:30		
			B Goal	at 4:00

- At 3:00 teams play 4 on 4
- At 3:30 teams play 3 (A) on 4 (B)
- A9 returns at 4:00

2.			B11 – 2 minutes	at 3:00
	A6 – 2 minutes	at 3:30		
	A9 – 2 minutes	at 4:00		
			B Goal	at 4:30

- A6 returns at 4:30

3.	A6 – 2 minutes	at 3:00	B11 – 2 minutes	at 3:00
	A9 – 5 minutes + GM	at 3:30		
			B Goal	at 4:00

- At 3:00 teams play 4 on 4
- At 3:30 teams play 3 (A) on 4 (B)
- A9 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve his 5 minutes
- No skater returns at 4:00

4.	A6 – 5 minutes + GM	at 3:00	B11 – 2 minutes	at 3:00
	A9 – 2 minutes	at 3:30		
			B Goal	at 4:00

- At 3:00 teams play 4 on 4
- A6 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve his 5 minutes
- At 3:30 teams play 3 (A) on 4 (B)
- A9 returns at 4:00

5.	A6 – 5 minutes + GM	at 3:00	B11 – 2 minutes	at 3:00
	A9 – 2 minutes	at 3:00		
			B Goal	at 4:00

- At 3:00 teams play 4 (A) on 5 (B)
- A6 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve his 5 minutes
- No skater returns at 4:00

6. A6 – 2 + 5 minutes + GM at 4:00
 A9 – 2 minutes at 8:00
 B Goal at 9:15

- A6 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve penalties for A6
- A9 returns at 9:15 because the minor to A9 is the first minor being served

7. A6 – 2 + 5 minutes + GM at 4:00
 A9 – 2 minutes at 9:10
 B Goal at 9:15

- A6 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve penalties for A6
- Substitute skater for A6 returns at 9:15 because his minor was the first minor being served

8. A7 – 5 minutes + GM at 3:00
 A11 – 5 minutes + GM at 3:10
 A12 – 2 minutes at 4:00
 B Goal at 4:30

- A7 and A11 are ejected from the game, so Team A must put substitute skaters in the penalty box to serve the 5 minutes for A7 and A11
- No skater returns after the goal because the minor to A12 is not being served at the time

9. A4 – 2 minutes at 10:00
 A7 – 2 minutes at 10:30
 B8 – 2 minutes at 11:00
 A9 – 2 minutes at 11:00
 B Goal at 12:10

- At 11:00 teams play 3 (A) on 5 (B) because the minors to B8 and A9 cancel each other
- A4 returns to the ice at 12:00 and the teams play 4 (A) on 5 (B), and the minor to A7 is the only penalty on the clock
- A7 returns to the ice at 12:10

10. A9 – 5 minutes + GM	at 3:00	B11 – 2 + 2 minutes	at 3:30
A6 – 2 minutes	at 3:30	B Goal	at 4:30

- A9 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve his 5 minutes
- At 3:30 teams play 4 on 4
- At 3:30 A6 minor and one minor to B11 cancel each other
- Team B must put a skater in the penalty box to serve the extra minor for B11
- No skater returns at 4:30
- B11 returns at the first stoppage after 7:30

11. A6 – 5 minutes + GM	at 3:00	B11 – 5 minutes + GM	at 3:30
A9 – 2 minutes	at 3:30	B Goal	at 4:00

- A6 and B11 are ejected from the game, so Team A and Team B must put substitute skaters in the penalty box to serve their 5 minutes
- At 3.30 teams play 3 (A) on 4 (B)
- A9 minor and B11 major do not cancel each other
- A9 returns at 4:00

12. A7 – 2 + 2 minutes	at 12:00	B3 – 2 minutes	at 12:00
A9 – 2 minutes	at 13:15	B Goal	at 13:30

- At 12:00 Team A must put a substitute in the penalty box to serve one minor for A7
- One minor for A7 and minor for B3 cancel each other
- The substitute for A7 returns at 13:30 on goal by Team B
- A7 returns at first stoppage after 15:30

