INTERNATIONAL ICE HOCKEY FEDERATION

IIHF OFFICIAL RULEBOOK 2023/24



INTERNATIONAL ICE HOCKEY FEDERATION

WELCOME

No matter where ice hockey is played, the object of the game is the same – to put the puck into the opponent's goal. Beyond that, ice hockey across the globe is subject to certain variations. This makes the rules of the game extremely important. These rules must be followed all times, in all countries, in all age categories, for the game to be enjoyed by everyone.

Hockey's speed is one of the qualities that makes it so exciting. But this skill and excitement must be balanced with fair play and respect.

It is, therefore, important to make a clear separation between the purpose of all the elements of the game and to use these respectfully. These distinctions can be taught at an early age or whenever one begins to show interest in the game. And this is why hockey development begins with parents and coaches, those people most influential in guiding a person, old or young, into playing the game properly and within the rules.

The IIHF Championship program encompasses 81 Member National Associations, five age and gender categories over 30 international ice hockey tournaments, including the Olympic Winter Games.

The extensiveness of the program is acknowledged in the rule book. The goal is to provide everyone one set of rules from which to work. This presents a fair and leveled standard of play. It is a means of keeping the game's "language" the same regardless of where it is played.

INTERNATIONAL ICE HOCKEY FEDERATION

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GENERAL INFORMATION

COPYRIGHT

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OFFICIAL LANGUAGE

The IIHF publishes the Rule Book in English. Translations into different languages are usually organized by the individual Member National Associations. If there is any divergence in the wording, the English text is authoritative.

OTHER LANGUAGES

Member National Associations (MNA's) which produce a translated version of the IIHF Rule Book using this format are invited to send a copy to IIHF (stating clearly on the front cover that it is that MNA's official translation) so it can be posted on the IIHF website for use by others.

SITUATION HANDBOOK

For more clarification and implementation examples of the IIHF Rule Book please see online the IIHF Official Situation Handbook.

NAVIGATION IN THE RULE BOOK

→ Rule Book internal Links

← References to Rule Book external Documents

QUESTIONS OR REMARKS?

Do you have any questions, suggestions, or remarks about this Rule Book – please contact us at **rulebook@iihfoffice.com.**

IIHF Official Rule Book 2023/24 – Version 1.0, May 2023

INTERNATIONAL ICE HOCKEY FEDERATION

OUR VALUES



SOLIDARITY

The rules are the basis for understanding the game, and the key tool for a player, coach, or association to explain and develop skills. The rule book can be understood as a common language, which we can use to communicate in standard way, making the sport as fair as possible.

OUR VALUES



INTEGRITY

Ice hockey is a team sport. No matter how great an individual player is, his or her teammates are essential to the team's success. This is also what makes ice hockey so special. Apart from the physical skills required, it teaches values such as selflessness, team play, character, heart, dedication, leadership, and respect.

The rules of ice hockey start with respecting the sport itself. This means complying with all rules regarding doping and match-fixing. It also means respecting coaches and officials, and playing within the boundaries of the on-ice code of conduct.

OUR VALUES



SKILLS

Ice hockey is the fastest and most thrilling of all team sports because it is a combination of two sports – skating and hockey. Skating is a complex skill but also very enjoyable, while the skills involved in playing hockey take dedication and practice to master.

Skating requires strength, balance, and stamina. Once a player masters the ability to skate Backwards and Forwards, to turn and stop quickly, to get around a player or avoid a bodycheck, the enjoyment of the game truly grows.

Ice hockey consists of three basic skills – stickhandling, passing, and shooting. Stickhandling requires superb hand-eye coordination, the ability to cradle a puck and feint an opponent at the right moment. Passing requires vision, timing, and anticipation. Shooting requires practice and strength and technique.

What makes ice hockey so special and challenging is that a player must learn to combine those three essential hockey skills with the completely different skill of skating. It is two sports, not one, but when combined, this makes an incredible enjoyable experience.

OUR VALUES



PASSION

The passion for ice hockey exists everywhere, from the players to coaches, from parents to officials, to fans and volunteers. Hockey cannot exist without this passion. It is a spark, one that can ignite the moment you pick up a stick and hit the ice for the first time. Whenever that moment happens, whether you are a child or an adult, it remains a part of you for life.

OUR VALUES

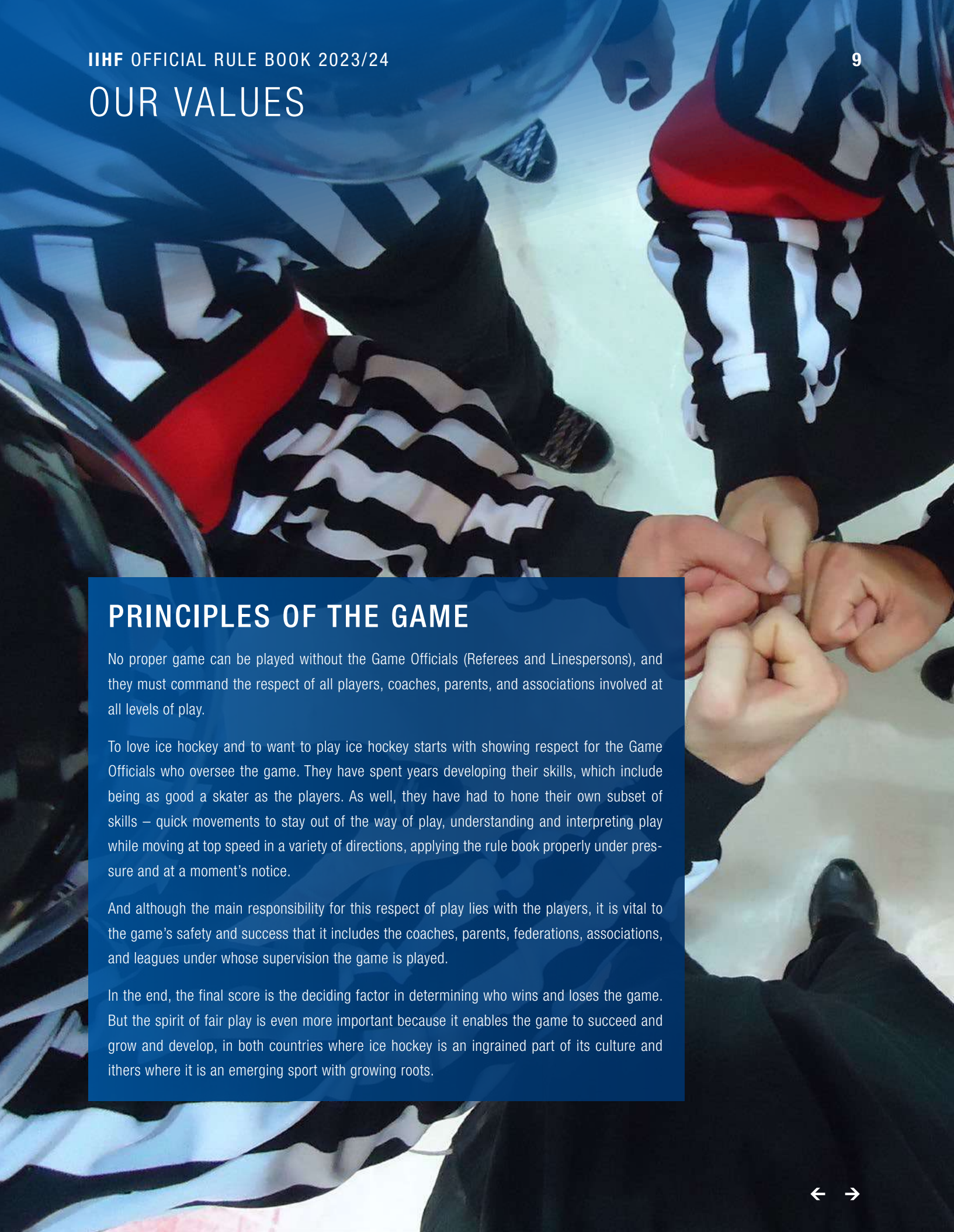


DISCIPLINE & RESPECT

Everyone wants to win but winning at all costs can show a lack of respect for the game. Respect has nothing to do with the puck or the opposition goal. It is about humanity. It is about ensuring that every person can play in a safe and enjoyable environment, regardless of their skill level, size, shape, race, gender, sexual orientation, or beliefs.

It is about encouraging people of all colors and religions, from all countries and all backgrounds. It is about including, not excluding, about celebrating, not denigrating. Hockey is a celebration of teamwork and opportunity and meeting a challenge together. That is the obligation of everyone who plays the game – keep the game safe and fair!

OUR VALUES



PRINCIPLES OF THE GAME

No proper game can be played without the Game Officials (Referees and Linespersons), and they must command the respect of all players, coaches, parents, and associations involved at all levels of play.

To love ice hockey and to want to play ice hockey starts with showing respect for the Game Officials who oversee the game. They have spent years developing their skills, which include being as good a skater as the players. As well, they have had to hone their own subset of skills – quick movements to stay out of the way of play, understanding and interpreting play while moving at top speed in a variety of directions, applying the rule book properly under pressure and at a moment's notice.

And although the main responsibility for this respect of play lies with the players, it is vital to the game's safety and success that it includes the coaches, parents, federations, associations, and leagues under whose supervision the game is played.

In the end, the final score is the deciding factor in determining who wins and loses the game. But the spirit of fair play is even more important because it enables the game to succeed and grow and develop, in both countries where ice hockey is an ingrained part of its culture and ithers where it is an emerging sport with growing roots.

OUR VALUES



FOR THE GOOD OF THE GAME.

To love the game is to value it, and to value it is to respect it. Ice hockey is a game built around speed and skill, elements which make it appealing to people around the world, but which inherently create a danger if not played properly.

The game's success depends on it being played fairly at all levels. That means adhering to the rules of the game, listening to coaches, and respecting the function of the Referees and Linespersons – for the good of the game!

PREAMBLE

GENDER PARTICIPATION

For IIHF Competitions, eligibility conditions for Transgender Players are defined in the IIHF Transgender Policy. No male Player may participate in a women's competition, and no female Player may participate in a men's competition.

PLAYER ELIGIBILITY / AGE

For all IIHF Competitions there is a minimum age requirement for Player eligibility. For age-specific competitions, notably U18 and U20, there is both a minimum and a maximum age requirement for Player eligibility. Only Players that meet the minimum and/or maximum age requirements for an IIHF Competition are eligible to participate in that competition.

← For more information refer to the IIHF Statutes and Bylaws.

PROPER AUTHORITIES AND DISCIPLINE

"Proper Authorities" refers specifically to the IIHF Disciplinary body having jurisdiction to apply these playing rules to the matter at hand as set out and in accordance with the IIHF Statutes and Bylaws, IIHF Disciplinary Code and other relevant rules and regulations. The Proper Authorities shall review all incidents sanctioned with a Game Misconduct.

In addition, the Proper Authorities have the authority to review all actions by Players, Coaches and team personnel which could be a violation of these playing rules.

← For more information refer to the IIHF Disciplinary Code.

ANTI-DOPING

Membership in the IIHF includes acceptance of the World Anti-Doping Code and requires that the policies, rules, and programs of MNAs comply with the IIHF Doping Control Regulations, IIHF Disciplinary Code and the World Anti-Doping Code.

← For more information refer to the IIHF Doping Control Regulations and IIHF Disciplinary Code.

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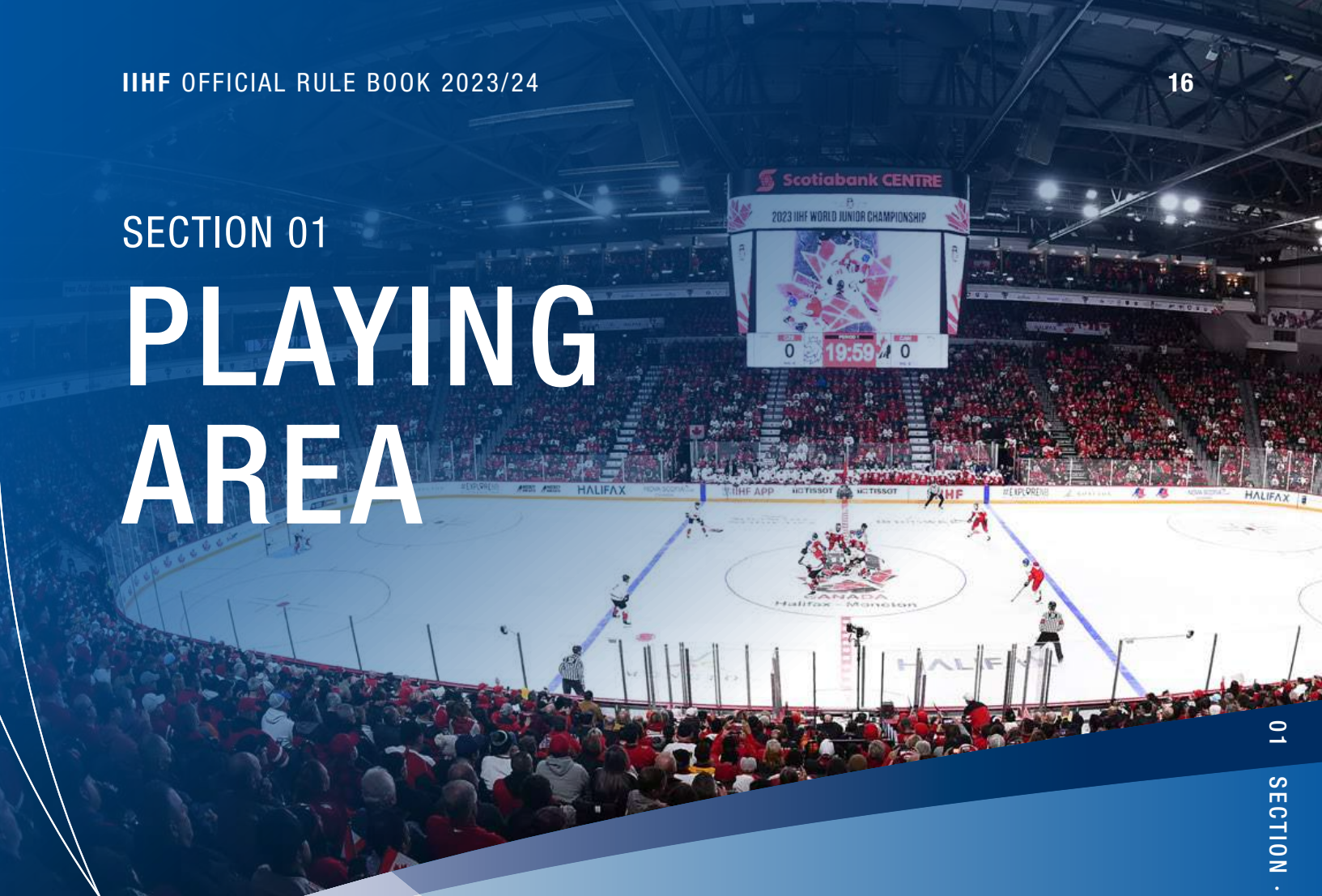
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SECTION 01

PLAYING AREA

PLAYING AREA

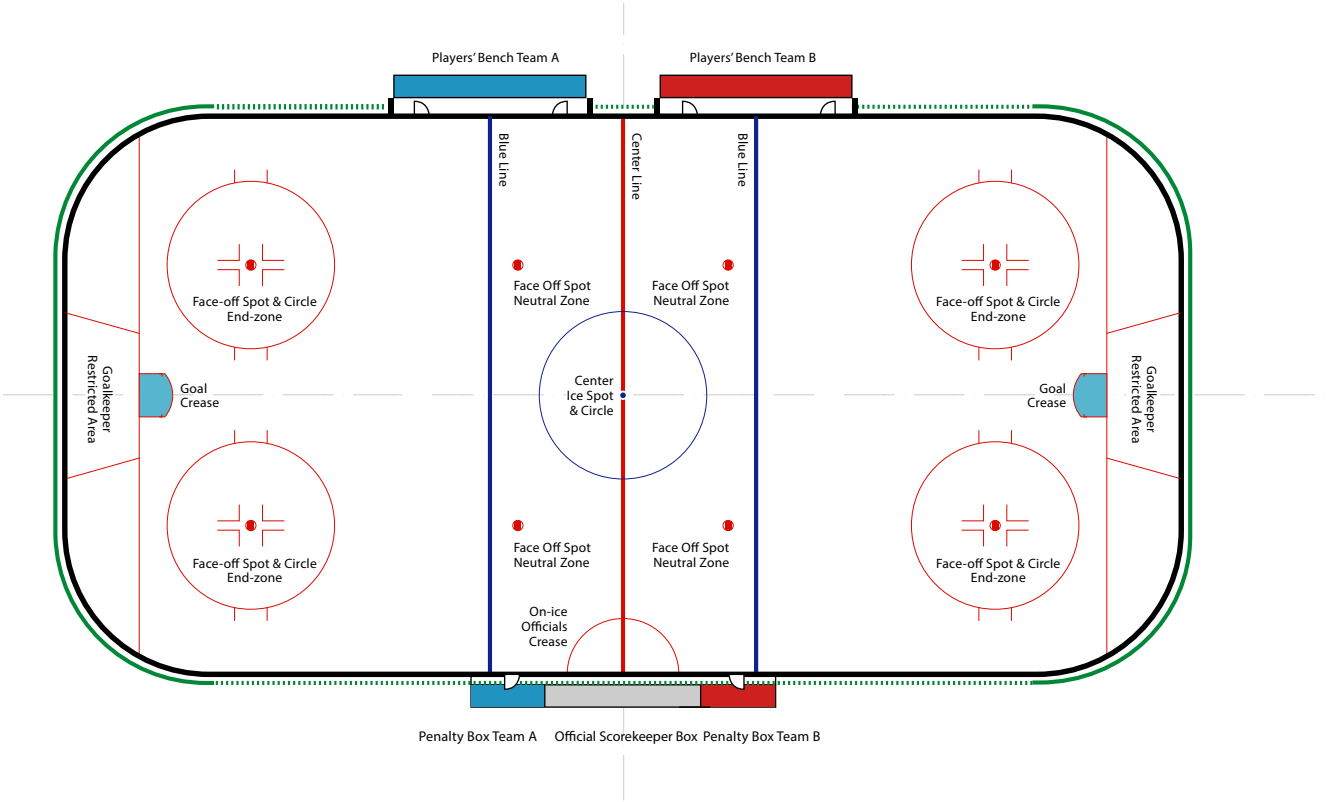
RULE 1 RINK

1.1. RINK

Games under jurisdiction of the IIHF shall be played on an ice surface known as the "Rink" and must adhere to the dimensions and specifications prescribed by the IIHF and these rules.

No ice markings shall be permitted except those provided for under these rules unless express written permission has been obtained from the IIHF. On-ice logos must not interfere with any official ice markings provided for the proper playing of the game.

In the interval between periods, the ice surface shall be flooded unless mutually agreed to the contrary.



1.2. DIMENSIONS

The official size of the Rink shall be 60 m long and 26 m to 30 m wide. The corners shall be rounded in the arc of a circle with a radius of 7.0 m to 8.50 m. Any deviations from these dimensions for any IIHF competition require IIHF approval.

➔ **For more information refer to Appendix VI – Infographics.**

1.3. BOARDS AND PROTECTIVE GLASS

The Rink shall be surrounded by a wall known as the "Boards". The ideal height of the boards above the ice surface shall be 1.07 m. Except for the official markings provided for in these rules, the entire playing surface and the Boards shall be white in color except the "Kick Plate" at the bottom of the Boards, which shall be light yellow in color. Any variations from any of the foregoing dimensions shall require official authorization by the IIHF.

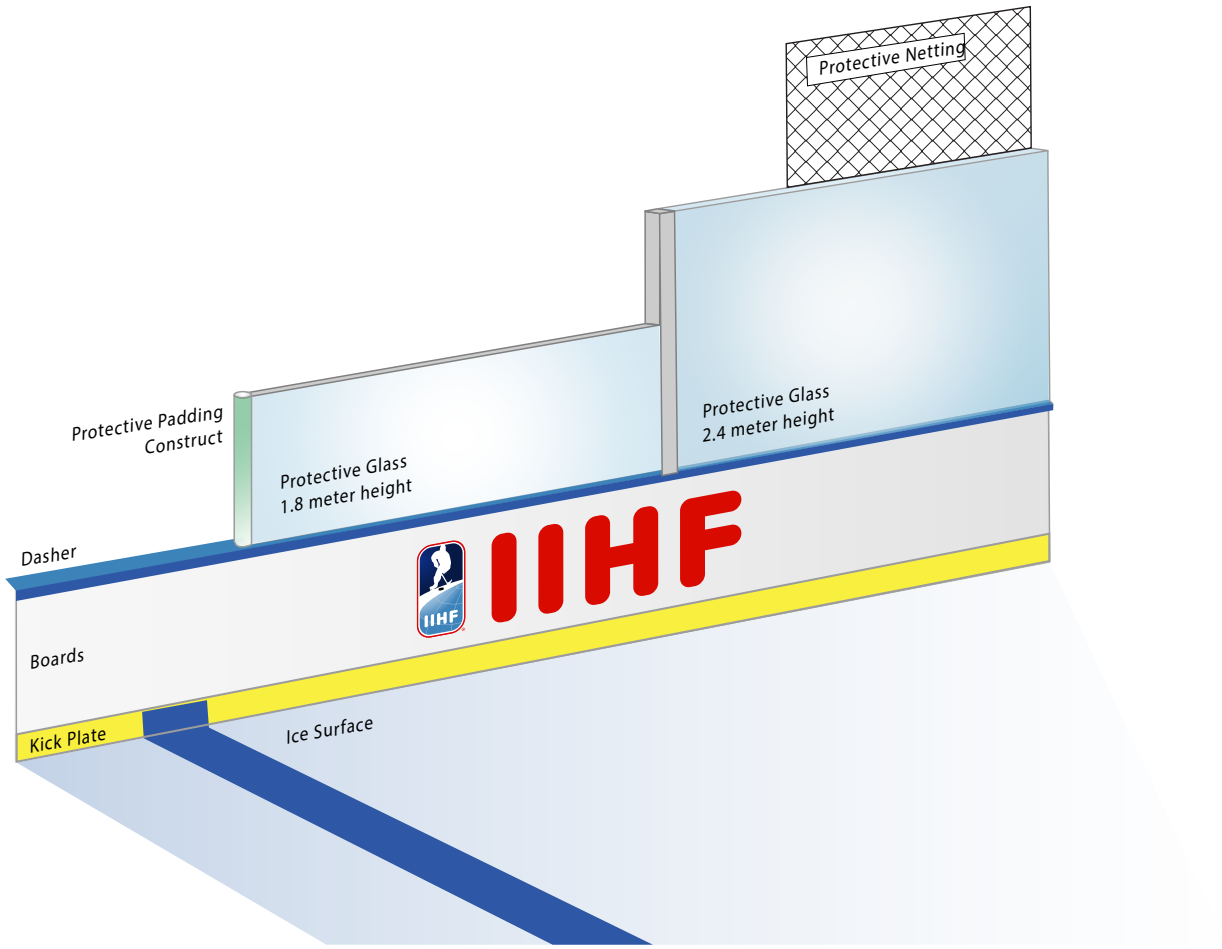
The Boards shall be constructed in such a manner that the surface facing the ice shall be smooth and free of any obstruction or any object that could cause injury to Players. Affixed to the Boards and extending vertically shall be an approved "Protective Glass" construction. The height above the Boards behind the Goals must be 2.4 m and must extend at least 4.0 m from the "Goal Line"

PLAYING AREA

towards the Blue Line. The height above the Boards along the sides must be 1.8 m, except in front of the Players' Benches.
Protective Glass shall be required in front of the Penalty Boxes.
The Protective Glass and gear to hold them in position shall be properly padded or protected and mounted on the Boards on the side away from the playing surface including the "Protective Netting" outlined in:

➔ For more information refer to Appendix VI – Infographics.

← For more information refer to IIHF Rink Guide.



1.4. PROTECTIVE NETTING

Protective Netting shall be hung in the ends of the Arena, of a height, type, and in a manner approved by the IIHF.
The Protective Netting 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.
The Protective Netting is to be installed in such a way that it protects the top bench row viewer. Thus, the height of the Protective Netting is determined by the height of the Rink and the settings of the top row of benches.

➔ For more information refer to Appendix VI – Infographics.

← For more information refer to IIHF Rink Guide.

PLAYING AREA

1.5. LINES

Goal Lines:

A red line, 5 cm wide, shall be drawn across the entire width of the ice surface, 4.0 m from each end of the ice surface and continued vertically along the side of the Boards. This line shall be referred to as the "Goal Line". The Goal posts and nets shall be set in such a manner as to remain stationary during the process of the game.

Goal Crease:

In front of each Goal, an area shall be marked by a red line 5 cm wide, named as the “Goal Crease”.

Blue Lines:

The ice surface between the Goals shall be divided into three (3) zones by lines, 30 cm in width, and blue in color, and extended completely across the Rink, parallel with the Goal Lines, and continued vertically up the side of the Boards, named as the “Blue Lines”. In case advertising is allowed on the Boards, the lines must be marked at least on the Kick Plate.

Center Line:

Another line, 30 cm in width and red in color, drawn completely across the Rink on center ice, parallel with the Goal Lines and continued vertically up the side of the Boards, named as the “Center Line”. In case advertising is allowed on the Boards, the lines must be marked at least on the Kick Plate.

➔ For more information refer to Appendix VI – Infographics.

1.6. DIVISION OF ICE SURFACE

Defending Zone:

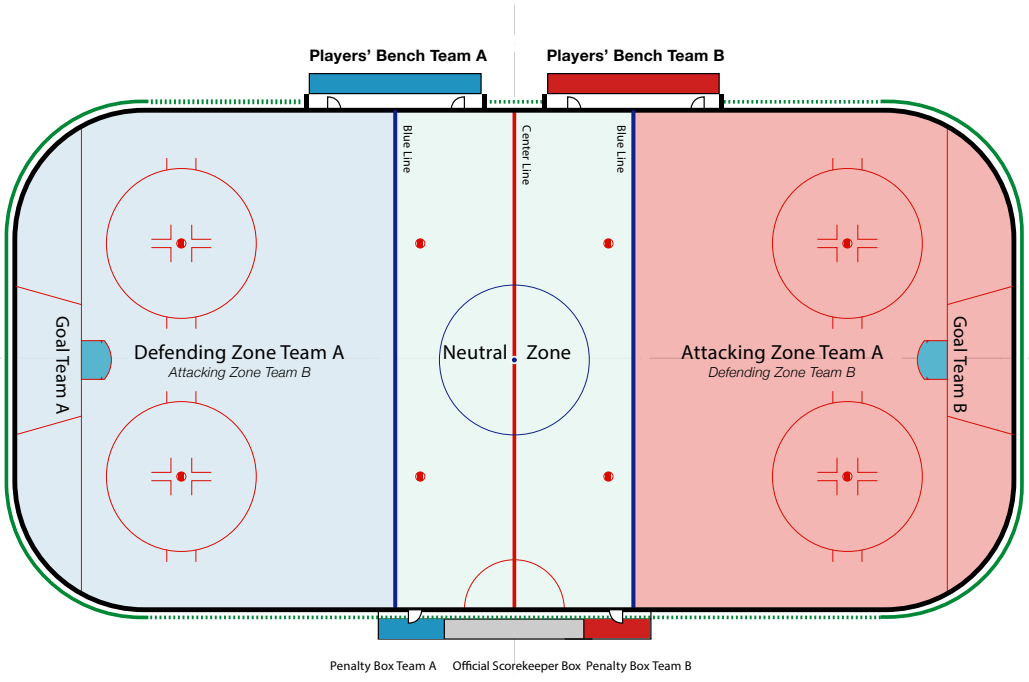
The portion of the ice surface in which the Goal is situated shall be called the “Defending Zone” of the Team defending that goal.

Neutral Zone:

The central portion shall be known as the “Neutral Zone”.

Attacking Zone:

The portion farthest from the defended Goal shall be the “Attacking Zone”.



PLAYING AREA

1.7. GOAL CREASE / ON-ICE OFFICIALS' CREASE

Goal Crease (markings on the ice surface):

In front of each goal frame, one goal crease shall be marked by a red line. The marked line belongs to the Goal Crease.

➔ For more information refer to Appendix VI – Infographics.

Goal Crease Area/ Space:

The Goal Crease Area includes all of the space outlined by the crease lines and extends vertically until the top of the crossbar.

➔ For more information refer to Appendix VI – Infographics.

On-ice Official Crease:

In front of the Official Scorekeepers' Box, a semi-circular area is marked on the ice surface, called the "On-ice Officials Crease". A 5 cm wide red line with a radius of 3.0 m marks this crease area.

➔ For more information refer to Appendix VI – Infographics.

1.8. GOALKEEPER'S RESTRICTED AREA

Behind each goal, a trapezoidal area is marked on the ice surface, called the "Goalkeeper Restricted Area". The two 5 cm wide red lines mark the restricted area between the Goal Line and the Boards behind the Goal. The outside dimension of the marking along the Goal Line is 6.80 m and along the Boards is 8.60 m, and the lines continue vertically on the Kick Plate.

➔ For more information refer to Appendix VI – Infographics.

1.9. FACE-OFF SPOTS AND CIRCLES

Face-off Spot and Circle at Center Ice:

A circular blue spot, 30 cm in diameter, shall be marked exactly in the center of the Rink. This spot shall be referred to as the "Center Ice Face-off Spot". With this spot as a center, a circle of 4.50 m radius shall be marked with a blue line 5 cm wide.

Face-off Spots in the Neutral Zone:

Two (2) red spots, 60 cm in diameter, shall be marked on the ice in the Neutral Zone 1.50 m from each Blue Line. These four (4) spots shall be referred to as the "Neutral-zone Face-off Spots".

Within the Face-off Spot, draw two parallel lines 8 cm from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white. The spots shall be 14.0 m apart and each shall be a uniform distance from the adjacent Boards.

Face-off Spots and Circles in the End-Zones (Attacking and Defending Zone):

In both End-zones and on both sides of each goal, red Face-off Spots and circles shall be marked on the ice.

The Face-off Spots shall be 60 cm in diameter. These four (4) spots shall be referred to as the "End-zone Face-off Spots".

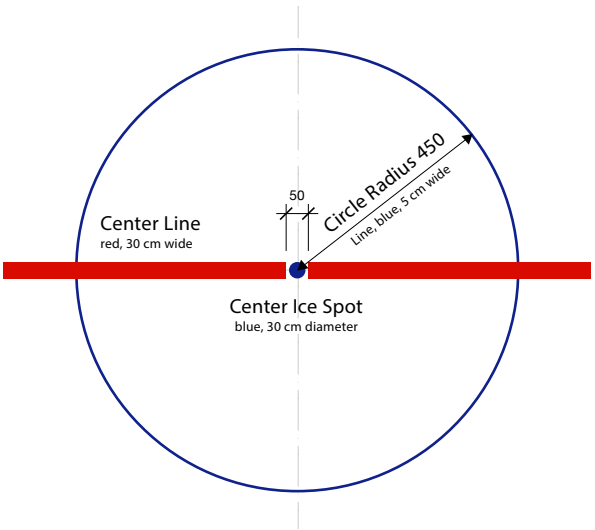
Within the Face-off Spot, draw two parallel lines 8 cm from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white.

PLAYING AREA

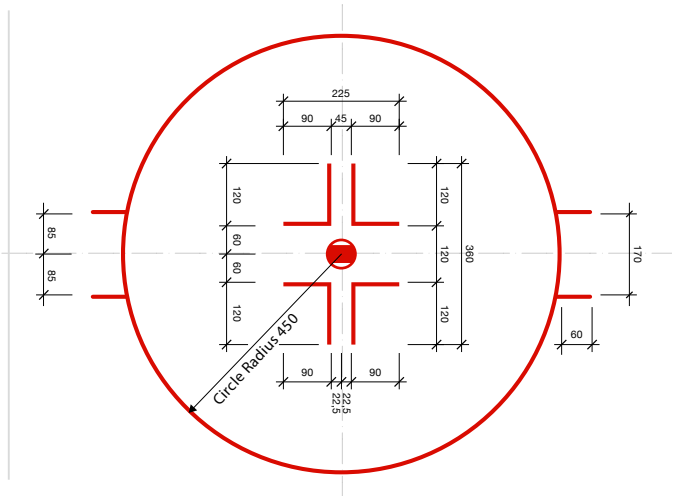
The circles shall be marked with a red line 5 cm wide with a radius of 4.50 m from the center of the Face-off Spots.
At the outer edge of both sides of each Face-off Circle and parallel to the "Goal Line", two red lines 5 cm wide and 60 cm in length and 1.70 m apart shall be marked.

30 cm away from the outer edge of the Face-off Spot, two red lines 5 cm wide shall be drawn parallel with the Side Boards that shall be 1.20 m in length and 45 cm apart. Parallel to the End Boards, commencing at the end of the line nearest to the Face-off Spot, a red line 5 cm wide shall extend 90 cm in length.

➔ **For more information refer to Appendix VI – Infographics**



FACE-OFF SPOT AND CIRCLE AT CENTER ICE



FACE-OFF SPOT AND CIRCLE END ZONES

1.10. ICE CLEANING

Aside from the normal ice resurfacing that is performed during the intermissions between each period of play.
If applicable, additional snow removal activities shall be performed.

➔ **For more information refer to IIHF Sport Regulations**

RULE 2 GOAL POSTS AND NETS

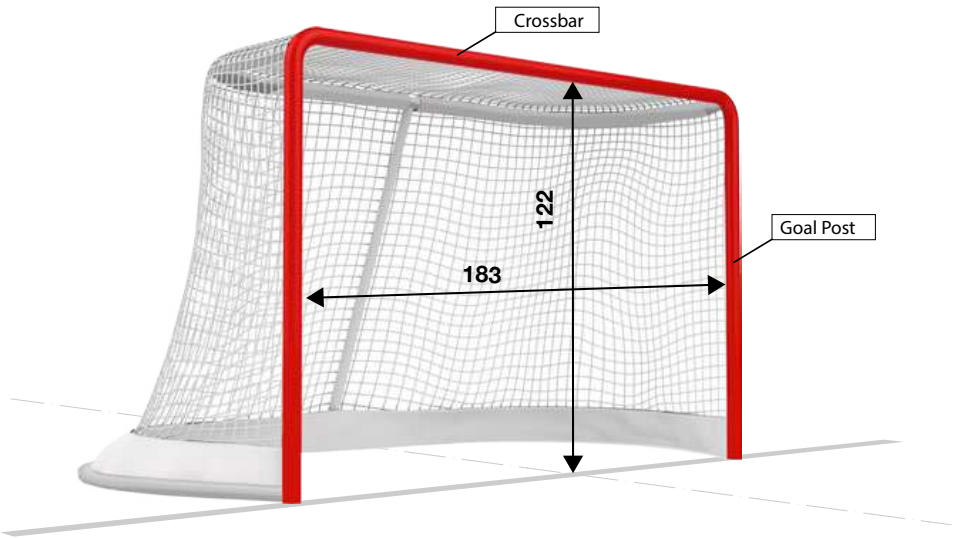
2.1. GOAL POSTS

Each Rink must have two (2) "Goal Nets", one at either end of the Rink. The "Goal Net" is comprised of a Goal frame and netting. The open end of the goal net must face Center ice.
Each Goal Net must be located in the center of the Goal Line at either end and must be installed in such manner as to remain stationary during the progress of the game. The Goal posts must be kept in position by means of flexible pegs affixed in the ice or floor, but which displace the Goal Net from its moorings upon significant contact.
The holes for the goal pegs must be located exactly on the Goal Line.
The Goal posts shall be of an approved design and material, extending vertically 1.22 m above the surface of the ice and set 1.83 m apart measured from the inside of the posts. A crossbar of the same material as the Goal posts shall extend from the top of one post to the top of the other. The Goal posts and crossbar shall be painted in red color and all other exterior surfaces shall be painted in white color.

PLAYING AREA

2.2. GOAL NETS

A net of an approved design shall be attached to each Goal frame and made of white nylon cord, which shall be draped in such a manner as to prevent the puck coming to rest on the outside of it yet strung in a manner that will keep the puck in the net.
A skirt of heavy white nylon fabric or heavyweight white canvas shall be laced around the base plate of the goal frame in such a way as to protect the Goal net from being cut or broken.
This protective padding must be attached in a manner that will not restrict the puck from completely crossing the Goal Line.
This padding must be set back 15 cm from the inside of the Goal post. This skirt shall not project more than 2.5 cm above the base plate. The frame of the Goal shall be draped with a nylon mesh net to completely enclose the back of the frame.



RULE 3 BENCHES

3.1. PLAYERS' BENCHES

Each Rink shall be provided with seats or benches for the use by Players of both Teams. The only people allowed on or at the Players' Benches are the dressed Players and not more than eight (8) persons, including Coach and team personnel. Teams must use the same Player's Bench for the duration of a game. The accommodations provided, including benches and doors, must be uniform for both Teams.

The Players' Benches shall be placed immediately alongside the ice as near to the center of the Rink as possible. Two (2) doors for each Players' Bench must be uniform in location and size and as conveniently close to the Dressing Rooms as possible.
Each Players' Bench should be 10 m in length and 1.50 m in width and when situated in the spectator area, shall be separated from the spectators by a Protective Glass to afford the necessary protection for the Players and Team Personnel.

The Players' Benches shall be on the same side of the playing surface opposite the Penalty Box and should be separated by a substantial distance, if possible.
Note**:** The designated Home Team is entitled to its choice of Players' Bench if not otherwise defined. At IIHF Championships, the respective Player's Benches will be assigned to the respective Teams.

→ For more information refer to Appendix VI – Infographics.

← For more information refer to IIHF Sport Regulations.

PLAYING AREA

3.2. PENALTY BOX

Each Rink must be provided with benches or seats to be known as the “Penalty Box”.

Separate Penalty Boxes shall be provided for each Team and they shall be situated on the opposite sides directly across the ice from their Players' Benches. Teams must use the “Penalty Box” opposite their Players’ Bench and must use the same “Penalty Box” for the duration of a game.
Each “Penalty Box” should be at least 4.0 m in length and 1.50 m in width and shall be separated from the spectators by a Protective Glass to afford the necessary protection for the Players.

Each Penalty Box must be of the same size and quality, offering no advantage to either Team in any manner and must have only one door for both entry and exit and must be operated only by the “Penalty Box Attendant”.
Only the Penalty Box Attendant, penalized Skaters, and Game Officials are allowed access to the Penalty Boxes.

➔ **For more information refer to Appendix VI – Infographics**

RULE 4 SIGNAL AND TIMING DEVICES

4.1. SIGNAL DEVICES

Each Rink must be provided with a suitable sound device that will sound automatically at the conclusion of each period of play. Should the sound device fail to sound automatically when time expires, the determining factor as to whether the period has ended shall be the Game Clock.

← **For more information refer to IIHF Technology Codes & Regulations.**

4.2. TIMING DEVICES

Each Rink shall be provided with some form of electronic game clock for the purpose of keeping the spectators, Players, Team Personnel and Game Officials accurately informed as to all time elements at all stages of the game including the time remaining to be played in any period and the time remaining to be served by penalized Players on each Team.

The game clock is activated by facing-off of the puck by an On-ice Official and shall be stopped by the whistle of an Off-ice Official. Time recording for both game time and penalty time shall show time remaining to be played or served.
The Game Time Clock shall measure the time remaining in tenths (1/10) of a second during the last minute of each period.

← **For more information refer to IIHF Technology Codes & Regulations**



SECTION 02

TEAMS

TEAMS

RULE 5 TEAM

5.1. ELIGIBLE PLAYERS

A Game is contested between two (2) Teams which play under the direction of On-ice and Off-ice Officials.