13. A7 – 2 minutes	at 3:30	B11 – 2 minutes	at 3:30
		B14 – 5 minutes + GM	at 3:30
		B19 – 2 minutes	at 3:30
A Goal	at 4:00		

- B14 is ejected from the game, so Team B must put a substitute skater in the penalty box to serve his 5 minutes
- At 3:30 teams play 5 (A) on 3 (B), as A7 minor cancels out minor B11 or B19 (captain's choice)
- Either B11 or B19 returns at 4:00

14. A6 – 5 minutes + GM	at 3:00		
		B11 – 2 minutes	at 3:30
A9 – 2 minutes	at 3:30		
		B Goal	at 4:00

- A6 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve his 5 minutes
- At 3:30 teams play 4 (A) on 5 (B)
- A9 minor and B11 minor cancel each other
- No skater returns at 4:00 because substitute for A6 serves major penalty
- A9 and B11 return at the first stoppage after 5:30

15. A8 – 2 + 2 minutes	at 3:00		
A9 – 2 minutes	at 4:00		
		B Goal	at 4:30
		B Goal	at 5:30

- At 4:30 first minor to A8 is cancelled and teams play 3 (A) on 5 (B)
- At 5:30 the minor to A9 is cancelled and teams play 4 (A) on 5 (B)

GOALS SCORED DURING A DELAYED PENALTY

1. A15 – 2 minutes	at 3:00		
A23 – 2 + 2 minutes			
(delayed penalty after 3:00)			
		B Goal	at 4:00

- A15 returns at 4:00
- The delayed double-minor penalty to A23 is assessed at 4:00

2. A15 – 2 minutes	at 3:00		
		B12 – 2 minutes	at 3:30
A23 – 2 minutes			
(delayed penalty after 3:30)			
		B Goal	at 4:10

- No skater returns
- Team B goal nullifies the signalled penalty to A23 because Team A was not short-handed

3. A15 – 2 minutes	at 3:00		
		B12 – 2 minutes	at 3:30
A23 – 2 minutes	at 4:00		
		B Goal	at 4:30

- A15 returns at 4:30 (he had the least amount of time to serve in his minor penalty)

4.	A15 – 5 minutes + GM	at 3:00		
	A23 – 2 minutes	at 3:30		
			B12 – 2 minutes	at 4:00
			B Goal	at 4:30

– A23 returns at 4:30 because the team was short-handed by reason of a minor penalty

5.	A15 – 2 minutes	at 3:00		
			B12 – 2 minutes	at 3:00
	A23 – 2 minutes	at 3:15		
			B Goal	at 4:30

– A23 returns at 4:30 because the team was short-handed by reason of penalty to A23

6.	A15 – 2 minutes	at 3:00	B12 – 2 minutes	at 3:30
	A23 – 2 minutes	at 4:00	B3 – 2 minutes	
			(delayed penalty after 4:00)	
	A Goal	at 4:30		

– Delayed penalty to B3 is cancelled by goal because the penalty to B12 does not make Team B short-handed

7.	A15 – 2 minutes	at 3:00		
			B12 – 2 minutes	at 3:30
	A23 – 2 minutes	at 4:00		
	A6 – 2 minutes			
	(delayed penalty after 4:00)			
			B Goal	at 4:30

– A15 returns at 4:30
 – The delayed penalty to A6 begins at 4:30

8.	A15 – 2 minutes	at 3:00		
			B12 – 2 minutes	at 3:30
	A23 – 2 minutes	at 4:00		
			B Goal	at 5:00

– A15 returns at 5:00 because his minor penalty is finished
 – Teams are at equal strength at the time of the goal

9.	A15 – 2 minutes	at 3:00		
	A23 – 2 minutes	at 3:30		
			B12 – 2 minutes	at 4:00
			B Goal	at 4:30

– A15 returns at 4:30

10.			B12 – 2 minutes	at 3:00
	A15 – 2 minutes	at 3:30		
	A23 – 5 minutes + GM	at 4:00		
			B Goal	at 4:30

– A15 returns at 4:30

11.	A15 – 5 minutes + GM	at 3:00		
			B12 – 5 minutes + GM	at 3:30
	A23 – 2 minutes	at 4:00		
			B Goal	at 4:30

– A23 returns at 4:30 because Team A is short-handed by reason of a minor penalty