A Team shall be composed of twenty-two (22) Players. No more than twenty (20) Skaters and two (2) Goalkeepers shall be permitted. For the purposes of these playing rules, any reference to "Player" shall refer to both Skaters and Goalkeepers. Any reference to "Goalkeeper" shall mean that the section of the rule is specific to Goalkeepers.

Prior to the start of each game, the Team Manager or Coach of each Team shall list on a "Line-up / Roster Sheet" the Players who are eligible to play in the game. For a Team to play a game, it must be able to put on the ice at least five (5) Skaters and one (1) Goalkeeper at the beginning of the game.

Only eligible Players can be listed on the Roster Sheet and play in a Game. Players who are registered for a tournament or event but who are not listed on the Official Game Sheet can participate in the pre-game warm-up – for Definition of eligible Players refer to the IIHF Statutes and Bylaws.

The Coach must submit the "Line-up / Roster Sheet" to the Official Scorekeeper at least sixty (60) minutes prior to the start of the game. The Official Game Sheet with the listed names and numbers of all eligible Players must be handed to the On-ice Game Officials before the Game, and no change shall be permitted to the Official Game Sheet after the commencement of the Game.

Prior to the Game, if an Official (on-ice or off-ice) notices that a Player is in uniform but has not been included on the Official Game Sheet, the Referee shall bring this to the attention of the offending Team so that the necessary correction can be made to the Official Game Sheet with no penalty assessed.

At IIHF Championships, a representative from each Team must confirm the "Line-up / Roster Sheet" at least two (2) minutes prior to the start of the Game, and Players may be added or deleted up to the "opening face-off".

Game rules will not allow for a Team to have more than six (6) Players (one (1) Goalkeeper and five (5) Skaters) on the ice at any time during game action when the team is not penalized.

➔ **Rule 74 – Too Many Players on the Ice.**

A Team must put at least four (4) Players (one (1) Goalkeeper and three (3) Skaters) on the ice, if two (2) or more Players are penalized. A Team must put the required number of players on the ice to resume play.

➔ **Rule 66 – Forfeit of Game.**

← **For more information refer to IIHF Sport Regulations and IIHF Statutes & Bylaws.**

5.2. INELIGIBLE PLAYER

Only Players on the Roster Sheet list submitted to the Official Scorekeeper before the game may participate in the Game. The determining factor when considering whether a Player is eligible is that the Player's name, and not necessarily the Player's number, must be correctly listed by the Team Manager or Coach of that Team.

Whenever an ineligible Player is identified to the Referee, the ineligible Player will be removed from the Game and the Team shall not be able to substitute another Player from its Roster.

No additional penalties are to be assessed but a report of the incident must be submitted to the Proper Authorities. For an ineligible Goalkeeper see Rule 5.3 – Goalkeeper.

If a goal is scored when an ineligible Player is on the ice (whether they were involved in the scoring or not), the goal will be disallowed. This only applies to the goal scored at the stoppage of play whereby the Player was deemed to be ineligible. All other goals scored previously by the ineligible Player's Team (with them on the ice or not) shall be allowed.

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If a Player is assessed a penalty, and during the penalty they are found to be an ineligible Player, they will be removed from the game and another Player of their Team, designated by the Coach, must serve the remainder of the penalty.
No additional penalties are to be assessed but a report of the incident must be submitted to the Proper Authorities.
← For more information refer to IIHF Sport Regulations and IIHF Statutes & Bylaws.

5.3. GOALKEEPER

Each Team shall be allowed one (1) Goalkeeper on the ice at one time. The Goalkeeper may be removed and substituted by another Skater. Such substitute shall not be permitted the privileges of the Goalkeeper.
Each Team shall have on its Players' Bench, or on a chair immediately beside the Players' Bench (or nearby), a substitute Goalkeeper who shall always be fully equipped and ready to play.

Each team shall have two (2) Goalkeepers listed on the Official Game Sheet. Exceptions to this rule are permitted in specific IIHF Championships where, only one (1) Goalkeeper, or a third (3rd) listed Goalkeeper is allowed – for additional information refer to the IIHF Sport Regulations.

If the listed (one or two) Goalkeeper/s is/are incapacitated, that Team shall be entitled to dress and play any Goalkeeper who is eligible. In the event that the two (2) regular Goalkeepers are injured or incapacitated in quick succession, the third (3rd) Goalkeeper shall be provided with a reasonable amount of time to get dressed, in addition to a two-minute (2) warm-up (except when they enter the game to defend against a "Penalty Shot").
If, however, the third (3rd) Goalkeeper is dressed and on the Players' Bench when the second (2nd) Goalkeeper becomes incapacitated, the third (3rd) Goalkeeper shall enter the game immediately and no warm-up is permitted.
← For more information refer to IIHF Sport Regulations.

5.4. COACHES AND TEAM PERSONNEL

Only Players in uniform and official team personnel duly registered on the Roster Sheet shall be permitted to occupy the Player's Benches so provided.
Every Team must have at least one Staff Member behind the Team on the Players' Bench to act as Coach and at least one (1) qualified Coach or Medical Expert to treat Players in case of injury.

5.5. TEAM OFFICIALS AND TECHNOLOGY

Team personnel who are on or near the Players' Bench during the Game may use radio-technology to contact other Team Personnel in an area designated by the IIHF.
Other forms of technology are permitted for Coaching purposes only (e.g., statistics, tagging) and may not be used to attempt to influence the decisions of the On-ice Officials in any way. If the technology is misused, a penalty shall be assessed according to:
→ Rule 39 – Abuse of Officials.

5.6. PRE-GAME WARM-UP ON THE ICE

During warm-up on the ice, all protective equipment must be properly worn. Players registered for an IIHF Championship and not listed on the "Line-up / Roster Sheet" may participate in a "pre-game warm-up" on the ice. No Player can warm-up on ice at the end of a period or at any stoppage of play.

TEAMS

No penalties are to be assessed but a report of the incident must be submitted to the Proper Authorities.

← For more information refer to IIHF Sport Regulations.

RULE 6 CAPTAIN AND ALTERNATE CAPTAINS

6.1. CAPTAIN

One (1) Captain shall be appointed by each Team, and they alone shall have the privilege of discussing with the Referees any questions relating to interpretation of rules which may arise during the progress of a Game.

The Captain shall wear the letter "C," approximately 8 cm in height and in contrasting color, in a conspicuous position on the front of their jersey. No "Co-Captains" are permitted. One (1) Captain and no more than two (2) Alternate Captains are permitted – see Rule 6.2 – Alternate Captains.

Any Captain, Alternate Captain or any Player who comes off the Players' Bench and makes any protest or intervention with the Officials for any purpose shall be assessed a Minor Penalty for "Unsportsmanlike Conduct".

➔ Rule 39 – Abuse of Officials.

Should this protest continue, they may be assessed a Misconduct Penalty, and if it further continues, a Game Misconduct Penalty shall be assessed.

A complaint about a penalty is not a matter "relating to the interpretation of the rules" and a Minor Penalty shall be imposed against any Captain, Alternate Captain or any other Player making such a complaint.

The Referee and Official Scorekeeper shall be advised, prior to the start of each game, the name of the Captain and the Alternate Captains of both Teams.

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 their duties.

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. If either the Captain or the Alternate Captain comes off the Players Bench, uninvited by the Referee, they shall be penalized accordingly.

No playing Coach or playing Team Manager or Goalkeeper shall be permitted to act as Captain or Alternate Captain.

➔ Rule 39 – Abuse of Officials.

6.2. ALTERNATE CAPTAINS

If the Captain is not on the ice, an Alternate Captain on the ice shall be accorded the privileges of the Captain.

Alternate Captains shall wear the letter "A" approximately 8 cm in height and in contrasting color, in a conspicuous position on the front of their jerseys.

RULE 7 STARTING LINE-UP

This rule does not apply at IIHF Championships.

TEAMS

RULE 8 INJURED PLAYERS

8.1. INJURED PLAYER

When a Player is injured or compelled to leave the ice during a Game, they may retire from the Game and be replaced by a substitute, but play must continue without the Teams leaving the ice.

During the play, if an injured Player wishes to retire from the ice and be replaced by a substitute, they must do so at the Players' Bench and not through any other exit leading from the Rink. This is not a legal Player change and therefore when a violation occurs, a Bench-minor Penalty shall be imposed.

If a penalized Player has been injured, they may proceed to the Dressing Room without taking a seat in the Penalty Box. The penalized Team shall immediately put a substitute Player in the Penalty Box, who shall serve the penalty until the injured Player is able to return to the game. They would replace their Teammate in the Penalty Box at the next stoppage of play.
For violation of this rule, a Bench Minor Penalty shall be imposed.

Should the injured penalized Player who has been replaced in the Penalty Box return to their Players' Bench prior to the expiration of their penalty, they shall not be eligible to play until their penalty has expired. This includes coincidental penalties when their substitute is still in the Penalty Box awaiting a stoppage in play.

The injured Player must wait until their substitute has been released from the Penalty Box before they are eligible to play. If, however, there is a stoppage of play prior to the expiration of their penalty, they must then replace their Teammate in the Penalty Box and is then eligible to return once their penalty has expired.

When a Player is injured so that they cannot continue play or go to their Players' Bench, the play shall not be stopped until the injured Player's Team has secured control of the puck. If the Player's Team is in "control of the puck" at the time of injury, play shall be stopped immediately unless their Team is in a scoring position.

In the case where it is obvious that a Player has sustained a serious injury, the Referee and/or Linesperson may stop the play immediately. 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.

When play has been stopped by the Referee or Linesperson due to an injured Player, or whenever an injured Player is attended to on the ice by the Coach or Medical Personnel, such Player must be substituted for immediately. This injured Player cannot return to the ice until play has resumed.

When play is stopped for an injured Player, the ensuing "face-off" shall be conducted at the Face-off Spot in the zone nearest the location of the puck when the play was stopped.
When the injured Player's Team has control of the puck in the Attacking Zone, the "face-off" shall be conducted at the nearest Face-off Spot in the Neutral Zone.

When the injured Player is in their Defending Zone and the attacking Team is in "possession of the puck" in the Attacking Zone, the "face-off" shall be conducted at the nearest Face-off Spot in the defending Team's zone.
A player who lies on the ice either feigning an injury or refusing to get up off the ice will be issued a Minor Penalty.

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8.2. INJURED GOALKEEPER

If a Goalkeeper sustains an injury or becomes ill, they must be ready to resume play immediately or be replaced by a substitute Goalkeeper and no additional time shall be allowed for the purpose of enabling the injured or ill Goalkeeper to resume their position. No warm-up shall be permitted for a substitute Goalkeeper in any game.

The substitute Goalkeeper shall be subject to the regular rules governing Goalkeepers and shall be entitled to the same privileges.

When a substitution for the injured Goalkeeper has been made, the injured Goalkeeper is not allowed to resume the position until the next stoppage of play. For a violation of the rule, a Minor Penalty for "Delay of Game" shall be assessed.

When play has been stopped by the Referee or Linesperson due to an injured Goalkeeper, such Goalkeeper must be substituted for only if they have to proceed to the Players' Bench to receive medical attention.

Where an injury has occurred to a Goalkeeper 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.

If the Doctor or Medical Personnel has come onto the ice to attend to the Goalkeeper and there is no undue delay, the Goalkeeper may remain in the game. However, no additional time shall be permitted by the Referee for the purpose of enabling the injured Goalkeeper to resume their position (i.e., no warm-up).

8.3. BLOOD

A Player who is bleeding or who has visible blood on their equipment or body shall be ruled off the ice at the next stoppage of play. Such Player shall not be permitted to return to play until the bleeding has been stopped and the cut or abrasion has been covered (if necessary). It is required that any affected equipment and/or uniform be properly disinfected or exchanged.

SECTION 03

EQUIPMENT



EQUIPMENT

RULE 9 UNIFORMS

9.1. TEAM UNIFORM

All Players of each Team shall be dressed uniformly with an approved design and color of their helmets, jerseys, short pants, and socks.

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. The dominant color of the uniform must cover approximately 80 % of the jersey and socks, excluding names and numbers. If, in the opinion of the Referee, the uniform colors of the competing Teams are too similar and there is a possibility of misidentifying Players, it is the responsibility of the Home Team to change its jerseys.
All Players on a Team must wear the same uniforms and jersey numbers in the on-ice warm-up as during the game. Altered uniforms of any kind, i.e. Velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted. Any Player not complying with this rule shall not be permitted to participate in the game – refer to Rule 9.5. – Protective Equipment.

Altered uniforms of any kind, i.e. Velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted. Any Player not complying with this rule shall not be permitted to participate in the game. Players are not allowed to change or exchange jersey numbers once the game has started. They must wear the same number for the game's entirety and throughout entire competition.

As an exception to this rule, when a Player's jersey becomes stained with blood or becomes badly torn during a game, they may be required by an On-ice Official to leave the ice and change into a designated jersey with another number and without a nameplate.

Each Team shall design and wear distinctive and contrasting uniforms for their home and away games, no parts of which shall be interchangeable except the pants. Any concerns regarding a Player's uniform (including the Goalkeeper) shall be reported by the Referee to the Proper Authorities. All Player pants must be worn in a uniform fashion by all Players. The pants must be one consistent color around and throughout the leg of the pant. Pant legs are not to be ripped, cut, or torn in the leg / thigh area.

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.

← For more information refer to IIHF Sport Regulations.

9.2. NUMBERS AND NAMEPLATES

Each Player listed in the line-up of each Team shall wear an individual identifying number that is 25 – 30 cm high on the back of the jersey and 10 cm high on both sleeves. Numbers are limited to whole numbers from 1 to 99. Jersey numbers such as 00, ½ (fractions), .5 (decimals), 101 (three digit) are not permitted.

In addition, each Player shall wear their surname in full, in block letters 10 cm high, across the back of their jersey at shoulder height, in block capital Roman letters of a font approved by the IIHF prior to the game or competition.

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.

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9.3. SKATER'S JERSEY

Players who do not comply with these rules are not allowed to participate in the game. Goalkeeper's Jersey- refer to Rule 9.4.
Jerseys must not extend lengthwise past the end of the pants, and the sleeves must not extend past the fingers of the glove.
No inserts or additions are to be added to the standard Players' jersey as produced by the manufacturer. Modifications at the manufacturer are not allowed unless approved in advance by the IIHF.
Jerseys must be worn completely outside of the pants and must be properly fastened to the pants at all times with tie-down straps. If any Player on that Team fails to comply after a warning, a Minor Penalty will be assessed.

→ **Rule 63 – Delaying the Game.**

← For additional information, refer to IIHF Sport Regulations.

9.4. GOALKEEPER'S JERSEY

Goalkeepers who do not comply with these rules are not allowed to participate in the game. Jerseys are not to be excessively oversized. No inserts or additions are to be added to the standard Goalkeeper's jersey as produced by the manufacturer. Modifications at the manufacturer are not allowed unless approved in advance by the IIHF. No "tying down" of the jersey is allowed at the wrists if it creates a tension across the jersey allowing for a "webbing effect" which is not permitted. No other tie downs are allowed that create a "webbing effect". The length of a jersey is illegal if it covers any area between the Goalkeeper's legs.

← For additional information refer to IIHF Sport Regulations.

9.5. PROTECTIVE EQUIPMENT

Equipment must conform to safety standards and be used only to protect Players, not to enhance or improve playing ability or to cause injury to an opponent.
All players are strongly recommended to wear equipment made of cut resistance material for their safety.
For all players in the senior competition category it is strongly recommended to wear a neck laceration protector in a proper way and that is not modified or damaged.
All protective equipment, except gloves, headgear, mouthguards, neck laceration protector and Goalkeepers' leg guards must be worn under the uniform. The complete protective equipment must be worn during the game and during "pre-game warm-up".
Should it be brought to the attention of the Referee that a Player is wearing, for example, an elbow pad that is not covered by their jersey, they shall instruct the Player to cover up the pad. A second violation by the same Player would result in a Minor Penalty being assessed.
Whenever it is deemed by the Referee that a Player is wearing any equipment that does not meet with the IIHF regulations, they shall instruct the Player to change or remove the piece of equipment.
The corresponding Player and their Team will be warned by the Referee to adjust the equipment accordingly. After the warning, all Players on that Team wearing such equipment shall be penalized in accordance with Rule 12 – Illegal Equipment.
If the Player refuses, they shall be assessed a Minor Penalty for "Delay of Game" and if they return to the ice without making the change, they shall be issued a Misconduct Penalty. Should this happen a third time, the Player shall be issued a Game Misconduct Penalty.

9.6. HELMETS

All Players shall wear a helmet of design, material and construction approved for ice hockey, with a chin strap always properly fastened, including during "pre-game warm-up", participating in the game, either on the playing surface or the Players' Benches

EQUIPMENT

or Penalty Boxes. The helmet should be attached in such a way that it cannot fall off. If it falls off and has not been removed by an opponent Player, it has not been attached correctly.

A Player on the ice whose helmet comes off during play has to exit the playing surface immediately.
A player on the ice whose helmet comes off during play is not allowed to retrieve and put their helmet back on their head – for this they have to proceed to their Players' Bench and exit the playing surface.
If a Player does not comply with this rule, they shall be assessed a Minor Penalty without a warning
➔ **Rule 12 – Illegal Equipment.**

If the Player returns to their Players' Bench to be substituted for, they may only return to the ice during play with a helmet (with the chin strap properly fastened).
No Player may exit the Penalty Box during play without a helmet (with the chin strap properly fastened). Should they do so, the play shall be stopped once their Team has gained control of the puck and a Minor Penalty shall be assessed to the offending Player.
If a Player's chin strap becomes unfastened during game action, but the helmet stays on their head, they may continue to play until the next stoppage or until they leave the ice. A Player who intentionally removes an opponent's helmet during play shall be assessed a Minor Penalty for "Roughing".
➔ **Rule 51 – Roughing.**

When a goalkeeper is hit on the face mask by a hard shot with the puck and the Referee believes the Goalkeeper is or may be dazed by that hard shot, the Referee may stop play for safety reasons, if there is no immediate scoring chance for the attacking Team.

When a Goalkeeper has lost their helmet and/or face mask and their Team has control of the puck, play shall be stopped immediately to allow the Goalkeeper the opportunity to recollect their helmet and/or face mask.

When the opposing Team has control of the puck, play shall only be stopped if there is no immediate and impending scoring opportunity. This stoppage of play must be made by the Referee. When play is stopped because the Goalkeeper has lost their helmet and/or face mask, the ensuing "face-off" shall take place at one of the defending Team's End Zone Face-off Spots.
When a Goalkeeper deliberately removes their helmet and/or face mask to secure a stoppage of play, the Referee shall stop play as outlined above and assess the Goalkeeper a Minor Penalty for "Delay of Game".
➔ **Rule 63 – Delaying the Game.**

If the Goalkeeper deliberately removes their helmet and/or face mask when the opposing Team is on a breakaway (where the criteria's for a penalty shot is meet except for a foul from behind), or during the course of a "Penalty Shot" or shootout attempt, the Referee shall award a goal to the non-offending Team.

9.7. FACIAL PROTECTION

There are three (3) permissible types of facial protection which can be attached to the front of a Players' helmet: a visor protection, a cage protection, or a full-face protection visor.

All Players born after December 31, 1974, must wear, as a minimum a visor as a facial protection. The visor face protection must be properly affixed to their helmet, and must extend down in such a fashion as to ensure adequate eye protection, to cover the eyes and nose in its entirety. It must be fixed to the helmet along the sides so that it cannot be flipped up. A Player whose visor face protection becomes cracked or broken during game action must leave the ice immediately.

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Players are not allowed to wear a colored or tinted visor.
Participating Teams in an IIHF Competition must ensure that their Players are equipped with a helmet manufactured and approved specifically for ice hockey and that, as applicable, a visor or a full-face protection is properly attached to it.
Specific rules and guidelines for appropriate head / face / neck / throat / mouth protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories.
➔ **Rule 102 – Women's Hockey Specific Equipment** and ➔ **Rule 202 – Men's Junior Hockey Specific Equipment.**

9.8. DANGEROUS EQUIPMENT

Equipment that does not conform to IIHF standards and equipment that is deemed unacceptable for the game action will be classified as "Dangerous Equipment". A Player using "Dangerous Equipment" will be sent off the ice by the Referee and their Team shall receive a warning from the Referee.
After the Team has been warned, all Players on that Team wearing such equipment shall be penalized.
➔ **Rule 12 – Illegal Equipment.**

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 goalkeeper's pads), and cutting the palm out of one or both gloves.
The use of pads or protectors made of metal, or of any other material likely to cause injury to an opposing Player is prohibited.
Referees have the authority to prohibit any equipment they feel may cause injury to any participant in the game. Failure to comply with the Referees' instructions shall result in a Minor Penalty for "Delay of Game". A mask or protector of a design approved by the IIHF may be worn by a Player who has sustained a facial injury.
In the first instance, the injured Player shall be entitled to wear any protective device prescribed by the Team Doctor. If any opposing Team objects to the device, it may record its objection with the IIHF.

In cases where a stick may have been modified and it is evident that the edges have not been beveled, the Referee shall deem the stick to be dangerous equipment and removed from the game until the edges can be beveled sufficiently.
No penalty is to be assessed unless the Player returns to the ice with the unmodified stick, in which case they will be assessed a Minor Penalty.
➔ **Rule 63 – Delaying the Game.**

9.9. SHIN PADS

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.

9.10. SKATES

Skates must consist of only four parts: boot, blade, blade holder, and laces. The boot must conform to the foot of the Skater and not be unduly wide or long or have any attachments to it. 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.

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

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Laces may be of any non-fluorescent color and tied in any manner, but they must not be so long that they touch the ice.

9.11. SKATES – GOALKEEPER

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

9.12. NECK LACERATION PROTECTOR

All players are recommended to properly wear a neck laceration protection. This protective device is recommended to cover as large of an area as possible on the player.

A Goalkeeper may attach a throat protector to the chin of their facemask. It must be made of a material that will not cause injury.

Players who play in senior categories but are of the age as "Under 20" and "Under 18" categories must wear the appropriate protective equipment of these U20 and U18 categories in accordance with the specific rules.

➔ **Rule 102 – Women's Hockey Specific Equipment** and ➔ **Rule 202 – Men's Junior Hockey Specific Equipment.**

9.13. MOUTHGUARDS

The IIHF recommends that all Players wear a mouthguard, preferably of the custom-made variety.

The mouthguard is designed to protect the teeth and jaws from impact and may also serve to reduce the risk of concussions. It is strongly recommended that Players use a custom-made mouthguard. It is recommended to wear this mouthguard in a compliant manner at all times when on the ice.

Players who play in senior categories but are of the age as "Under 20" and "Under 18" categories must wear the appropriate protective equipment of these U20 and U18 categories in accordance with the specific rules.

Specific rules and guidelines for appropriate head / face / neck / throat / mouth protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories.

➔ **Rule 102 – Women's Hockey Specific Equipment** and ➔ **Rule 202 – Men's Junior Hockey Specific Equipment.**

RULE 10 STICKS

10.1. PLAYER'S STICK

The sticks shall be made of wood or other material approved by the IIHF and must not have any projections. Adhesive, tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

The shaft of the stick, from the top down to the start of the blade, must be straight. No stick shall exceed 1.63 m in length from the heel to the end of the shaft nor more than 32.0 cm from the heel to the end of the blade.

Requests for an exception to the length of the shaft (only) may be submitted in writing to and must be approved by the IIHF prior to any such stick being used. Only Players 2.0 m tall or more will be considered for exception. Maximum length of a stick granted an exception under this rule is 1.65 m.

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.

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The blade of the stick shall not be more than 7.6 cm in width at any point between the heel and 1.5 cm in from the mid-point of the tip of the blade, nor less than 5.0 cm. All edges of the blade shall be beveled.

➔ **Rule 9.8 – Dangerous Equipment.**

The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade to the point of maximum curvature shall not exceed 1.9 cm.

➔ **For more information refer to Appendix VI – Infographics.**

10.2. GOALKEEPER'S STICK

The sticks shall be made of wood or other material approved by the IIHF and must not have any projections. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

In the case of a Goalkeeper's stick, there shall be a knob of white tape or other protective material approved by the IIHF. This knob must not be less than 1.3 cm thick at the top of the shaft.

Failure to comply with this provision of the rule will result in the Goalkeeper's stick being deemed unfit for play. The Goalkeeper's stick must be changed without the assessment of a Minor Penalty.

The shaft of the stick, from the top down to the start of the blade, must be straight.

The blade of the Goalkeeper's stick shall not exceed 9.0 cm in width at any point except at the heel, where it must not exceed 11.5 cm in width; nor shall the Goalkeeper's stick exceed 39.5 cm in length from the heel to the end of the blade.
The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade to the point of maximum curvature shall not exceed 1.5 cm.
The widened portion of the Goalkeeper's stick extending up the shaft from the blade shall not extend more than 71 cm from the heel and shall not exceed 9.0 cm in width.

➔ **For more information refer to Appendix VI – Infographics.**

10.3. BROKEN STICK – PLAYER

A "broken stick" is one which, in the opinion of the Referee, is unfit for normal play.
A Player without a stick may participate in the game. A Player whose stick is "broken" may participate in the game provided they drop the "broken stick". A Minor Penalty shall be imposed for an infraction of this rule.

A Player who has "lost" or has "broken their stick" may receive a replacement stick by having one handed to them from their own Players' Bench, by having one handed to them by a Teammate on the ice or by picking up their own unbroken stick or that of a Teammate from the ice.

A Player will be penalized if they throw, toss, slide or shoot a stick to a Teammate (Skater) on the ice, or if they pick up and play with an opponent's stick.

A Player may not participate in the play using a Goalkeeper's stick. A Minor Penalty shall be imposed for an infraction of this rule.
A Player using a stick thrown on the ice from the Players' Bench or Penalty Box will not receive a penalty. However, the offending Team responsible for throwing the stick will receive a Bench Minor Penalty.

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10.4. BROKEN STICK / ABANDONED STICK – GOALKEEPER

A Goalkeeper may continue to play with a "broken stick" until a stoppage of play or until they have one legally handed to them by a Teammate.

Return of an "abandoned, intact stick":

An abandoned, intact stick accidentally dropped by the Goalkeeper may be passed from hand to hand to the Goalkeeper, or moved, pushed, or slid toward the Goalkeeper by a Teammate near the Goalkeeper on the ice as long as the moved stick does not interfere with play or cause a distraction to the game or opposing Players. If a Player causes interference with play or distraction to an opposing Player by moving a lost stick, a Minor Penalty or "Penalty Shot" shall be imposed.

➔ **Rule 53 – Throwing Equipment.**

Replacement of a "broken stick":

A replacement stick for a "broken stick" cannot be thrown to a Goalkeeper on the ice surface. The stick must be passed from hand to hand to the Goalkeeper by a Teammate on the ice. For a violation of this rule, the offending Player shall receive a Minor Penalty for "throwing the stick".

➔ **Rule 53 – Throwing Equipment.**

The Goalkeeper shall not receive a penalty for receiving the stick.

A Goalkeeper whose stick is "broken or illegal" may not go to the Players' Bench for a replacement but must receive their stick from a Teammate as described above.

A Goalkeeper may participate in the play using a Skater's stick until such time as they are legally provided with a replacement Goalkeeper's stick.

For an infraction of this rule, a Minor Penalty shall be imposed on the Goalkeeper.

10.5. STICK MEASUREMENT

There is no limit to the number of stick-measurement requests a Team may make in a game, but a request for a stick measurement shall be limited to one request per Team during the course of any stoppage in play.

When a formal complaint is made by the Captain or Alternate Captain of a Team, against the dimensions of an opponent's stick, that opponent must be on the ice at the time the request is made to the Referee. It must be specified which part of the stick should be measured.

Once the request is made, and as long as the On-ice Officials maintain visual contact with the stick, it can be measured. This means that if the Player whose stick is about to be measured steps off the ice onto their Players' Bench, their stick may still be measured provided the request was received prior to them leaving the ice surface and the stick remains in the view of at least one of the On-ice Officials.

The Referee shall take the stick to the Penalty Box where the necessary measurement shall be made immediately. Players on both Teams shall retire to their respective Players Benches. To measure the curvature of the blade of the stick, the Referee must draw an imaginary line along the outside of the shaft to the bottom of the blade and then along the bottom of the blade – this will determine the location of the heel. Using an IIHF-approved measuring gauge, the Referee shall secure the gauge at the heel of the stick and measure the curvature of the blade from the heel to any point along the toe of the blade. To measure any other dimension of the stick, the Referee shall use a measuring tape.

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The result shall be reported to the Penalty Timekeeper, who shall record it on the Penalty Record form. The Referee will convey the result of the measurement to the Captain or Alternate Captain of the Team whose stick was measured.
A Player whose stick has been measured and it is found not to conform to the rule shall be assessed a Minor Penalty and the stick will be returned to the Players' Bench by the Referee. If the complaint is not sustained, a Bench Minor Penalty shall be imposed against the complaining Team.
A Player who participates in the play (i.e., checks or prevents the movement of an opponent or who plays the puck) while carrying two sticks (including while taking a replacement stick to their Goalkeeper) shall incur a Minor Penalty under this rule.
A request for a stick measurement in regular playing time is permitted, including after the scoring of a goal. However, a goal cannot be disallowed as a result of the measurement.
A request for a stick measurement following a goal in Overtime (including one scored on a "Penalty Shot" in Overtime) is not permitted. Stick measurements prior to or during the shootout are permitted, subject to the guidelines outlined in
➔ **Rule 10.7. – Stick Measurement – Prior to Shootout Attempt.**

Any Player who deliberately breaks their stick or who refuses to surrender their stick for measurement when requested to do so by the Referee shall be assessed a Minor Penalty plus a ten-minute (10) Misconduct Penalty.

10.6. STICK MEASUREMENT – PRIOR TO "PENALTY SHOT"

A stick measurement request may be made prior to a "Penalty Shot" following these guidelines:
If the stick is "legal" the complaining Team is assessed a Bench Minor Penalty, and a Player is placed in the Penalty Box immediately. Regardless of the result of the "Penalty Shot", the Bench Minor Penalty is assessed and served.
If the stick is "illegal" the Player will be assessed a Minor Penalty and must proceed to the Penalty Box immediately to serve their penalty. Another Player must take the "Penalty Shot". If the Player refuses to surrender their stick for measurement, the "Penalty Shot" shall not be permitted, and the Player shall be assessed a Misconduct Penalty.

10.7. STICK MEASUREMENT – PRIOR TO SHOOTOUT ATTEMPT

This rule does not apply at IIHF Championships.

RULE 11 GOALKEEPERS EQUIPMENT

11.1. GOALKEEPER'S EQUIPMENT

With the exception of skates and stick, all the equipment worn by the Goalkeeper must be constructed solely for the purpose of protection, and they must not wear any garment or use any device which would give them undue assistance in keeping goal.
The IIHF is specifically authorized to make a check of each Goalkeeper's equipment (including the sticks) to ensure the compliance with the rule. They shall report its findings to the Proper Authorities for proper disciplinary action.
➔ **For more information refer to Appendix II – Definition, Terminology & terms.**

11.2. LEG GUARDS

A piece of any material covering the space between the ice and the bottom of the Goalkeeper's pads in front of the skates is not allowed. 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 can be of any non-fluorescent colors. No attachments such as plastic puck foils are permitted to

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any part of the pads. The leg guards worn by Goalkeepers shall not exceed 28 cm in extreme width when on the leg of the Player.

➔ **For more information refer to Appendix II – Definition, Terminology & terms.**

11.3. CHEST AND ARM PADS

The chest and arm protector worn by each Goalkeeper must be anatomically proportional and size specific based on the individual physical characteristics of that Goalkeeper.

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. Layering at the lateral edge of the torso is permitted to add rib protection, however, said thickness shall not exceed the thickness of the blocks on the front of the chest and provided further, that the flank protection must wrap around the contour of the Player's torso. If, when the Goalkeeper 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.

Any chest and arm protector deemed to be too large for a Goalkeeper by measurements taken by IIHF representatives shall be considered illegal equipment for that Goalkeeper, whether or not it would have fallen within previous equipment maximums.

➔ **For more information refer to Appendix II – Definition, Terminology & terms.**

11.4. PANTS

The pants worn by each Goalkeeper must be anatomically proportional and size-specific based on the individual physical characteristics of that Goalkeeper.

No internal or external padding is permitted on the pant leg or waist beyond that which is required to provide protection (i.e., no ridges, inside or out).

If the Goalkeeper is wearing their pants shells loosely, allowing them to close the open space between their legs above their pads when they are in the crouch position, the shells will be considered illegal. Thigh protectors inside the pants must follow the contour of the leg. Flat thigh protectors are not allowed.

Any pant deemed by the IIHF representatives to be non-compliant with this rule will be considered illegal equipment for that Goalkeeper, regardless of whether or not it would have fallen within previous equipment maximums.

Any alteration request must be filed with an application to the IIHF before any modifications or additions are made.

➔ **For more information refer to Appendix II – Definition, Terminology & terms.**

11.5. KNEE PADS

Knee protection must be strapped and must fit under the thigh pad of the pants. Flaps attached to the inside of the Goalkeeper's pads above the knee that are not worn under the thigh pad of the pants are not allowed. The knee-strap pad is the pad that separates the inside of the knee from the ice.

The knee protection must be worn with the strap tight so that it does not obscure any portion of area between the legs, or the "five hole." The padding between the knee strap pad and the inner knee channel is not affected by this measurement standard. Medial rolls (raised seam ridges) are not allowed.

➔ **For more information refer to Appendix II – Definition, Terminology & terms.**

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11.6. CATCHING GLOVE

A maximum perimeter of 114.5 cm is permitted. The perimeter of the glove is the distance around the glove. The wrist cuff must be 10.5 cm in width. The cuff of the glove is considered to be the portion of the glove protecting the wrist from the point where the thumb joint meets the wrist. Any protection joining/enhancing the cuff to the glove will be considered part of the glove rather than the cuff. The wrist cuff is to be a maximum of 20.5 cm in length (this includes the bindings). All measurements follow the contour of the cuff. The distance from the heel of the glove along the pocket and following the contour of the inside of the trap of the glove to the top of the "T" trap must not exceed 46.0 cm. The heel is considered to be the point at which the straight vertical line from the cuff meets the glove.

➔ **For more information refer to Appendix II – Definition, Terminology & terms.**

11.7. BLOCKING GLOVE

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

Protective padding attached to the back or forming part of the Goalkeeper's blocking glove shall not exceed 20.5 cm in width nor more than 38.5 cm in length at any point (this includes the bindings). All measurements follow the contour of the back of the glove. The thumb protection must not exceed 18.0 cm in extreme length when measured from the top of the blocking surface.

➔ **For more information refer to Appendix VI – Infographics.**

11.8. FACE MASKS

Goalkeepers must wear their face mask at all times during game action. Protective face masks of a design approved by the IIHF must be worn by Goalkeepers. A face mask deemed to be worn only to increase stopping area will be considered illegal.

The face mask must be constructed in such a way that a puck cannot penetrate the openings. Goalkeepers are allowed to wear a facemask of a different color and design than that of their Teammates. The backup Goalkeeper is not required to wear their face mask when they cross the ice to return to the Players' Bench after intermission.

Specific rules and guidelines for appropriate head / face protection for Women's Hockey and Men's Junior "Under 20" and "Under 18" categories.

➔ **Rule 102 – Women's Hockey Specific Equipment** and ➔ **Rule 202 – Men's Junior Hockey Specific Equipment.**

➔ **For more information refer to Appendix II – Definition, Terminology & terms.**

11.9. INSPECTIONS BY THE IIHF

Goalkeepers are not allowed to participate in the game with equipment that does not comply with the rules. Inspections by the IIHF can take place at any time, before, during, or after any game.

IIHF representatives may obtain equipment from any or all participating Goalkeeper(s). This equipment may be removed to a secure location for measuring.

Inspections will be logged, and a fair play agreement will be signed by the appropriate Goalkeepers and Team Equipment Managers. Non-complaint and illegal equipment must be corrected before participation in a game or further use in it.

If further irregularities are found during follow-up checks, the incident will be reported to the Proper Authorities.

Refusal to submit the equipment for IIHF measurement will result in the same sanctions as those imposed on a Goalkeeper with illegal equipment.

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RULE 12 ILLEGAL EQUIPMENT

12.1. ILLEGAL EQUIPMENT

All protective equipment, except gloves, headgear, mouthguards, neck-/throat protection and Goalkeepers' leg guards must be worn under the uniform. For violation of this rule, after warning by the Referee, a Minor Penalty shall be imposed.

Players violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

If the Player refuses, they shall be assessed a Minor Penalty for "Illegal Equipment" and if they return to the ice without making the change, they shall be issued a Misconduct Penalty. Should this happen a third time, the Player shall be issued a Game Misconduct Penalty.

12.2. GLOVES

A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment and if any Player wears such a glove in play, a Minor Penalty shall be imposed on them.

When a complaint is made under this rule, and such complaint is not sustained, a Bench-minor Penalty shall be imposed against the complaining Team for delaying the game.

12.3. ELBOW PADS

All elbow pads which do not have a soft protective outer covering of sponge rubber or similar material at least 1.5 cm thick shall be considered dangerous equipment.

12.4. FAIR PLAY

These equipment regulations (Section 3) are written in the spirit of "Fair Play". If at any time the IIHF feels that this spirit is being abused, the offending equipment will be deemed ineligible for play until a hearing has ruled on its eligibility.

12.5. INSPECTIONS BY THE IIHF

Inspections by the IIHF can take place at any time, before, during, or after any game.

IIHF representatives may obtain equipment from any Players of the participating Teams. Complained and illegal equipment must be corrected before participation in a game. If further irregularities are found during follow-up checks, the incident will be reported to the Proper Authorities. Refusal to submit the equipment for IIHF measurement will result in the same sanctions as those imposed on a Player with illegal equipment.

RULE 13 PUCK

13.1. DIMENSIONS

The puck shall be made of vulcanized rubber, or other approved material, 2.5 cm thick and 7.6 cm in diameter and shall weigh between 156 g and 170 g. All pucks used in competition must be approved by the IIHF. A printed logo, trademark, and advertising on the puck must not exceed 4.5 cm 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.

➔ **For more information refer to Appendix VI – Infographics.**

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13.2. SUPPLY

The Organizing Committee or the Home Team shall be responsible for providing an adequate supply of official pucks which shall be kept in a frozen condition. This supply of pucks shall be kept at the Penalty Box under the control of one of the regular off-ice Officials or a special attendant. Frozen Puck Regulations:

← For more information refer to IIHF Sport Regulations

13.3. ILLEGAL PUCK

If at any time while play is in progress, a puck other than the one legally in play shall appear on the playing surface, the play shall not be stopped but shall continue with the legal puck until the play then in progress is completed by change of possession.

RULE 14 ADJUSTMENT TO CLOTHING OR EQUIPMENT

14.1. ADJUSTMENT TO CLOTHING OR EQUIPMENT

Play shall not be stopped, nor the game delayed by reasons of adjustments to clothing, equipment, skates or sticks.
The responsibility of maintaining clothing and equipment in proper condition shall be upon the Player.

If adjustments are required, the Player shall leave the ice and play shall continue with a substitute.
No delay shall be permitted for the repair or adjustment of Goalkeeper's equipment.

If adjustments are required, the Goalkeeper shall leave the ice and their place shall be taken by the substitute Goalkeeper immediately.



SECTION 04

TYPES OF PENALTIES

TYPES OF PENALTIES

RULE 15 CALLING OF PENALTIES

15.1. CALLING A PENALTY

Should an infraction of the rules which would call for a Minor, Bench Minor, Major, Misconduct or Game Misconduct, be committed by a Player or Team Personnel of the side in control of the puck, the Referee shall immediately blow their whistle and penalize the offending Player or Team.