12.	A15 – 2 minutes	at 3:00	B12 – 2 minutes	at 3:00
	A23 – 5 minutes + GM	at 3:30		
	A6 – 2 minutes			
	(delayed penalty after 3:30)			
			B Goal	at 4:30

– The penalty to A6 is cancelled (unless it is a major or match penalty) because Team A is not short-handed by reason of a minor penalty

COINCIDENT MINOR PENALTIES

1.	A6 – 2 minutes	at 3:00	B11 – 2 minutes	at 3:00
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– Teams play 4 on 4

2.	A6 – 2 + 2 minutes	at 3:00	B11 – 2 minutes	at 3:00
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– At 3:00 teams play 4 (A) on 5 (B) because the minor to B11 and one minor to A6 cancel each other

– Team A must place a substitute skater for A6 in the penalty box

3.	A6 – 2 minutes	at 3:00		
			B11 – 2 minutes	at 3:30
	A9 – 2 minutes	at 3:30		

– At 3:30 teams play 4 (A) on 5 (B) after minors to A9 and B11 cancel each other

4.	A6 – 2 minutes	at 3:00		
			B11 – 2 minutes	at 3:30
	A9 – 2 minutes	at 3:30		
	A7 – 2 minutes	at 3:30		

– At 3:30 teams play 3 (A) on 5 (B) because penalty to B11 cancels one minor to either A9 or A7 (captain's choice)

5.	A6 – 2 minutes	at 3:00	B12 – 2 + 10 minutes	at 3:15
	A9 – 2 minutes	at 3:15		

– At 3:15 teams play 4 (A) on 5 (B) because minors to A9 and B12 cancel each other

6.	A6 – 2 minutes	at 3:00		
			B12 – 2 + 2 minutes	at 4:00
	A9 – 2 + 2 minutes	at 4:00		

– At 4:00 teams play 4 (A) on 5 (B) because double minors to A9 and B12 cancel each other

7.	A6 – 2 minutes	at 3:00		
			B11 – 2 minutes	at 3:00
	A9 – 2 minutes	at 3:00		

– At 3:00 teams play 4 (A) on 5 (B) because one minor to B11 cancels out a minor to either A6 or A9 (captain's choice)

8.	A6 – 2 minutes	at 3:00		
			B11 – 2 + 2 minutes	at 3:30
	A9 – 2 minutes	at 3:30		

– At 3:30 teams play 4 on 4 because the minor to A9 cancels one minor to B11

– Team B must put a substitute skater in the penalty box to serve one minor for B11

9. A6 – 2 + 10 minutes at 3:00 B11 – 2 + 10 minutes at 3:00

- Teams play 4 on 4
 - Team A and Team B must put substitute skaters in the penalty box who will return to the ice at 5:00
 - A6 and B11 return to the ice at the first stoppage of play after 15:00
-

10. A6 – 2 minutes at 9:00 B4 – 2 minutes at 9:20
A9 – 2 minutes at 9:20 B7 – 2 minutes at 9:20
A8 – 2 minutes at 9:20

- At 9:20 teams play 4 (A) on 5 (B) because minors to A9 and A8 and B4 and B7 all cancel each other
-

11. A6 – 2 + 2 minutes at 3:00 B11 – 2 + 2 minutes at 3:00
A9 – 2 + 2 minutes at 3:00

- At 3:00 teams play 4 (A) on 5 (B) because the double minor to B11 cancels the double minor to either A6 or A9 (captain's choice)
-

12. A6 – 2 minutes at 3:00 B11 – 2 + 2 minutes at 3:00
A9 – 2 + 2 minutes at 3:00

- At 3:00 teams play 4 (A) on 5 (B) because the double minors to A9 and B11 cancel each other
-

13. A6 – 2 minutes at 3:00 B11 – 2 + 2 minutes at 3:00
A9 – 2 minutes at 3:00 B12 – 2 minutes at 3:00
A7 – 2 + 2 minutes at 3:00

- At 3:00 teams play 4 (A) on 5 (B) because the double minors to A7 and B11 cancel each other and the minor to B12 cancels the minor to either A6 or A9 (captain's choice)
-

14. A6 – 2 minutes at 3:00 B11 – 2 + 2 + 2 minutes at 3:00
A9 – 2 + 2 minutes at 3:00 B12 – 2 minutes at 3:00
A7 – 2 + 2 minutes at 3:00

- At 3:00 teams play 4 (A) on 5 (B) because the minors to B11 and B12 cancel the minors to A9 and A7
-

15. A6 – 2 minutes	at 3:00	B11 – 2 + 2 minutes	at 3:00
A9 – 2 + 2 + 2 minutes	at 3:00	B12 – 2 + 2 minutes	at 3:00
A7 – 2 minutes	at 3:00		

– At 3:00 teams play 4 (A) on 5 (B) because the minors to B11 and B12 cancel the minors to A9 and either A6 or A7 (captain's choice)

16. A6 – 2 minutes	at 3:00	B11 – 2 + 2 + 2 minutes	at 3:00
A9 – 2 + 2 minutes	at 3:00	B12 – 2 + 2 minutes	at 3:00
A7 – 2 + 2 minutes	at 3:00		

– At 3:00 teams play 5 on 5 because all minors cancel each other (5 minors to Team A and 5 minors to Team B)

17. A6 – 2 minutes	at 3:00	B8 – 2 minutes	at 3:00
A3 – 2 + 2 minutes	at 3:00	B9 – 2 minutes	at 3:00
A5 – 2 minutes	at 3:00	B7 – 2 minutes	at 3:00

– At 3:00 teams play 4 (A) on 5 (B) because the three minors to Team B cancel out the double minor to A3 and one minor to either A6 or A5 (captain's choice)

18. A5 – 2 minutes	at 3:00	B8 – 2 minutes	at 3:00
A6 – 2 + 2 minutes	at 3:00	B9 – 2 minutes	at 3:00
A7 – 2 minutes	at 3:00		

– At 3:00 teams play 4 (A) on 5 (B) because the minors to A5 and A7 cancel the minors to B8 and B9

19. A5 – 2 + 2 minutes	at 3:00	B8 – 2 + 2 minutes	at 3:00
A6 – 2 minutes	at 3:00	B9 – 2 + 2 minutes	at 3:00
A7 – 2 + 2 + 2 minutes	at 3:00		

– At 3:00 teams play 4 (A) on 5 (B) because the minors to B8 and B9 cancel the minors to A7 and A6

20. A6 – 2 minutes	at 3:00	B11 – 2 + 2 minutes	at 3:00
A9 – 2 minutes	at 3:00		

– Teams play 5 on 5 because the double minor to B11 cancels the minors to A6 and A9

21. A6 – 2 minutes	at 3:00	B8 – 2 minutes	at 3:00
A9 – 2 minutes	at 3:00	B7 – 2 minutes	at 3:00

– At 3:00 teams play 5 on 5 because all four minors cancel each other

22. A6 – 2 + 2 minutes at 3:00 B8 – 2 + 2 minutes at 3:00

– At 3:00 teams play 5 on 5 because all four minors cancel each other

23. A6 – 2 + 10 minutes at 3:00 B11 – 2 minutes at 3:00
A9 – 2 + 2 minutes at 3:00

– Teams play 4 (A) on 5 (B) because minors to A6 and B11 cancel each other
– Team A is short-handed for 4 minutes (A9 double minor)
– A9 returns to the ice at 7:00
– A6 returns at the first stoppage of play after 15:00 and B11 returns at the first stoppage of play after 5:00

24. A6 – Penalty Shot at 3:00 B11 – 2 minutes at 3:00
A9 – 2 minutes at 3:00

– Teams play 4 on 4 because minors to A9 and B11 cancel each other

25. A15 – 2 minutes at 4:00
A18 – 2 minutes at 4:30
A77 – 2 + 2 minutes at 5:00
B10 – 2 minutes at 4:20
B21 – 2 minutes at 5:00