Should an infraction of the rules which would call for a Minor, Bench Minor, Major, Misconduct or Game Misconduct be committed by Player or Team Personnel of the Team not in control of the puck, the Referee shall raise their arm to signal the delayed calling of a penalty. When the Team to be penalized gains control of the puck, the Referees will blow their whistle to stop play and impose the penalty on the offending Player or Team.

When a Player, Team Manager, Coach or team personnel is ejected from the game for a violation of the playing rules, that individual must vacate the Players' Bench area and may not, in any manner, further participate in the game. This includes directing the Team from the spectator area or by radio communications. Any violations shall be reported to the Proper Authorities.

➔ **For more information refer to Appendix IV – Tables Overview – Table 1.**

15.2. CALLING A MINOR PENALTY – GOAL SCORED

If the penalty to be imposed is a Minor Penalty and a goal is scored on the play by the non-offending side, the Minor Penalty shall not be imposed but Major Penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

If two (2) or more Minor Penalties were to be imposed and a goal is scored on the play by the non-offending side, the Captain of the offending Team shall designate to the Referee which Minor Penalty(ies) will be assessed and which Minor Penalty will be washed out as a result of the scoring of the goal.

15.3. CALLING A DOUBLE-MINOR PENALTY – GOAL SCORED

When the penalty to be imposed is applicable under Rule 47 for "Head-butting", Rule 58 "Butt-ending", Rule 60 "High-sticking" or Rule 62 "Spearing", and a goal is scored, two (2) minutes of the appropriate penalty will be assessed to the offending Player. This will be announced as a Double-minor Penalty for the appropriate foul and the Player will serve two (2) minutes only.

15.4. CALLING A PENALTY – SHORT-HANDED TEAM – GOAL SCORED

When a Team is "short-handed" by reason of one or more Minor or Bench Minor Penalties, and the Referee signals a further Minor Penalty or penalties against the "short-handed" Team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed.

The penalty or penalties signaled shall be assessed and the first of the Minor Penalties already being served shall automatically terminate under Rule 16 – Minor Penalties. Major Penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

Should a Minor or Bench Minor Penalty be signaled against a Team already "short-handed" by reason of a Major Penalty, but before the play can be stopped to assess the Minor or Bench Minor Penalty, and a goal is scored by the non-offending side, the signaled Minor or Bench Minor Penalty shall not be imposed due to the scoring of the goal.

Should a penalty be signaled against a Team already "short-handed" by reason of one or more Minor or Bench Minor Penalties, and the signaled penalty would result in the awarding of a "Penalty Shot", but before the Referee can stop play to award the "Penalty

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Shot", the non-offending Team scores a goal, then the signaled penalty (that would have resulted in a "Penalty Shot") shall be assessed as a Minor (Double-minor or Major) Penalty and the first of the Minor Penalties already being served shall automatically terminate:

➔ **Rule 16 – Minor Penalties.**

15.5. FACE OF LOCATIONS

When Players are penalized at a stoppage of play so as to result in one or more penalties being placed on the penalty time clock to one Team, the ensuing "face-off" shall be conducted at one of the two Face-off Spots in the offending Team's End Zone. There are only three (3) exceptions to this application:

(I) when a penalty is assessed after the scoring of a goal – "face-off" shall be conducted at Center ice;

(II) when a penalty is assessed at the end (or start) of a period – "face-off" shall be conducted at Center ice;

(III) when the defending Team is penalized, and the attacking Players enter the Attacking Zone beyond the outer edge of the End Zone Face-off Circle – "face-off" shall be conducted in the Neutral Zone.

The Team awarded the "Power-Play" will have the choice of which End Zone spot the "face-off" will take place at to start the "Power-Play".

When an infringement of a rule has been committed by Players of both Teams in the play resulting in the stoppage, the ensuing "face-off" will be conducted at the nearest Face-off Spot in that zone.

➔ **Rule 76 – FACE-OFF Locations.**

RULE 16 MINOR PENALTIES

16.1. MINOR PENALTY

For a Minor Penalty, any Player, other than a Goalkeeper, shall be ruled off the ice for two (2) minutes during which time no substitute shall be permitted.

16.2. SHORT-HANDED

"Short-handed" means that the Team is below the numerical strength of its opponent on the ice at the time the goal is scored. The Minor or Bench Minor Penalty which terminates automatically is the one with the least amount of time on the clock. Thus Coincident Minor Penalties to both Teams do not cause either side to be "short-handed" – see Rule 19 – Coincidental Penalties.

If while a Team is "short-handed" by one or more Minor or Bench Minor Penalties, the opposing Team scores a goal, the first of such penalties shall automatically terminate.

This rule shall also apply when a goal is awarded. This rule does not apply when a goal is scored on a "Penalty Shot" (i.e., offending Team's penalized Player(s) do not get released on the scoring of a goal on a "Penalty Shot").

Minor Penalty expiration criteria:

(I) Is the Team scored against "short-handed"?

(II) Is the Team scored against serving a Minor Penalty on the clock?

If both criteria are satisfied, the Minor Penalty with the least amount of time on the clock shall terminate except when "Coincidental Penalties" are being served.

➔ **For more information refer to Appendix IV – Tables Overview – Table 14.**

TYPES OF PENALTIES

When the Minor Penalties of two Players of the same Team terminate at the same time, the Captain of that Team shall designate to the Referee which of such Players will return to the ice first and the Referee will instruct the Penalty Timekeeper accordingly.

16.3. INFRACTIONS

A list of the infractions that can result in a Minor Penalty being assessed can be found in Table 2.

➔ **For more information refer to Appendix IV – Tables Overview – Table 2.**

RULE 17 BENCH MINOR PENALTIES

17.1. BENCH MINOR PENALTY

A Bench Minor Penalty involves the removal from the ice of one Player of the Team against which the penalty is assessed for a period of two (2) minutes.

Any Player except a Goalkeeper of the Team may be designated to serve the penalty by the Coach through the playing Captain and such Player shall take their place in the Penalty Box promptly and serve the penalty as if it was a Minor Penalty imposed upon them.

17.2. SHORT-HANDED

Explanation “short-handed”:

➔ **Rule 16.2 – Short-handed.**

17.3. INFRACTIONS

A list of the infractions that can result in a Bench Minor Penalty being assessed can be found in Table 3.

➔ **For more information refer to Appendix IV – Tables Overview – Table 3.**

RULE 18 DOUBLE-MINOR PENALTIES

18.1. DOUBLE-MINOR PENALTY

For a Double-minor Penalty, any Player, other than a Goalkeeper, shall be ruled off the ice for four (4) minutes during which time no substitute shall be permitted.

18.2. SHORT-HANDED

When a Double-minor Penalty has been signaled by the Referee and the non-offending Team scores during the delay, one (1) of the Minor Penalties shall be washed out and the penalized Player will serve the remaining two (2) minutes of the Double-minor Penalty. The penalty will be announced as a Double-minor Penalty but only two (2) minutes would be shown on the penalty time clock.

Explanation “short-handed”:

➔ **Rule 16.2 – Short-handed.**

18.3. INFRACTIONS

A list of the infractions that can result in a Double-minor Penalty being assessed can be found in Table 4.

➔ **For more information refer to Appendix IV – Tables Overview – Table 4.**

18.4. ON-ICE VIDEO REVIEW OF DOUBLE-MINOR PENALTIES FOR HIGH-STICKING

Referees shall have the option to review all plays that result in the assessment of a Double-minor Penalty for ”High-sticking” for the purpose of, 1. Confirming the call on the ice or 2. Nullifying the call on the ice. Such reviews will be conducted exclusively by the

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Referee(s) on the ice in consultation with other On-ice Official(s), as appropriate, using the technology (for example, a handheld tablet or a television or computer monitor) specified in and provided pursuant.

➔ **Rule 38.5 – Process for Reviewing.**

Communication between the Video Review Operation and the On-ice Officials shall be limited to contact between the appropriate Video Review Consultant and the Referee to ensure the Referee is receiving any and all video they might request, as well as the appropriate replay angles they may need to review the penalty call.

There shall be no contact or consultation except between the On-ice Official(s) and the Video Review Operation.
The Referee shall only have the following options following Video Review of their own call:

(I) Confirming the call on the ice or; or
(II) Nullifying the call on the ice.

Note: This rule is only applied in certain IIHF Championships.

➔ **For more information refer to Appendix V – Technical Requirements.**
← **For more information refer to IIHF Sport Regulations.**

RULE 19 COINCIDENTAL PENALTIES

19.1. COINCIDENTAL MINOR PENALTIES

When "Coincidental Minor Penalties" or "Coincidental Minor Penalties of Equal Duration" are imposed against Players of both Teams, the penalized Players shall all take their places in the Penalty Boxes and such penalized Players shall not leave the Penalty Box until the first stoppage of play following the expiry of their respective penalties. Where Goalkeepers are involved, refer to

➔ **Rule 27.1 – Goalkeeper Penalties.**

Immediate substitution shall be made for an "Equal Number of Minor Penalties or "Coincidental Minor Penalties of Equal Duration" to each Team penalized and the penalties of the Players for which substitutions have been made shall not be taken into account for the purpose of the "Delayed Penalty" rule ➔ **Rule 26 – Delayed Penalties.**

When multiple penalties are assessed to both Teams, "Equal Numbers of Minor and Major Penalties" shall be eliminated using the "Coincidental Penalty" rule and any differential in time penalties shall be served in the normal manner and displayed on the penalty time clock accordingly – see Rule 19.5 – Applying the Coincidental Penalty Rule.

If there is no differential in time penalties, all Players will serve their allotted penalty time, but will not be released until the first stoppage of play following the expiration of their respective penalties. For "Coincidental Penalties" that carry over into, or are assessed during Overtime, see ➔ **Rule 84 – Overtime Operations.**

➔ For more information refer to Appendix IV – Tables Overview – Table 17 and 18.

19.2. COINCIDENTAL MAJOR PENALTIES

When "Coincidental Major Penalties" or "Coincidental Penalties of Equal Duration", including a Major Penalty, are imposed against Players of both Teams, the penalized Players shall all take their places in the Penalty Boxes and such penalized Players shall not leave the Penalty Boxes until the first stoppage of play following the expiry of their respective penalties.

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Immediate substitutions shall be made for an "Equal Number of Major Penalties", or "Coincidental Penalties of Equal Duration" including a Major Penalty to each Team penalized, and the penalties of the Players for which substitutions have been made shall not be taken into account for the purpose of the Delayed Penalty.

➔ **Rule 26 – Delayed Penalties.**

In such situations, if one or both Players have received a Game Misconduct in addition to their Major Penalties, no substitutes are required to take their places in the Penalty Boxes.

19.3. LAST FIVE MINUTES AND OVERTIME

During the last five (5) minutes of regulation time, or at any time in Overtime, when a Minor Penalty (or Double-minor Penalty) is assessed to one Player of Team A, and a Major Penalty is assessed to one Player of Team B at the same stoppage of play, the three (3)-minute (or one (1)-minute) differential shall be served immediately as a Major Penalty.

This is also applicable when "Coincidental Penalties" are negated, leaving the aforementioned examples. The Team must place the penalized Player or replacement Player in the Penalty Box immediately.

The differential will be recorded on the penalty clock as a three (3) minute or a one (1) minute penalty (as applicable) and served in the same manner as a Major Penalty. This rule shall be applied regardless as to the on-ice strength of the two Teams at the time the above outlined penalties are assessed.

19.4. APPLYING THE COINCIDENTAL PENALTY RULE

When multiple penalties are assessed to both Teams at the same stoppage of play, the following rules are to be utilized by the Referees to determine the on-ice strength for both Teams:

(I) Cancel as many Major Penalties as possible;

(II) Cancel as many Minor, Bench Minor and or Double-minor Penalties as possible.

➔ **For more information refer to Appendix IV – Tables Overview – Table 15.**

RULE 20 MAJOR PENALTIES

20.1. MAJOR PENALTY

A Major Penalty shall be imposed on any Player who commits a physical foul and who recklessly endangers the fouled Player in a way that, at the discretion of the Referee, such Player would not be sufficiently sanctioned by imposing a Minor or Double-minor Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

For the first (1st) Major Penalty in any one game, the offender, except the Goalkeeper, shall be ruled off the ice for five (5) minutes during which time no substitute shall be permitted.

When one Player receives a Major Penalty and a Minor Penalty at the same time, the Major Penalty shall be served first by the penalized Player (or substitute for the Goalkeeper), except under ➔ **Rule 19.2 – Coincidental Major Penalties** are in effect, in which case the Minor Penalty will be recorded and served first.

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20.2. SHORT-HANDED

Although a Major Penalty does cause a Team to be "short-handed", the penalized Player serving the Major Penalty does not leave the Penalty Box when the opposing Team scores a goal. The Player must wait for the entire Major Penalty to expire before they are permitted to exit the Penalty Box.

20.3. SUBSTITUTION

When a Player has been assessed a Major Penalty and has been removed from the game or is injured, the offending Team must place a substitute in the Penalty Box immediately. They may then legally exit the Penalty Box when the Major Penalty has expired.

20.4. AUTOMATIC GAME MISCONDUCT PENALTY

An "Automatic Game Misconduct" shall be applied to any Player who has been assessed a second Major Penalty, or a second Misconduct Penalty in the same game. An "Automatic Game Misconduct" shall also be applicable whenever a Player is assessed a Major Penalty for any of the infractions listed in the Reference Tables.

When a Major and "Automatic Game Misconduct" are assessed, the Player shall be ruled off the ice for the balance of the game, but a substitute shall be permitted to replace the suspended Player after five (5) minutes have elapsed.

➔ **For more information refer to Appendix IV – Tables Overview – Table 6.**

20.5. INFRACTIONS

A list of the infractions that can result in a Major Penalty being assessed can be found in Tables 5, 6 and 7.

➔ **For more information refer to Appendix IV – Tables Overview – Tables 5, 6 and 7.**

20.6. ON-ICE VIDEO REVIEW OF MAJOR PENALTIES

Referees shall review all plays that result in the assessment of a Major Penalty for the purpose of confirming (or modifying) their original call on the ice. Exception to this rule is that situations under Rule 46 – Fighting can only be reviewed if they falls under Rule 46.5 – Dangerous puncher – "Sucker puncher". No other situations under Rule 46 – Fighting can be reviewed..

Such reviews will be conducted exclusively by the Referee(s) on the ice in consultation with other On-ice Official(s), as appropriate, using the technology (for example, a handheld tablet or a television or computer monitor) specified in and provided pursuant to:

➔ **Rule 38.5 – Process for Reviewing.**

Communication between the Video Review Operation and the On-ice Officials shall be limited to contact between the appropriate Video Review Consultant and the Referee to ensure the Referee is receiving any and all video they might request, as well as the appropriate replay angles they may need to review the penalty call.

There shall be no contact or consultation except between the On-ice Official(s) and the Video Review Operation.

The Referee shall only have the following options following Video Review of their own call:

(I) confirming their original Major Penalty call; or

(II) reducing their original Major Penalty call to a lesser penalty for the same infraction.

(III) nullifying the original Major Penalty altogether.

Note**:** This rule is only applied in certain IIHF Championships.

➔ **For more information refer to Appendix V – Technical Requirements.**

← **For more information refer to IIHF Sport Regulations.**

TYPES OF PENALTIES

20.7. REPORTING

The Referee is required to report all major penalties and the surrounding circumstances to the Proper Authorities immediately following the game in which they occur.

RULE 21 DANGEROUS ACTIONS

21.1. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

A Major Penalty with an automatic Game Misconduct Penalty shall be imposed on any Player who commits an action that is not covered by the playing rules and, in the judgement of the Referee, endanger any person involved in the game.

21.2. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 22 MISCONDUCT PENALTIES

22.1. MISCONDUCT PENALTY

In the event of Misconduct Penalties to any Players except the Goalkeeper, the Players shall be ruled off the ice for a period of ten (10) minutes each. A substitute Player is permitted to immediately replace a Player serving a Misconduct Penalty. A Player whose Misconduct Penalty has expired shall remain in the Penalty Box until the next stoppage of play. An "Automatic Game Misconduct" shall be applied to any Player who has been assessed a second (2nd) Misconduct Penalty in the same game.

22.2. MISCONDUCT PENALTY – GOALKEEPER

Should a Goalkeeper on the ice incur a Misconduct Penalty, this penalty shall be served by another member of their Team who was on the ice when the offense was committed. This Skater is to be designated by the Coach of the offending Team through the Captain.

22.3. SHORT-HANDED

A Player receiving a Misconduct Penalty does not cause their Team to play "short-handed" unless they also receive a Minor, Major Penalty in addition to the Misconduct Penalty.

When a Player receives a Minor Penalty and a Misconduct Penalty at the same time, the penalized Team shall immediately put a substitute Player in the Penalty Box and they shall serve the Minor Penalty without change.

Should the opposing Team score during the time the Minor Penalty is being served, the Minor Penalty shall terminate (unless ➔ **Rule 15.4 – Short-handed Team** – Goal Scored is applicable) and the Misconduct to the originally penalized Player shall start immediately.

22.4. REPORTING

All Misconduct penalties assessed for "Abuse of Officials" must be reported in detail to the Proper Authorities.

22.5. INFRACTIONS

A list of the infractions that can result in a Misconduct Penalty being assessed can be found in Table 9.

➔ **For more information refer to Appendix IV – Tables Overview – Table 9.**

TYPES OF PENALTIES

RULE 23 GAME MISCONDUCT PENALTIES

23.1. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty involves the suspension of a Player for the balance of the game, but a substitute is permitted to replace the Player removed. Twenty (20) minutes are applied in the records to the Player incurring a Game Misconduct Penalty.

23.2. DISCIPLINARY MEASURES

A Player, Coach or other team personnel incurring a Game Misconduct Penalty shall be reported to the Proper Authorities which shall have full power to impose further Disciplinary Measures on the penalized person.

→ Rule 28 – Supplementary Discipline.

← For more information refer to IIHF Disciplinary Code

23.3. DISCIPLINARY MEASURES – GENERAL CATEGORY

The respective process is outlined in the IIHF Disciplinary Code.

← For more information refer to IIHF Disciplinary Code.

23.4. DISCIPLINARY MEASURES – ABUSE OF OFFICIALS CATEGORY

The respective process is outlined in the IIHF Disciplinary Code.

← For more information refer to IIHF Disciplinary Code

23.5. DISCIPLINARY MEASURES – STICK INFRACTIONS CATEGORY

The respective process is outlined in the IIHF Disciplinary Code.

← For more information refer to IIHF Disciplinary Code

23.6. DISCIPLINARY MEASURES – PHYSICAL FOULS CATEGORY

The respective process is outlined in the IIHF Disciplinary Code.

← For more information refer to IIHF Disciplinary Code

23.7. AUTOMATIC GAME MISCONDUCT PENALTY

→ Rule 20.4 – Automatic Game Misconduct.

23.8. OTHER INFRACTIONS – THAT COULD RESULT IN A GAME MISCONDUCT PENALTY

A list of infractions that can result in a Game Misconduct Penalty being assessed can be found in Table 10. In addition, the following list of infractions can also result in a Game Misconduct Penalty being assessed:

(I) interfering with or striking a spectator.

(II) racial taunts or slurs or sexual remarks

(III) spitting, smearing blood on or at an opponent or spectator

(IV) biting an opponent or spectator

Any Player or team personnel who physically interferes with the spectators, becomes involved in an altercation with a spectator, or throws any object at a spectator, shall automatically incur a Game Misconduct Penalty and the Referee shall report

TYPES OF PENALTIES

all such infractions to the Proper Authorities who shall have full power to impose such further Disciplinary Measures as they deem appropriate.

➔ **For more information refer to Appendix IV – Tables Overview – Table 10.**

RULE 24 PENALTY SHOT

24.1. PENALTY SHOT

A "Penalty Shot" is designed to restore a scoring opportunity which was lost as a result of a foul being committed by the offending Team, based on the parameters set out in these rules.

24.2. PROCEDURE

The Referee shall announce the reason for the assessed "Penalty Shot" and shall have the Skater selected by the Team entitled to take the "Penalty Shot" announced over the Public Address System.

The Referee shall then place the puck on the Center Face-off Spot and the Player taking the "Penalty Shot" will, on the instruction of the Referee, by blowing their whistle, play the puck from there and shall attempt to score on the Goalkeeper.

The puck must be kept in motion towards the opponent's Goal Line and once it is shot, the play shall be considered complete.

No goal can be scored on a rebound of any kind (an exception being the puck off the Goal Post or crossbar, then the Goalkeeper and then directly into the goal), and any time the puck crosses the Goal Line or comes to a complete stop, the "Penalty Shot" shall be considered complete.

The "lacrosse-like move" whereby the puck is picked up on the blade of the stick and "whipped" into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar.

➔ **Rule 80.1 – High-sticking the Puck.**

The "spin-o-rama type move" where the Player completes a 360° turn as they approach the goal, shall not be permitted. Should a Player perform such a move during the "Penalty Shot", the shot shall be stopped by the Referee and no goal will be the result.

Only a Player designated as a Goalkeeper or alternate Goalkeeper may defend against a "Penalty Shot".

The Goalkeeper must remain in their crease until the Player taking a "Penalty Shot" has touched the puck.

If at the time a "Penalty Shot" is awarded, the Goalkeeper of the penalized Team has been removed from the ice to substitute another Player, the Goalkeeper shall be permitted to return to the ice before the "Penalty Shot" is taken.

The Team against whom the "Penalty Shot" has been assessed may replace their Goalkeeper to defend against the shot, however, the substitute goalkeeper is required to remain in the game until the next stoppage of play.

While the "Penalty Shot" is being taken, Players of both sides shall withdraw to the sides of the Rink and in front of their own Player's Bench.

24.3. DESIGNATED PLAYER

In all cases where a "Penalty Shot" has been awarded, the "Penalty Shot" shall be taken by a Skater selected by the Coach or Captain of the non-offending Team from any non-penalized Skater of their Team. Such selection shall be reported to the Referee and cannot be changed.

TYPES OF PENALTIES

24.4. VIOLATIONS DURING THE "PENALTY SHOT"

Should the Goalkeeper leave their Crease prior to the Player taking the "Penalty Shot" touching the puck, or committing any foul, the Referee shall allow the "Penalty Shot" to be taken.

If the "Penalty Shot" fails, the Referee shall permit the "Penalty Shot" to be taken over again. When an infraction worthy of a Minor Penalty is committed by the Goalkeeper during the "Penalty Shot" causing it to fail, no penalty is assessed but the Referee shall permit the "Penalty Shot" to be taken over again.
Should a Goalkeeper commit a second (2nd) violation and the "Penalty Shot" fails, they shall be assessed a Misconduct Penalty and the Referee shall permit the "Penalty Shot" to be taken over again.

A third (3rd) such violation shall result in the Goalkeeper being assessed a Game Misconduct Penalty and a goal shall be awarded. When a Major Penalty is committed by the Goalkeeper that causes the shot to fail, the Referee shall permit the "Penalty Shot" to be taken over again and the appropriate penalties shall be assessed to the Goalkeeper.

The Goalkeeper may attempt to stop the "Penalty Shot" in any manner except by throwing their stick or any object, deliberately removes their helmet and/or face mask, or by deliberately dislodging the goal, in which case a goal shall be awarded.

During the "Penalty Shot", should the Goalkeeper, in an attempt at making a save, dislodge the goal accidentally, the Referee shall make one of the following determinations:

(I) Award a goal if they deem the Player would have scored into the area normally occupied by the net had it not been dislodged.

(II) Allow the "Penalty Shot" to be re-taken if they do not score or it could not be determined if the puck would have entered the area normally occupied by the net.

(III) If the goal becomes dislodged after the puck has crossed the Goal Line thus ending the "Penalty Shot", the above determinations do not apply, the "Penalty Shot" is complete.

If, while a "Penalty Shot" is being taken, any Player, Coach or team personnel of the opposing Team interferes with or distracts the Player taking the "Penalty Shot" and, because of such action, the "Penalty Shot" fails, a second (2nd) attempt shall be permitted. The Referee shall impose a Bench Minor Penalty to the offending Team, and if a Player on the Bench is responsible, a Misconduct Penalty on the Player responsible shall be assessed. When a Coach or team personnel is guilty of such an act, a Game Misconduct Penalty shall be assessed on the responsible person and the matter will be reported to the Proper Authorities for possible further disciplinary action.

If, while the "Penalty Shot" is being taken, any Player, Coach or team personnel of the Team taking the "Penalty Shot" interferes with or distracts the Goalkeeper defending the "Penalty Shot" and, because of such action, the shot is successful, the Referee shall rule no goal and shall impose a Bench Minor Penalty to the offending Team.

If while the "Penalty Shot" is being taken a spectator throws any object onto the ice that in the judgment of the Referee interferes with the Player taking the "Penalty Shot" or the Goalkeeper defending the "Penalty Shot", they shall permit the "Penalty Shot" to be taken again. For incidents involving stick measurements refer to:
➔ **Rule 10.5 Sticks Measurement** and ➔ **Rule 10.6 – Sticks Measurement – Prior to Penalty Shot.**

TYPES OF PENALTIES

24.5. FACE-OFF LOCATION

If a goal is scored from a "Penalty Shot", the puck shall be faced-off at Center ice. If a goal is not scored, the puck shall be faced-off at either of the end Face-off Spots in the zone in which the "Penalty Shot" was attempted, except when another rule dictates the "face-off" location should be in an alternate location, such as when the "point men" enter the zone beyond the outer edge of the End - Zone Face-off Circle or when the attacking Team has been penalized on the same play.

➔ **Rule 76.2 – Face-off Locations.**

24.6. RESULTS

Should a goal be scored from a "Penalty Shot", a further penalty to the offending Player shall not be applied unless the offense for which the "Penalty Shot" was awarded is a Major or Misconduct Penalty, in which case the appropriate penalty shall be imposed.
If the offense for which the "Penalty Shot" was awarded would normally incur a Minor Penalty, then regardless of the outcome of the "Penalty Shot", no further Minor Penalty shall be served.

If the offense for which the "Penalty Shot" was awarded was to incur a Double-minor Penalty, or where the offending Team is assessed an additional Minor Penalty on the same play, the first Minor Penalty is not assessed since the "Penalty Shot" was awarded to restore the lost scoring opportunity.
The second Minor Penalty would be assessed and served regardless of whether the "Penalty Shot" results in a goal. This will be announced as a Double-minor Penalty for the appropriate foul and the Player will serve two (2) minutes only.
No penalty shall expire when a goal is scored against a Team on a "Penalty Shot".
Should two (2) "Penalty Shots" be awarded to the same Team at the same stoppage of play (two (2) separate fouls), only one (1) goal can be scored or awarded at a single stoppage of play.
Should the first "Penalty Shot" result in a goal, the second "Penalty Shot" would not be taken but the appropriate penalty would be assessed and served for the infraction committed.

24.7. TIMING

If the foul upon which the "Penalty Shot" is based occurs during actual playing time, the "Penalty Shot" shall be awarded and taken immediately in the usual manner notwithstanding any delay occasioned by a slow whistle by the Referee to allow play to continue until the attacking side has lost possession of the puck to the defending side, to which this delay results in the expiry of the regular playing time in any period.
The time required for the taking of a "Penalty Shot" shall not be included in the regular playing time or Overtime.

24.8. INFRACTIONS

When a Player, in the Neutral or Attacking Zone, in "control" of the puck (or who could have obtained "possession and control" of the puck) and having no other opponent to pass than the Goalkeeper, is fouled from behind, thus preventing a reasonable scoring opportunity, a "Penalty Shot" shall be awarded to the non-offending Team.
Nevertheless, the Referee shall not stop play until the attacking Team has "lost possession" of the puck to the defending Team.

The intention of this rule is to restore a reasonable "scoring opportunity" which has been lost. If, however, the Player fouled is able to recover and obtain a "reasonable scoring opportunity" (or a Teammate is able to gain a reasonable scoring opportunity), no "Penalty Shot" should be awarded but the appropriate penalty should be signaled and assessed if a goal is not scored on the play.
"Control of the puck" means the act of propelling the puck with the stick, hand, or feet.

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In order for a "Penalty Shot" to be awarded for a Player being fouled from behind, the following four (4) criteria must have been met:

(I) The infraction must have taken place in the Neutral or Attacking Zone (i.e., over the puck carrier's own Blue Line);

(II) The infraction must have been committed from behind (except a foul committed from the front by the Goalkeeper on a "breakaway" situation);

(III) The Player in "possession and control" (or, in the judgment of the Referee, the Player clearly would have "obtained possession and control" of the puck) must have been denied a reasonable chance to score. The fact that the Player got a shot off does not automatically eliminate this play from the "Penalty Shot" consideration criteria. If the foul was from behind and the Player was denied a "more reasonable scoring opportunity" due to the foul, then the "Penalty Shot" should still be awarded;

(IV) The Player in "possession and control" (or, in the judgment of the Referee, the Player clearly would have "obtained possession and control") must have had no opposing Player between themself and the Goalkeeper.

If, in the opinion of the Referee, a Player makes contact with the puck first and subsequently trips the opponent in so doing, no "Penalty Shot" will be awarded, but a Minor Penalty for "tripping" shall be assessed.

It should be noted that if the attacking Player manages to get around the Goalkeeper and has no defending Player between them and the "open goal", and they are fouled from behind by the Goalkeeper or another defending Player, no goal can be awarded since the Goalkeeper is still on the ice. A "Penalty Shot" would be awarded.

➔ **For a list of the infractions that shall result in a penalty shot being awarded refer to Appendix IV – Tables Overview – Table 11.**

RULE 25 AWARDED GOALS

25.1. AWARDED GOAL

A goal will be awarded to the attacking Team when the opposing Team has taken their Goalkeeper off the ice and an attacking Player has "possession and control of the puck" (or "would have gained possession and control") in the Neutral or Attacking Zone, without a defending Player between themself and the opposing goal, and they are "prevented from scoring" as a result of an infraction committed by the defending Team.

➔ **Rule 25.3 – Infractions when Goalkeeper is Off the Ice.**

25.2. INFRACTIONS – WHEN GOALKEEPER IS ON THE ICE

A goal will be awarded when an attacking Player with "an imminent scoring opportunity", is "prevented from scoring" as a result of a defending Player displacing the Goal Post, either "deliberately or accidentally" and it must be determined that the puck would have entered the Goal between the normal position of the Goal Posts.

➔ **Rule 63.7 – Awarded Goal.**

25.3. INFRACTIONS – WHEN GOALKEEPER IS OFF THE ICE

A list of the infractions that shall result in an awarded goal when the goalkeeper has been removed for an extra attacker can be found in Table 12.

➔ **For more information refer to Appendix IV – Tables Overview – Table 12.**

25.4. INFRACTIONS – DURING THE COURSE OF A "PENALTY SHOT"

A goal will be awarded when a Goalkeeper attempts to stop a "Penalty Shot" by throwing their stick or any other object at the

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Player taking the "Penalty Shot" or by dislodging the goal (either deliberately or accidentally) or removes their face mask to force an interruption.

➔ **Rule 63.7 – Awarded Goal.**

RULE 26 DELAYED PENALTIES

26.1. DELAYED PENALTY

If a third (3rd) Player of any Team is penalized while two (2) Players of the same Team are serving penalties, the penalty time of the third (3rd) Player shall not commence until the penalty time of one (1) of the two (2) Players already penalized has elapsed. The third (3rd) penalized Player must proceed at once to the Penalty Box. They may be substituted for on the ice to keep the "on-ice strength" at no less than three (3) Skaters for their Team.

When the penalties of two (2) Players of the same Team will expire at the same time, the Captain of that Team will designate to the Referee which Player will return to the ice first and the Referee will instruct the Penalty Timekeeper accordingly (this is done to expedite the release of a Player from the Penalty Box when the opposing Team scores on the "Power-Play").

26.2. PENALTY EXPIRATION

When any Team has three (3) Players serving penalties at the same time and because of the Delayed Penalty rule, a substitute for the third (3rd) offender is on the ice, none of the three (3) penalized Players in the Penalty Box may return to the ice until play has stopped.

When play has been stopped, the Player whose penalty has fully expired may return to the ice. During the play, the Penalty Timekeeper shall permit the penalized Players to return to the ice, in the order of expiration of their penalties, but only when the penalized Team is entitled to have more than four (4) Players on the ice. Otherwise, these Players must wait until the first stoppage of play after the expiration of their penalties in order to be released from the Penalty Box.

26.3. MAJOR AND MINOR PENALTY

When a Major and a Minor Penalty are imposed at the same time on different Players of the same Team, the Penalty Timekeeper shall record the Minor Penalty as being the first penalty.

RULE 27 GOALKEEPER'S PENALTIES

27.1. MINOR PENALTY TO GOALKEEPER

A Goalkeeper shall not be sent to the Penalty Box for an offense which incurs a Minor Penalty, but instead, the Minor Penalty shall be served by another member of their Team who was on the ice when the offense was committed. This Player is to be designated by the Coach of the offending Team through the playing Captain and such substitute shall not be changed.

A penalized Player may not serve a Goalkeeper's penalty.

If the Goalkeeper is involved in Coincidental Penalties being assessed and as a result, their Team is required to play "short-handed" due to additional penalties assessed to the Goalkeeper, the Player designated to serve the additional time penalties assessed to the Goalkeeper may be any Player as designated by the Coach of the offending Team through the Captain.

27.2. MAJOR PENALTY TO GOALKEEPER

A Goalkeeper shall not be sent to the Penalty Box for an offense which incurs a Major Penalty, but instead, the Major Penalty shall

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be served immediately by another member of their Team who was on the ice when the offense was committed. This Player is to be designated by the Coach of the offending Team through the Captain and such substitute shall not be changed.

When a Goalkeeper is assessed a Major Penalty plus a Game Misconduct, which is coincidental with a Major Penalty to the opposing Team, no Player is required to serve the Goalkeeper's penalties in the Penalty Box, since they have been ejected from the game. Should a Goalkeeper incur two (2) Major Penalties in one game (results an automatic Game Misconduct Penalty), they shall be ruled off the ice for the balance of the game and their place shall be taken by a member of their own Team, or by a regular substitute Goalkeeper who is available. Such Player will be allowed the Goalkeeper's full equipment.

27.3. MISCONDUCT PENALTY TO GOALKEEPER

Should a Goalkeeper on the ice incur a Misconduct Penalty, this penalty shall be served by another member of their Team who was on the ice when the offense was committed.
This Player is to be designated by the Coach of the offending Team through the Captain and such substitute shall not be changed.

27.4. GAME MISCONDUCT PENALTY TO GOALKEEPER

Should a Goalkeeper incur a Game Misconduct Penalty, their place will then be taken by a member of their own Team, or by a regular substitute Goalkeeper who is available, and such Player will be allowed the Goalkeeper's full equipment.

27.5. LEAVING GOAL CREASE

A Minor Penalty shall be imposed on a Goalkeeper who leaves the immediate vicinity of their Goal Crease during an altercation.

However, should the altercation occur in or near the Goalkeeper's crease, the Referee should direct the Goalkeeper to a neutral location and not assess a penalty for leaving the immediate vicinity of the Goal Crease. Equally, if the Goalkeeper is legitimately outside the immediate vicinity of the Goal Crease for the purpose of proceeding to the Players' Bench to be substituted for an extra attacker, and they subsequently become involved in an altercation, the Minor Penalty for leaving the crease would not be assessed.

In addition, during stoppages of play in the game, they must not proceed to their Players' Bench for the purpose of receiving a replacement stick or equipment or repairs thereto, or due to an injury, or to receive instructions, without first obtaining permission to do so from the Referee. Otherwise, they must be replaced by the substitute Goalkeeper immediately (without any delay) or be assessed a Bench Minor Penalty.

➔ **Rule 63 – Delaying the Game.**

27.6. PARTICIPATING IN THE PLAY OVER THE CENTER RED LINE

If a Goalkeeper participates in the play in any manner (intentionally plays the puck or checks an opponent) when they are beyond the center red line, a Minor Penalty shall be imposed upon them. The position of the puck is the determining factor for the application of this rule.

27.7. GOALKEEPER RESTRICTED AREA

A Goalkeeper shall not play the puck outside of the goalkeeper restricted area behind the net.
Should the Goalkeeper play the puck outside of the goalkeeper restricted area behind the Goal Line, a Minor Penalty for "Delay of Game" shall be imposed. The determining factor shall be the position of the puck.

TYPES OF PENALTIES

The Minor Penalty will not be assessed when a Goalkeeper plays the puck while maintaining skate contact with their Goal Crease. The designated trapezoidal area is marked with lines behind each goal. The lines run diagonally from the Goal Line to the Boards behind the goal. The outer dimension at the Goal Line is 6.80 m and at the Boards 8.60 m.

➔ For more information refer to Appendix VI – Infographics.

27.8. INFRACTIONS – UNIQUE TO GOALKEEPERS

A list of the infractions that shall result in a penalty to the Goalkeeper can be found in Table 13.

➔ For more information refer to Appendix IV – Tables Overview – Table 13.

RULE 28 SUPPLEMENTARY DISCIPLINE

28.1. SUPPLEMENTARY DISCIPLINE

The Proper Authorities may, at their discretion, investigate any incident that occurs in connection with any game played under the jurisdiction of the IIHF, including any championship, pre-championship, practice or exhibition games and league games.

The Proper Authorities may assess additional Disciplinary Measures for any offense committed during the course of a game or any aftermath thereof by a Player, Coach, or team personnel or Team executive, whether or not such offense has been penalized by the Referee(s).

28.2. SUPPLEMENTARY DISCIPLINE – PRE-CHAMPIONSHIP – AND EXHIBITION GAMES

For more information for Supplementary Discipline in pre-championship games and exhibition games, refer to the IIHF Disciplinary Code.

← For more information refer to IIHF Disciplinary Code.

RULE 29 GAME OFFICIAL SIGNALS

The compilation and the explanations of the signals of the Game Officials are located in the Appendix I.

➔ For more information refer to Appendix I – Game Official Signals.

SECTION 05

OFFICIALS



OFFICIALS

RULE 30 APPOINTMENT OF OFFICIALS

30.1. APPOINTMENT OF OFFICIALS

The IIHF shall appoint the On-ice Officials (Referees, Linespersons, Standby's) and the Off-ice Officials (Officiating Coaches, Video Review Operations, Official Scorekeeper, Game Timekeeper, etc.) for each game.

← For more information refer to IIHF Sport Regulations and IIHF Statutes & Bylaws

RULE 31 REFEREES

31.1. ATTIRE AND EQUIPMENT

All Referees shall be dressed in black pants, IIHF Officials' jerseys, an IIHF approved black helmet with visor, protective equipment and approved whistles.

31.2. DISPUTES

The Referees shall have general supervision of the game and shall have full control of all off-ice Game Officials and Players during the game, including stoppages; and in case of any dispute, their decision shall be final.

As there is a human factor involved in blowing the whistle to stop play, the Referee may deem the play to be stopped slightly prior to the whistle actually being blown. The fact that the puck may come loose or cross the Goal Line prior to the sound of the whistle has no bearing if the Referee has ruled that the play had been stopped prior to this happening.

In the event of any dispute regarding time or the expiration of penalties, the matter shall be referred to the Referee for adjustment and their decision shall be final. They may use the Video Review Operations to assist in rendering the final decision.

➔ Rule 37 – Video Review and **➔ Rule 38 – Coach's Challenge.**

31.3. FACE-OFFS

One of the Referees shall "face-off" the puck to start each period. Linespersons are responsible for all other "face-offs".

31.4. GENERAL DUTIES

It shall be the duty of the Referees to impose such penalties as are prescribed by the rules for infractions thereof and they shall give the "final on-ice decision" in matters of disputed goals.

The Referees may consult with the Linespersons before making their decision.

The Referees shall not halt the game for any infractions of the rules concerning Rule 83 – Off-side, or any violation of Rule 81 – Icing. Determining infractions of these rules is the duty of the Linespersons unless, by virtue of some unforeseen issue, the Linesperson is prevented from doing so in which case the duties of the Linesperson shall be assumed by a Referee until play is stopped.

← For more information refer to IIHF Game Official Handbook and Guidelines, and Operation Procedure Manual (OPM).

31.5. GOALS

The Referees shall have announced over the Public Address System information regarding the legality of an apparent goal.

If applicable, the Official Scorekeeper, with the assistance of the Video Review Consultant, will confirm the "goal scorer" and any Players deserving of an "assist".

➔ Rule 78 – Goals.

OFFICIALS

The Referees shall have announced the reason for not allowing a goal every time the goal signal light is turned on in the course of play over the Public Address System.

This shall be done at the first stoppage of play regardless of any standard signal given by the Referees when the goal signal light was put on in error (if the red goal light is mandatory and in place).

The Referees shall report the name or number of the "goal scorer" and also report any Player deserving an "assist" for that goal.
If applicable, the Referees shall report the "goal scorer" only and the Official Scorekeeper, with the assistance of the Statistic staff will confirm the "goal scorer" and any Player deserving an "assist".

The name of the "goal scorer" and any Player entitled to an "assist" will be announced over the Public Address System.
In the event the Referee disallows a goal for any violation of the rules, they shall report the reason for the disallowance to the Official Scorekeeper who shall have the Referee's decision announced correctly over the Public Address System.

31.6. OFF-ICE OFFICIALS

The Referees shall, before starting the game, see that the appointed Off-ice Officials are in their respective places and ensure that the timing and signaling equipment are in order.

31.7. PENALTIES

The infraction of the rules for which each penalty has been imposed will be announced correctly, as reported by the Referee, over the Public Address System. Where Players of both Teams are penalized on the same play, the penalty to the visiting Player will be announced first.

31.8. PLAYERS' UNIFORMS

It shall be the duty of the Referees to see to it that all Players are properly dressed, and that the approved regulation equipment (including the approved on-ice branded exposure program) is in use at all times during the game.

31.9. REPORTING

The Referee shall report to the Proper Authorities promptly and in detail the circumstances surrounding the following:

(I) The assessment of Misconduct Penalties for Abuse of Officials;

(II) The assessment of Game Misconduct Penalties;

(III) Any time a Player or team personnel are involved in an altercation with a spectator;

(IV) Any unusual occurrence that takes place on or off the ice, before, during or after the game.

31.10. START AND END OF GAME AND PERIODS

The Referees or the Official Timekeeper shall order the Teams on the ice at the appointed time for the beginning of a game and at the commencement of each period.

If for any reason, there is more than a fifteen (15) minute delay in the commencement of the game or any undue delay in resuming play after the IIHF approved intermission length between periods (refer to IIHF Sport Regulations), the Referees shall state in their report to the Proper Authorities the cause of the delay and the Team or Teams which were at fault.
The Referees shall remain on the ice at the conclusion of each period until all Players have proceeded to their Dressing Rooms.

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Team Entry and Departure from the Ice Surface is described in IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations.

31.11. UNABLE TO CONTINUE

Should a Referee accidentally leave the ice or receive an injury which incapacitates them from fulfilling their duties while play is in progress, the game shall be automatically stopped.

In IIHF Championships, "standby" Game Officials are assigned for the individual games. In the event of an injury to a Game Official, the designated "standby" Game Official will be used.

← For more information refer to IIHF Game Official Handbook and Guidelines, and Operation Procedure Manual (OPM).

RULE 32 LINESPERSONS

32.1. ATTIRE AND EQUIPMENT

All Linespersons shall be dressed in black pants, IIHF Officials' jerseys, an IIHF-approved black helmet with visor, protective equipment and approved whistles.

32.2. FACE-OFFS

The Linesperson shall "face-off" the puck at all times except at the start of each period.

32.3. GENERAL DUTIES

The Linesperson are generally responsible for calling violations of "Off-side" and "Icing".

➔ Rule 81 – Icing and **➔ Rule 83 – Off-side.**

They may stop play for a variety of other situations as noted in Rules 32.4 and 33.5 below.

← For more information refer to the IIHF Game Official Procedures Manual – IIHF OPM.

32.4. REPORTING TO REFEREE

The Linesperson shall give the Referees their interpretation of any incident that may have taken place during the game. The Linesperson may stop play and report what he witnessed to the Referees when:

(I) There are "too many Players on the ice" **➔ Rule 74 – Too many Players on the ice.**

(II) Articles are thrown on the ice from the Players' Bench or Penalty Box **➔ Rule 75 – Unsportsmanlike Conduct**.

(III) When Team Personnel interfere with a Game Official **➔ Rule 39 – Abuse of Officials**.

(IV) When a Player who has lost or broken their stick receives one illegally **➔ Rule 10 – Sticks**.

(V) When any identifiable Player on the Player's or Penalty Box, by means of their stick or their body, interferes with the movements of the puck or an opponent **➔ Rule 56 – Interference.**

The Linesperson shall report upon completion of play, any circumstances pertaining to:

(I) Major Penalties **➔ Rule 20 – Major Penalties.**

(II) Misconduct Penalties **➔ Rule 22 – Misconduct Penalties.**

(III) Game Misconduct Penalties **➔ Rule 23 – Game Misconduct Penalties.**

(IV) Abuse of Officials **➔ Rule 39 – Abuse of Officials.**

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(V) Physical Abuse of Officials ➔ **Rule 40 – Physical Abuse of Officials.**

(VI) Unsportsmanlike Conduct ➔ **Rule 75 – Unsportsmanlike Conduct.**

(VII) Dangerous Actions ➔ **Rule 21 – Dangerous Actions.**

Should a Linesperson witness a foul (above) committed by an attacking Player (undetected by the Referees) prior to the attacking Team scoring a goal, the Linesperson shall report what they witnessed to the Referees, the goal shall be disallowed, and the appropriate penalty assessed.

The Linesperson shall stop play immediately and report to the Referees when:

(I) When it is apparent that an injury has resulted from a "high-stick" that has gone undetected by the Referees and requires the assessment of a Double-minor Penalty.

➔ **Rule 60 – High-sticking.**

32.5. STOPPING PLAY

The Linesperson shall stop play:

(I) When premature substitution of the Goalkeeper has occurred ➔ **Rule 71 – Premature Substitution**.

(II) When they deem that a Player has sustained a serious injury, and this has gone undetected by either of the Referees ➔ **Rule 8 – Injured Players**.

(III) For encroachment into the "face-off" area ➔ **Rule 76 – Face-offs**.

(IV) When the puck has been directed with a hand to a Teammate in any zone other than the Defending Zone and this has gone undetected by either of the Referees ➔ **Rule 79 – Hand Pass**.

(V) When the puck has been batted with the hand by either center in an attempt to win the "face-off" in any zone ➔ **Rule 76 – Face-offs**.

(VI) When the puck is struck by a stick above the normal height of the shoulders, and this has gone undetected by either of the Referees ➔ **Rule 80 – High-sticking the Puck**.

(VII) When either Team "ices" the puck ➔ **Rule 81 – Icing**.

(VIII) When there have been interference by/with spectators ➔ **Rule 24 – Penalty Shot**.

(IX) For any infraction of the rules concerning "Off-side" play at the Blue Line ➔ **Rule 83 – Off-side**.

(X) When the puck is "out of bounds" or unplayable ➔ **Rule 85 – Puck Out of Bounds**.

(XI) When a goal has been scored that has not been observed by the Referees ➔ **Rule 78 – Goals**.

(XII) When the puck is interfered with by an ineligible Player/person ➔ **Rule 5 – Team**, ➔ **Rule 74 – Too many Players on the Ice**, ➔ **Rule 78 – Goals**, ➔ **Rule 84 – Overtime Operations.**

(XIII) The calling of a "Penalty Shot" under ➔ **Rule 53 – Throwing Equipment.**

32.6. UNABLE TO CONTINUE

Should a Linesperson accidentally leave the ice or receive an injury which incapacitates them from fulfilling their duties while play is in progress, the game shall be automatically stopped.

In IIHF Championships, "standby" Game Officials are assigned for the individual games. In the event of an injury to a Game Official, the designated "standby" Game Official will be used.

← For more information refer to IIHF Game Official Handbook and Guidelines, and Operation Procedure Manual (OPM)

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RULE 33 OFFICIAL SCOREKEEPER

33.1. GENERAL DUTIES

Before the start of the game, the Official Scorekeeper shall obtain from the Team Manager or Coach of both Teams a list of all eligible Players of each Team, which information shall be made known to the opposing Coach before the start of play. The Coach must submit the "line-up / roster sheet" to the Official Scorekeeper at least sixty (60) minutes prior to the start of the game.

The Official Scorekeeper shall secure the names of the Captain and Alternate Captains from the Team Manager or Coach at the time the line-ups are collected and will indicate those nominated by placing the letter "C" or "A" opposite their names on the Official Game Sheet.

The Official Scorekeeper shall keep a record of the goals scored, the "goal scorers", and Players to whom "assists" have been credited and shall indicate those Players on the lists who have actually taken part in the game. The detailed statistics and remarks shall be completed according to the IIHF Result Management Codes & Regulations.

At the conclusion of the game, the Official Scorekeeper shall complete and sign the Official Game Sheet form and forward this to the IIHF office. The Official Scorekeeper shall prepare the Official Game Sheet for signature by the Referees and forward it to the IIHF office.

← For more information refer to IIHF Technology Codes & Regulations

33.2. GOALS AND ASSISTS

The Referees shall report the name or number of the "goal scorer" and also report any Player deserving an "assist" for that goal.

In designated IIHF Championships, the Referees shall report the "goal scorer" only and the Official Scorekeeper, with the assistance of the Statistic staff will confirm the "goal scorer" and any Player deserving an "assist".

No requests for changes in any award of points shall be considered unless they are made at or before the conclusion of actual play in the game by the Team Captain, or immediately following the game by a Team representative.

Upon completion of the game, the Official Scorekeeper shall complete and sign the Official Game Sheet and prepare it for signature by the Referees. The Official Game Sheet is considered completed and shall be sent to the IIHF Office.

In the event the Video Review Operations reviews a play, and a goal is awarded even though play went for any period of time, the Official Scorekeeper records the goal and any assists at the time the goal was scored. If they are unsure, they must check with the Video Review Operations. The Timekeeper must also be informed in order to adjust the clock and the penalty clocks accordingly.

A goal is awarded to the last Player on the scoring Team to touch the puck prior to the puck entering the net.

➔ Rule 78 – Goals.

An "assist" is awarded to the Player or Players (maximum two) who touches the puck prior to the "goal scorer", provided no defender plays or "possesses the puck" in between.

Assists can be given to deserving Players on a goal that has been awarded by the Referee if the Referee or Official Scorekeeper deems that assists would have been given on the eventual goal anyway.

When goals are scored in the final minute of a period where tenths of seconds are shown on the clock, the time of the goal shall be rounded up to the nearest second for the official records.

← For more information refer to IIHF Technology Codes & Regulations.

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33.3. LINE-UPS

It is the policy of the IIHF that the Coach of both Teams provide the Official Scorekeeper with a list of eligible Players and designated Captain and Alternates, within five (5) minutes of the completion of the warm-up (twenty (20) minutes prior to "face-off").
These twenty (20) minutes gives the Official Scorekeeper time to obtain the completed line-up, return it to both Team Coaches and provide a copy of both line-ups to the Referees.

The Official Scorekeeper should have an off-ice crew member assist them in order to save time and complete these duties.
The Official Scorekeeper must report to the Proper Authorities if either Coach fails to cooperate within these recommended guidelines.

33.4. LOCATION

The Official Scorekeeper shall be placed on the Official Scorekeepers Box opposite the Players' Benches and should have a good view of the ice surface from this position.
The Official Scorekeeper has access to a television monitor and shall have a communication device to communicate with the Video Review Operations.

33.5. PENALTIES

The Official Scorekeeper must help the Penalty Timekeeper with the numbers of the Players on the ice, in the event a Goalkeeper is assessed a penalty, or a Player is ejected from a game.
They must also keep an eye on the Players' Benches during an altercation and record the numbers of any Players who leave their respective Players' or Penalty Boxes and in the order that they so leave.

RULE 34 GAME TIMEKEEPER

34.1. GENERAL DUTIES

The Game Timekeeper shall record the time of starting and finishing of each period in the game.
During the game, the Game Timekeeper will start the clock with the drop of the puck and stop the clock upon hearing the On-ice Officials' whistle or the scoring of a goal.
The Game Timekeeper shall cause to be announced over the Public Address System:

(I) in the 1st and 2nd each period that there is (1) one minute remaining to be played in the period;

(II) in the 3rd period that there are two (2) minutes remaining to be played in the period.

Manual stopwatches should be available to determine the correct playing time in the event the timing system fails.

← For more information refer to IIHF Technology Codes & Regulations.

34.2. INTERMISSIONS

For the purpose of keeping spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record the length of intermissions. The clock will start for the intermission immediately at the conclusion of the period. Intermissions are 15 minutes in length, unless otherwise defined.
If there are unusual delays for any reason, (e.g., altercation, arena installations, ice, or ice resurfacing problems) it is important to use discretion in starting the clock.

← For more information refer to IIHF Technology Codes & Regulations

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34.3. OVERTIME OPERATIONS

In the event of Overtime, the Game Timekeeper shall reset the clock to five (5) minutes in preparation for the Overtime period. The Overtime period will commence promptly following the shoveling of the entire ice surface.

➔ Rule 84 – Overtime Operations.

← For more information refer to IIHF Sport Regulations.

34.4. SIGNAL DEVICES

If the arena is not equipped with an automatic signaling device or, if such device fails to function, the Game Timekeeper shall signal the end of each period by blowing a whistle.

34.5. START OF PERIODS

The Game Timekeeper shall signal the Referees and the competing Teams for the start of the game and each succeeding period and the Referees shall start the play promptly.

➔ Rule 77 – Game and Intermission Timing.

← For more information refer to IIHF Sport Regulations.

34.6. TELEVISION AND HOST BROADCASTER (POWER BREAK)

← For more information refer to IIHF Sport Regulations.

34.7. VERIFICATION OF TIME

Any loss of time on the game or penalty clocks due to a false "face-off" must be replaced as appropriate. The Video Review Operations may be consulted to ensure the time is accurately replaced.

In the event of any dispute regarding time, the matter shall be referred to the Referees for adjudication and their decision shall be final. They may use the Video Review Operations to assist in rendering their final decision.

➔ Rule 37.6 – Video Review.

The Game Timekeeper shall assist to verify game time using an additional timing device (IIHF approved stopwatch). In the event the clock fails to operate when play resumes, the On-ice Officials may elect to stop play provided there is no imminent scoring opportunity or wait until the next legitimate stoppage of play. In cooperation with the Game Timekeeper and the Video Review Operations, the clock is to be re-set to the appropriate time.

In the event a Video Review shows a goal was scored prior to the play being stopped, the Video Review Operations will inform the Game Timekeeper and the Official Scorekeeper of the time of goal and the amount of playing time left to be reset on the Game Clock.

RULE 35 PENALTY TIMEKEEPER

35.1. GENERAL DUTIES

The Penalty Timekeeper shall keep a correct record of all penalties imposed by the On-ice Game Officials, including the names of the Players penalized, the penalties assessed, the duration of each penalty and the time at which each penalty was imposed. This information shall also be recorded by the scorekeeper on the Official Game Sheet.

The Penalty Timekeeper shall inform penalized Players and the Penalty Box Attendants as to the correct expiration time of all penalties. In the event of a malfunction of the Penalty Time Clock, the Game Clock shall be utilized to determine the expiration time

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of each penalty. Otherwise, the Penalty Time Clocks shall be the official timing device for all penalties that require a Team to play with less than five (5) Skaters.

Players shall only be released from the Penalty Box when indicated by the Penalty Time Clock or as otherwise covered in the playing rules. The infraction of the rules for which each penalty has been imposed will be announced over the Public Address System as reported by the Referee. Where Players of both Teams are penalized at the same time, the penalty to the visiting Player will be announced first.

In situations where multiple Game Misconduct Penalties have been assessed to any one (1) Player at the same stoppage of play, only one (1) Game Misconduct Penalty should be announced.

Misconduct Penalties and coincident Major Penalties should not be recorded on the timing device (Penalty Time Clock) but such penalized Players should be alerted and released at the first stoppage of play following the expiration of their penalties.

When a Player is assessed a Misconduct Penalty in addition to other penalties, the Misconduct Penalty shall only commence after all other penalties have been served (or washed out by the scoring of a goal).

If a Player leaves the Penalty Box before the time has expired, the Penalty Timekeeper must note the time and notify the Referees at their first opportunity.

It is the responsibility of the Penalty Timekeeper to ensure that penalized Players return to the Penalty Box before the puck is dropped for the start of a new period.

In the event a penalized Player is not in the Penalty Box, the Penalty Timekeeper should notify the Referees and prevent the game from resuming until the Player is there.

35.2. EQUIPMENT

Manual stopwatches should be available to determine the correct penalty times in the event the timing system fails.

35.3. GOALKEEPER'S PENALTIES

In the event a Goalkeeper is penalized, this penalty shall be served by another member of their Team who was on the ice when the offense was committed. Communication with the Official Scorekeeper and/or Statistic staff is important at this time as they can inform the Penalty Timekeeper who was actually on the ice to ensure only the proper Players can serve the time.

35.4. PENALTY SHOT

The Penalty Timekeeper shall report on the Penalty Record form each "Penalty Shot" awarded, the name of the Player taking the shot and the result of the shot.

35.5. PENALTY TIME CLOCK

The Penalty Timekeeper shall be responsible for the correct posting of penalties on the scoreboard at all times and shall promptly call to the attention of the Referees any discrepancy between the time recorded on the clock and the official correct time and they shall be responsible for making any adjustments ordered by the Referees.

In the event two (2) Players from one (1) Team and one (1) Player from the opposing Team are penalized at the same time, the Penalty Timekeeper shall request through the Referee, which penalty they prefer to have on the timing device.

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35.6. REPORTING

Should a Player be assessed a penalty that results in an "automatic ejection from the game", this must be communicated to the Referee at the time the penalty is assessed to ensure a Game Misconduct Penalty is assessed. When penalties are assessed in the final minute of a period where tenths of seconds are shown on the clock, the time of the penalty shall be rounded up to the nearest second for the Official Game Sheet.

35.7. STICK MEASUREMENTS

The Penalty Timekeeper shall have an official IIHF "stick-measuring gauge" and tape measure available for the Referees use during the game. They shall also record on the Official Game Sheet the details and the result of any stick measurement performed by the Referees during the game.

35.8. VERIFICATION OF TIME

In the event a goal is awarded by Video Review even though play continued, the Penalty Timekeeper must adjust any existing penalties, according to the situation. The clock must revert to the original time the goal was scored. If a penalty was in the process of being called, it will revert to that time also.

RULE 36 STATISTIC STAFF

← For more information refer to IIHF Technology Codes & Regulations.

RULE 37 VIDEO REVIEW

37.1. VIDEO REVIEW OPERATIONS

The IIHF will staff a Video Review Operations Room with experienced Off-ice Game Officials to watch all games and to work in conjunction with the On- and Off-ice Officials in every arena in reviewing all goals and disputed and controversial plays and rendering decisions in accordance with the specific parameters set forth herein.

The IIHF will designate an Off-ice Official to serve in the role of Video Review Consultant in every arena for every game. The Video Review Consultant will be located in a secluded area in the upper level of the building with an unobstructed view of both goals.

The location must be large enough to seat four (4) people (Video Review Consultant, Video Review Technician, Officiating Coach and IIHF Officiating Representative) and must have space for necessary monitors, replay and recording equipment.

The Video Review Consultant and Officiating Coach shall both have access to all replays that may be available from all available broadcasts of the game.

The Video Review Consultant and Officiating Coach shall also be equipped with state-of-the-art communications systems that will allow direct and immediate access to the Off-ice Official(s) at the Penalty Box and the On-ice Official(s).

← For more information refer to IIHF Technology Codes & Regulations.

37.2. GOAL REVIEW PROCEDURES

Every goal shall be reviewed by the IIHF Video Review Operations. If there is a need to delay the resumption of the play following an apparent goal, the Off-Ice Official at ice level will be alerted to signal one of the Referees to delay the Center-ice "face-off" for a moment. Once the IIHF Video Review Operations has reviewed the video and confirmed that the goal is valid, the Off-ice Official at ice level should signal to the Referee to resume play.

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If an expanded review is required on any potential goal, the IIHF Video Review Operations shall instruct that the in-arena horn be sounded and the Public Address Announcer will make an announcement that the "play is under review." Once the play has been reviewed and deemed a goal, the goal will be announced in the normal manner.

If the review reveals that the goal should be disallowed, the Referee shall announce the reason for the disallowed goal.
When the IIHF Video Review Operations observes an incident involving a potential goal that was undetected by the On-ice Officials, the Off-ice Official will contact the Referee at the first stoppage of play and inform them that a review of the play is in progress.

When a video review is initiated, the Public Address Announcer will make an announcement that "the play is under review."

Should the Video Review Operations be able to determine that a goal has been scored through the use of video replay, and play on the ice has nonetheless continued, the Video Review Operations shall instruct that the in-arena horn be sounded to stop play immediately, and the goal will be awarded.

Should the first stoppage of play following an apparent goal coincide with the end of a period, the On-ice Official(s) will instruct both Teams to remain at their respective Players' Bench until the Video Review of the play can be completed.

If the review reveals that the goal should be counted, the clock (including penalty time clocks, if applicable) shall be reset to the time the goal was scored.

If the review reveals that no goal was scored, no adjustment to the time clock(s) will be made. Only one goal can be awarded at any stoppage of play.

If an apparent goal was scored by Team A and is subsequently confirmed as a goal by the IIHF Video Review Operations, any goal scored by Team B during the period of time between the apparent goal by Team A and the stoppage of play (Team B's goal), the Team B goal will not be awarded.

If the apparent goal by Team A is deemed to have entered the goal illegally (e.g., a "distinct kicking motion"), the goal will be disallowed by the IIHF Video Review Operations; no goal will be awarded to Team B either in this circumstance since the play should have been stopped at the time of the apparent goal. The clock (including penalty time clocks, if applicable) shall be reset to the time of Team A's apparent goal – whether awarded or disallowed.

Any penalties signaled during the period of time between the apparent goal and the next stoppage of play shall be assessed in the normal manner, except when a Minor Penalty is to be assessed to the Team scored upon and is therefore nullified by the scoring of the goal – refer to **➔ Rule 16.2. – Minor Penalties, ➔ Rule 18.2. – Double-minor Penalties.**

If an infraction happens after the first stoppage of play following an apparent goal (infraction after the whistle) by either Team, it is assessed and served in the normal manner regardless as to the decision rendered by Video Review.

When the Referee indicates there is a Video Review in progress, all Players (with the exception of the Goalkeepers) should proceed to their respective Players' Bench immediately, and failure to do so may result in a Game Misconduct Penalty for offending Player(s) and shall be reported to the Proper Authorities.
Any potential goal requiring Video Review must be reviewed prior to and/or during the next stoppage of play. No goal may be awarded (or disallowed) as a result of a Video Review once the puck has been dropped and play has resumed.

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The IIHF Video Review Operations will connect directly with the Referee(s) at ice level to assist with the review of any close play or disputed goal. The On-ice Officials (Referees or Linespersons) decision shall be final.

← For more information refer to IIHF Technology Codes & Regulations.

37.3. GOAL SITUATIONS SUBJECT TO VIDEO REVIEW

The following situations are subject to review by the IIHF Video Review Operations:

(I) Puck crossing the Goal Line

(II) Puck in the net prior to the goal frame being dislodged or if the criteria's for allowing a goal after a dislodged net is met.

(III) Puck in the net prior to (or after) the expiration of time at the end of a period

(IV) With the use of a foot/skate, a "distinct kicking motion" was evident

(V) Puck deliberately directed, batted, or thrown into the net by an attacking Player by any means (and with any part of their body) other than with their stick – excl. foot/skate – see (IV) above.

(VI) Puck deflected directly into the net of an On-ice Official

(VII) Puck struck or deflected into the net with a high-stick, above the height of the crossbar

(VIII) Puck entering the net in a proper manner through goal mouth (ensuring puck did not enter net improperly through net meshing or underneath the net frame, etc.)

(IX) Puck entering the net as the culmination of a continuous play where the result of the play was unaffected by any whistle blown by the Referee upon their losing sight of the puck; and

(X) The legitimacy of all potential goals on "Penalty Shot" or "Penalty Shot" Shootout attempts to ensure compliance with applicable rules (e.g., Goalkeeper leaving crease prior to puck touch at Center ice, Goalkeeper throwing stick, Goalkeeper dislodging goal, shooter cradling puck above the normal height of the shoulders, shooter performing illegal "spin-o-rama" move, Skater's continued forward advancement of puck, "double-tap"/ "rebound", etc.)

The Coach's Challenge according to Rule 38 – Coach's Challenge will only be used at selected IIHF Championships. Additional Video Review when Coach's Challenge is not used:

(XI) The Referees my review at their own discretion scoring plays involving potential "Interference on the Goalkeeper".

➔ Rule 69 – Interference on the Goalkeeper.

➔ For more information refer to Appendix V – Technical Requirements and Setup.

← For more information refer to IIHF Sport Regulations.

37.4. DISTINCT KICKING MOTION

Plays that involve a puck entering the net as a direct result of a "distinct kicking motion" shall be ruled "no goal". A "distinct kicking motion," for purposes of Video Review, is one where the video makes clear that an attacking Player has deliberately propelled the puck with a kick of their foot or skate and the puck subsequently enters the net. A goal cannot be scored on a play where an attacking Player propels the puck with their skate into the net (even by means of a subsequent deflection off another Player, unless from a stick of a skater) using a "distinct kicking motion".

A goal also cannot be scored on a play where an attacking Player kicks any equipment (stick, glove, helmet, etc.) at the puck, including kicking the blade of their own stick, causing the puck to cross the Goal Line.

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A puck that deflects into the net off an attacking Player's skate who does not use a "distinct kicking motion" shall be ruled a "good goal".

A puck that is directed into the net by an attacking Players' skate shall also be ruled a "good goal", as long as no "distinct kicking motion" is evident.

➔ **Rule 49.2. – Kicking / Goals.**

37.5. PUCK STRUCK WITH A HIGH STICK

The determining factor for high stick Video Review is where the puck makes contact with the stick in relation to the crossbar.

If the puck makes contact with a portion of the stick that is at or below the level of the crossbar (despite some other portion of the stick being above the crossbar) and enters the goal, the goal shall be allowed.

➔ **Rule 80.3. – High-sticking the Puck.**

37.6. VIDEO REVIEW TO VERIFY TIME ON CLOCK

The IIHF Video Review Operations may use Video Review to establish the correct time on the clock.

The "burn in" of the Game Clock is mandatory for the two overhead goal video feeds and should be made available by the host broadcaster on as many additional feeds as possible.

Any loss of time on the game or penalty clocks due to a false "face-off", a "face-off" violation or a puck going out of play must be replaced. The IIHF Video Review Operations may be consulted or may intervene with On- and Off-Ice Officials directly, as appropriate, to ensure that any loss of time on the game or penalty clocks due to these situations is properly replaced.

➔ **Rule 76.8 – Face-off Procedure / Verification of Time,** ➔ **Rule 85.7 – Puck Out of Bounds / Verification of Time.**

In the event of any dispute regarding time, the matter shall be referred to the IIHF Video Review Operations for adjustment, and its decision shall be final. The Game Timekeeper shall assist to verify game time via an additional timing device (IIHF-approved stopwatch). In the event a Video Review shows that a goal was scored prior to the play being stopped, the IIHF Video Review Operations will inform the Game Timekeeper and Official Scorekeeper of the time of the goal and the amount of playing time left to be re-set on the Game Clock and penalty time clocks (if applicable).

➔ **Rule 34.7 – Game Timekeeper / Verification of Time.**

37.7. GOAL JUDGE BEHIND THE NETS – NO VIDEO REVIEW AVAILABLE

In IIHF Championships where Video Review is not used, Goal Judges behind both nets shall be used.

There shall be one Goal Judge situated behind each goal (or in an area designated and approved by the IIHF), in properly protected areas, if possible, so that there can be no interference with their activities. They shall not change goals during the game.

The Goal Judge shall signal, normally by means of red light, a decision as to whether the puck passed between the Goal Posts and entirely over the Goal Line.

The only decision the Goal Judge must make is whether the puck actually entered the net, not how or when it went in.

The light must be illuminated for a period of five (5) seconds each time the puck enters the net regardless of circumstances. It is up to the Referee to make the final decision.

← **For more information refer to IIHF Technology Codes & Regulations.**

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RULE 38 COACH'S CHALLENGE

38.1. GENERAL

The Video Review mechanism triggered by the Coach's Challenge can only be utilized in "good goal / no goal" situations and is intended to be extremely narrow in scope.

In all Coach's Challenge situations, the original call on the ice will be overturned if, and only if, a conclusive and irrefutable determination can be made on the basis of video evidence that the original call on the ice was clearly not correct.
If a review is not conclusive and/or there is any doubt whatsoever as to whether the call on the ice was correct, the original call on the ice will be confirmed.

← For more information refer to IIHF Technology Codes & Regulations.

38.2. SITUATIONS SUBJECT TO COACH'S CHALLENGE

A Team may only request a Coach's Challenge to review the following scenarios:

(I) **"Off-side"- Play Leading to a Goal**

A play that results in a "goal" call on the ice where the defending Team claims that the play should have been stopped by reason of an "Off-side" infraction by the attacking Team.

➔ Rule 83 – Off-side.

(II) **Missed Game Stoppage Event in the Attacking Zone Leading to a Goal**

A play that results in a "goal" call on the ice where the defending Team claims that the play should have been stopped by reason of any play occurring in the Attacking Zone that should have resulted in a play stoppage caused by the attacking Team but did not;

(III) **Scoring Plays Involving Potential "Interference on the Goalkeeper"**

Either:

(1) A play that results in a "goal" call on the ice where the defending Team claims that the goal should have been disallowed due to "Interference on the Goalkeeper" **➔ Rule 69 – Interference on the Goalkeeper;** or

(2) A play that results in a "no goal" call on the ice despite the puck having entered the net, where the On-ice Officials have determined that the attacking Team was guilty of "Interference on the Goalkeeper" but where the attacking Team claims:

- There was no actual contact of any kind initiated by an attacking Player with the Goalkeeper;
- The attacking Player was pushed, shoved or fouled by a defending Player which caused the attacking Player to come into contact with the Goalkeeper; or
- The attacking Player's positioning within the Goal Crease did not impair the Goalkeeper's ability to defend their goal and, in fact, had no discernable impact on the play.

38.3. COACH'S CHALLENGE INITIATED BY THE IIHF VIDEO REVIEW OPERATIONS

In the final minute of play in the 3rd Period and at any point in Overtime, the IIHF Video Review Operations will initiate the review of any scenario that would otherwise be subject to a Coach's Challenge.

The IIHF Video Review Operations will continue to be responsible for the review of all goals subject to Video Review.

➔ Rule 37 – Video Review.

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Where a Coach's Challenge is available on a scoring play potentially involving "Off-side," a "Missed Game Stoppage Event in the Offensive Zone" or "Interference on the Goalkeeper," the IIHF Video Review Operations will, as an initial and threshold matter, determine that the puck entered the net legally before the play will be subject to further review by means of a Coach's Challenge (or, in the final minute of play or in Overtime, a review initiated by the IIHF Video Review Operations)

38.4. PROCESS FOR INITIATING A COACH'S CHALLENGE

All Coach's Challenges must be initiated by notice verbally communicated to a Referee prior to the Center ice "face-off" following a "goal" or, in the case of a "no goal" call by reason of "Interference on the Goalkeeper," prior to the resumption of play.
Teams may not unduly delay the resumption of play while evaluating whether or not to initiate a Coach's Challenge. Any such delay or delay tactics may result in the denial of a right to Challenge and, at the discretion of the Referee, may also result in a Bench Minor Penalty for "Delaying the Game".

➔ **Rule 63 – Delaying the Game.**

In order to expedite the review process, Coaches initiating a Coach's Challenge are required to provide to the Referee, with reasonable specificity, both the reason for their Coach's Challenge (i.e., the actual infraction that is being claimed) and the approximate time on the clock when the purported infraction transpired. Failure to provide this information with reasonable specificity may result in the denial of a right to a Coach's Challenge.
Only one Coach's Challenge per Team per stoppage will be permitted.

38.5. PROCESS FOR REVIEWING A COACH'S CHALLENGE

The IIHF Technology Department in cooperation with the Organizer will make available in all arenas suitable technology (for example, a handheld tablet or a television or computer monitor) that will allow the On-ice Officials, in conjunction with the IIHF Video Review Operations, to review video replays of the play giving rise to the Coach's Challenge (or, in the final minute of play or in Overtime, the play that caused the IIHF Video Review Operations to initiate the review).

To the extent practical and possible, the replays made available to the On-ice Officials will be the same replays that are being utilized by the IIHF Video Review Operations.

Once a Coach's Challenge has been initiated (or, in the final minute of play or in Overtime, a review is initiated by the IIHF Video Review Operations), the IIHF Video Review Operations will immediately establish contact with the On-ice Official(s) responsible for the call (or non-call) on the ice via the headset and will inquire and discuss with the On-ice Official(s), prior to the On-ice Official reviewing any video, the following:

(I) the On-ice Official's "final call on the ice"; and

(II) what the On-ice Official(s) observed on the play.

The Video Review Consultant will be involved both in communicating with the On-ice Officials via the headset and with providing input to the On-ice Officials (Referees and Linespersons). The On-ice Officials are responsible for making the "final" decision.

The "on-ice call" will then be reviewed simultaneously by the appropriate On-ice Official(s) at ice level and by the Video Review Consultant, as a part of the IIHF Video Review Operations, using any and all replays at their disposal.

After their joint review and consultation, the On-ice Officials (Referees or Linespersons) will render the decision on whether to uphold or overturn the original "call on the ice".

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Once a decision is made, the Referee will inform the Penalty Timekeeper/Public Address Announcer and will make the announcement on the ice.

38.6. RIGHT TO INITIATE A COACH'S CHALLENGE

Teams may initiate a Coach's Challenge on appropriate plays at any time during the game except during the final minute of play in Regulation time or at any time during Overtime, at which point the exclusive right to initiate a review of any scenario that would otherwise be subject to a Coach's Challenge shifts to the IIHF Video Review Operations.

38.7. RESULTS OF A SUCCESSFUL COACH'S CHALLENGE

In cases where a Challenge has been initiated for an "Off-side-Play Leading to a Goal" or a "Missed Game Stoppage Event in the Offensive Zone Leading to a Goal" (either by a Team or by the IIHF Video Review Operations), and a determination is made that the GOAL call on the ice should be overturned, the goal will be disallowed and the clock will be re-set to the time at which the play should have been stopped for the missed infraction.

In such cases, a "face-off" will ensue in the ice location where it would have otherwise occurred had the on-ice infraction been called properly. If one or more penalties (Minor or Major) are assessed between the time of the missed infraction and the Video Review that disallows the apparent goal, the offending Team(s) (and responsible Player(s)) will still be required to serve the penalty(ies) identified and assessed, and the time of the penalty(ies) will be recorded as the time at which the play should have been stopped for the missed infraction.

In cases where a Challenge has been initiated for a "goal" call on the ice where the defending Team claims that the goal should have been disallowed due to the "Interference on the Goalkeeper," as described in ➔ **Rules 69 – Interference on the Goalkeeper,** and a determination is made that the "call on the ice" should be overturned, the goal will be disallowed, and a "face-off" will ensue in the nearest Neutral Zone Face-off Spot outside the Attacking Zone.

The Video Review process on these plays (whether initiated by way of a Coach's Challenge or by the IIHF Video Review Operations in the final minute of play or in Overtime) will be utilized exclusively for purposes of overturning a "goal" call on the ice – it will not be utilized for any other purpose, including, specifically, for assessing Minor or Major Penalties for Goalkeeper Interference.

In cases where a Challenge has been initiated for a "no goal" call on the ice despite the puck having entered the net, where the On-ice Officials have determined that the attacking Team was guilty of "Interference on the Goalkeeper," and a determination is made that the "call on the ice" should be overturned, the goal will be allowed an a "face-off" will ensue at Center ice.
➔ **Rule 69 – "Interference on a goalkeeper"**

If a penalty for "Interference on a Goalkeeper" was indicated and based on the Video Review, no such action was committed by the attacking Player, no penalty shall be assessed for such an infraction.
All other penalties not related to "Interference on a Goalkeeper" should be assessed and served in a normal manner. On the other hand, penalties not indicated cannot be assessed due to the Video Review.

38.8. RESULTS OF AN UNSUCCESSFUL COACH'S CHALLENGE

If a Team initiates a Coach's Challenge for any of the enumerated scenarios in Rule 38.2 above and such Challenge does not result in the "final call on the ice" being overturned, the Team exercising such Challenge shall be assessed a Bench Minor Penalty

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(2 minutes) for Delaying the Game. If a Team that has already initiated one or more Coach's Challenges that were unsuccessful, initiates a Coach's Challenge for any of the enumerated scenarios in Rule 38.2 above and such Challenge does not result in the original call on the ice being overturned, the Team exercising such a Coach's Challenge shall be assessed a Double-Bench Minor Penalty (4 minutes) for Delaying the Game.

Note: If a situation cannot be reviewed by the on-ice officials due to a technical error (e.g. a "black screen"), the "final call on the ice" will stand. In this case, the Coach's Challenge will be considered "unsuccessful" but no Bench Minor Penalty will be assessed on the team that initiated the challenge

38.9. APPLICABLE STANDARDS FOR "OFF-SIDE" CHALLENGE

The standard for overturning the call in the event of a "goal" call on the ice is that the On-ice Officials (Linespersons), after reviewing any and all available replays and consulting with the IIHF Video Review Operations, determine that one or more Players on the attacking Team preceded the puck into the Attacking Zone prior to the goal being scored and that, as a result, the play should have been stopped for an "Off-side" infraction; where this standard is met, the goal will be disallowed.

Goals will only be subject to review for a potential "Off-side" infraction if the puck does not come out of the Attacking Zone again between the time of the "Off-side" infraction and the time the goal is scored.

38.10. APPLICABLE STANDARDS FOR "MISSED GAME STOPPAGE EVENT IN THE ATTACKING ZONE" CHALLENGE

The standard for overturning the call in the event of a "goal" call on the ice is that the On-ice Officials (Referees), after reviewing any and all available replays and consulting with the IIHF Video Review Operations determine that the play should have been stopped for a event caused by the attacking team, but was not at some point after the puck entered the Attacking Zone but prior to the goal being scored; where this standard is met, the goal will be disallowed.

Potential infractions that would require a play stoppage in the Attacking Zone by the attacking team, includes but may not be limited to: **➔ Rule 79 – Hand Pass; ➔ Rule 80 – High-sticking the Puck; and ➔ Rule 85 – Puck Out of Bounds**. Such infractions will only serve as a basis for overturning a "goal" call on the ice if Video Review can conclusively establish that a game stoppage event had occurred in the Attacking Zone and was missed by the On-ice Official(s).