– At 4:20 teams play 4 on 4
– At 4:30 teams play 3 (A) on 4 (B)
– At 5:00 teams play 3 (A) on 4 (B)
– At 5:00 B21 minor cancels one minor to A77
– Team A must put a substitute skater in the penalty box
– At 6:00 the minor penalty for substitute A77 begins, but A15 must remain in the penalty box until the first stoppage of play following the expiration of his penalty and the teams are playing 3 (A) on 4 (B)
– A77 leaves the penalty box at the first stoppage after 10:00
– B21 leaves the penalty box at the first stoppage after 7:00

26. A6 – 2 minutes at 3:00
A7 – 2 minutes at 3:30 B9 – 2 minutes + GM at 3:30

– At 3:00 teams play 4 (A) on 5 (B)
– At 3:30 teams play 4 (A) on 5 (B)
– B9 is ejected from the game, but Team B does not need to put a substitute skater in the penalty box because the penalty time of A7 and B9 are not on the clock (coincident penalties)

COINCIDENT MAJOR PENALTIES

1. A3 – 5 minutes + GM at 3:00 B8 – 5 minutes + GM at 3:00

– At 3:00 teams play 5 on 5

– Teams do not need to put substitute skaters in the penalty box because A3 and B8 are ejected from the game and the two major penalties cancel each other

2. A1 (goaltender) –
5 minutes + GM at 3:00 B8 – 5 minutes + GM at 3:00

– At 3:00 teams play 5 on 5

– Teams do not need to put substitute skaters in the penalty box because A1 and B8 are ejected from the game and the two major penalties cancel each other

COMBINED COINCIDENT MINOR AND MAJOR PENALTIES

1. A6 – 2 minutes at 3:00 B14 – 5 minutes + GM at 3:30
A9 – 5 minutes + GM at 3:30

– At 3:30 teams play 4 (A) on 5 (B) because the majors plus GM to A9 and B14 cancel each other

– Teams do not need to put substitute skaters in the penalty box because A9 and B14 have been ejected from the game and the major penalties cancel each other

2. A6 – 2 minutes at 3:00
B19 – 2 + 5 minutes
+ GM at 4:00
A7 – 2 + 5 minutes + GM at 4:00

– At 4:00 teams play 4 (A) on 5 (B) because the minor, major, and GM to both A7 and B19 cancel each other

– Teams do not need to put substitute skaters in the penalty box because A7 and B19 have been ejected from the game and the major penalties cancel each other

3. A6 – 2 minutes at 3:00
B11 – 2 minutes at 4:00
A5 – 2 minutes at 4:00 B19 – 5 minutes + GM at 4:00
A7 – 5 minutes + GM at 4:00

– At 4:00 teams play 4 (A) on 5 (B) because the minors to A5 and B11 and the majors and GM to A7 and B19 cancel each other

- Teams do not need to put substitute skaters in the penalty box because A7 and B19 have been ejected from the game and the major penalties cancel each other

4. A3 – 2 + 2 minutes at 3:00 B8 – 2 + 5 minutes + GM at 3:00

- At 3:00 teams play 4 on 4 (one minor on each team cancel out)
- The substitute skater for A3 returns at 5:00
- B8 is ejected from the game, and the substitute skater returns to the ice at 8:00

5. A3 – 2 + 2 minutes at 3:00 B8 – 2 + 5 minutes + GM at 3:00
A5 – 2 minutes at 3:00 B9 – 5 minutes + GM at 3:00
A7 – 5 minutes + GM at 3:00

- At 3:00 teams play 4 on 4 (the major and GM to A7 and the minor to A5 cancel all penalties to B8)
- A7, B8, and B9 are ejected from the game
- The substitute skater for B9 must serve the 5-minute penalty
- The substitute skater for B9 returns at 8:00

6. A7 – 2 minutes at 4:00
A9 – 5 minutes + GM at 5:00
A8 – 2 minutes at 5:10
A4 – 2 minutes at 5:10
B4 – 5 minutes + GM at 5:00
B3 – 2 minutes at 5:10
B7 – 2 minutes at 5:10