Where the infraction at issue was a missed penalty call subject to the judgment or discretion of the On-ice Official(s), such infraction cannot result in the "goal" call on the ice being overturned, even if upon review, the On-ice Official(s) would have made a different call. Goals will only be reviewed for a potential "Missed Game Stoppage Event in the Attacking Zone" if the puck does not come out of the Attacking Zone again between the time of the "Missed Game Stoppage Event in the Attacking Zone" and the time the goal is scored.

38.11. APPLICABLE STANDARDS FOR POTENTIAL "INTERFERENCE ON THE GOALKEEPER" CHALLENGE

The standard for overturning the call in the event of a "goal" call on the ice is that the On-ice Officials (Referees), after reviewing any and all replays and consulting with the IIHF Video Review Operations, determine that the goal should have been disallowed due to "Interference on the Goalkeeper," as described in **➔ Rule 69 – Interference on the Goalkeeper;** where this standard is met, the goal will be disallowed.

The standard for overturning the call in the event of a "no goal" call on the ice is that the On-ice Officials (Referees), after reviewing any and all replays and consulting with the IIHF Video Review Operations, determine that the goal on the ice should have been allowed because either:

(I) There was no actual contact of any kind initiated by the attacking Player with the Goalkeeper; or

(II) The attacking Player was pushed, shoved or fouled by the defending Player causing the attacking Player to come into contact with the Goalkeeper; or

(III) The attacking Player's positioning within the Goal Crease did not impair the Goalkeeper's ability to defend their goal and, in fact, had no discernable impact on the play; where this standard is met, the goal will be allowed.

RULE 39 ABUSE OF OFFICIALS

39.1. GENERAL DESCRIPTION

A Player, Coach or team personnel shall not challenge or dispute the rulings of an Official before, during or after a game, on or off the ice and any location while in the arena and its connected premises.

A Player, Coach or team personnel shall not display "Unsportsmanlike Conduct" including, but not limited to, obscene, profane or abusive language or gestures, comments of a personal nature intended to degrade an Official or persist in disputing a ruling after being told to stop or after being penalized for such behavior. Note: When such conduct is directed at any one other than an official, ➔ **Rule 75 – Unsportsmanlike Conduct** shall be applied.

39.2. MINOR PENALTY

A Minor Penalty for "Unsportmanslike Conduct – Abuse of Officials" shall be assessed under this rule for the following infractions:

(I) Any Player who challenges or disputes the ruling of an Official.
Any identifiable Player who uses obscene, profane or abusive language or gestures directed at any On- or Off-ice official.
Note: An additional Game Misconduct Penalty for use of obscene gestures, racial slurs or taunts or sexual remarks
➔ **Rule 39.5 – Game Misconduct Penalty.**

(II) Any Player or Players who bang the Boards or glass with their sticks or other objects at any time, or who, in any manner show disrespect for an Official's decision.
If this is done in order to get the attention of the On-ice Officials for a legitimate reason (i.e. serious injury, illness, etc.), then discretion must be exercised by the Referees.

(III) When a Captain, Alternate Captain or any other Player comes off the Players' Bench to question or protest a ruling by an Official on the ice.

(IV) If a Player bangs the Boards or glass in protest of an Off-ice Official's ruling.

(V) If a penalized Player is assessed an additional "Unsportsmanlike Conduct" penalty either before or after they begins serving their original penalty(ies), the additional Minor Penalty is added to their unexpired time and served consecutively.

(VI) If a penalized Player does not go directly to the Penalty Box or Dressing Room as instructed by an On-ice Official.

39.3. BENCH MINOR PENALTY

A Bench Minor Penalty for "Unsportsmanlike Conduct – Abuse of Officials" shall be assessed under this rule for the following infractions:

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(I) Any Coach or team personnel who bangs the Boards or glass with a stick or other object at any time, showing disrespect for an Official's decision. If this is done in order to get the attention of the On-ice Officials for a legitimate reason (i.e. serious injury, illness, etc.), then discretion must be exercised by the Referees.

(II) Any Player, Coach, or team personnel interferes in any manner with any Game Official including the Referees, Linespersons, Game or Penalty Timekeepers or Goal Judges in the performance of their duties.

(III) Any Player, Coach, or non-playing person misuses technology (tablet, etc.) to challenge a Game Officials decision.

39.4. MISCONDUCT PENALTY

Misconduct Penalties for "Unsportsmanlike Conduct – Abuse of Officials" shall be assessed under this rule for the following infractions:

(I) Any Player who persists in the use of obscene, profane or abusive language towards any On- or Off-ice official for which they has already been assessed a Minor Penalty. Note: A Game Misconduct Penalty for use of obscene gestures, racial slurs or taunts or sexual remarks ➔ **Rule 39.5 – Game Misconduct Penalty.**

(II) Any Player who intentionally knocks or shoots the puck out of the reach of an Official who is retrieving it.

(III) Any Player who, after being assessed a Minor Penalty for "Unsportsmanlike Conduct", persists in challenging or disputing the ruling of an Official.

(IV) Any Player or Players who bang the Boards or glass with their sticks or other objects at any time, showing disrespect for an Official's decision, for which they have already been assessed a Minor or Bench Minor Penalty for "Unsportmanslike Conduct".

(V) Any Player or Players who, except for the purpose of taking their positions in the Penalty Box, enter or remain in the Referee's Crease while they are reporting to or consulting with any Game Official including the other Referee, the Linespersons, Game Timekeeper, Penalty Timekeeper, Official Scorekeeper or Public Address System Announcer.

(VI) A Misconduct Penalty (or Game Misconduct Penalty at the discretion of the Referee) shall be imposed on any Player who deliberately throws any equipment out of the playing area. When this is done in protest of an official's ruling, a Minor Penalty plus a Game Misconduct Penalty shall be assessed ➔ **Rule 39.5 – Game Misconduct Penalty.**

(VII) Any Player who, after previously being assessed a Minor Penalty for "Unsportsmanlike Conduct" for banging the Boards or glass in protest of an Off-ice Official's ruling.

(VIII) In general, participants displaying this type of behavior are assessed a Minor Penalty, then a Misconduct Penalty and then a Game Misconduct Penalty if they persist.

39.5. GAME MISCONDUCT PENALTY

Game Misconduct Penalties for "Unsportsmanlike Conduct – Abuse of Officials" shall be assessed under this rule for the following infractions:

(I) Any Player who, after being assessed a Misconduct Penalty, persists in challenging or disputing the ruling of an Official.

(II) When a Coach or non-playing Team Personnel uses obscene, profane or abusive language or gesture directed at any On or Off-ice Official or uses the name of any Official coupled with any vociferous remarks, after already being assessed a

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Bench Minor Penalty (Rule 39.3 (ii)), this Coach or non-playing Team Personnel is to be assessed a Game Misconduct Penalty and the situation reported to the Proper Authorities for further action. When this type of conduct occurs by any player, coach or non-playing team personnel after the expiration of the game, on or off the ice, the Game Misconduct shall be applied without the necessity of having been assessed a Penalty for "Unsportsmanlike Conduct" previously in the game.

(III) Any Player who deliberately applies physical force in any manner against an Official, in any manner, where such actions were likely to cause injury to the latter to an Official, physically demeans, or deliberately applies physical force to an Official solely for the purpose of getting free of such an Official during or immediately following an altercation shall receive a Game Misconduct Penalty and the guidelines set out in ➔ **Rule 40 – Physical Abuse of Officials** are to be applied.

(IV) Any Player who, having entered the Penalty Box, leaves the Penalty Box prior to the expiration of their penalty for the purpose of challenging an Official's ruling, shall be assessed. This rule does not replace any other more severe penalty that may be imposed for leaving the Penalty Box for the purpose of starting or participating in an altercation.
➔ **Rule 70 – Leaving the Players Bench or Penalty Box.**

(V) A Minor Penalty for "Unsportsmanlike Conduct" plus a Game Misconduct shall be imposed on a Player who throws their stick or any part thereof, or any other piece of equipment or object outside the playing area in protest of an Official's decision.

(VI) Any Player, Coach or team personnel who throws or shoots any equipment or other object in the general direction of an Official but does not come close to making any contact. This action may occur on or off the ice.

(VII) In general, participants displaying this type of behavior are assessed a Minor Penalty, then a Misconduct Penalty and then a Game Misconduct Penalty if they persist.

(VIII) Any Player, Coach or team personnel spits, smears blood or directing obscene, profane, or abusive language, use of obscene gestures, racial slurs or taunts or sexual remarks at an Official, during or after a game, on or off the ice and any location while in the arena and its connected premises.

39.6. REPORTING

It is the responsibility of all Game Officials send a report to the Proper Authorities setting out the full details concerning the use of obscene gestures, racial slurs or taunts or sexual remarks or language by any Player, Coach or team personnel.
If deemed appropriate, Supplementary Disciplinary Discipline can be applied by the Proper Authorities at their discretion.
➔ **Rule 28 – Supplementary Discipline.**

RULE 40 PHYSICAL ABUSE OF OFFICIALS

40.1. GAME MISCONDUCT

Any Player who deliberately applies physical force in any manner against an Official, where such actions were likely to cause injury to the latter, physically demeans, or deliberately applies physical force to an Official solely for the purpose of getting free of such an Official during or immediately following an altercation shall receive a Game Misconduct Penalty.
← For more information refer to IIHF Disciplinary Code.

40.2. SUPPLEMENTARY DISCIPLINE – SUSPENSION – CATEGORY I

Any Player who deliberately strikes an Official and could cause an injury or who deliberately applies physical force in any manner against an Official with intent to injure, or who in any manner attempts to injure an Official. For the purpose of the rule, "could cause

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an injury" shall mean any physical force which a player knew or should have known could reasonably be expected to cause injury.

← For more information refer to IIHF Disciplinary Code.

40.3. SUPPLEMENTARY DISCIPLINE – SUSPENSION – CATEGORY II

Any Player who deliberately applies physical force to an Official in any manner (excluding actions as set out in Category I), which physical force is applied without intent to injure, or who spits on an Official.

← For more information refer to IIHF Disciplinary Code.

40.4. SUPPLEMENTARY DISCIPLINE – SUSPENSION – CATEGORY III

Any Player who, by their actions, physically demeans an official or physically threatens an official by (but not limited to) throwing a stick or any other piece of equipment or object at or in the general direction of an Official, shooting the puck at or in the general direction of an official, spitting, smearing blood at or in the general direction of an Official, or who deliberately applies physical force to an Official solely for the purpose of getting free of such an official during or immediately following an altercation.

← For more information refer to IIHF Disciplinary Code.

40.5. SUPPLEMENTARY DISCIPLINE – SUSPENSION PROCESS

Immediately after the game in which such Game Misconduct Penalty is imposed, the Referees shall, in consultation with the Linespersons, decide the category of the offense. They must make a verbal and/or written report to the Proper Authorities immediately after the respective game. The Player and Team concerned will be notified by IIHF Disciplinary and the respective procedure will be started accordingly.

← For more information refer to IIHF Disciplinary Code.

40.6. SUPPLEMENTARY DISCIPLINE

In the event that the player has committed more than one offense under this rule, in addition to the penalties imposed under this offense, they case shall be referred to the Proper Authorities for consideration of Supplementary Disciplinary actions.

← For more information refer to IIHF Disciplinary Code.

40.7. COACH OR TEAM PERSONNEL

Any Coach or team personnel who holds or strikes an Official or commits any other infraction set out under 40.1
shall be assessed with a game Misconduct penalty, ordered to the Dressing Room and the matter will be reported to the Proper Authorities for further disciplinary action.

← For more information refer to IIHF Disciplinary Code.

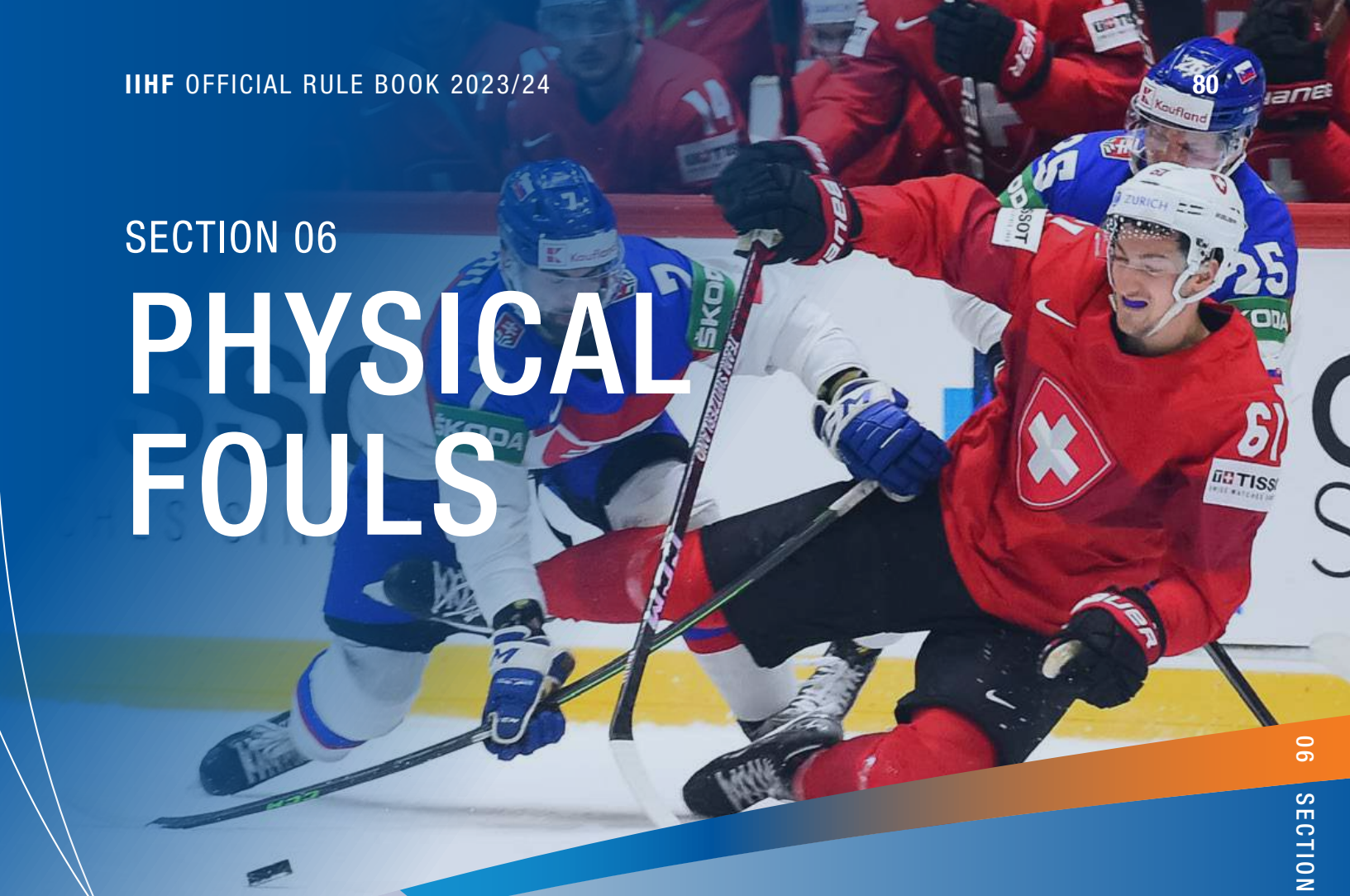
40.8. PROTECTION AND SECURITY

All Championship Organizers shall provide adequate police or other protection for all Players and Officials at all times.
The Referee(s) shall report to the Proper Authorities any failure of this protection observed by them or reported to them with particulars of such failure.

← For more information refer to IIHF Disciplinary Code.

SECTION 06

PHYSICAL FOULS



PHYSICAL FOULS

RULE 41 BOARDING

41.1. BOARDING

A boarding penalty shall be imposed on any Player who checks or pushes a defenseless opponent in such a manner that causes the opponent to hit or impact the Boards violently or dangerously.

The severity of the penalty, based upon the impact with the Boards, shall be at the discretion of the Referee. There is a considerable amount of judgment involved in the application of this rule by the Referees. The duty is on the Player applying the check to ensure their opponent is not in a defenseless position and if so, they must avoid or minimize contact. However, in determining whether such contact could have been avoided, the circumstances of the check, including whether the opponent put themself in a vulnerable position immediately prior to or simultaneously with the check or whether the check was unavoidable can be considered. This balance must be considered by the Referees when applying this rule.
Any unnecessary contact with a Player playing the puck on an obvious "icing" or "off-side" play which results in that Player hitting or impacting the Boards is "boarding" and must be penalized as such. In other instances where there is no contact with the Boards, it should be treated as "charging."

41.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence of the impact with the Boards, to a Player guilty of "boarding" an opponent.

41.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of "boarding" an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty.

41.4. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "boarding" and the player would not be sufficiently sanctioned by imposing a Major Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

41.5. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 42 CHARGING

42.1. CHARGING

A penalty shall be imposed on a Player who skates, jumps into an opponent, or charges an opponent in any manner.

Charging shall mean the actions of a Player who either jumps to check an opponent, builds up speed by taking multiple strides immediately prior to making contact and / or travels an excessive distance with the sole purpose of delivering such a hit and / or

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violently checks an opponent in any manner. A "charge" may be the result of a check into the Boards, into the goal frame or in open ice.
Any unnecessary contact with a Player playing the puck on an obvious "icing" or "off-side" play which results in that Player hitting or impacting the Boards is "boarding" and must be penalized as such. In other instances where there is no contact with the Boards, it should be treated as "charging."
This rule is superseded by all similar actions regarding an "illegal hit to the head", except those related to "fighting". A penalty shall be imposed on a Player who charges a Goalkeeper while the Goalkeeper is within their Goal Crease.

A Goalkeeper is not "fair game" just because they are outside the Goal Crease area. The appropriate penalty should be assessed in every case where an opposing Player makes unnecessary contact with a Goalkeeper. However, incidental contact, at the discretion of the Referee, will be permitted when the Goalkeeper is in the act of playing the puck outside their Goal Crease, provided the attacking Player has made a reasonable effort to avoid such contact.

42.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence of the check, to a Player guilty of "charging" an opponent.

42.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of "charging" an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty.

42.4. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "charging" and the player would not be sufficiently sanctioned by imposing a Major Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

42.5. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.
➔ **Rule 28 – Supplementary Discipline.**

RULE 43 CHECKING FROM BEHIND

43.1. CHECKING FROM BEHIND

A check from behind is a check delivered to a vulnerable Player who is not aware of the impending hit, therefore unable to protect or defend themself from such a hit and contact is made on the back part of the body.

A Player who hits an opponent from behind into the Boards, the Goal Net, or on open ice in any manner (i.e., high-sticking, cross-checking, etc.) shall be penalized according to this rule.
When a Player being bodychecked, intentionally turns their back towards an opponent and puts themself in a vulnerable position

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immediately before a bodycheck, to create a "checking from behind" situation, no penalty for "checking from behind" shall be assessed. However, other penalties may still be assessed.

43.2. MINOR PENALTY

This foul is considered serious and dangerous, therefore there is no option to award a Minor Penalty for "Checking from Behind".

43.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, shall assess a Major Penalty and an automatic Game Misconduct Penalty to a Player guilty of "checking from behind" an opponent, and who recklessly endangers the fouled Player.

43.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion,

➔ **Rule 28 – Supplementary Discipline.**

43.5. PENALTY SHOT

This rule is described under

➔ **Rule 24.8 – Infractions**

RULE 44 CLIPPING

44.1. CLIPPING

"Clipping" or a "low-hit" is the act of throwing the body across or below the knees of an opponent from any direction. A Player may not deliver a check in a "clipping" manner, nor lower their own body position to deliver a check on or below an opponent's knees.

An illegal "low-hit" is a check that is delivered by a Player who may or may not have both skates on the ice, with their sole intent to check the opponent in the area of their knees. A Player may not lower their body position to deliver a check to an opponent's knees. A Player may not crouch down near the Boards to avoid being bodychecked and as a result, causes an opponent to tumble over them.

44.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of violence to a Player guilty of "clipping" check an opponent.

44.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "clipping" and the player would not be sufficiently sanctioned by imposing a Minor Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

44.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

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RULE 45 ELBOWING

45.1. ELBOWING

Elbowing shall mean the use of an extended elbow to strike / check an opponent in a manner that may or may not cause injury.

45.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence, to a Player guilty of "elbowing" an opponent.

45.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of "elbowing" an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty.

45.4. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "elbowing" and the player would not be sufficiently sanctioned by imposing a Major Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

45.5. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 46 FIGHTING

46.1. FIGHTING / FIGHTER – WILLINGNESS TO FIGHT AND CONTINUING TO FIGHT

"Fighting" is not part of international ice hockey's DNA.

Players who willingly participate in a "brawl / fight", so-called "willing combatants", shall be penalized accordingly by the Referee(s) and may be ejected from the game. Further Supplementary Discipline may be imposed.

A "fight" shall be deemed to have occurred when at least one (1) Player punches or attempts to punch an opponent repeatedly or when two (2) Players wrestle in such a manner as to make it difficult for the Linespersons to intervene and separate the combatants.

Any Player who persists in continuing or attempting to continue a "fight or altercation" after they have been ordered by the Referee to stop, or who resists a Linesperson in the discharge of their duties shall, at the discretion of the Referee, incur at least a Major Penalty ("Fighting") plus an automatic Game Misconduct Penalty (5'+GMP) in addition to any additional penalties imposed.

The Referees are provided very wide latitude in penalties they may impose under this rule. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the "fight or persisting in continuing the fight". The discretion provided should be exercised rationally.

For Players, Coaches or Team Personnel leaving the Players' Benches or the Penalty Boxes, see ➔ **Rule 70 – Leaving the Players' Bench or Penalty Box.**

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46.2. ALTERCATION

An "altercation" is a situation involving at least two (2) Players with at least one Player (1) to be penalized.

46.3. INSTIGATOR / INITIATOR

An "Instigator / Initiator" of an "altercation" shall be a Player who by their actions or demeanor demonstrates any/some of the following criteria: distance traveled; gloves off first; first punch thrown; menacing attitude or posture; verbal instigation or threats; conduct in retaliation to a prior game incident; obvious retribution for a previous incident in the game.

A Player who is deemed to be the "Instigator / Initiator" of an "altercation" shall be assessed a Minor Penalty (Instigator / Initiator) plus a Major Penalty ("Fighting") and an automatic Game Misconduct Penalty (2'+5'+GMP).

A Player who is deemed to be both the "Instigator / Initiator" and the "Aggressor" of an "altercation" shall be assessed a Minor Penalty ("Instigator / Initiator") plus a Minor Penalty ("Aggressor") plus a Major Penalty ("Fighting") and an automatic Game Misconduct Penalty (2'+2'+5'+GMP).

46.4. AGGRESSOR

The "Aggressor" in an altercation shall be the Player who continues to throw punches in an attempt to inflict punishment on their opponent who is in a defenseless position or who is an "unwilling combatant".

A Player must be deemed the "Aggressor" when they have clearly won the "fight", but they continue throwing and landing punches in a further attempt to inflict punishment and/or injury on their opponent who is no longer in a position to defend themself.
A Player who is deemed to be the "Aggressor" of an altercation shall be assessed a Minor Penalty ("Aggressor") plus a Major Penalty ("Fighting") and an automatic Game Misconduct Penalty (2'+5'+GMP).

A Player who is deemed to be the "Aggressor of an altercation" will have this recorded as an "Aggressor" of an altercation for suspension purposes – refer to Rule 28 Supplementary Discipline.

A Player who is deemed to be both the "Aggressor" and the "Instigator / Initiator" of an altercation shall be assessed a Minor Penalty ("Aggressor") plus a Minor Penalty ("Instigator / Initiator") plus a Major Penalty ("Fighting") and an automatic Game Misconduct Penalty (2'+2'+5'+GMP).

46.5. DANGEROUS PUNCHER – "SUCKER PUNCHER"

Any Player wearing tape or any other material on their hands (below the wrist) who cuts or injures an opponent during an altercation will receive a Major Penalty and an automatic Game Misconduct Penalty (5'+GMP) in addition to any other penalties imposed including for "fighting" under this rule.
A Major Penalty and an automatic Game Misconduct Penalty (5'+GMP) shall be assessed to a Player who punches an unsuspecting or "unwilling combatant / opponent" (i.e., "sucker punch") and could cause an injury.

46.6. DEFENDER – UNWILLING COMBATANT

A Player who "defends" themself with a "few punches" against an Aggressor, an Instigator / Initiator or a fighter shall be considered as an "unwilling combatant". This Player does not want to continue or prolong a "fight" or "let a fight get out of hand" – it is clear to the Referees that this player does not want to "fight" irregularly.
A Player who retaliates to being punched will be assessed at least a Minor Penalty ("Roughing") or a Major Penalty ("Fighting",

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without a Game Misconduct Penalty), if the criteria for "fighting back" with a few punches is not fulfilled.

46.7. THIRD PLAYER IN

A Game Misconduct Penalty, at the discretion of the Referee, shall be imposed on any Player who is the first to intervene ("third Player in") in an altercation already in progress, except when a Game Misconduct Penalty is being imposed in the original altercation. This penalty is in addition to any other penalties incurred in the same incident.

This rule also applies to subsequent Players who elect to intervene in the same or other "altercations" during the same stoppage of play. Generally, this rule is applied when a "fight" occurs.

46.8. CLEARING THE AREA OF A FIGHT

When a "fight" occurs, all Players not engaged shall go immediately to the area of their Players' Bench and in the event the altercation takes place at a Players' Bench, the Players on the ice from that Team shall go to their Defending Zone.

Goalkeepers shall remain in their Goal Crease, except in the event the altercation takes place in the vicinity of the Goal Crease, and therefore shall obey the directions of the Referee.

Failure to comply can result in penalties incurred for their involvement in and around the area and Disciplinary Measures.

46.9. FIGHTING OTHER THAN DURING THE PERIODS OF THE GAME

Any Teams whose Players become involved in an altercation, other than during the periods of the game, will be investigated by proper authorities and supplementary discipline can be applied in addition to any other appropriate penalties that may be imposedupon the participating Players by Supplementary Discipline or otherwise.

Players involved in "fighting" other than during the periods of the game shall be assessed a Major Penalty ("Fighting") and an automatic Game Misconduct Penalty (5'+GMP). An "Aggressor" and/ or an "Instigator / Initiator" shall be penalized according to the respective Rule 46.3 and/or Rule 46.4.

In the case of altercations taking place after the period or game will be reported to the Proper Authorities for further Supplementary Disciplinary action.

Should Players come onto the ice from their Players' Benches after the period ends and prior to the start of an altercation, they shall not be penalized if they remain in the vicinity of their Players' Bench and provided, they do not get involved in any altercations.

46.10. FIGHTING PRIOR TO THE DROP OF THE PUCK

Unless this occurs prior to the start of the game or any period, a "fight" that occurs prior to the drop of the puck during the course of normal "face-off", the altercation shall be penalized as if it occurred during the regular playing time refer to Rule 46.9 – Fighting.

When, in the opinion of the Referee that, specific personnel changes have been made by one or both Teams late in a game and an altercation ensues, the appropriate penalties are to be assessed and the incident reported to the Proper Authorities immediately following the game for review and possible Supplementary Disciplinary actions.

46.11. FIGHTING OFF THE PLAYING SURFACE

A Game Misconduct Penalty shall be imposed on any Player involved in "fighting off the playing surface" or with another Player who is "off the playing surface". These penalties are in addition to any other time penalties assessed, including the Major Penalty ("Fighting").

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Whenever a Coach or other team personnel becomes involved in an altercation with an opposing Player, Coach or other team personnel on or off the ice, they shall be assessed with a Game Misconduct Penalty and automatically suspended from the game, ordered to the Dressing Room and the matter will be reported to Proper Authorities for Supplementary Disciplinary actions.

46.12. HELMETS

No Player may remove their helmet prior to engaging in a fight. If they should do so, they shall be assessed a Minor Penalty for "Unsportsmanlike Conduct". Helmets that come off in the course of and resulting from the altercation will not result in a penalty to either Player.

46.13. JERSEYS

A Player who deliberately removes their jersey prior to participating in an altercation or who is clearly wearing a jersey that has been modified and does not conform to ➔ **Rule 9 – Uniforms**, shall be assessed a Minor Penalty for "Unsportsmanlike Conduct" and an automatic Game Misconduct Penalty (2´+GMP). This is in addition to other penalties to be assessed to the participants of an altercation. If the "altercation" never materializes, the Player would receive a Minor Penalty for "Unsportsmanlike Conduct" and a ten-minute (10') Misconduct Penalty for deliberately removing their jersey.

RULE 47 HEAD-BUTTING

47.1. HEAD-BUTTING

The act of head-butting involves a Player making deliberate contact, or attempting to make contact, with an opponent by leading with their head and/or helmet, whether contact is made or not.

47.2. DOUBLE-MINOR PENALTY

The Referee shall, at their discretion, assess a Double-minor Penalty to any Player who attempts to "head-butt" an opponent.

47.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "head-butting". Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

47.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 48 ILLEGAL CHECK TO THE HEAD OR NECK

48.1. ILLEGAL CHECK TO THE HEAD OR NECK

There is no clean check to the head or neck.

The Player delivering the hit must avoid hitting the opponent's head or neck.

A hit resulting in contact with an opponent's head where the head was the main point of contact and such contact to the head was avoidable is not permitted. This rule supersedes all similar actions regarding hits to the head and neck.

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When a Player is skating with their head up, whether they are in possession of the puck and may reasonably be expecting impending contact, an opponent does not have the right to hit them on the head or neck.

A Player who delivers a bodycheck to an opponent who is skating with the puck with their head down in the direction of the Player and does not use an upward motion or drive their body up into the opponent, shall not be penalized for an "illegal check to the head".

A penalty for "Illegal check to the head or neck" will be assessed if one of the following occurs when a player checks an opponent:

(I) A Player who directs a hit of any sort, with any part of their 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 using any part of their upper body.

(II) A Player who extends and directs any part of their upper body to contact the head or neck of an opponent.

(III) A Player who extends their body upward or outward in order to reach their opponent or uses any part of the upper body to contact an opponent's head or neck.

(IV) A Player who jumps (leaves their skates) to deliver a blow to the head or neck of an opponent.

In determining whether contact with an opponent's head was avoidable, the circumstances of the hit including the following shall be considered:

(V) Whether the Player attempted to hit squarely through the opponent's body and the head was not "picked" as a result of poor timing, poor angle of approach, or unnecessary extension of the body upward or outward. If the primary force of a blow is initially to the body area and then contact slides up to the head or neck.

(VI) Whether the opponent put themself in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.

(VII) Whether the opponent materially changed the position of their body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.

48.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty to any Player who delivers an "illegal check to the head or neck" of an opponent.

48.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by an "illegal check to the head or neck". Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

48.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 49 KICKING

49.1. KICKING

The action of a Player deliberately using their skate(s) with a kicking motion to propel the puck or to make contact with an opponent.

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49.2. GOALS

Kicking the puck shall be permitted in all zones. A goal cannot be scored by an attacking Player who uses a "distinct kicking motion" to propel the puck into the net with their skate/foot.

A goal cannot be scored by an attacking Player who "kicks" a puck that deflects into the net off any Player or official.
A puck that deflects into the net off an attacking Player's skate who does not use a "distinct kicking motion" is a legitimate goal.
A puck that is "directed" into the net by an attacking Player's skate shall be a legitimate goal as long as "no distinct kicking motion" is evident.
The following should clarify deflections following a "kicked puck" that enters the goal:

(I) A "kicked puck" that "deflects" off the body of any Player of either Team (including the Goalkeeper) shall be ruled "no goal".

(II) A "kicked puck" that "deflects" off the stick of any Player (excluding the Goalkeeper's stick) shall be ruled a "good goal".

(III) A goal will be allowed when an attacking Player "kicks" the puck, and the puck "deflects" off their own stick and then into the net.

(IV) A goal will be allowed when a puck enters the goal after "deflecting" off an attacking Player's skate or "deflects" off their skate while they are in the "process of stopping".

A goal cannot be scored by an attacking Player who "kicks" any equipment (stick, glove, helmet, etc.) at the puck, including "kicking" the blade of their own stick, causing the puck to cross the Goal Line.

49.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player kicks or attempts to kick an opponent.

49.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 50 KNEEING

50.1. KNEEING

Kneeing is the act of a Player leading with their knee and in some cases extending their leg outwards to make contact with their opponent.

50.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the severity of the infraction, to a Player guilty of "kneeing" an opponent.

50.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "kneeing" and the player would not be sufficiently sanctioned by imposing a Minor

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Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

50.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 51 ROUGHING

51.1. ROUGHING

Roughing is a punching or slamming motion with or without the glove on the hand, normally directed at the head or face of an opponent, or if a Player intentionally removes an opponent's helmet during play. Roughing is a minor altercation that is not worthy of a Major Penalty to either participant.

51.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty on a Player who strikes an opponent with their hand or fist, or if a Player intentionally removes an opponent's helmet during play pursuant.

➔ **Rule 9.6 – Helmets.**

A Player who persists in continuing to be involved in roughing is subject to rules for "fighting"

➔ **Rule 46 – Fighting.**

51.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty to a Goalkeeper who uses their blocker glove to punch an opponent and the action is likely to result in injury to the opponent.

51.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 52 SLEW-FOOTING

52.1. SLEW-FOOTING

"Slew-footing" is the act of a Player using their leg or foot to knock or kick an opponent's feet from under them or pushes an opponent's upper body backward with an arm or elbow, and at the same time with a forward motion of their leg, knocks or kicks the opponent's feet from under them, causing them to fall violently to the ice.

52.2. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee shall, at their discretion, assess a Major Penalty and an automatic Game Misconduct Penalty if a Player is guilty of "slew-footing" on an opposing Player.

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52.3. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion

➔ **Rule 28 – Supplementary Discipline**

RULE 53 THROWING EQUIPMENT

53.1. THROWING EQUIPMENT

A Player shall not throw a stick or any other object in any zone. A Player who has lost or broken their stick may only receive a stick

at their own Players' Bench or be handed one from a Teammate on the ice.

➔ **Rule 10 – Sticks.**

53.2. MINOR PENALTY

A Minor Penalty shall be imposed:

(I) For throwing a stick on any Player on the Ice, who throws their stick or any part thereof or any other object in the direction of the puck or an opponent in any zone, except when such act has been penalized by the assessment of a "Penalty Shot" (Rule 53.7) or the Awarding of a Goal (Rule 53.8);

(II) For throwing a stick when a defending Player shoots or throws a stick or any other object in the Defending Zone but not at the puck or puck carrier;

(III) For "interference" when a Player moves a stick that is not broken and it interferes with an opposing Player (except where a "Penalty Shot" Rule 53.7, or the Awarding of a Goal Rule 53.8 applies) or when the Player who lost said stick is prevented from retrieving it as a result;

No penalty will be assessed if moving the non-broken stick if it does not interfere with the play or the opposing Player is not attempting to retrieve it.

When a Player discards the broken portion of a stick or some other object by tossing it or shooting it to the side of the ice (and not over the Boards) in such a way as to not interfere with the play or opposing Player(s), no penalty will be imposed for so doing.

(IV) For "Unsportsmanlike Conduct", when a Player throws their stick or any part thereof or any other object or piece of equipment outside the Playing Area in protest of an Official's decision. For an additional Game Misconduct Penalty see Rule 53.5 – Game Misconduct Penalty.

53.3. BENCH MINOR PENALTY

Should any unidentifiable player, Coach, or team personnel on the Players' Bench or Penalty Box throw anything on the ice during the progress of the game or during a stoppage of play, a Bench Minor Penalty for "Unsportsmanlike Conduct" shall be assessed.

➔ **Rule 75 – Unsportsmanlike Conduct.**

53.4. MISCONDUCT PENALTY

A Misconduct Penalty shall be imposed on a Player who "unintentionally" or "accidentally" throws their stick or any part thereof or any other object or piece of equipment outside the Playing Area.

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53.5. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty shall be imposed on a Player who intentionally throws their stick or any part thereof or any other object or piece of equipment outside the Playing Area.

If the offense is committed in protest of an Official's decision, a Minor Penalty for "Unsportsmanlike Conduct" (Rule 53.2, iv) plus a Game Misconduct Penalty shall be assessed to the offending Player.

53.6. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if a Player's action of "throwing a stick or any other object" or piece of equipment at an opposing Player, Coach or team personnel could result in injury to the opponent.

Note: Such assessment of reckless endangerment shall be based on the severity of the infraction and the general reprehensibility involved.

53.7. PENALTY SHOT

When any member of the defending Team, including the Coach or any team personnel, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in their Defending Zone, the Referee or Linesperson shall allow the play to be completed and if a goal is not scored, the Referee shall award a "Penalty Shot" to the non-offending Team.

This shot shall be taken by any Player of the non-offending Team.

If a Player on a breakaway in the Neutral or Attacking Zone is interfered with by a stick or any other object or piece of equipment that is thrown by any member of the defending Team, including the Coach or any team personnel, the Referee shall award a "Penalty Shot" to the non-offending Team.

➔ **Rule 24.8 – Infractions**

If a Player on a "breakaway" in the Neutral or Attacking Zone is interfered with by an object thrown on the ice by a spectator that causes them to lose possession of the puck or to fall, the Referee shall award a "Penalty Shot" to the non-offending Team.

53.8. AWARDED GOAL

If, when the opposing Goalkeeper has been removed, a member of the defending Team, including the Coach or any team personnel, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in the Neutral or their own Defending Zone, thereby preventing the puck carrier from having a "clear shot" on an "open net", a goal shall be awarded to the attacking side.

For the purpose of this rule, an "open net" is defined as one from which a Goalkeeper has been removed for an additional attacking Player. The Goalkeeper is considered off the ice once the replacement Player has entered the Playing Surface.

53.9. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**



SECTION 07

RESTRAINING FOULS

RESTRAINING FOULS

RULE 54 HOLDING

54.1. HOLDING

Any action by a Player that restrains or impedes the progress of an opposing Player whether or not they are in possession of the puck.

54.2. MINOR PENALTY

A Minor Penalty shall be imposed on a Player who holds an opponent by using their hands, arms or legs.

A Player is permitted to use their arm in a strength move, by blocking their opponent, provided they have "body position" and are not using their hands in a holding manner, when doing so.

A Player is not permitted to hold an opponent's stick. A Minor Penalty shall be assessed to a Player who holds an opponent's stick (assessed and announced as "holding the stick"). A Player is permitted to protect themself by defending against an opponent's stick. They must immediately release the stick and allow the Player to resume normal play.

54.3. PENALTY SHOT

This rule is described under

➔ **Rule 24.8 – Infractions**

54.4. AWARDED GOAL

This rule is described under

➔ **Rule 25 – Awarded Goal**

RULE 55 HOOKING

55.1. HOOKING

Hooking is the act of using the stick in a manner that enables a Player to restrain an opponent. If the stick goes against the opponent's hands / or near the opponent's hands, it shall be penalized as "hooking". When a Player is checking another in such a way that there is only stick-to-stick contact, such action is not to be penalized as "hooking".

55.2. MINOR PENALTY

A Minor Penalty shall be imposed on a Player who impedes the progress of an opponent by "hooking" with their stick.

A Minor Penalty for "hooking" shall be assessed to any Player who uses the shaft of the stick above the upper hand to hold or hook an opponent.

55.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty to a Player guilty of "hooking" an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty.

55.4. PENALTY SHOT

This rule is described under

➔ **Rule 24.8 – Infractions**

RESTRAINING FOULS

55.5. AWARDED GOAL

This rule is described under

➔ Rule 25 – Awarded Goal

55.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ Rule 28 – Supplementary Discipline.

RULE 56 INTERFERENCE

56.1. INTERFERENCE

A Player who obstructs or prevents an opponent "without possession of the puck" from skating, receiving a pass, or moving about the ice freely is considered as "interference".

A "late-hit" constitutes reckless endangerment of a Player who "no longer has control or possession of the puck".

Any Player 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.

A strict standard on acts of interference must be adhered to in all areas of the Rink.

Body Position: "Body position" shall be determined as the Player skating in front of or beside their opponent, traveling in the same direction. A Player who is behind an opponent, who does not have the puck, may not use their stick, body, or free hand in order to restrain their opponent, but must skate in order to gain or reestablish their "proper position" in order to make a check.

A Player is allowed the ice they are standing on (body position) and are not required to move in order to let an opponent proceed. A Player may "block the path" of an opponent provided they are in front of their opponent and moving in the same direction. Moving laterally and without "establishing body position", then making contact with the non-puck carrier is not permitted and will be penalized as "interference". A Player is always entitled to use their "body position" to lengthen an opponent's path to the puck, provided their stick is not utilized (to make themself "bigger" and therefore considerably lengthening the distance their opponent must travel to get where they are going); their "free hand" is not used, and they do not take advantage of their "body position" to deliver an otherwise illegal check.

Possession of the Puck: The last Player to touch the puck, other than the Goalkeeper, shall be considered the Player in "possession". The Player deemed in "possession" of the puck may be checked legally, provided the check is rendered immediately following them "loss of control" and their opponent still finds themself within an "objectively reasonable window of opportunity" to deliver such a check refer to Rule 56.4 – Interference.

Restrain: The actions of a Player who does not have "body position", but instead uses illegal means (e.g., "hook" with stick; "hold" with hands, "trip" with the stick or in any manner) to impede an opponent who is not in "possession" of the puck. Illegal means are acts which allow a Player to "establish, maintain or restore body position" other than by skating.

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Pick: A "pick" is the action of a Player who checks an opponent who is not in "possession" of the puck and is unaware of the impending check/hit.
A Player who is aware of an impending hit, not deemed to be a legal "battle for the puck," may not be interfered with by a Player delivering a "pick."
A Player delivering a "pick" is one who moves into an opponent's path without initially having "body position", thereby taking them "out of the play". When this is done, an "interference" penalty shall be assessed.

Free Hand: When a "free hand" is used to hold, pull, tug, grab or physically restrain an opponent from moving "freely", this must be penalized as "holding". The "free hand" may be used by a Player to "fend off" an opponent or their stick but may not be used to hold an opponent's stick or body.

Stick: A Player who does not have "body position" on their opponent, who uses their stick (either the blade or the shaft, including the butt-end of the shaft) to impede or prevent their opponent from moving "freely" on the ice shall be assessed a "hooking" penalty.
➔ **Rule 55 – Hooking.**

56.2. MINOR PENALTY

A Minor Penalty for "interference" shall be assessed:

(I) On a Player who interferes with or impedes the progress of an opponent who is not in "possession" of the puck;

(II) On a Player who restrains an opponent who is attempting to "fore-check";

(III) On any Player who deliberately checks an opponent, including the Goalkeeper, who is "not or no longer deemed in possession" of the puck ("late-hit");

(IV) On a Player who shall cause an opponent who is not in "possession" of the puck to be forced off-side, causing a stoppage in play. If this action causes a delayed off-side (and not necessarily a stoppage in play), then the application of a penalty for "interference" is subject to the judgment of the Referee;

(V) On a Player who deliberately "knocks" the stick out of an opponent's hand or prevents a Player who has dropped their stick or any other piece of equipment from regaining "possession" of it,

(VI) On a Player who "knocks or shoots" any abandoned or broken stick or illegal puck or other debris towards an opposing puck carrier in a manner that could cause them to be distracted;
➔ **Rule 53 – Throwing Equipment.;**

(VII) On any identifiable Player on the Players' Bench or Penalty Box who, by means of their stick or their body, interferes with the movements of the puck or any opponent on the ice during the progress of the play;

(VIII) On any Player about to come onto the ice who plays the puck while one or both skates are still on the Players' or Penalty Box.

The appropriate penalty according to the playing rules shall be assessed when a Player on the Players' or Penalty Box gets involved with an opponent on the ice during a stoppage in play. The Player(s) involved may be subject to additional sanctions as appropriate.
➔ **Rule 28 – Supplementary Discipline.**

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56.3. BENCH MINOR PENALTY

A Bench Minor Penalty shall be assessed when an unidentifiable Player on the Players' Bench or Penalty Box or any Coach or team personnel who, by means of their stick or their body, interferes with the movements of the puck or any opponent on the ice during the progress of the play.

56.4. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of "interference" on an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by imposing a Minor Penalty.

56.5. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by an "interference or a late-hit" and the player would not be sufficiently sanctioned by imposing a Major Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

56.6. PENALTY SHOT

When a Player in control of the puck in the Neutral or Attacking Zone and having no other opponent to pass than the Goalkeeper is interfered with by a stick or any part thereof or any other object or piece of equipment thrown or shot by any member of the defending Team including the Coach or team personnel, a "Penalty Shot" shall be awarded to the non-offending Team.

When a Coach or non-playing Team Personnel is guilty of such an act, they shall receive a Game misconduct penalty and be ordered to the Dressing Room. The incident will be reported to the Proper Authorities for possible further disciplinary action.

56.7. AWARDED GOAL

If, when the Goalkeeper has been removed from the ice, any member of their Team (including the Goalkeeper) not legally on the ice, including the Coach or team personnel, interferes by means of their body, stick or any other object or piece of equipment with the movements of the puck or an opposing Player in the neutral or Attacking Zone, the Referee shall immediately Award a Goal to the non-offending Team.

When a Coach or team personnel is guilty of such an act, they shall be assessed with a game Misconduct penalty, ordered to the Dressing Room and the incident will be reported to the Proper Authorities for possible further disciplinary action.

56.8. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

56.9. INTERFERENCE BY SPECTATORS

Any occurrence of spectator interference must be reported by the On-ice Officials to the Proper Authorities.

(I) In the event objects are thrown onto the ice by spectators and game action is compromised, On-ice Officials will stop play and the ensuing "face-off" will take place at the nearest Face-off Spot to where play was stopped.

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(II) In the event of a Player being held or interfered with by a spectator, play will be stopped.
If the Team of the Player interfered with is in "possession of the puck", game action will continue until a "change of possession" occurs.

RULE 57 TRIPPING

57.1. TRIPPING

A Player shall not place the stick, or any part of their body in such a manner that causes their opponent to trip or fall.
Accidental trips which occur simultaneously with a completed play will not be penalized.
Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized.

57.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the severity of the infraction, to any Player who place their stick or any part of their body in such a manner that it shall cause their opponent to trip and fall.

57.3. MAJOR PENALTY

The Referee, at their discretion, may assess a Major Penalty to a Player guilty of "tripping" an opponent, and who recklessly endangers the fouled Player in a way that at the discretion of the Referee such Player would not be sufficiently sanctioned by im-posing a Minor Penalty.

57.4. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by a "tripping" and the player would not be sufficiently sanctioned by imposing a Major Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

57.5. PENALTY SHOT

This rule is described under
➔ **Rule 24.8 – Infractions**

57.6. AWARDED GOAL

This rule is described under
➔ **Rule 25 – Awarded Goal**

57.7. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.
➔ **Rule 28 – Supplementary Discipline.**

SECTION 08

STICK FOULS



STICK FOULS

RULE 58 BUTT-ENDING

58.1. BUTT-ENDING

The action whereby a Player uses the shaft of the stick, above the upper hand, to check an opposing Player in any manner or jabs or attempts to jab an opposing Player with this part of the stick, whether contact is made or not.

58.2. DOUBLE-MINOR PENALTY

The Referee shall, at their discretion, assess a Double-minor Penalty to any Player who attempts to "butt-end" an opponent.

58.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, shall assess a Major Penalty and an automatic Game Misconduct Penalty to a Player who "butt-ends" an opponent.

58.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 59 CROSS-CHECKING

59.1. CROSS-CHECKING

The act of using the shaft of the stick between the two hands to forcefully check an opponent.

59.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence, to a Player guilty of "cross-checking" an opponent.

59.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by a "cross-checking" and the player would not be sufficiently sanctioned by imposing a Minor Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

59.4. PENALTY SHOT

This rule is described under

➔ **Rule 24.8 – Infractions**

59.5. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

STICK FOULS

RULE 60 HIGH-STICKING

60.1. HIGH-STICKING

A "high stick" is one which is carried above the height of the opponent's shoulders. Players must be in control and responsible for their stick. However, a Player is permitted "accidental contact" on an opponent if the act is committed as a normal "windup or follow through" of a "shooting motion", or "accidental contact" on the opposing center who is bent over during the course of a "face-off". A wild swing at a bouncing puck would not be considered a normal "windup or follow through" and any contact to an opponent above the height of the shoulders shall be penalized accordingly. For situations involving "high-sticking the puck":

➔ **Rule 80 – High-sticking the Puck.**

60.2. MINOR PENALTY

Any contact made by a stick on an opponent above the shoulders is prohibited and a Minor Penalty shall be imposed.

60.3. DOUBLE-MINOR PENALTY

When a Player carries or holds any part of their stick above the shoulders and makes contact with their opponent's neck, face or head so that "injury results", in the manner of drawing blood or otherwise, the Referee shall assess a Double-minor Penalty.

Referees making this call shall have the option (but not the obligation) to review video of the play for the purpose of confirming (or not) their original call on the ice, and, in particular, whether the stick causing the apparent injury was actually the stick of the Player being penalized.

➔ **Rule 18.4 – On-ice Video Review of Double-minor Penalties for High-sticking.**

60.4. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "high-sticking". Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

60.5. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 61 SLASHING

61.1. SLASHING

Slashing is the act of a Player swinging their stick at an opponent, whether contact is made or not. "Non-aggressive" stick contact to the pant or front of the shin pads, should not be penalized as slashing.

Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the Referee, is not an attempt to play the puck, shall be penalized as slashing.

61.2. MINOR PENALTY

The Referee shall, at their discretion, assess a Minor Penalty, based on the degree of force and violence, to a Player guilty of "slashing" an opponent.

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61.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, may assess a Major Penalty and an automatic Game Misconduct Penalty if, in their judgment, the Player recklessly endangers their opponent by "slashing" and the player would not be sufficiently sanctioned by imposing a Minor Penalty. Such assessment of reckless endangerment shall be based on the severity of the infraction, severity of the contact, the degree of violence and the general reprehensibility involved.

61.4. PENALTY SHOT

This rule is described under

➔ **Rule 24.8 – Infractions**

61.5. AWARDED GOAL

This rule is described under

➔ **Rule 25 – Awarded Goal**

61.6. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 62 SPEARING

62.1. SPEARING

Spearing shall mean stabbing an opponent with the point / toe of the stick blade, whether contact is made or not.

62.2. DOUBLE-MINOR PENALTY

The Referee shall, at their discretion, assess a Double-minor Penalty to any Player who attempts to "spear" an opponent.

62.3. MAJOR PENALTY AND GAME MISCONDUCT PENALTY

The Referee, at their discretion, shall assess a Major Penalty and an automatic Game Misconduct Penalty to a Player guilty who "spears" an opponent.

62.4. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**



SECTION 09

OTHER FOULS

OTHER FOULS

RULE 63 DELAYING THE GAME

63.1. DELAYING THE GAME

A Player or a Team may be penalized when, in the opinion of the Referee, they are delaying the game in any manner.

63.2. MINOR PENALTY

A Minor Penalty for "Delay of Game" shall be assessed:

(I) On any Player, including the Goalkeeper, who holds, "freezes" or plays the puck with their stick, skates or body in such a manner as to deliberately cause a stoppage of play. Regarding to a Goalkeeper, this rule applies outside of their Goal Crease area;

(II) On any Player who deliberately shoots or bats (using their hand or stick) the puck outside the playing area (from anywhere on the ice surface) during the play or after a stoppage of play;

(III) On any Player who shoots or bats (using their hand or stick) the puck directly (non-deflected) out of the playing surface from their Defending Zone, except where there is no Protective Glass.
The determining factor shall be the position of the puck when it was shot or batted by the offending Player. If contact with the puck occurs while the puck is inside the Defending Zone, and subsequently goes out of play, the Minor Penalty shall be assessed. When the puck is shot over the Protective Glass surrounding the Players' Bench, the penalty will be assessed. Note: When the puck is shot into the Players' Bench, the penalty will not apply. When the puck goes out of the playing area directly off a "face-off", no penalty shall be assessed;

(IV) On any Player who delays the game by deliberately displacing a Goal Post from its normal position. The Referee shall stop play immediately when the offending Team gains "control" of the puck.
Note: If a Player deliberately displaces a Goal Post from its normal position when an opponent has an imminent scoring opportunity on an open net, a goal may be awarded by the Referee ➔ **Rule 63.7 – Awarded Goal,**

(V) On a Player other than the Goalkeeper who deliberately falls on or gathers the puck into their body; Note: Any Player who drops to their knees to block a shot should not be penalized if the puck is shot under them or becomes lodged in their clothing or equipment but any use of the hands to make the puck unplayable should be penalized promptly;

(VI) On a Goalkeeper who "races out" of their Goal Crease in an attempt to beat the attacking Player to the puck and instead of playing the puck jumps on the puck causing a stoppage of play; Note: If a Goalkeeper comes out of their Goal Crease to "cut down the angle" on a shot and after making the save covers the puck, this shall be legal.

(VII) On a Goalkeeper who, when they are in their own Goal Crease, deliberately falls on or gathers the puck into their body or who holds or places the puck against any part of the goal in such a manner as to cause a stoppage of play unless they are actually being checked by an opponent;

(VIII) On a Goalkeeper who plays the puck outside of the Designated Area behind the net. The determining factor shall be the position of the puck. Note: The Minor Penalty will not be assessed when a Goalkeeper plays the puck while maintaining skate contact with the Goal Crease.

(IX) For adjustments to clothing, equipment, skates, or sticks. Note: No penalty should be assessed when a water bottle is delivered to a Goalkeeper, however, this should be conducted during time-outs and if, in the opinion of the Referee, it is

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being done to intentionally delay the game, a Minor Penalty may be assessed.

(X) No delay shall be permitted for the repair or adjustment of Goalkeeper's equipment. If adjustments are required, the Goalkeeper shall leave the ice and their place shall be taken by the substitute Goalkeeper immediately. For an infraction of this rule by a Goalkeeper, a Minor Penalty shall be imposed.

63.3. BENCH MINOR PENALTY

A Bench Minor Penalty shall be imposed upon any Team which, after warning by the Referee to its Captain or Alternate Captain to place the correct number of Players on the ice and commence play, fails to comply with the Referee's direction and thereby causes any delay by making additional substitutions (including, but not limited to, continually substituting Goalkeepers for the purpose of stalling or delaying the game), by persisting in having its Players off-side, or in any other manner.

63.4. DELAYED WHISTLE

When the net is accidentally displaced by an attacking Player, and the defending side is in control of the puck and moving out of their zone, play shall be permitted to continue until such time as the non-offending Team loses control of the puck.

The resulting "face-off" will take place at a Face-off Spot in the zone nearest the location where the play was stopped, unless it is in the non-offending Team's Defending Zone, and as such the ensuing "face-off" would be outside the Blue Line at one of the Face-off Spots in the Neutral Zone.
It is possible for a goal to be scored at one end of the Rink, while the net at the other end has been dislodged, provided that the Team being scored upon is the Team responsible for dislodging the net at the other end of the Rink.

63.5. OBJECTS THROWN ON THE ICE

Not applicable for IIHF Championships. In the event that objects are thrown on the ice that interfere with the progress of the game, the Referee shall blow the whistle and stop the play and the puck shall be faced-off at a face-off spot in the zone nearest to the spot where play is stopped.

63.6. PENALTY SHOT

If by reason of insufficient time in the regular playing time or by reason of penalties already imposed, the Minor Penalty assessed to a Player for deliberately displacing their own Goal Post cannot be served in its entirety within the regular playing time of the game or at any time in Overtime, a "Penalty Shot" shall be awarded against the offending Team.
No defending Player, except the Goalkeeper, will be permitted to fall on the puck, hold the puck, pick up the puck, or gather the puck into the body or hands when the puck is within the Goal Crease. For infringement of this rule, play shall immediately be stopped and a "Penalty Shot" shall be ordered against the offending Team, but no other penalty shall be given. The rule shall be interpreted so that a "Penalty Shot" will be awarded only when the puck is in the Goal Crease at the instant the offense occurs. However, in cases where the puck is outside the Goal Crease, Rule 63 may still apply and a Minor Penalty may be imposed, even
though no "Penalty Shot" is awarded. The significant factor when determining whether or not a "Penalty Shot" is warranted is the location of the puck at the time it was held, grabbed or gathered into the body. If the puck is in the Goal Crease, a "Penalty Shot" shall be awarded. If the puck is outside the Goal Crease and gathered into the body of a Player (other than the Goalkeeper) who is inside the Goal Crease, a Minor Penalty shall be assessed.

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63.7. AWARDED GOAL

In the event the Goal Post is displaced, either "deliberately" or "accidentally", by a defending Player, prior to the puck crossing the Goal Line between the normal position of the goalposts, the Referee may award a goal.

In order to award a goal in this situation, the Goal Post must have been displaced by the actions of a defending Player, the attacking Player must have "an imminent scoring opportunity" prior to the Goal Post being displaced, and it must be determined that the puck would have entered the Goal between the normal position of the Goal Posts.

If the Goal Post is deliberately displaced by a Goalkeeper during the course of a "break-away," a goal will be awarded to the non-offending Team.

When the Goal Post has been displaced deliberately by the defending Team when their Goalkeeper has been removed for an extra attacker thereby preventing an impending goal by the attacking Team, the Referee shall award a goal to the attacking Team.

The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal.

63.8. NO LINE CHANGE

In the event the Goal Post is displaced accidentally by a defending Player causing a stoppage in play, the ensuing "face-off" shall be conducted at one of the End Zone Face-off Spots in the Defending Zone. The offending Team shall not be permitted to make any Player substitutions prior to the "face-off". However, a Team shall be permitted to make a Player substitution to replace a Goalkeeper who had been substituted for an extra attacker, to replace an injured Player, or when a penalty has been assessed which affects the "on-ice strength" of either Team.

In the event the puck is shot into the End Zone by the attacking Team from their own side of the Center Line, and the opposing Goalkeeper freezes the puck resulting in a stoppage of play, the ensuing "face-off" shall be conducted at one of the End Zone Face-off Spots in the Goalkeeper's Defending Zone. The defending Team shall not be permitted to make any player substitutions prior to the "face-off". However, a Team shall be permitted to make a Player substitution to replace an injured Player, or when a penalty has been assessed which affects the "on-ice strength" of either Team.

In addition, for both situations outlined in this section, for the ensuing "face-off" in the Defending Zone, the attacking Team will have the choice of which End Zone Face-off Spot the "face-off" will take place.

RULE 64 DIVING / EMBELLISHMENT

64.1. DIVING / EMBELLISHMENT

Any Player who "blatantly dives", "embellishes" a fall or a reaction, or who "feigns an injury" shall be penalized with a Minor Penalty under this rule.

A Goalkeeper who deliberately initiates contact with an attacking Player other than to establish position in the crease, or who otherwise acts to create the appearance of other than "incidental contact" with an attacking Player, is subject to the assessment of a Minor Penalty for "diving / embellishment".

Note: "Diving" is the action of a Player trying to draw a penalty against an opponent while "embellishment" means that the victim makes the impression of a foul look "bigger" than it really is, even though a foul has been committed.

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64.2. MINOR PENALTY

A Minor Penalty shall be imposed on a Player who attempts to draw a penalty by their actions ("diving / embellishment").

64.3. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 65 EQUIPMENT

65.1. EQUIPMENT

The onus is on the Player to maintain their equipment and uniform in playing condition as set forth in these rules. Player's equipment consists of sticks, skates, protective equipment, and uniforms.

Full equipment, including helmets, must also be worn properly during the pre-game warmup. A Referee can request a Player remove any personal accessories regarded as dangerous.

65.2. MINOR PENALTY

All protective equipment, except gloves, headgear and Goalkeepers' leg guards must be worn under the uniform. For violation of this rule, after warning by the Referee, a Minor Penalty shall be imposed.

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. Players violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

Play shall not be stopped, nor the game delayed by reasons of adjustments to clothing, equipment, skates or sticks. For an infringement of this rule, a Minor Penalty shall be assessed.

No delay shall be permitted for the repair or adjustment of Goalkeeper's equipment. If adjustments are required, the Goalkeeper shall leave the ice and their place shall be taken by the substitute Goalkeeper immediately. For an infraction of this rule by a Goalkeeper, a Minor Penalty shall be imposed.

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.

RULE 66 FORFEIT OF GAME

66.1. FORFEIT OF GAME

In the event of failure by a Team to comply with a provision of the applicable rules or regulations affecting the playing of a game, the Referee shall, if so, directed by the IIHF or their designee, refuse to permit the game to proceed until the offending Team comes into compliance with such provision.

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.

Should the offending Team persist in its refusal to come into compliance, the Referee shall, with the prior approval of the IIHF or their designee, declare the game forfeited and the non-offending Team the winner. Should the Referee declare the game forfeited because

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both Teams have refused to comply with such a provision, both Teams shall be declared the loser.
If the game is declared forfeited prior to it having commenced, the score shall be recorded as 1-0 and no Player shall be credited with any personal statistics.

If the game was in progress at the time, it is declared forfeited, the score shall be recorded as zero for the loser and 1, or such greater number of goals that had been scored by it, for the winner; however, the Players on both Clubs shall be credited with all personal statistics earned up to the time the forfeit was declared.

If the game is declared forfeited, either prior to it having commenced or when it was in progress, due to non-compliance by both Teams, the score shall be recorded as 0-0, but no Team shall be awarded any points and no Player shall be credited with any personal statistics.

The Proper Authorities may, at their discretion, investigate any forfeited game and revise the Referee's decision on the forfeiture and the score. In addition, the Proper Authorities may assess additional Disciplinary Measures on any Team or Team member in connection to the forfeited game.

← For more information refer to IIHF Disciplinary Code.

RULE 67 HANDLING PUCK

67.1. HANDLING PUCK

This rule outlines fouls that can result in a penalty when a Player illegally uses their hand on the puck.

➔ Rule 79 – Hand Pass for all references related to passing the puck with the hand.

67.2. MINOR PENALTY – SKATER

A Player shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the ice.
A Player shall be assessed a Minor Penalty for "closing their hand on the puck":

(I) If they catch it and skates with it, either to avoid a check or to gain a "territorial advantage" over their opponent.

(II) If they place their hand over the puck while it is on the ice in order to conceal it from or prevent an opponent from playing the puck.
When this is done in their Team's Goal Crease area, a "Penalty Shot" shall be assessed Rule 67.4 – Penalty Shot, or Rule 67.5 – Goal Awarded.

(III) If they pick the puck up off the ice with their hand while play is in progress

A Minor Penalty shall be assessed for "Delay of Game" – Face-off Violation to a Player taking the "face-off" who:

(I) Attempts to win the "face-off" by batting the puck with their hand.
Note: The two (2) Players involved in the actual "face-off" (the centers) are not permitted to play the puck with their hand without incurring a penalty under this rule until such time as a third Player (from either Team) has at least touched the puck. Once the "face-off" is deemed complete (and a winner of the "face-off" is clear) hand passes shall be enforced
➔ Rule 79 – Hand Pass.

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67.3. MINOR PENALTY – GOALKEEPER

The object of this entire rule is to keep the puck in play continuously and any action taken by the Goalkeeper which causes an unnecessary stoppage must be penalized without warning.

A "Delay of Game" penalty shall be assessed to a Goalkeeper who:

(I) Holds the puck with their hands for longer than three (3) seconds unless they are actually being "checked / pressured" by an opponent;

(II) Deliberately holds the puck in any manner which, in the opinion of the Referee, causes an unnecessary stoppage of play;

(III) Throws the puck forward towards the opponent's net;

Note: In the case where the puck thrown forward by the Goalkeeper being taken by an opponent, the Referee shall allow the resulting play to be completed, and if goal is scored by the non-offending Team, it shall be allowed and no penalty given; but if a goal is not scored, play shall be stopped and a Minor Penalty shall be imposed against the Goalkeeper;.

(IV) Drops the puck into their pads or onto the goal net;

(V) Deliberately piles up snow or obstacles at or near their net that, in the opinion of the Referee, would tend to prevent the scoring of a goal.

67.4. PENALTY SHOT

This rule is described under

➔ **Rule 63.6 – Penalty Shot**

67.5. AWARDED GOAL

When a Goalkeeper, prior to proceeding to their Players' Bench to be replaced by an extra attacker, intentionally leaves their stick or other piece of equipment, piles snow or other obstacles at or near their net that, in the opinion of the Referee, would tend to prevent the puck from entering the net, a goal shall be awarded.

In order to award a goal in this situation, the Goalkeeper must have been replaced for an extra attacker, otherwise a Minor Penalty shall be assessed.

If a Skater, when the Goalkeeper has been replaced for an extra attacker, falls on the puck, holds the puck, picks up the puck, or gathers the puck into their body or hands from the ice in the Goal Crease area, the play shall be stopped immediately, and a goal awarded to the non-offending Team.

67.6. DISALLOWED GOAL

A goal cannot be scored by an attacking Player who "bats or directs" the puck with their hand into the net. A goal cannot be scored by an attacking Player who "bats or directs" the puck and it is "deflected" into the net off any Player or Official.

When the puck enters the net on a "clear deflection" off a glove, the goal shall be allowed.

RULE 68 ILLEGAL SUBSTITUTION

68.1. ILLEGAL SUBSTITUTION

An "illegal substitution" shall be deemed to have occurred when a Player enters the game illegally from either the Players' Bench (Teammate not within the 1.50 m limit ➔ **Rule 74 – Too Many Players** on the Ice, from the Penalty Box (penalty has not yet expired), when a Major Penalty is being served and the replacement Player does not return to the ice from the Penalty Box

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➔ **Rule 68.2 – Bench Minor Penalty,** or when a Player illegally enters the game for the sole purpose of preventing an opposing Player from scoring on a "breakaway" ➔ **Rules 68.3 – Penalty Shot,** or ➔ **Rule 68.4 – Awarded Goal.**

When an injured Player is penalized and leaves the game, if they return before the expiration of their penalty, they are not eligible to play. This includes Coincidental Penalties when their substitute is still in the Penalty Box awaiting a stoppage in play. The injured Player must wait until their substitute has been released from the Penalty Box before they are eligible to play.
➔ **Rule 8.1 – Injured Players.**

68.2. BENCH MINOR PENALTY

When a Player receives a Major Penalty and a Misconduct or Game Misconduct Penalty at the same time, or when an injured Player receives a Major Penalty and is unable to serve the penalty themself, the penalized Team shall place a substitute Player in the Penalty Box immediately and no replacement for the penalized Player shall be permitted to enter the game except from the Penalty Box. Any violation of this provision shall be treated as an illegal substitution under this rule calling for a Bench Minor Penalty.

68.3. PENALTY SHOT

This rule is described under
➔ **Rule 70.7 – Penalty Shot**

68.4. AWARDED GOAL

This rule is described under:
➔ **Rule 70.8 Awarded goal.**

68.5. DISALLOWED GOAL

This rule is described under:
➔ **Rule 70.9 Disallowed goal.**

68.6. DELIBERATE ILLEGAL SUBSTITUTION

Too Many Players on the Ice.
➔ **Rule 74 – Too Many Players on the Ice.**

RULE 69 INTERFERENCE ON THE GOALKEEPER

69.1. INTERFERENCE ON THE GOALKEEPER

This rule is based on the premise that an attacking Player's position, whether inside or outside the Goal Crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking Players are standing in the Goal Crease may, in appropriate circumstances be allowed. Goals should be disallowed only if:

(I) an attacking Player, either by their positioning or by a "relevant contact", impairs the Goalkeeper's ability to move freely within their Goal Crease or defend their goal; or

(II) an attacking Player initiates intentional or deliberate contact with a Goalkeeper, inside or outside of their Goal Crease.

"Incidental contact" with a Goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the

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Goal Crease, provided the attacking Player has made a reasonable effort to avoid such contact.

The rule will be enforced exclusively in accordance with the on-ice judgement of the Referee(s), but may be subject to a Video Review: ➔ **Rule 37 – Video Review,** when applicable or to a Coach's Challenge ➔ **Rule 38 – Coach's Challenge.**

For purposes of this rule, "contact / relevant contact" whether "incidental or otherwise", shall mean any contact that is made between or among a Goalkeeper and attacking Player(s), whether by means of a stick or any part of the body. The overriding rationale of this rule is that a Goalkeeper should have the ability to move freely within their Goal Crease without being hindered by the actions of an attacking Player.

If an attacking Player enters the Goal Crease and, by their actions, impairs the Goalkeeper's ability to defend their goal, and a goal is scored, the goal will be disallowed.

If an attacking Player is in the Goal Crease and does not leave immediately, the Referee has the possibility to stop the game and the subsequent "face-off" shall take place at the nearest Neutral Zone Face-off Spot outside the Attacking Zone of the offending Team.
If an attacking Player has been pushed, shoved, or fouled by a defending Player so as to cause them to come into contact with the Goalkeeper, such contact will not be deemed contact initiated by the attacking Player for purposes of this rule, provided the attacking Player has made a reasonable effort to avoid such contact.

If a defending Player has been pushed, shoved, or fouled by an attacking Player so as to cause the defending Player to come into contact with their own Goalkeeper, such contact shall be deemed contact initiated by the attacking Player for purposes of this rule, and if necessary, a penalty assessed to the attacking Player and if a goal is scored it would be disallowed.
➔ **For more information refer to Appendix IV – Table 16 – Interference on the Goalkeeper Situations.**

69.2. PENALTY

In all cases in which an attacking Player initiates "intentional or deliberate" contact with a Goalkeeper, whether or not the Goalkeeper is inside or outside the Goal Crease, and whether or not a goal is scored, the attacking Player will receive a penalty (Minor or Major, as the Referee deems appropriate). In all cases where the infraction being imposed is to the attacking Player for hindering the Goalkeeper's ability to move freely in their Goal Crease, the penalty to be assessed is for "Goalkeeper interference".
In exercising their judgment, the Referee should give more significant consideration to the degree and nature of the relevant contact with the Goalkeeper than to the exact location of the Goalkeeper at the time of the contact.

69.3. CONTACT INSIDE THE GOAL CREASE

If an attacking Player initiates "a relevant contact" with a Goalkeeper, incidental or otherwise, while the Goalkeeper is in their Goal Crease, and a goal is scored, the goal will be disallowed.
If a Goalkeeper, in the "act of establishing their position" within their Goal Crease, initiates contact with an attacking Player who is in the Goal Crease, and this results in an impairment of the Goalkeeper's ability to defend their goal, and a goal is scored, the goal will be disallowed.
If, after any contact by a Goalkeeper who is attempting to establish position in their Goal Crease, the attacking Player does not immediately vacate their current position in the Goal Crease (i.e., give ground to the Goalkeeper), and a goal is scored, the goal will be disallowed. In all such cases, whether or not a goal is scored, the attacking Player will receive the appropriate penalty for Goalkeeper "interference".

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If an attacking Player establishes a "significant position" within the Goal Crease, so as to obstruct the Goalkeeper's vision and impair their ability to defend their goal, and a goal is scored, the goal will be disallowed.
For this purpose, a Player "establishes a significant position within the crease" when, in the Referee's judgment, their body, or a substantial portion thereof, is within the Goal Crease for more than an instantaneous period of time.
➔ **For more information refer to Appendix IV – Table 16 – Interference on the Goalkeeper Situations.**

69.4. CONTACT OUTSIDE THE GOAL CREASE

If an attacking Player initiates any "relevant contact" with a Goalkeeper, other than "incidental contact", while the Goalkeeper is outside their Goal Crease, and a goal is scored, the goal will be disallowed.

A Goalkeeper is not "fair game" just because they are outside the Goal Crease. The appropriate penalty should be assessed in every case where an attacking Player makes "unnecessary contact" with the Goalkeeper.

However, "incidental contact" will be permitted when the Goalkeeper is in the act of playing the puck outside their Goal Crease provided the attacking Player has made a "reasonable effort" to avoid such unnecessary contact.
When a Goalkeeper has played the puck outside of their Goal Crease and is then prevented from returning to their Goal Crease area due to the deliberate actions of an attacking Player, such Player may be penalized for "Goalkeeper interference".

Similarly, the Goalkeeper may be penalized, if by their actions outside of their Goal Crease they deliberately interfere with an attacking Player who is attempting to play the puck or an opponent.
➔ **For more information refer to Appendix IV – Table 16 – Interference on the Goalkeeper Situations.**

69.5. COACH'S CHALLENGE

➔ **Rule 38 – Coach's Challenge**

69.6. FACE-OFF LOCATION

Whenever the Referee stops play to disallow a goal as a result of "relevant contact" with the Goalkeeper (incidental or otherwise), the resulting "face-off" shall take place at the nearest Neutral Zone Face-off Spot outside the Attacking Zone of the offending Team.

69.7. REBOUNDS AND LOOSE PUCKS

In a rebound situation, or where a Goalkeeper and attacking Player(s) are simultaneously attempting to play a loose puck, whether inside or outside the Goal Crease, "incidental contact" with the Goalkeeper will be permitted, and any goal that is scored as a result thereof will be allowed.

In the event a Goalkeeper has been pushed into the net together with the puck by an attacking Player after making a stop, the goal will be disallowed. If applicable, appropriate penalties will be assessed.

If, however, in the opinion of the Referee, the attacking Player was pushed or otherwise fouled by a defending Player causing the Goalkeeper to be pushed into the net together with the puck, the goal can be permitted.

In the event the puck is under a Player in or around the Goal Crease area (deliberately or otherwise), a goal cannot be scored by pushing this Player together with the puck into the goal. If applicable, the appropriate penalties will be assessed,

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including a "Penalty Shot" if deemed to be covered in the Goal Crease deliberately.

➔ **Rule 63 – Delaying the Game.**

69.8. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 70 LEAVING THE PLAYERS' BENCH OR PENALTY BOX

70.1. LEAVING THE PLAYER'S BENCH OR PENALTY BOX

No Player may leave the Players' Bench or Penalty Box at any time during an altercation or for the purpose of starting an altercation.

70.2. LEGAL LINE CHANGE

A Player who has entered the game while play is in progress from – own Players' Bench or legally from the Penalty Box (penalty time has expired) who starts an altercation may be subject to discipline in accordance with Rule 28 – Supplementary Discipline.

A Player or Players who have entered the game on a legal line change during a stoppage of play, who line up in preparation for the ensuing "face-off", and who participate in an altercation shall be penalized under the appropriate rule and will be subject to discipline in accordance with Supplementary Discipline (a Game Misconduct is not automatic in this situation unless provided for as a result of their actions in the altercation).

➔ **Rule 28 – Supplementary Discipline.**

70.3. LEAVING THE PLAYERS' BENCH

Players shall not be permitted to come on the ice during a stoppage of play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the Proper Authorities for disciplinary action.
Except at the end of each period or for entering the game legally, no Player may, at any time, leave the Players' Bench.

If it is necessary to proceed to the Dressing Room during the course of the game (and when it is required to proceed by way of the ice to access the Dressing Room), the Player must wait for a stoppage of play and ensure there are not altercations in progress before proceeding.

The Player who was the first or second Player to leave the Players' Bench (or Penalty Box) during an altercation or for the purpose of starting an altercation, from either or both Teams shall be assessed a Game Misconduct Penalty.

70.4. LEAVING THE PENALTY BOX

Except at the end of each period or on expiration of their penalty, no Player may, at any time, leave the Penalty Box.

A Player serving a penalty in the Penalty Box, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be at their own Players' Bench before any change can be made.

For any violation of this rule, a Bench Minor Penalty shall be imposed for "too many Players on the ice".

➔ **Rule 74 – Too many Players on the Ice.**

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A penalized Player who leaves the Penalty Box before their penalty has expired, whether play is in progress or not, shall incur an additional Minor Penalty after serving their unexpired penalty.
Any Player who, having entered the Penalty Box, leaves the Penalty Box prior to the expiration of their penalty for the purpose of

challenging an Official's ruling, shall be assessed a Game Misconduct Penalty. If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.
➔ **Rule 28 – Supplementary Discipline.**

This rule does not replace any other more severe penalty that may be imposed for leaving the Penalty Box for the purpose of starting or participating in an altercation as outlined in this rule.
Any penalized Player leaving the Penalty Box during a stoppage of play and during an altercation shall incur a Minor Penalty plus a Game Misconduct Penalty. The Minor Penalty plus the unexpired time remaining in their original penalty must be served by a replacement Player placed in the Penalty Box by the Coach of the offending Team.

If a Player leaves the Penalty Box before their penalty is fully served, the Penalty Timekeeper shall note the time and signal the On-ice Officials who will stop play when the offending Player's Team obtains "control of the puck".

An additional Minor Penalty must be served by this Player in addition to the time remaining in their original penalty (this unexpired time is calculated from the time they left the Penalty Box illegally).

In the case of a Player returning to the ice before their time has expired through an error of the Penalty Timekeeper, they are not to serve an additional penalty, but must serve their unexpired time this unexpired time is calculated from the time they left the Penalty Box through the error of the Penalty Timekeeper.

At a stoppage of play following the expiration of their penalties, if a Player or Players exiting the Penalty Box get involved in an altercation, those coming from the Penalty Box shall be assessed the penalties they incur in the altercation.

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.
➔ **Rule 28 – Supplementary Discipline**

Should a Player coming from the Penalty Box at a stoppage of play get involved with an opponent and the opponent is deemed to be the instigator of the altercation, then the Player coming from the Penalty Box would not be subject to the Game Misconduct Penalty. If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.
➔ **Rule 28 – Supplementary Discipline**

70.5. BENCH MINOR PENALTY

A Bench Minor Penalty shall be imposed on a Team whose Player(s) leave the Players' Bench for any purpose other than a change of Players and when no altercation is in progress.
If a Coach or team personnel gets on the ice, unless directed to do so by On-ice Official or Medical Personnel, to attend to an injured Player after the start of a period and before that period is ended, the Referee shall impose a Bench Minor Penalty against the Team and report the incident to the Proper Authorities for disciplinary action.

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.

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70.6. GAME MISCONDUCT PENALTY

A Game Misconduct Penalty shall be imposed on the Player who was the first or second Player to leave the Players' Bench or Penalty Box during an altercation or for the purpose of starting an altercation, from either or both Teams.

Any penalized Player leaving the Penalty Box during a stoppage of play and during an altercation shall incur a Minor Penalty plus a Game Misconduct Penalty. The Minor Penalty plus the unexpired time remaining in their original penalty must be served by a replacement Player placed in the Penalty Box by the Coach of the offending Team.

Any Player who has been ordered to the Dressing Room by the Officials and returns to their Players' Bench or to the ice surface for any reason before the appropriate time shall be assessed a Game Misconduct. If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline**

Once a Player enters the Penalty Box, they must not leave until their penalty expires and their Team is entitled to an additional Player on the ice, or, at the end of a period to proceed to their Dressing Room, or, when they have received permission from an On-ice Official. At any other time, they shall be assessed a Game Misconduct Penalty under this rule.

70.7. PENALTY SHOT

If a Player of the attacking side in possession of the puck shall be in such a position as to have no opposition between them and the opposing Goalkeeper, and while in such position their shall be interfered with by a Player of the opposing Team who shall have illegally entered the game, the Referee shall impose a "Penalty Shot" against the Team to which the offending Player belongs.

70.8. AWARDED GOAL

If, when the opposing Goalkeeper has been removed from the ice, a Player of the side attacking the unattended goal is interfered with in the Neutral or Attacking Zone by a Player who shall have entered the game illegally, the Referee shall immediately award a goal to the non-offending Team.