- At 5:00 teams play 4 (A) on 5 (B) (the majors and GM to A9 and B4 cancel each other)
- At 5:10 teams still play 4 (A) on 5 (B) (all four minors cancel each other)
- Teams do not need to put substitute skaters in the penalty box because A9 and B4 have been ejected from the game and the major penalties cancel each other

7. A3 – 2 + 5 minutes + GM at 3:00 B8 – 2 + 5 minutes + GM at 3:00

- At 3:00 teams play 5 on 5 (all penalties cancel each other)
- Teams do not need to put substitute skaters in the penalty box because A3 and B8 have been ejected from the game and the major penalties cancel each other

8. A3 – 2 minutes at 3:00 B8 – 2 minutes at 3:00
A7 – 5 minutes + GM at 3:00 B9 – 5 minutes + GM at 3:00

- At 3:00 teams play 5 on 5 (all penalties cancel each other)

- Teams do not need to put substitute skaters in the penalty box because A7 and B9 have been ejected from the game and the major penalties cancel each other

9. A6 – 5 minutes + GM at 3:00 B11 – 2 minutes at 3:00
A9 – 2 minutes at 3:00

- At 3:00 teams play 4 (A) on 5 (B) (the minors to A9 and B11 cancel each other)
- Team A must put a substitute skater in the penalty box to serve the 5-minute penalty for A6 who has been ejected from the game

COMBINED COINCIDENT MAJOR AND MATCH PENALTIES

1. A6 – 5 minutes + GM at 3:00 B7 – Match penalty at 3:00

- Teams play 5 on 5 and no substitute skaters are required in the penalty box

2. A6 – Match penalty at 3:00 B7 – Match penalty at 3:00

- Teams play 5 on 5 and no substitutes are required in the penalty box

DELAYED PENALTIES

1. A6 – 2 + 2 +10 minutes at 13:00
A6 – 2 minutes at 20:00 (end of period)

- The minor assessed at the end of the period starts at the beginning of the next period and teams play 4 (A) on 5 (B)
- The misconduct will restart again at 2:00 after the minor has been completed
- A6 will return to the ice at the first stoppage after 9:00
- Team A must place a substitute skater in the penalty box to serve the minor at the beginning of the period, and he can return to the ice at 2:00

2. The following penalties are assessed to Team A during a stoppage of play:
A4 – 2 minutes
A5 – 2 minutes
A6 – 2 + 2 minutes
A7 – 5 minutes + GM

- A7 is ejected from the game
- The major penalty to A7 will be the last penalty to be served (by the substitute skater)

- The order in which the other three skaters serve their penalties is the captain's choice, even though one skater has a double-minor penalty

3.	A6 – 2 minutes	at 3:00	B7 – 2 + 2 minutes	at 3:00
			B7 – 2 minutes	at 3:30
			(while in the penalty box)	

- At 3:00 teams play 5 (A) on 4 (B)
- Team B must put a substitute skater in the penalty box to serve the extra minor to B7
- At 3:30 teams will play 5 (A) on 4 (B) (the minor to B7 (at 3:30, while he was in the penalty box) is added to the time of the substitute skater
- The Team B substitute skater must serve 4 minutes and can return to the ice at 7:00
- If Team A does not score, teams will play 5 (A) on 4 (B) until 7:00
- B7 must serve the total time for all three of his penalties (6 minutes) and can return to the ice at the first stoppage of play after 9:00

4.	A7 – 2 + 2 minutes	at 3:00
	A8 – 2 minutes	at 3:00
	A9 – 2 minutes (bench minor)	at 3:00

- At 3:00 teams play 3 (A) on 5 (B)
- At 3:00 A8 and A9 serve minor penalties (on the clock)
- At 5:00 A7 begins to serve his two minor penalties
- At 5:00 teams play 4 (A) on 5 (B)
- At 5:00 either A8 or A9 returns to the ice (captain's choice)

5.	A6 – 5 minutes + GM	at 3:00
	A8 (substitute for A6) – 2 minutes	at 3:30
		(while in the penalty box)
	A8 (substitute for A6) – 10 minutes	at 4:00
		(while in the penalty box)