70.9. DISALLOWED GOAL

If a penalized Player returns to the ice from the Penalty Box before their penalty has expired by their own error or the error of the Penalty Timekeeper, any goal scored by their own Team while they are illegally on the ice shall be disallowed but all penalties imposed on either Team shall be served as regular penalties.

If a Player shall illegally enter the game from their own Players' Bench or from the Penalty Box, any goal scored by their own Team while they are illegally on the ice shall be disallowed but all penalties imposed on either Team shall be served as regular penalties.

70.10. DISCIPLINARY MEASURES

If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline**

RULE 71 PREMATURE SUBSTITUTION

71.1. PREMATURE SUBSTITUTION

When a Goalkeeper leaves their goal area and proceeds to their Players' Bench for the purpose of substituting another Player,

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the Skater cannot enter the playing surface before the Goalkeeper is within 1.50 m (5 ft) of their Players' Bench.
If the substitution is made prematurely, the Official shall stop play immediately unless the non-offending Team has "possession of the puck" – in which event the stoppage will be delayed until the puck "changes possession".

There shall be no time penalty to the Team making the premature substitution, but the resulting "face-off" will take place at the Center ice Face-off Spot when play is stopped beyond the Center red line. When play is stopped prior to the Center red line, the resulting "face-off" shall be conducted at the nearest Face-off Spot in the zone where the play was stopped.

In all other situations not covered in the above, a Minor Penalty may result for "too many Players on the ice"
➔ **Rule 74 – Too Many Players on the Ice.**

71.2. ANNOUNCEMENT

The Referee shall request that the Public Address Announcer make the following announcement: "Play has been stopped due to premature substitution for the Goalkeeper."

RULE 72 REFUSING TO PLAY THE PUCK

72.1. REFUSING OR ABSTAINING FROM PLAYING THE PUCK

The purpose of this section is to enforce continuous action and both Referees and Linespersons should interpret and apply the rule to produce this result.

72.2. HAND PASS

When a "hand pass" has been initiated by one Player to a Teammate and the Teammate elects not to play the puck to avoid the stoppage of play, and the opposing Team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall stop the play and order the resulting "face-off" at the nearest "face-off" location to where the play was stopped for this violation.

72.3. HIGH STICK

When a Player contacts the puck with their stick above the "normal height of the shoulders" and a Teammate elects not to play the puck to avoid the stoppage of play, and the opposing Team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall stop the play and order the resulting "face-off" at the Face-off Spot in the zone to nearest to where the play was stopped for this violation
➔ **Rule 76.2 – Face-off Locations.**

72.4. ICING

If, in the opinion of the Referee, the defending side "intentionally" abstains from pursuing the puck beyond the Face-off Spots on an icing promptly when they are in a position to do so, they shall stop the play and order the resulting "face-off" on the adjacent corner Face-off Spot nearest the goal of the Team at fault.

72.5. PENALTY

When the Referee signals the delayed calling of a penalty to one Team and a Player of that Team intentionally abstains from playing the puck in order to allow additional time to expire on the game or penalty time clocks, the Referee shall stop the play and order the

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resulting "face-off" at one of the Face-off Spots in the offending Team's Defending Zone.

➔ Rule 76.2 – Face-off Locations.

RULE 73 REFUSING TO START PLAY

73.1. REFUSING TO START PLAY

This rule applies to Teams who refuse to play while both Teams are on the ice or who withdraws from the ice and refuses to play or who refuses to come onto the ice at the start of the game or at the beginning of any period of the game, when ordered to do so by the Officials.

73.2. PROCEDURE – TEAM ON ICE

If, when both Teams are on the ice, one Team for any reason shall refuse to play when ordered to do so by the Referee, they shall warn the Captain and allow the Team so refusing fifteen (15) seconds within which to begin the play or resume play.

If at the end of that time, the Team shall still refuse to play, the Referee shall impose a Bench Minor Penalty for "Delay of Game" on a Player of the offending Team to be designated by the Coach of that Team through the playing Captain.

Should there be a repetition of the same incident, the offending Coach shall be removed from the Players' Bench and assessed a Game Misconduct Penalty by the Referee and a Bench Minor Penalty shall be assessed to the offending Team for "Delay of Game".

Should the offending Team still refuse to play, the Referee shall have no alternative but to declare that the game be forfeited to the non-offending Team and the case shall be reported to the Proper Authorities for further action

➔ Rule 66 – Forfeit of Game.

First Violation:

(I) Warn the Captain of the offending Team and allow 15 seconds within which to resume play.

(II) If at the end of the 15 seconds the Team still refuses to resume play, assess a Bench Minor Penalty to the offending Team for "Delay of Game".

Second Violation:

(I) Warn the Captain of the offending Team and allow 15 seconds within which to resume play.

(II) If at the end of the 15 seconds the Team still refuses to resume play, assess a Bench Minor Penalty to the offending Team for "Delay of Game".

(III) Referee is to notify the Coach of the offending Team that they have been assessed a Game Misconduct Penalty.

(IV) If the Team still refuses to play, the Referee shall declare the game be forfeited to the non-offending Team.

➔ Rule 66 – Forfeit of Game.

Note: From the time a team enters the ice or player's benches before a period is started until the period is over, this rule applies. Even if all player in a team leaves the ice surface for the player's benches, the team is considered to be on the ice.

73.3. PROCEDURE – TEAM OFF ICE

If a Team, when ordered to do so by the Referee through its Coach, fails to go on the ice and start play within five (5) minutes, the game shall be forfeited, and the case shall be reported to the Proper Authorities for further action.

➔ Rule 66 – Forfeit of Game.

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(I) Once it is apparent to the Referee that the Team is refusing to come onto the ice and begin play, a Bench Minor Penalty is to be assessed to the offending Team for "Delay of Game".

(II) Five (5) minutes will be provided for the offending Team to return to the ice and begin play.

(III) After the five (5) minutes has elapsed and the offending Team still has not returned to the ice to resume play, the game shall be forfeited.

(IV) Once the Coach has been notified of the five (5) minute warning, and the Team returns to the ice to resume play within that time frame, a Bench Minor Penalty for "Delay of Game" must be assessed to the offending Team as stated in (I) above.

Supplementary Discipline will be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**

RULE 74 TOO MANY PLAYERS ON THE ICE

74.1. TOO MANY PLAYERS ON THE ICE

Players may be changed at any time during the play from the Players' Bench provided that the Player or Players leaving the ice shall be within 1.50 m of their Players' Bench and out of the play before the change is made – refer also to Rule 71 – Premature Substitution.

At the discretion of the On-ice Officials, should a substituting Player come onto the ice before their Teammate is within the 1.50 m (5 ft) limit of the Players' Bench (and therefore clearly causing their Team to have "too many Players" on the ice), then a Bench Minor Penalty may be assessed.

When a Player is retiring from the ice surface and is within the 1.50 m limit of their Players' Bench, and their substitute is on the ice, then the retiring Player shall be considered off the ice for the purpose of Rule 70 – Leaving Players Bench or Penalty Box.

If in the course of making a substitution, either the Player entering the game or the Player retiring from the ice surface plays the puck with their stick, skates or hands or who checks or makes any physical contact with an opposing Player while either the Player entering the game or the retiring Player is actually on the ice, then the infraction of "too many Players on the ice" will be called.

If in the course of a substitution either the Player(s) entering the play or the Player(s) retiring is struck by the puck accidentally, the play will not be stopped, and no penalty will be called.

During the play, the Player retiring from the ice must do so at the Players' Bench and not through any other exit leading from the Rink. This is not a legal Player change and therefore when a violation occurs, a Bench Minor Penalty shall be imposed.

A Player coming onto the ice as a substitute Player is considered on the ice once both of their skates are on the ice. If they play the puck or interfere with an opponent while still on the Players' Bench, they shall be penalized under ➔ **Rule 56 – Interference.**

A retiring Player (coming off the ice) who has one skate on the ice and one skate off the ice in the Players' Bench is considered as "off the ice".

74.2. BENCH MINOR PENALTY

A Bench Minor Penalty for "too many Players on the ice" shall be assessed for a violation of this rule. This penalty can be assessed by the Referees or the Linespersons.

Should a goal be scored by the offending Team prior to the Referee or Linesperson blowing their whistle to assess the Bench Minor Penalty, the goal shall be disallowed, and the penalty assessed for "too many Players on the ice".

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74.3. PENALTY BOX

A Player serving a penalty in the Penalty Box, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be within 1.50 m of their own Players' Bench before any change can be made. For any violation of this rule, a Bench Minor Penalty shall be imposed for "too many Players on the ice".

74.4. DELIBERATE ILLEGAL SUBSTITUTION

If by reason of insufficient playing time remaining, or by reason of penalties already imposed, a Bench Minor Penalty is imposed for "deliberate illegal substitution" ("too many Players on the ice") which cannot be served in its entirety within the legal playing time, or at any time in Overtime, a "Penalty Shot" shall be awarded against the offending Team.

74.5. GOALKEEPER IN OVERTIME

Once the Goalkeeper has been removed for an extra Attacker in Overtime during the game, they must wait for the next stoppage of play before returning to their position.

Any attempt by the Goalkeeper to return to his position prior to the next stoppage of play ("on the fly") shall be deemed to be an "illegal substitution" and a Bench Minor penalty shall be assessed for having an ineligible Player would apply.

RULE 75 UNSPORTSMANLIKE CONDUCT

75.1. UNSPORTSMANLIKE CONDUCT

Players, Coaches and team personnel are responsible for their conduct at all times and must endeavor to prevent disorderly conduct before, during or after the game, on or off the ice and any place in the Rink. The Referees may assess penalties to any of the above Team Personnel for failure to do so.

When such conduct is directed at an official ➔ **Rule 39 – Abuse of Officials** shall be applied.

75.2. MINOR PENALTY

A Minor Penalty for "Unsportsmanlike Conduct" shall be assessed under this rule for the following infractions:

(I) Any identifiable Player who uses obscene, profane or abusive language or gestures directed at any person. An additional Game Misconduct Penalty for use of obscene gestures, racial slurs or taunts or sexual remarks – refer to Rule 75.5 – Game Misconduct Penalty.

(II) Any Player who is guilty of "Unsportsmanlike Conduct" including, but not limited to hair-pulling, grabbing hold of a face mask, banging with a stick or another object at the Boards or glass, etc. during the progress of the game or during a stoppage of play. Note: "If the Referee classifies physical offences committed to be serious and severe, based on the degree of force, the Referee may apply:
➔ **Rule 21 – Dangerous Actions.**

(III) Any Player who throws any object onto the ice from the Players' or Penalty Box (or from any other off-ice location);

(IV) A Player who deliberately removes their jersey or their helmet prior to participating in an altercate or who is clearly wearing a jersey that has been modified and does not conform to ➔ **Rule 9 – Uniforms**, shall be assessed a Minor Penalty for "Unsportsmanlike Conduct" and a Game Misconduct. If the altercation never materializes, the Player shall receive a Minor Penalty for "Unsportsmanlike Conduct" and a ten-minute (10) Misconduct Penalty for deliberately removing their jersey.

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If a penalized Player is assessed an additional "Unsportsmanlike Conduct" penalty either before or after they begin serving their original penalties, the additional Minor Penalty is added to their unexpired time and served consecutively.

75.3. BENCH MINOR PENALTY

A Bench Minor Penalty for "Unsportsmanlike Conduct" shall be assessed under this rule for the following infractions:

(I) When any unidentifiable player, Coach or team personnel throws any object onto the ice from the Players' or Penalty Box (or from any other off-ice location) or is banging with a stick or another object at the Boards or glass, etc. during the progress of the game or during a stoppage of play.

(II) Any unidentifiable Player or any Coach or team personnel uses obscene, profane, or abusive language or gesture directed towards any person or is banging with a stick or another object at the Boards or glass, etc.

(III) Whenever Coaches and/or non-playing Club personnel uses obscene or profane language or gestures anywhere in the Rink. An additional Game Misconduct Penalty for use of obscene gestures, racial slurs or taunts or sexual remarks – refer to Rule 75.5 – Game Misconduct Penalty.

75.4. MISCONDUCT PENALTY

Misconduct penalties shall be assessed under this rule for the following infractions:

(I) Any Player who persists in using obscene, profane, or abusive language directed towards any person after being assessed a minor or Bench Minor Penalty under this rule. An additional Game Misconduct Penalty for use of obscene gestures, racial slurs or taunts or sexual remarks – refer to Rule 75.5 – Game Misconduct Penalty.

(II) Any Player who deliberately throws any equipment out of the playing area. At the discretion of a Game Official, a Game Misconduct Penalty may be imposed.

(III) Any Player who persists in any course of conduct (including threatening or abusive language or gestures or similar actions) designed to incite an opponent into incurring a penalty.

(IV) When a penalized Player challenges or disputes the ruling of an Official after they have already entered the Penalty Box and play has resumed.

(V) In general, participants displaying this type of behavior are assessed a Minor Penalty, then a Misconduct Penalty and then a Game Misconduct Penalty if they persist.

75.5. GAME MISCONDUCT PENALTY

Game Misconduct penalties shall be assessed under this rule for the following infractions:

(I) If a Player persists in any course of conduct for which they were previously assessed a Misconduct Penalty.

(II) Any Player, Coach or team personnel who uses obscene gestures, racial slurs or taunts or sexual remarks, during or after the game, on or off the ice and any location while in the arena and its connected premises. The Referee shall report the circumstances to the Proper Authorities for further disciplinary action.

(III) Coaches and team personnel who have previously been assessed a Bench Minor Penalty for the use obscene or profane language or gestures anywhere in the Rink. The Referee shall report the circumstances to the Proper Authorities for further disciplinary action.

(IV) Any Player, Coach, or other team personnel whose actions, toward a Coach or other non-playing Team Personnel, could in any way cause injury. The Referee shall report the circumstances to the Proper Authorities for further disciplinary action.

(V) Any Player, Coach, or non-playing Club personnel who directs obscene, profane, or abusive language or gestures to any

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person after the expiration of the game. This action may occur on or off the ice.

(VI) Any Player, Coach, or team personnel who spits on or at an opponent or anyone in the Rink during a game.

(VII) A bleeding Player who intentionally smears blood from their body onto an opponent or anyone anywhere in the Rink.

75.6. DISCIPLINARY MEASURES

It is the responsibility of all Game Officials to send a report to the Proper Authorities setting out the full details concerning the use of obscene gestures, racial slurs or taunts or sexual remarks or language by any Player, Coach, team personnel or other Team official. If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion.

➔ **Rule 28 – Supplementary Discipline.**



SECTION 10

GAME FLOW

GAME FLOW

RULE 76 FACE-OFFS

76.1. FACE-OFF

The action of the Referee or Linesperson in dropping the puck between the sticks of two opposing Players to start or resume play is called a "face-off". A "face-off" begins when the Official indicates the "location of the "face-off" and the Officials and Players take their appropriate positions. The "face-off" ends when the puck has been legally dropped.
A Goalkeeper may not participate in a "face-off".

76.2. FACE-OFF LOCATIONS

All "face-off" must be conducted on one of the nine (9) Face-off Spots located on the Rink.

If two (2) rule violations are the reason for the stoppage of play (e.g.: "high-sticking the puck" and "intentional off-side"), the ensuing "face-off location" shall be determined as the spot that provides the least amount of "territorial advantage" to the offending Team.

When the play is stopped for any reason not specifically attributable to either Team while the puck is in the Neutral Zone, the ensuing "face-off" shall be conducted at the nearest Face-off Spot outside the Blue Line whenever possible. When it is unclear as to which of the four (4) Face-off Spots is the nearest, the spot that gives the Home Team the greatest "territorial advantage" in the Neutral Zone will be selected for the ensuing "face-off".

When Players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one Team, the ensuing "face-off" shall be conducted at one of the two (2) Face-off Spots in the offending Team's Defending Zone.

There are only three (3) exceptions to this application:

(I) when a penalty is assessed after the scoring of a goal – "face-off" shall be conducted at Center ice;

(II) when a penalty is assessed at the end (or start) of a period – "face-off" shall be conducted at Center ice;

(III) or when the defending Team is penalized, and the attacking Players enter the Attacking Zone beyond the outer edge of the End Zone Face-off Circle – "face-off" shall be conducted in the Neutral Zone.

The Team awarded the "Power-Play" will have the choice of which End Zone spot the "face-off" will take place at to start the "Power-Play".

When an infringement of a rule has been committed by Players of both Teams in the play resulting in the stoppage, the ensuing "face-off" will be conducted at the nearest Face-off Spot in that zone.

When stoppage occurs between the end Face-off Spots and near end of the Rink, the puck shall be faced-off at the end Face-off Spot on the side where the stoppage occurs unless otherwise expressly provided by these rules.
No "face-off" shall be made within 4.50 m of the goal or side Boards nor anywhere other than at a Face-off Spot.

When a goal is illegally scored as a result of a puck being deflected directly off an Official, the resulting "face-off" shall be made at the nearest Face-off Spot in the zone where the puck deflected off of the Official.

When a goal is illegally scored by the attacking Team by "directing", "batting", "kicking" or "high-sticking" the puck into the goal, the resulting "face-off" shall take place in the Neutral Zone at the nearest Face-off Spot.

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When the game is stopped for any reason not specifically covered in the official rules, the puck must be "faced-off" at a Face-off Spot in the zone nearest to where it was last played.

Following a stoppage of play, should one or both defensemen who are the "point Players" or any Player coming from the Players' Bench of the attacking Team, enter into the Attacking Zone beyond the outer edge of the End Zone Face-off Circle during an altercation, "gathering or scrum", the ensuing "face-off" shall take place in the Neutral Zone near the Blue Line of the defending Team.
This rule also applies when an "icing", an "intentional off-side", or a "high-sticking the puck" violation (by the Team of greater numerical strength of its opponent) has occurred, and the ensuing "face-off" is to be in the offending Team's Defending Zone.
Should any of the non-offending Players enter the Attacking Zone beyond the outer edge of the End Zone Face-off Circle during an altercation, "gathering or scrum", the ensuing "face-off" shall take place in the Neutral Zone near the Blue Line of the defending Team.

For a violation of ➔ **Rule 71 – Premature Substitution,** the resulting "face-off" will take place at the Center ice Face-off Spot when play is stopped beyond the Center red line. When play is stopped prior to the Center red line, the resulting "face-off" shall be conducted at the nearest Face-off Spot in the zone where the play was stopped.

When play is stopped for an injured Player, the ensuing "face-off" shall be conducted at the Face-off Spot in the zone nearest the location of the puck when the play was stopped. When the injured Player's Team has "control of the puck" in the Attacking Zone, the "face-off" shall be conducted at one of the Face-off Spots outside the Blue Line in the Neutral Zone. When the injured Player is in their Defending Zone and the attacking Team is in "control of the puck" in the Attacking Zone, the "face-off" shall be conducted at one of the defending Team's end-zone Face-off Spots.

76.3. FACE-OFF PROCEDURE

As soon as the line change procedure has been completed by the Referee and they lower their hand to indicate no further changes, the Linesperson conducting the "face-off" shall blow their whistle.
This will signal to both Teams that they have no more than five (5) seconds to line up for the ensuing "face-off". At the end of the five (5) seconds (or sooner if both centers are ready), the Linesperson will conduct a proper "face-off".
However if:

(I) One or both centers are not positioned for the "face-off",
(II) One or both centers refrain from placing their stick on the ice,
(III) Any Player has encroached into the Face-off Circle,
(IV) Any Player makes physical contact with an opponent, or
(V) Any Player who lines up for the "face-off" in an off-side position,
(VI) One of the centers wins the face-off by the usage of the skates.

the Linesperson shall have the offending center(s) may assess a warning for a "face-off" violation prior to dropping the puck.

In the last two (2) minutes of regulation time or any time in Overtime, the Linesperson will still blow their whistle to initiate the "face-off", but the five (5) second time limit will not be enforced. However, Players must abide by the verbal directions given by the Linesperson in their attempt to conduct a fast and fair "face-off".

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76.4. FACE-OFF PROCEDURE – CENTERS

The puck shall be faced-off by the Referee or the Linesperson dropping the puck on the ice between the sticks of the Players facing-off. Players facing-off will stand squarely facing their opponent's end of the Rink approximately one stick length apart with the blade of their sticks on the ice.

When the "face-off" takes place at any of the nine Face-off Spots, the Players taking part shall take their position so that they will stand squarely facing their opponent's end of the Rink, and clear of the ice markings (where applicable). The sticks of both Players facing-off shall have the blade on the ice, within the designated white area. At the eight (8) Face-off Spots (excluding Center ice Face-off Spot), the defending Player shall place their stick within the designated white area first followed immediately by the attacking Player. When the "face-off" is conducted at the Center ice Face-off Spot, the visiting Player shall place their stick on the ice first.

If a Player facing-off fails to take their proper position immediately when directed by the On-ice Official, the Official may assess a warning for a "face-off" violation.

If a center is not at the designated "face-off" area once the five (5) second time limit has elapsed, the Linesperson will drop the puck immediately.

If the center is back from the Face-off Spot, is "quarterbacking" or refuses to come into the "face-off" area when instructed to do so by the Linesperson, or the center is simply slow getting to the Face-off Spot when the five (5) seconds has elapsed, the puck shall be dropped.

If the center attempts to arrive at the Face-off Spot just as the five seconds elapses in an attempt to gain an advantage to win the "face-off", the center will be warned by the Linesperson that they have committed a "face-off" violation.

If a Player received a warning for a "face-off" violation, they must come into position quickly or risk having the puck dropped by the Linesperson without the Player being set or will result in a Bench Minor Penalty for "Delay of Game" for a second "face-off" violation during the same "face-off".

76.5. FACE-OFF PROCEDURE – OTHER PLAYERS

No other Player shall be allowed to enter the Face-off Circle or come within 4.5 m of the Players facing-off. All Players must stand on-side on all "face-offs". During end-zone "face-offs", all other Players on the ice must position their bodies on their own side of the restraining lines marked on the outer edge of the Face-off Circles.

If a Player other than the Player taking the "face-off" moves into the Face-off Circle prior to the dropping of the puck, then the offending Team taking the "face-off" shall receive a warning for a "face-off" violation.

Players on the attacking Team (exclusive of the center) must establish their position first and then the defending Team may counter and hold its position until the puck is dropped. A violation of this procedure shall be treated as "face-off" encroachment and the Linesperson shall assess a warning for a "face-off" violation to the offending Team.

Should an attacking Player attempt to establish a new position prior to the "face-off", and the defending center steps back from the Face-off Spot in order to reposition their Teammates, the "face-off" violation shall be charged to the attacking Team as they must establish their position first.

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76.6. FACE-OFF PROCEDURE – VIOLATIONS

If a center should move prematurely prior to the "face-off", or if the Referee or Linesperson shall have dropped the puck unfairly, the "face-off" shall be considered a "face-off" violation. A warning shall be issued to the offending Team and the "face-off" must be conducted again. When two (2) "face-off" violations" have been committed by the same Team during the same "face-off", this Team shall be penalized with a Bench Minor Penalty to the offending Team. This penalty shall be announced as a "Bench Minor Penalty for "Delay of Game" – Face-off Violation."

"Face-off" violations shall be summarized as follows (any of the four (4) On-ice Officials may identify a "face-off" violation):

(I) Encroachment by any Player other than the center into the "face-off" area prior to the puck being dropped. Players on the perimeter of the Face-off Circle must keep both skates outside the Face-off Circle – skate contact with the line is permitted. If a Player's skate crosses the line into the Face-off Circle prior to the drop of the puck, this shall be deemed as a "face-off" violation. A Player's stick may be inside the Face-off Circle provided there is no physical contact with their opponent or their opponent's stick.

(II) Encroachment by any Player into the area between the hash marks on the outer edges of the Face-off Circle prior to the puck being dropped. Players must also ensure that both of their skates do not cross their respective hash marks. Contact with the line with their skate is permitted. If a Player's skate crosses the line into the area between the hash marks prior to the drop of the puck, this shall be deemed as a "face-off" violation. A Player's stick may be inside the area between the hash marks provided there is no physical contact with their opponent or their opponent's stick.

(III) Any physical contact with an opponent prior to the puck being dropped. If either Player taking the "face-off" makes helmet-to-helmet contact with their opponent, they must receive a first "face-off" violation warning. If the Linesperson cannot differentiate which Player initiated the contact, both Players must receive a first "face-off" violation warning.

(IV) Failure by either center taking the "face-off" to "properly position themself behind the restraining lines" or place their stick on the ice – as outlined in Rule 76.4 – Face-off Procedure – Centers.
"Properly position themself behind the restraining lines" shall mean that the center must place their feet on either side of the restraining lines that are parallel to the side Boards (contact with the lines is permissible), and the toe of the blade of their skates must not cross over the restraining lines that are perpendicular to the side Boards as they approach the Face-off Spot. The blade of the stick must then be placed on the ice, at least the toe of the blade of the stick, in the designated white area of the Face-off Spot and must remain there until the puck is dropped.

(V) Failure to comply with this positioning and "face-off" procedure will result in a "face-off" violation.

Whenever a Team has committed two (2) "face-off" violations during the same "face-off", the Referee shall immediately assess the offending Team a Bench Minor Penalty for "Delay of Game". This penalty shall be announced as a Bench Minor Penalty for Delay of Game – Face-off Violation.
Players who are late to the "face-off" location and therefore in an off-side position for the ensuing "face-off" will be warned once in the game by the Referee. This warning will also be given to the offending Team's Coach. In this situation, the offending Team's center will not receive a warning for a "face-off" violation. Any subsequent violation shall result in a Bench Minor Penalty for "Delay of Game" being assessed to the offending Team. This penalty shall be announced as a "Bench Minor Penalty for "Delay of Game" – Slow Proceeding to Face-off Location.

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In the conduct of any "face-off" at any of the nine (9) Face-off Spots on the playing surface, no Player facing-off shall make any physical contact with their opponent's body by means of their own body or by their stick except in the course of playing the puck after the "face-off" has been completed.
For violation of this rule, the Referee may, at their discretion impose a Minor Penalty or penalties on the Player(s) whose action(s) caused the "physical contact".
Nonetheless, this "physical contact" prior to the dropping of the puck shall be deemed as a "face-off" violation and the center will be warned by the Linesperson that the Team has committed a "face-off" violation and any subsequent violation will result in a Bench Minor Penalty for "Delay of Game" – "face-off" violation being assessed.

"Face-off" encroachment may be applied during "face-offs" at any of the nine (9) Face-off Spots on the playing surface
However, since no such lines are painted on the ice at the four (4) Face-off Spots adjacent to the Blue Lines, Linespersons shall use their judgment as to whether or not a violation has occurred. All Players, other than the centers, shall be uniformly back from the "face-off" location similar to being outside the Face-off Circle for "face-offs" in the End Zones.

76.7. FACE-OFF PROCEDURE – LINE CHANGES

No substitution of Players shall be permitted until the "face-off" has been completed and play has resumed except when a penalty is imposed which affects the on-ice strength of either Team.

Should an On-ice Official notice that the defending Team has not placed enough Players on the ice for the ensuing "face-off", the Referee in the Neutral Zone shall be notified and they will instruct the offending Team to place another Player(s) on the ice.
If, in the opinion of the Referee that this is being done as a "stalling tactic", they will issue a warning to the offending Team's Coach and any subsequent violations shall result in the assessment of a Bench Minor Penalty for "Delay of Game".

Should an On-ice Official notice that the attacking Team has not placed enough Players on the ice for the ensuing "face-off", the Linesperson will proceed with conducting the "face-off" in the normal manner. The attacking Team must ensure they put the appropriate number of Players on the ice at all times.

76.8. FACE-OFF PROCEDURE – VERIFICATION OF TIME

Any loss of time on the game or penalty clocks due to a false "face-off" or a "face-off" violation must be replaced. The Video Review may be consulted to ensure the time is accurately replaced. The whistle will not be blown by the Official to start play.
Playing time will commence from the instant the puck is "faced-off" and will stop when the whistle is blown, or a goal is scored.

RULE 77 GAME AND INTERMISSION TIMING

77.1. GAME TIMING

The time allowed for a game shall be three (3) twenty-minute (20) periods of actual play with a rest intermission between periods.

77.2. INTERMISSION TIMING

Play shall be resumed promptly following each intermission upon the expiration of fifteen (15) minutes or a length of time designated by the IIHF from the completion of play in the preceding period. Timing of the intermission commences after termination of the period.

➔ **Rule 34 – Game Timekeeper**

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For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record length of intermissions.

77.3. DELAYS

If any unusual delay occurs within 10 minutes of the end of the first or second periods, the Referee may order the next regular intermission to be taken immediately.
The balance of the period will be completed on the resumption of play with the Teams defending the same goals after which the Teams will change ends and resume play of the ensuing period without delay.

RULE 78 GOALS

78.1. GOALS AND ASSISTS

It is the responsibility of the Referees to award goals and report the ”goal scorer” and “assists”, and their decision in this respect is final, notwithstanding the report of the Referee or any other Game Official.

The Officials Scorekeeper, with the assistance of the Statistic staff will confirm the “goal scorer” and any Player deserving an “assist”. This decision is final in this regard and no changes can be made after the conclusion of the game. The use of video replay to verify the proper awarding of a goal or an assist is essential. Such awards shall be made or withheld strictly in accordance with the provisions of this rule. Therefore, it is essential that the Official Scorekeeper be thoroughly familiar with every aspect of this rule; be alerted to observe all actions which could affect the awarding of a goal or assist; and, above all, give or withhold awards with absolute impartiality.

In case of an obvious error in awarding a goal or an assist that has been announced, it should be corrected promptly, but changes should not be made in the official scoring summary after the Referee has signed the game report. The Team scoring the greatest number of goals during the three (3) twenty-minute periods shall be the winner and shall be credited with three (3) points in the standings.
In the event a winner during the Round Robin or Preliminary Round is determined in the Overtime period or the shootout, the winning Team shall be credited with two (2) points in the standings and the losing Team will be credited with one (1) point in the standings.

78.2. CREDITING GOALS

A “goal” shall be credited in the scoring records to a Player who shall have propelled the puck into the opponent’s goal. Each “goal” shall count one point in the Player’s record. Only one point can be credited to any one Player on a goal.

78.3. CREDITING ASSISTS

When a Player scores a goal, an “assist” shall be credited to the Player or Players (maximum two) who touch the puck prior to the “goal scorer” provided no defender plays or has “control of the puck” subsequently. Each “assist” shall count one point in the Player’s record. Only one point can be credited to any one Player on a goal.

78.4. SCORING A GOAL

A goal shall be scored when the puck shall have been put between the Goal Posts by the stick of a Player of the attacking side, from in front and below the crossbar, and entirely across a red line the width of the diameter of the Goal Posts drawn on the ice from one Goal Post to the other with the goal frame in its proper position.

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The goal frame shall be considered in its proper position when at least a portion of the flexible peg(s) are still inside both the Goal The flexible pegs could be bent, but as long as at least a portion of the flexible peg(s) are still in the hole in the ice and the Goal Post, the goal frame shall be deemed to be in its proper position. The goal frame could be raised somewhat on one post (or both), but as long as the flexible pegs are still in contact with the holes in the ice and the Goal Posts, the goal frame shall not be deemed to be displaced.

A goal shall be scored if the puck is shot into the goal by a Player of the defending side. The Player of the attacking side who last touched the puck shall be credited with the goal, but no assist shall be awarded.

A goal shall be scored if the puck is put into the goal in any other manner by a Player of the defending side. The Player of the attacking side who last touched the puck shall be credited with the goal and assists may be awarded.
If an attacking Player has the puck deflect into the net, off their skate or body, in any manner, the goal shall be allowed. The Player who deflected the puck shall be credited with the goal.
Should a Player legally propel a puck into the Goal Crease of the opponent Team and the puck should become loose and available to another Player of the attacking side, a goal scored on the play shall be legal.

78.5. DISALLOWED GOALS

Apparent goals shall be disallowed by the Referee and the appropriate announcement made by the Public Address Announcer for the following reasons:

(I) When the puck has been directed with any part of their body (excl. skates), batted or thrown into the net by an attacking Player other than with a stick. When this occurs, if it is deemed to be done deliberately, then the decision shall be NO GOAL. A goal cannot be scored when the puck has been deliberately batted with any part of the attacking Player's body into the net ➔ **Rule 78.4 – Scoring a Goal.**

(II) When the puck has been kicked using a distinct kicking motion ➔ **Rule 49.2 – Kicking.**

(III) When the puck has deflected directly into the net off an official ➔ **Rule 85.4 – Puck Striking Official.**

(IV) When a goal has been scored and an ineligible Player is on the ice ➔ **Rule 68.5 – Disallowed Goal.**

(V) When an attacking Player has interfered with a Goalkeeper in their Goal Crease ➔ **Rule 69.1 – Interference on the Goalkeeper.**

(VI) When the puck has entered the net after making contact with an attacking Player's stick that is above the height of the crossbar. Where the puck makes contact with the stick is the determining factor ➔ **Rule 80.3 – Disallowed Goal.**

(VII) When Video Review confirms the scoring of a goal at one end of the ice, any goal scored at the other end on the same play must be disallowed ➔ **Rule 37.2 – Video Review.**

(VIII) When a Linesperson reports a Double-minor Penalty for high-sticking or a Major Penalty to the Referee following the scoring of a goal by the offending Team, the goal must be disallowed, and the appropriate penalty assessed ➔ **Rule 32.4 – Reporting to Referee.**

(IX) When a Goalkeeper has been pushed into the net together with the puck after making a save ➔ **Rule 69.7 – Rebounds and Loose Pucks.**

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(X) When the net becomes displaced accidentally. The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal ➔ **Rule 78.4 – Scoring a Goal.**

(XI) During the delayed calling of a penalty, the offending Team cannot score unless the non-offending Team shoots the puck into their own net. This shall mean that a deflection off an offending Player or any physical action by an offending Player that may cause the puck to enter the non-offending Team's goal, shall not be considered a legal goal. Play shall be stopped before the puck enters the net (whenever possible) and the signaled penalty assessed to the offending Team;

(XII) When the Referee deems the play has been stopped, even if they have not physically had the opportunity to stop play by blowing their whistle;

(XIII) Any goal scored, other than as covered by the official rules, shall not be allowed.

78.6. COACH'S CHALLENGE INITIATED BY THE IIHF VIDEO REVIEW OPERATIONS

This rule is described under

➔ **Rule 38.3 Coach's Challenge.**

RULE 79 HAND PASS

79.1. HAND PASS

A Player shall be permitted to stop or "bat" a puck in the air with their open hand, or push it along the ice with their hand, and the play shall not be stopped unless, in the opinion of the On-ice Officials, they have directed the puck to a Teammate, or have allowed their Team to gain an advantage, and subsequently possession and control of the puck is obtained by a Player of the offending Team, either directly or deflected off any Player or official. For violations related to "closing their hand on the puck", refer to Handling Puck:

➔ **Rule 67 – Handling Puck.**

79.2. DEFENDING ZONE

Play will not be stopped for any hand pass by Players in their own Defending Zone. The location of the puck when contacted by either the Player making the hand pass or the Player receiving the hand pass shall determine the zone it is in.

79.3. FACE-OFF LOCATION

When a hand pass violation has occurred, the ensuing "face-off" shall take place at the nearest Face-off Spot in the zone where the offense occurred, unless the offending Team gains a territorial advantage, then the "face-off" shall be at the nearest Face-off Spot in the zone where the stoppage of play occurred, unless otherwise covered in the rules. When a hand pass violation occurs by a Team in their Attacking Zone, the ensuing "face-off" shall be conducted at one of the Face-off Spots outside the defending Team's Blue Line in the Neutral Zone.

RULE 80 HIGH-STICKING THE PUCK

80.1. HIGH-STICKING THE PUCK

Batting the puck above the normal height of the shoulders with a stick is prohibited. When a puck is struck with a "high stick" and subsequently comes into the "possession and control" of a Player from the offending Team (including the Player who made contact

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with the puck), either directly or deflected off any Player or official, there shall be a whistle.
When a puck has been contacted by a "high stick", the play shall be permitted to continue, provided that:

(I) The puck has been batted to an opponent (when a Player bats the puck to an opponent, the Referee shall give the "washout" signal immediately – otherwise, they will stop the play).

(II) A Player of the defending side shall bat the puck into their own goal in which case the goal shall be allowed.

Cradling the puck on the blade of the stick ("lacrosse style") above the normal height of the shoulders shall be prohibited and a stoppage of play shall result. If this is done by a Player on a "Penalty Shot" or Shootout attempt, the shot shall be stopped immediately and considered complete.

➔ Rule 60 – High-sticking.

80.2. FACE-OFF LOCATION

When the play is stopped for the "high-sticking the puck" violation, the ensuing "face-off" must take place at the spot that provides the least amount of "territorial advantage" to the Team striking the puck, either where the puck was contacted illegally, or where it was last played by the offending Team.

If the attacking Team is at fault and the play is stopped while the puck is in the Attacking Zone, the ensuing "face-off" must be moved to the nearest Face-off Spot in the Neutral Zone.

80.3. DISALLOWED GOAL

When an attacking Player causes the puck to enter the opponent's goal by contacting the puck above the height of the crossbar, either directly or deflected off any Player or official, the goal shall not be allowed. The determining factor is where the puck makes contact with the stick.

If the puck makes contact with the stick at or below the level of the crossbar and enters the goal, this goal shall be allowed.
A goal scored as a result of a defending Player striking the puck with their stick carried above the height of the crossbar of the goal frame into their own goal shall be allowed.

RULE 81 ICING

81.1. ICING

For the purpose of this rule, the center red line will divide the ice into halves. Should any Player of a Team, equal or superior in "numerical strength" (power-play) to the opposing Team, shoot, bat or deflect the puck from their own half of the ice beyond the Goal Line of the opposing Team, play shall be stopped.

For the purpose of deflected pucks, this only applies when the puck was originally propelled down the ice by the offending Team.

For the purpose of this rule, the point of last contact with the puck by the Team in possession shall be used to determine whether icing has occurred or not. As such, the Team in possession must "gain the line" in order for the icing to be nullified. "Gaining the line" shall mean that the puck, while on the Player's stick (not the Player's skate) must make contact with the center red line in order to nullify a potential icing. For the purpose of interpretation of the rule, there are two judgments required for "icing the puck".

The Linesperson must first determine that the puck will cross the Goal Line. Once the Linesperson determines that the puck will cross

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the Goal Line, "icing" is completed upon the determination as to which Player (attacking or defending) would first touch the puck. This decision by the Linesperson will be made by no later than the instant the first Player reaches the End Zone "face-off" dots with the Player's skate being the determining factor. Should the puck be shot down the ice in such a manner that it travels around the Boards and/or back towards the End Zone "face-off" dots, the same procedure shall be in effect in that the Linesperson shall determine within a similar distance as to who will have touched the puck first. For clarification, the determining factor is which Player would first touch the puck, not which Player would first reach the End Zone "face-off" dots.

If the "race for the puck" is too close to determine by the time the first Player reaches the End Zone "face-off" dots, "icing" shall be called. The puck striking or deflecting off an Official does not automatically nullify a potential "icing".

If there is no "race" for the puck, icing will be not called until a defending skater crosses its defending blue line and the puck crosses the goal line (not between the goal posts).

81.2. ICING – FACE-OFF LOCATION

Following an "icing", the attacking Team will have the choice of which End Zone dot the "face-off" will take place.
If, in the opinion of the Referee, the defending side intentionally abstains from playing the puck promptly when they are in a position to do so, they shall stop the play and order the resulting "face-off" on the adjacent corner Face-off Spot nearest the goal of the Team at fault. If the Linesperson shall have erred in calling an "icing the puck" infraction (regardless of whether either Team is "short-handed"), the puck shall be "faced-off" on the Center ice Face-off Spot.