- A6 is ejected from the game, so Team A must put a substitute skater in the penalty box to serve his 5-minute penalty
- At 3:00 teams play 4 (A) on 5 (B)
- At 3:30, after A8 has been assessed an additional minor penalty while in the penalty box, teams still play 4 (A) on 5 (B)
- A8 minor penalty starts at 8:00 after the expiration of the 5-minute penalty (delayed penalty)
- At 4:00, after A8 is assessed a misconduct penalty, while in the penalty box, teams still play 4 (A) on 5 (B)
- At 4:00 Team A must put another substitute skater in the penalty box to serve the minor penalty for A8 (assessed at 3:30)
- The A8 misconduct penalty starts at 10:00 (delayed penalty)

- If no further penalties are assessed to Team A, and no goal is scored after expiration of the 5-minute penalty at 10:00, teams will play 5 on 5

GOALTENDER PENALTIES

1. A1 (goaltender) 2 + 10 minutes at 3:00
A1 (goaltender) 2 + 10 minutes at 3:30

- At 3:00 Team A must put two skaters who were on the ice at the time game action was stopped in the penalty box to serve the goaltender's penalty, one for 2 minutes and the second for 12 minutes
- At 3:30 Team A must put another skater who was on the ice at the time game action was stopped in the penalty box to serve the goaltender's second minor penalty
- Because of the second misconduct penalty, A1 is assessed an automatic game-misconduct penalty, and the skater serving 2 + 10 minutes assessed at 3:00 can leave the penalty box
- At 3:30 teams will play 3 (A) on 5 (B)
- The second minor for the goaltender will start at 3.30
- The skater serving the first minor penalty for the goaltender can return to the ice at 5.00 (if no goal is scored)

-
2. A30 (goaltender) 2 minutes at 3:00
A30 (goaltender) 2 minutes at 3:30

- At 3:00 teams play 4 (A) on 5 (B)
- Team A must put a skater who was on the ice at the time game action was stopped in the penalty box to serve the first minor penalty
- At 3:30 Team A must put another skater who was on the ice at the time game action was stopped in the penalty box to serve the second minor penalty
- At 3:30 teams play 3 (A) on 5 (B)
- The skater serving the first minor penalty can return to the ice at 5.00 (if no goal is scored)

-
3. A30 (goaltender) 2 minutes at 3:00
A30 (goaltender) 10 minutes at 3:30

- At 3:00 teams play 4 (A) on 5 (B)
- Team A must put a skater who was on the ice at the time game action was stopped in the penalty box to serve the minor penalty
- At 3:30 Team A must put another skater who was on the ice at the time game action was stopped in the penalty box to serve the misconduct penalty
- At 3:30 teams play 4 (A) on 5 (B)
- The second penalty (misconduct) starts at 3.30

- The skater serving the minor penalty can return to the ice at 5:00 (if no goal is scored)
- The skater serving the misconduct penalty can return to the ice at the first stoppage of play after 13.30

4.	A30 (goaltender) 10 minutes	at 3:00
	A30 (goaltender) 2 minutes	at 3:30

- At 3:00 teams play 5 on 5
- Team A must put a skater who was on the ice at the time game action was stopped in the penalty box to serve the misconduct penalty
- At 3:30 Team A must put another skater who was on the ice at the time game action was stopped in the penalty box to serve the minor penalty
- At 3:30 teams play 4 (A) on 5 (B)
- The minor penalty starts at 3:30
- The skater serving the minor penalty will return on the ice at 5:30 (if no goal is scored)
- The skater serving the misconduct penalty will return to the ice after the first stoppage of play after 13.00

REFEREE AND LINESMEN SIGNALS

REFEREE SIGNALS



RULE 61 – TEAM TIMEOUT

Using both hands to form a “T” in front of the chest.



RULE 74 – HAND PASS

Using open palm of hand in a pushing motion.



RULE 184-i – ATTACKING PLAYER IN THE GOAL CREASE

Semi-circular motion by one arm at chest height made parallel to the ice surface, simulating the goal crease, and then extending the other arm horizontally with the hand pointing in the direction of the neutral zone.



RULE 92 – PLAYER CHANGE SIGNAL

The referee allows a five second period to the visiting team to make a player(s) change. After the five seconds, the referee shall raise his arm, which indicates that the visiting team may no longer change any player and the home team has five seconds to change players.



RULE 94 – GOAL SCORED

An extension of the arm pointing at the goal to indicate the puck has entered the net.



RULES 107 AND 109 – MIS-CONDUCT PENALTY AND GAME-MISCONDUCT PENALTY

Both hands on the hips.



RULE 110 – MATCH PENALTY

Place the palm of one hand on top of the helmet.



RULE 114 – DELAYED PENALTY IN EFFECT

Extended the non-whistle arm fully above the head. It is acceptable to point at the player first and then extend the arm above the head.



RULE 119 – BOARDING

Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.



RULE 121 – BUTT-ENDING

A cross motion of the forearms, one moving under the other. Upper hand is open and the lower hand a clenched fist.



RULE 122 – CHARGING

Rotating clenched fists around one another in front of the chest.



RULE 123 – CHECKING FROM BEHIND

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



RULE 124 – CHECKING TO THE HEAD OR NECK

The side movement of the open palm of the hand towards the side of the head.



RULE 125 – CLIPPING

Striking leg with either hand below the knee from behind, keeping both skates on the ice.



RULE 127 – CROSS-CHECKING

A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about a half a metre.



RULE 139 – ELBOWING

Tapping either elbow with the opposite hand.



RULES 135 and 217 – DELAY OF GAME

Placing the non-whistle hand, open palm, across the chest and extended from the shoulder out from the body.



RULE 143 – HIGH-STICKING

Holding both fists clenched, one immediately above the other at the height of the forehead.



RULE 144 – HOLDING

Grasping either wrist with the other hand in front of the chest.



RULE 145 – HOLDING THE STICK

Two-stage signal involving the holding signal followed by an indication using two hands to hold a stick in a normal manner.



RULE 146 – HOOKING

A tugging motion with both arms as if pulling from in front toward the stomach.



RULES 150-151 – INTER-FERENCE

Crossed arms with closed fists stationary in front of the chest.



RULE 152 – KNEEING

Tapping either knee with the palm of the hand, while keeping both skates on the ice.



RULE 153 – LATE HIT

Two fists colliding in front of the chest.



RULE 158 – ROUGHING

Fist clenched and arm extended out to the side of the body.



RULE 159 – SLASHING

A chopping motion with the edge of one hand across the opposite forearm.



WASH OUT

A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down. For the referee, this is used to signal no goal, no hand pass, or no high-sticking. For linesmen, it is used to signal no icing and no offside.



RULE 161 – SPEARING

Jabbing motion with both hands thrusting out immediately in front of the body and then hands lowered to the side of the body.



RULE 167 – TRIPPING

Striking leg with a moving follow through motion with either hand below the knee, keeping both skates on the ice.

REFEREE SIGNALS



RULE 170 – PENALTY SHOT

Arms crossed above the head.

REFEREE SIGNALS (WOMEN)



RULE 169 – ILLEGAL HIT (WOMEN)

The palm of the non-whistle hand is brought across the body and placed on the opposite shoulder.

LINESMEN SIGNALS



RULE 65 – ICING THE PUCK

The back linesman (or referee in the two-man system) signals a possible icing by fully extending either arm over his head. The arm must remain raised until the front linesman or referee either blows the whistle to indicate an icing, or until the icing is washed out. Once the icing has been completed, the back linesman or referee shall first cross his arms in front of the chest and then shall point to the appropriate faceoff spot and skate to it.



RULE 78 – OFFSIDE

The official must first blow the whistle and then extend the arm horizontally pointing along the blue line with the non-whistle hand.



RULE 82 – DELAYED OFFSIDE

Non-whistle arm fully extended above the head. To cancel out a delayed offside, the linesman must lower the arm to the side.



RULE 166 – TOO MANY MEN

Indication with six fingers (one hand open) in front of the chest.

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