81.3. GOALKEEPER

If, in the opinion of the Linesperson, the Goalkeeper feigns playing the puck, attempts to play the puck, or skates in the direction of the puck on an icing at any time, the "potential icing" shall not be called, and play shall continue.
If, however, a Goalkeeper is legitimately out of the crease in an attempt to go to the Players' Bench to be substituted for an extra attacker and in no way makes an attempt to play the puck, the "icing" should not be nullified under this section.
If the Goalkeeper is out of their crease prior to the shot being taken, and simply retreats to their crease making no attempt to play the puck or feign playing the puck, the "potential icing" shall remain in effect.

81.4. LINE CHANGE ON ICING

A Team that is in violation of this rule shall not be permitted to make any Player substitutions prior to the ensuing "face-off".
However, a Team shall be permitted to make a Player substitution to replace a Goalkeeper who had been substituted for an extra attacker, to replace an injured Player, a Player with a broken skate, or when a penalty has been assessed which affects the on-ice strength of either Team. The determination of Players on ice will be made when the puck leaves the offending Player's stick.

81.5. NO ICING

When the puck is shot and rebounds from the body or stick of an opponent in their own half of the ice so as to cross the Goal Line of the Player shooting, it shall not be considered "icing".

When a puck is shot by a Team from their own half of the ice and is deflected several times before crossing the center red line, icing shall be nullified if at least one of these deflections was off an opposing Player. If the puck shall go beyond the Goal Line in the opposite half of the ice directly from either of the Players while facing-off, it shall not be considered a violation of this rule.
If, in the opinion of the Linesperson, any Player (other than the Goalkeeper) of the opposing Team is able to play the puck before

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it passes their Goal Line, but has not done so, play shall continue and the "icing" violation shall not be called.

This includes the situation whereby the opposing Team, while in the process of making Player substitutions during the play, are able to play the puck, but choose not to do so to avoid being called for "too many Players on the ice". "Icing" should not be called.

If the puck touches any part of a Player of the opposing side, including their skates or their stick, or if it touches any part of the opposing Team's Goalkeeper, including their skates or their stick, at any time before or after crossing the Goal Line, it shall not be considered "icing".
If a Goalkeeper takes any action to dislodge the puck from the back of the net, "icing" shall not be called.

81.6. ICING – NUMERICAL STRENGTH

If the puck was so shot by a Player of a side below the numerical strength of the opposing Team, play shall continue, and the "icing" violation shall not be called.

When a Team is "short-handed" as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an "icing" shall be determined at the instant the penalty expires. Should the puck be released from the stick of the Player shooting the puck down the ice prior to the penalty expiring, the "icing" infraction shall not apply. The action of the penalized Player remaining in the Penalty Box will not alter the ruling.

RULE 82 LINE CHANGES

82.1. LINE CHANGE

Following the stoppage of play, the visiting Team shall promptly place a line-up on the ice ready for play and no substitution shall be made from that time until play has been resumed.
The Home Team may then make any desired substitution, except in cases following an "icing", which does not result in the delay of the game. "Placing a line-up on the ice" shall mean that both Teams shall place the full complement of Players (and not exceed) to which they are entitled within the line change time frame.

If there is any undue delay by either Team in changing Players, the Referee shall order the offending Team or Teams to take their positions immediately and not permit any further Player changes.
When a substitution has been made under the above rule, no additional substitution may be made until play commences. Once the line change procedure has been completed, no additional Player substitutions shall be permitted until the "face-off" has been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the "on-ice strength" of either or both Teams. This may include penalties imposed following the completion of the line change and prior to the "face-off", or due to a penalty assessed for a "face-off" violation – refer to Rule 82.2 – Line Change – Procedure.

A Team that is in violation of **➔ Rule 63.8 – Delaying the Game** or **➔ Rule 81 – Icing,** shall not be permitted to make any Player substitutions prior to the ensuing "face-off". However, a Team shall be permitted to make a Player substitution to replace a Goalkeeper who had been substituted for an extra attacker, to replace an injured Player, or when a penalty has been assessed which affects the "on-ice strength" of either Team. The determination of Players on ice will be made when the puck leaves the offending Player's stick.

Goalkeepers' substitution during a game will be conducted within the same time frame as a regular line change. No extra time will

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be allotted to the Goalkeeper coming off the bench, except in the case where an injury to a Goalkeeper occurs.

82.2. LINE CHANGE – PROCEDURE

Following a stoppage of play, the Referee will enforce the following line change procedure once they have determined that this procedure may begin:

(I) The Referee shall give the visiting Team up to five (5) seconds to make its line change.

(II) The Referee shall raise their hand to indicate no further changes by the visiting Team and to commence the Home Team's line change.

(III) The Referee shall give the Home Team up to eight (8) seconds to make its line change.

(IV) The Referee shall lower their hand to indicate no further changes by the Home Team.

(V) Any attempt by the either Team to make a change after the Referee's signal, attempt to place too many Players on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the Referee will send the Players who have attempted to change back to their Players' Bench. The Referee will then issue a warning to the offending Team (through the Coach) indicating that any subsequent violations during the rest of the game (including Overtime), shall result in a Bench Minor Penalty for "delaying the game". This penalty shall be announced as a "Bench Minor Penalty for "Delay of Game" – Improper Line Change."

(VI) The Linesperson conducting the "face-off" will blow their whistle (once the Referee has lowered their hand for the line changes) to indicate that all Players must be in position and on-side for the "face-off" within five (5) seconds. The "face-off" will then be conducted ➔ **Rule 76 – Face-offs.**

(VII) Players who are slow (after the five-second warning whistle given by the Linesperson) getting to the "face-off" location or who are in an off-side position for the ensuing "face-off" will be warned once in the game by the Referee. This warning will also be given to the offending Team's Coach. In this situation, the offending Team's center is not ejected from the "face-off". Any subsequent violation shall result in a Bench Minor Penalty for "Delay of Game" being assessed to the offending Team.

(VIII) In the last two (2) minutes of regulation time and any time in the Overtime period(s), points (vi) and (vii) above are not applicable. The Linesperson shall give the Teams a reasonable amount of time to set up for the ensuing "face-off" after points (i) through (v) above have been enforced.

82.3. LINE CHANGE – BENCH MINOR PENALTY

The Home Team is entitled to "last change". This means the visiting Coach must put their Players out on the ice first, after which time the home Coach must do so. If either Team does not make its changes promptly, the Referee will not permit the change. 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 shall be assessed for "Delay of Game".

Players must proceed directly to the location of the "face-off" to participate in the ensuing "face-off". Any attempts to delay the game by stalling or otherwise unnecessary actions by either Team shall result in the assessment of a Bench Minor Penalty for "delaying the game". This penalty shall be announced as a "Bench Minor Penalty for "Delay of Game" – Slow Proceeding to "Face-

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off Location (or Slow Proceeding to Players' Bench)."

During the play, if a Player wishes to retire from the ice and be replaced by a substitute, they must do so at the Players' Bench and not through any other exit leading from the Rink. This is not a legal Player change and therefore when a violation occurs, a Bench Minor Penalty shall be imposed.

RULE 83 OFF-SIDE

83.1. OFF-SIDE

Players of the attacking Team must not precede the puck into the Attacking Zone.
The position of the Player's skates and not that of their stick shall be the determining factor in all instances in deciding an "off-side".
A Player is "off-side" when both skates are completely over the leading edge of the Blue Line involved in the play.

A Player is on-side when either of their skates are in contact with the Blue Line, or on their "own side" of the line, at the instant the puck completely crosses the leading edge of the Blue Line. On their "own side" of the line shall be defined by a "plane" of the Blue Line which shall extend from the leading edge of the Blue Line upwards. If a Player's skate has yet to "break the plane" prior to the puck completely crossing the leading edge, they are deemed to be "on-side" for the purpose of the "off-side" rule.

A Player controlling the puck who shall cross the line ahead of the puck shall not be considered "off-side," provided they have "possession and control" of the puck prior to their skates crossing the leading edge of the Blue Line.

It should be noted that while the position of the Player's skates is what determines whether a Player is "off-side," nevertheless the question of an "off-side" never arises until the puck has completely crossed the leading edge of the Blue Line at which time the decision is to be made.

If a Player legally carries, passes, or plays the puck back into their own Defending Zone while a Player of the opposing Team is in such Defending Zone, the "off-side" shall be ignored, and play permitted to continue.

83.2. OFF-SIDE – DEFLECTIONS / REBOUNDS

For the purposes of this section, it is stipulated that an attacking Player has preceded the puck into the Attacking Zone.
When a defending Player propels the puck out of their Defending Zone and the puck clearly rebounds off a defending Player in the Neutral Zone back into the Defending Zone, all attacking Players are eligible to play the puck. However, any action by an attacking Player that causes a "deflection/rebound" off a defending Player in the Neutral Zone back into the Defending Zone (i.e. stick check, body check, physical contact), a "Delayed Off-side" shall be signaled by the Linesperson.

A puck that deflects back into the Defending Zone off an Official who is in the Neutral Zone will be "off-side" (or "Delayed Off-side", as appropriate).

A puck which deflects off an attacking Player outside the Blue Line into the Attacking Zone, regardless of who originally propelled it or where it was propelled from, shall be ruled "off-side" or "Delayed Off-side", as appropriate.
A puck which is propelled by the attacking Team and deflects off any Player into the Attacking Zone" shall be ruled "off-side" or "Delayed Off-side", as appropriate.

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83.3. DELAYED OFF-SIDE

A situation where an attacking Player (or Players) has (have) preceded the puck across the attacking Blue Line, but the defending Team is in a position to bring the puck back out of its Defending Zone without any delay or contact with an attacking Player or the attacking Players are in the process of clearing the Attacking Zone. If an "off-side" call is delayed, the Linesperson shall drop their arm to nullify the "off-side" violation and allow play to continue if:

(I) All Players of the offending Team clear the zone at the same instant (skate contact with the Blue Line, "3D" judgement is not used in this situation) permitting the attacking Players to re-enter the Attacking Zone, or

(II) the defending Team passes or carries the puck into the Neutral Zone.

If, during the course of the "Delayed Off-side", any member of the attacking Team touches the puck, attempts to "gain possession of a loose puck", forces the defending puck carrier further back into their own zone, or who is about to make physical contact with the defending puck carrier, the Linesperson shall stop play for the "off-side" violation.

If, during a "Delayed Off-side", an attacking Player in the Attacking Zone elects to proceed to their Players' Bench (which extends into the Attacking Zone) to be replaced by a Teammate, they shall be considered to have cleared the zone when both skates are off the ice and the Linesperson judges them to have left the playing surface. If their replacement comes onto the ice in the Attacking Zone, while the "Delayed Off-side" is still in effect, they too must clear the Attacking Zone. Once all attacking Players have cleared the Attacking Zone and the Linesperson have lowered their arm for the "Delayed Off-side", all attacking Players may legally enter the Attacking Zone and pursue the puck.

83.4. DISALLOWED GOAL – OFF-SIDE

If the puck is shot into the Attacking Zone creating a "Delayed Off-side", the play shall be allowed to continue under the normal "clearing-the-zone" rules. Should the puck, as a result of this shot, enter the defending Team's goal, either directly or off the Goalkeeper, a Player, the Boards, the glass, a piece of equipment or an official on the ice, the goal shall be disallowed as the original shot was "off-side". The fact that the attacking Team may have "cleared the zone" prior to the puck entering the goal has no bearing on this ruling. The "face-off" will be conducted at the Face-off Spot in the zone closest to the point of origin of the shot that gives the offending Team the least amount of "territorial advantage".

The only way an attacking Team can score a goal on a "Delayed Off-side" situation is if the defending Team shoots or puts the puck into their own net without action or contact by the offending Team.

Other than in situations involving a "Delayed Off-side" and the puck entering the goal or a successful Coach's Challenge, no goal can be disallowed after the fact for an "off-side" violation, except for the human factor involved in blowing the whistle.

➔ **Rule 38 – Coach's Challenge.**

83.5. COACH'S CHALLENGE – OFF-SIDE

➔ **Rule 38 – Coach's Challenge.**

83.6. FACE-OFF LOCATION – OFF-SIDE

For violation of this rule, the play is stopped and the puck shall be "faced-off" in the Neutral Zone at the Face-off Spot nearest the Attacking Zone of the offending Team when the violation occurs as a result of the attacking Team carrying the puck over the attacking

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Blue Line, or from the Face-off Spot in the zone closest to the point of origin of the shot or pass (even if deflected off an attacking or defending Player or an official).

For every "Delayed Off-side" situation, including an "intentional off-side", the Linesperson will raise their non-whistle arm. They will allow play to continue and, if a stoppage of play occurs, there will be four possible "face-off" locations:

(I) If carried over the Blue Line – "face-off" outside the Blue Line.

(II) If shot into the Attacking Zone (or errant pass) – nearest Face-off Spot in the zone from which the pass or shot originated that gives the offending Team the least amount of "territorial advantage" (even if deflected off an attacking or defending Player or an official).

(III) If the defending Player is pressured or about to be checked by an attacking Player – nearest Face-off Spot in the zone from which the pass or shot originated that gives the offending Team the least amount of "territorial advantage" (even if deflected off an attacking or defending Player or an official).

(IV) If deemed to be an "intentional off-side" – Face-off Spot in the offending Team's End Zone.

When the Linesperson signals a "Delayed Off-side" and a defending Player shoots the puck which goes over the Protection Glass and out of play, the ensuing "face-off" shall be conducted at one of the Defending Zone End Zone Face-off Spots and the defending Player would be assessed a Minor Penalty.

➔ **Rule 63 – Delaying the Game.**

When the Linesperson signals a "Delayed Off-side" and the original shot deflects off a defending Player and out of play, the ensuing "face-off" shall take place at the nearest Face-off Spot in the zone from where the puck was shot.

When the defending Team is about to be penalized in the Defending Zone and the Linesperson has a "Delayed Off-side" signaled against the attacking Team on the same play, the ensuing "face-off" shall be conducted at one of the Defending Zone End Zone Face-off Spots.

83.7. INTENTIONAL OFF-SIDE

An "intentional off-side" is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either Team is "short-handed".

If, while an "off-side call is delayed", a Player of the offending Team deliberately touches the puck to create a stoppage of play, the Linesperson will signal an "intentional off-side".

If, in the judgement of the Linesperson, the attacking Player(s) are making an effort to exit the Attacking Zone and are in close proximity to the Blue Line at the time the puck is shot into the zone, the play will not be deemed to be an "intentional off-side".

RULE 84 OVERTIME OPERATIONS

84.1. OVERTIME OPERATIONS – ROUND ROBIN OR PRELIMINARY ROUND GAME

If at the end of the three (3) regular twenty (20) minutes periods in a single Round Robin IIHF Championship or the Preliminary Round of a top category IIHF Championship, the two (2) playing Teams are tied, the Teams will then play a "sudden death" Overtime period of not more than five (5) minutes with the Team scoring first declared the winner.

The Overtime period shall be played with each Team at a numerical strength of three (3) Skaters and one (1) Goalkeeper.

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The Overtime period will commence following a three-minute (3) intermission during which time a "shoveling" of the ice surface by arena personnel will be performed utilizing the same procedure as during "television commercial breaks". Once the intermission has been completed, the clock will be reset to 5:00 minutes and the Overtime period will begin immediately. Teams will not change ends. The players will remain at their respective Players' Benches during the 3-minute (3) intermission in which the "shoveling" of the ice surface takes place. Goalkeepers must go to their respective Players' Benches during this rest period, however, penalized Players must remain in the Penalty Box. Should a penalized Player exit the Penalty Box, they shall be returned immediately by the Game Officials with no additional penalty being assessed, unless they commit an infraction of any other rule. Teams are not permitted to return to the Dressing Room during this time. Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations

84.2. OVERTIME – ROUND ROBIN OR PRELIMINARY ROUND GAME – EXTRA ATTACKER

A Team shall be allowed to pull its Goalkeeper in favor of an additional Skater in the Overtime period.

84.3. OVERTIME – ROUND ROBIN OR PRELIMINARY ROUND GAME – PENALTIES

When regulation time ends, and the Teams are 5 on 3, teams will start the Overtime period with 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 3 on 3, as appropriate.

When regulation time ends, and Teams are 4 on 4 Teams will start Overtime 3 on 3. Once Player strength reaches 4 on 4, at the next stoppage Player strength is adjusted to 3 on 3 as appropriate. If at the end of regulation time Teams are 3 on 3, Overtime starts 3 on 3. Once Player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 3 on 3 or 4 on 3 as appropriate.

At no time will a Team have less than three (3) Players on the ice. This may require a fourth (4th) and/or fifth (5th) Skater to be added in the event penalties are assessed. If a Team is penalized in Overtime, Teams play 4 on 3.

If both Teams are penalized with Minor Penalties at the same stoppage of play (with no other penalties in effect), Teams will continue to play 3 on 3. In Overtime, if a team is penalized such that a two-man (2) advantage is called for, then the offending Team will remain at three (3) Skaters while the non-offending Team will be permitted five (5) Skaters. At the first stoppage of play after the two-man (2) advantage is no longer in effect, the "numerical strength" of the Teams will revert back to 4 on 3 or 3 on 3, as appropriate.
Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations

➔ For more information refer to Appendix IV – Tables Overview – Table 18.

84.4. PENALTY SHOT SHOOTOUT PROCEDURE – ROUND ROBIN OR PRELIMINARY ROUND GAME

If following the completion of regulation time in any IIHF Championship game and the score of the game is tied, the Teams will then play an Overtime period with a maximum duration and number of players as specified in the IIHF Sport Regulations with the Team scoring first declared the winner.

If no goal is scored in the Overtime period, then the IIHF Penalty Shot Shootout Procedure will apply. The following procedure will be utilized:

(I) Shots will be taken at both ends of the ice surface. The fourteen (14) meter wide longitudinal center section of the Rink,

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between the Face-off Spots in the Neutral and End Zones, will be dry- scraped by the ice-resurfacing machine prior to the Penalty Shot Shootout during the time required to organize the program accordingly.

(II) The procedure will begin with five (5) different shooters from each Team taking alternate shots. The Skaters do not need to be named beforehand. Eligible to participate in the "Penalty Shot" Shootout will be all Players from both Teams listed on the Official Game Sheet except as specified in article 3 below.

(III) Any Skater whose penalty had not been completed when the Overtime period ended is not eligible to be one of the Players selected to take the shots and must remain in the Penalty Box or in the Dressing Room. Also, Players serving penalties assessed during the "Penalty Shot" Shootout must remain in the Penalty Box or in the Dressing Room until the end of the procedure.

(IV) The Referee will call the two Captains to the On-ice Officials' Crease and flip a coin to determine which Team takes the first shot. The winner of the coin toss will have the choice whether their Team will shoot first or second.

(V) The Goalkeepers shall defend the same goal as in the Overtime period and remain in the goal when their own team is taking a shot.

(VI) The Goalkeepers from each Team may be changed after each shot.

(VII) The shots will be taken in accordance with ➔ **Rule 24 – Penalty Shot**

(VIII) The Players of both Teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.

(IX) If the score is still tied after all shots are taken by each Team, the procedure shall continue with a "tiebreak shoot-out", using the same or new Players. The Team that shot second in the first five Penalty Shot will start first in the "tie-break shots". The game shall be finished as soon as a duel of two Players brings the decisive result. The same Player can be used for each shot by a Team in the "tie-break shoot-out".

(X) The Official Scorekeeper will record all shots taken, indicating the Players and goals scored.

(XI) Only the decisive goal will count in the result of the game. It shall be credited to the Team that scored the goal and charged against the Team that was scored upon.

(XII) If a Team declines to participate in the "Penalty Shot" Shootout, the game will be declared as a loss for that Team and the other Team will be awarded 3 points for a win. If a Player declines to take a shot it will be declared "no score" for their Team.

Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations.

84.5. OVERTIME OPERATIONS AND PENALTY SHOOTOUT PROCEDURES – PLAYOFF GAMES AND MEDAL GAMES

Overtime Operations – for Play-off Games, or for Medal Games, refer to IIHF Sport Regulations.

← For more information refer to IIHF Sport Regulations.

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RULE 85 PUCK OUT OF BOUNDS

85.1. PUCK OUT OF BOUNDS

When a puck goes outside the playing area at either end or either side of the Rink, strikes any obstacles above the playing surface other than the Boards or Protective Glass, causes the glass, lighting, timing device or the supports to break, it shall be "faced-off" at the nearest Face-off Spot in the zone from where it was shot or deflected out of play.
Should the On-ice Officials rule that the shot or deflection that caused the puck to go out of play originated from the neutral or Defending Zones, the resulting "face-off" location shall be the nearest Face-off Spot closest to the origin of the shot or deflection that gives the offending Team the least amount of "territorial advantage".

If the puck comes to rest on top of the Boards surrounding the playing area, it shall be considered to be in play and may be played legally by hand or stick.

When the puck goes outside the playing area directly off the "face-off", regardless as to which Player may have last contacted the puck, the "face-off" shall remain in the same spot and no penalty will be assessed to either Team for delaying the game.

When the puck is shot and it makes contact with the gloves or the body of a Player hanging over the Players' Bench, or if the puck enters the Players' Bench through an open bench door, the "face-off" shall take place at the nearest Face-off Spot in the zone from where the puck was shot, however, if the puck hits an opposing Player's glove or body that is hanging over the opposing Team's Players' Bench or enters the opposing Team's Players' Bench through an open bench door, the "face-off" shall take place in the Neutral Zone adjacent to the opponent's Players' Bench.

Should the puck strike the curved glass located at the end of either Players' Bench, play shall be stopped when observed by any of the On-ice Officials. The ensuing "face-off" shall be determined as if the puck went outside the playing area.

Should the puck strike the spectator netting at the ends and the corners of the arena, play shall be stopped, and the ensuing "face-off" shall be determined as if the puck went outside the playing area. Players must not stop playing the game until they hear the whistle to do so.

85.2. PUCK UNPLAYABLE

When the puck becomes lodged in the netting on the outside of either goal so as to make it "unplayable", or if it is "frozen" between opposing Players intentionally or otherwise, the Referee shall stop the play.
The puck may be played off the goal netting by either Team. However, should the puck remain on the goal netting for more than three (3) seconds, play shall be stopped.

Should the Goalkeeper use their stick or glove to "freeze" the puck on the back of the net or should a defending Player shield an attacking Player from playing the puck off the back of the net, the "face-off" shall take place at one of the Face-off Spots in the Defending Zone.

Should the puck go under the goal either from behind or the side, or through the mesh from behind or the side, if this is witnessed by an On-ice Official, play should be stopped immediately, and the ensuing "face-off" should take place at the nearest Face-off Spot in the zone nearest to the location where the play was stopped.

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85.3. PUCK OUT OF SIGHT

Should a scramble take place, or a Player accidentally fall on the puck and the puck be out of sight of the Referee, they shall immediately blow their whistle and stop the play. The puck shall then be "faced-off" at the nearest Face-off Spot in the zone where the play was stopped unless otherwise provided for in the rules.

85.4. PUCK STRIKING OFFICIAL

Play shall not be stopped if the puck touches an On-ice Official anywhere on the Rink, regardless of whether a Team is "short-handed" or not. A puck that deflects back into the Defending Zone off an On-ice Official who is in the Neutral Zone, will be deemed to be "off-side".
➔ **Rule 83 – Off-side.**

The puck striking or deflecting off an On-ice Official does not automatically nullify a "potential icing".
When a puck deflects off an On-ice Official and goes out of play, the ensuing "face-off" will take place at the Face-off Spot in the zone nearest to where the puck deflected off the Official. If a goal is scored as a result of being deflected directly into the net off an On-ice Official, the goal shall not be allowed.

85.5. FACE-OFF LOCATION

Should any Player cause the puck to go out of play or become "unplayable" in any zone, the "face-off" shall take place at the Face-off Spot in the zone from which the puck was shot. If deflected out of play, at the nearest Face-off Spot in the zone where it deflected out of play. If this stoppage is caused by an attacking player in the attacking zone, the face-off will take place at the closest face-off spot in the attacking zone (if the player did not make an infraction as per ➔ **Rule 63 – delaying the game**)
If the zone happens to be the Neutral Zone, the Face-off Spot selected shall be the one that gives the offending Team the least amount of "territorial advantage".

For a puck that is "unplayable" due to being lodged in the netting or as a result of it being "frozen" between opposing Players, the resulting "face-off" shall be at either of the adjacent Face-off Spots or at the nearest Face-off Spot in the zone from which the puck was shot, unless otherwise covered in these rules.

If the attacking Team shoots the puck into the zone and a "Delayed Off-side" is indicated, or if the attacking Team commits a game flow infraction such as contacting the puck with a "high-stick" or "batting the puck with a glove" (causing a stoppage of play), the ensuing "face-off" shall be in the Neutral Zone outside the offending Team's Attacking Zone.

85.6. MINOR PENALTY

A Minor Penalty for "Delay of Game" shall be imposed on a Goalkeeper who "deliberately" drops the puck on the goal netting to cause a stoppage of play.
➔ **Rule 67.3 – Handling the Puck.**

85.7. VERIFICATION OF TIME

This rule is described under ➔ **Rule 37.6 – Video Review to verify time on clock**

RULE 86 START OF GAME AND PERIODS

86.1. START OF GAME AND PERIODS

In game facilities during IIHF Championship events where the participating Teams enter and depart the ice surface using the

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same common door and hallway system, the procedure is proposed to ensure that the Teams enter and depart the ice surface in an orderly fashion and without incident.

The game clock will be the only timing device used in the timing of all activities including the "pre-game warm-up", the period intermissions and the actual game itself.
The game shall be commenced at the time scheduled by a "face-off" in the Center of the Rink and shall be renewed promptly at the conclusion of each intermission in the same manner.

← For more information refer to IIHF Sport Regulations

86.2. BENCH MINOR PENALTY

A Bench Minor Penalty for "Delay of Game" shall be imposed on either or both Teams if:

(I) They are not on the ice or can be seen proceeding to the ice to start the second, third or any Overtime period when the intermission time on the clock has expired.

(II) At the start of the second, third and any Overtime period, all Players with the exception of the starting Players must proceed directly to their respective Players' Benches. Skating, warm-ups or on-ice activities by non-starters is not permitted.

(III) When the visiting Team must proceed by the way of the ice to their Dressing Room at the end of a period, they must wait for a signal from one of the Officials before proceeding. Failure to wait for the Official's signal shall result in a penalty.

86.3. CHOICE OF ENDS

If not specified by the organizing bodies, the Home Team shall have the choice of the goal to defend at the start of the game. The Teams shall change ends for each period of regulation time.

← For more information refer to IIHF Sport Regulations

86.4. DELAYS

No delay shall be permitted by reason of any ceremony, exhibition, demonstration or presentation unless approved by the IIHF.

86.5. END OF PERIODS

At the conclusion of the first and second periods, upon hearing the buzzer, the Teams must follow these procedures to leave the ice surface. As soon as the buzzer sounds, signaling the end of the period, the game clock will be immediately re-set with the appropriate intermission time frame.
Players shall not be permitted to come on the ice during a stoppage of play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the Proper Authorities for disciplinary action.

← For more information refer to IIHF Sport Regulations

86.6. PRE-GAME WARM-UP

During the pre-game warm-up (which shall not exceed 15 minutes in duration) and before the commencement of play in any period, each Team shall confine its activity to its own end of the Rink.

→ Rule 46.10 – Fighting Prior the Drop of the Puck

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The Game Timekeeper shall be responsible for signaling the commencement and termination of the pre-game warm-up and any violation of this rule by the Players shall be reported to the Proper Authorities. 20 minutes before the time scheduled for the start of the game, both Teams shall vacate the ice and proceed to their Dressing Rooms while the ice is being flooded. Both Teams shall be signaled by the Game Timekeeper to return to the ice together in time for the scheduled start of the game.

← For more information refer to IIHF Sport Regulations

86.7. START OF GAME

If a Team does not appear on the ice on time at the start of the game without justification, this incident will be reported to the Proper Authorities. If deemed appropriate, Supplementary Discipline can be applied by the Proper Authorities at their discretion

➔ Rule 28 – Supplementary Discipline

86.8. START OF PERIODS

At the beginning of the second and third periods, and Overtime periods in playoffs (0:00 on the clock), Teams must be on the ice or be observed to be proceeding to the ice. Failure to comply with this regulation will result in a Bench Minor Penalty for "Delay of Game".

Before the start of the second and third periods (and Overtime) the Teams will proceed directly to their respective Players' Benches. The visiting Team will immediately place its Skaters at the Face-off Circle, then the Home Team will follow, with the Referee allowing the Home Team to make a line change if so desired prior to the "face-off". Skating, warm-ups, or on-ice activities by non-starters will result in a Bench Minor Penalty for "Delay of Game" to the offending Team.

No warm-up involving pucks on the ice shall be permitted for a Goalkeeper at the start of any period. If, after one warning, this continues, the Referee shall assess a "Delay of Game" penalty to the offending Team.

To notify the teams that it is time to return to the ice surface at the beginning of each period, the official game Timekeeper will sound a buzzer in the Dressing Room area.

← For more information refer to IIHF Sport Regulations.

86.9. CONCLUSION OF THE GAME

At the conclusion of the game, the loosing Team will depart the ice surface first, with the winning Team waiting on the ice until the loosing Team has left the ice surface. Once the last player of the losing Team has entered the common hallway, then the Referee will motion the winning team to leave the ice surface.

The Directorate may agree on an adaptation to this regulation taking the positions of the Dressing Rooms of the two competing Teams into consideration.

← For more information refer to IIHF Sport Regulations

RULE 87 TIME-OUTS

87.1. TIME-OUT

Each Team shall be permitted to take one thirty-second (30 s) "time-out" during the course of any game. All Players including Goalkeepers on the ice at the time of the "time-out" will be allowed to go to their respective benches.

This "time-out" must be taken during a normal stoppage of play. Only one "time-out" ("television commercial break / power break" or Team "time-out"), shall be permitted at any one stoppage of play.

GAME FLOW

For the purpose of this rule, a “television commercial break” is deemed an “official time-out” and not charged to either Team.

Any Player designated by the Coach or the Coach will indicate to the Referee that their Team is exercising its option.
The “time-out” must be requested by the team before the Referee has completed the players change procedure, before the Referee lowers his hand and points to the respecting face-off location.

The Referee will report the “time-out” to the Game Timekeeper who shall be responsible for signaling the termination of the “time-out”.

No “time-out” shall be granted following a “face-off” violation.
No “time-out” shall be granted to the defensive Team following an icing, following the Goalkeeper causing a stoppage of play from a shoot-in from beyond the center red line, or when a defending Player accidentally dislodges the net causing a stoppage of play.

No “time-out” shall be granted when a “Penalty Shot” has been awarded to either Team by the Referee, once instructions have been given to the Player taking the shot and the Goalkeeper defending the shot. No “time-out” will be granted during the shootout.

No warm-up involving pucks on the ice shall be permitted for a Goalkeeper or replacement Goalkeeper during a “time-out”.
If, after one warning, this continues, the Referee shall assess a “Delay of Game” penalty to the offending Team.

← **For more information refer to IIHF Sport Regulations.**



SECTION 11

WOMEN´S ICE HOCKEY

WOMEN´S ICE HOCKEY

RULE 100 WOMEN'S HOCKEY – AGE CATEGORIES

100.1. DEFINITION WOMEN'S HOCKEY AGE CATEGORIES

According to the IIHF Statutes and Bylaws, the Player eligibility and age categories are defined as follows:

Women's Hockey "Senior"- Age Category

Players participating in any IIHF Ice Hockey Women's World Championship must be eligible to compete as a female athlete and be at least eighteen (18) years old by December 31 of the year in which the Championship Season ends.

Players who do not meet the minimum age requirements, but who will have their 16th or 17th birthday in the year in which the Championship Season ends, may participate if they have a signed an "Under-age" waiver as stipulated in IIHF Bylaw 10.6.2.

Women's Hockey "Under 18" and "Under-aged" Category

Players participating in any IIHF Ice Hockey U18 Women's World Championship must be eligible to compete as a female athlete and be no younger than fifteen (15) years of age, and no older than eighteen (18) years of age, by December 31 of the year in which the Championship Season ends. No "Under-age" waiver is permitted.

← **For more information refer to IIHF Sport Regulations and IIHF Statutes & Bylaws.**

RULE 101 WOMEN'S HOCKEY – SPECIFIC PLAYING RULES

101.1. ILLEGAL HIT IN WOMEN'S HOCKEY

In Women's Hockey "bodychecking" is allowed when there is a clear intention of playing the puck or attempting to "gain possession" of the puck with the exception from the situation described in this rule.

If two (2) 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 (2) Players.

A player that makes an illegal hit on an opponent described in this rule will be assessed one of a:

(I) Minor Penalty (2')

(II) Major Penalty (5') and automatic Game Misconduct Penalty

If two (2) or more Players are competing 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.

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.

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 at least a Minor Penalty (2') for an "illegal hit".

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 at least a Minor Penalty (2') for an "illegal hit".

WOMEN´S ICE HOCKEY

RULE 102 WOMEN'S HOCKEY – SPECIFIC EQUIPMENT RULES

➔ For more information refer to Appendix III – Ice Hockey Equipment



CAGE PROTECTION



FULL PROTECTION

102.1. FACIAL PROTECTION – WOMEN'S HOCKEY "SENIOR" – AGE CATEGORY

All Players in the "Senior" age category must wear a full-face protection (full-visor, or cage facial protection), properly fixed to the helmet.

➔ Rule 9.6 – Helmets.

➔ Rule 9.7 – Facial Protection.

Players without the mentioned protection are not allowed to participate in a game.

Younger Players in the "Under 18" age category who participate in the "Senior" age category must wear the protective equipment as specified and described for the "Under 18" age category.

102.2. FACIAL PROTECTION – WOMEN'S HOCKEY "UNDER 18" AND "UNDER-AGED" CATEGORY

All Players in the "U18" age category must wear a full-face protection (full-visor, or cage facial protection), properly fixed to the helmet.

➔ Rule 9.6 – Helmets.

➔ Rule 9.7 – Facial Protection.

Players without the mentioned protection are not allowed to participate in a game.

All Goalkeepers in this "Under 18" age category must wear a facemask constructed in such a way that neither a puck nor a stick blade can penetrate the openings.

102.3. MOUTHGUARD – WOMEN'S HOCKEY "SENIOR" – AGE CATEGORY

It is recommended that all Players wear a mouthguard, preferably of the custom-made variety.

➔ Rule 9.13 – Mouthguard.

The mouthguard is designed to protect the teeth and jaws from impact and may also serve to reduce the risk of concussions. It is recommended to wear this mouthguard in a compliant manner at all times when on the ice.

WOMEN´S ICE HOCKEY

102.4. MOUTHGUARD – WOMEN'S HOCKEY "UNDER 18" AND "UNDER-AGED" CATEGORY

It is strongly recommended that all Players wear a mouthguard, preferably of the custom-made variety.

➔ **Rule 9.13 – Mouthguard.**

The mouthguard is designed to protect the teeth and jaws from impact and may also serve to reduce the risk of concussions. It is strongly recommended that Players use a custom-made mouthguard. It is recommended to wear this mouthguard in a compliant manner at all times when on the ice.

102.5. NECK LACERATION PROTECTOR – WOMEN'S HOCKEY "SENIOR"– AGE CATEGORY

The IIHF recommends all players (if not mentioned elsewhere) to properly wear a neck laceration protection that is manufactured in a way that It covers the biggest possible area on the player. The protection should not be modified or damaged in any way.

A Goalkeeper is allowed to attach a throat protector to the chin of her facemask. It must be made of a material that will not cause injury.

➔ **Rule 9.12 – Neck- and Laceration Protector.**

102.6. NECK LACERATION PROTECTOR – WOMEN'S HOCKEY "UNDER 18" AND "UNDER-AGED" CATEGORY

All Players must properly wear a neck laceration protection that is manufactured in a way that it covers the biggest possible area on the player. The protection should not be modified or damaged in any way.

A Goalkeeper is allowed to attach a throat protector to the chin of her facemask. It must be made of a material that will not cause injury.

102.7. HELMET / EAR-PROTECTION – WOMEN'S HOCKEY "SENIOR" – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

➔ **Rule 9.6 – Helmets**

Players without the mentioned protection are not allowed to participate in a game.

102.8. HELMET / EAR-PROTECTION – WOMEN'S HOCKEY "UNDER 18" AND "UNDER-AGED" – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

➔ **Rule 9.6 – Helmets**

Players without the mentioned protection are not allowed to participate in a game.

102.9. PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT

The On-ice officials will respond appropriately if a Player on the ice is wearing her protection equipment not in accordance with the rules (e.g., face protection not properly attached, etc.).

The On-ice officials will then take the offending Player to the appropriate Player's Bench and issue a warning to the Team through the Coach. The Game Officials shall also inform the other Team at the same time and warn them as well. Both teams are now warned that Players requested to wear the protection equipment properly.

The next Player found not to be wearing the protection equipment not in accordance with the rule shall be penalized with a ten (10) minute Misconduct Penalty.



SECTION 12

JUNIOR ICE HOCKEY

JUNIOR ICE HOCKEY

RULE 200 MEN'S JUNIOR HOCKEY – AGE CATEGORIES

200.1. DEFINITION MEN'S JUNIOR HOCKEY AGE CATEGORIES

According to the IIHF Statutes and Bylaws, the Player eligibility and age categories are defined as follows:

"Under 20" Age Category

The players participating in any IIHF Ice Hockey U20 World Championship must be eligible to compete as a male athlete of the male gender and be no younger than fifteen (15) years of age, and no older than twenty (20) years of age, on December 31 of the year in which the Championship Season ends. No under-age waiver is permitted.

"Under 18" Age Category

The players participating in any IIHF Ice Hockey U18 World Championship must be eligible to compete as a male athlete and be no younger than fifteen (15) years of age, and no older than eighteen (18) years of age, by December 31 of the year in which the Championship Season ends. No under-age waiver is permitted.

← For more information refer to IIHF Sport Regulations and IIHF Statutes & Bylaws.

RULE 201 MEN'S JUNIOR HOCKEY – SPECIFIC PLAYING RULES

201.1. ASSESSMENT OF PENALTIES – MEN'S JUNIOR "UNDER 20" AND "UNDER 18" AGE CATEGORIES

Any Player who commits a foul that is assessed a Major Penalty will also receive in any case an additional Game Misconduct Penalty and will be ejected from the game.

RULE 202 MEN'S JUNIOR HOCKEY – SPECIFIC EQUIPMENT RULES

➔ For more information refer to Appendix III – Ice Hockey Equipment



VISOR PROTECTION



CAGE PROTECTION



FULL PROTECTION

JUNIOR ICE HOCKEY

202.1. FACIAL PROTECTION – MEN'S JUNIOR HOCKEY "UNDER 20" – AGE CATEGORY

All Players participating in the "Under 20" age category must wear facial protection as described under rule 9.6 and 9.7

➔ **Rule 9.6 – Helmets.**

➔ **Rule 9.7 – Facial Protection.**

Players without the mentioned protection are not allowed to participate in a game.

Younger Players in the "Under 18" age category who participate in the "Under 20" age category must wear the protective equipment as specified and described for the "Under 18" age category.

202.2. FACIAL PROTECTION – MEN'S JUNIOR HOCKEY "UNDER 18" – AGE CATEGORY

All Players participating in the "Under 18" age category must wear a full-face protection (full-visor or cage), properly fixed to the helmet. It must be fixed to the helmet along the sides such that it cannot be flipped up.

➔ **Rule 9.6 – Helmets.**

➔ **Rule 9.7 – Facial Protection.**

A Player whose full-face protection becomes cracked or broken during game action must leave the ice immediately. All Goalkeepers in this "Under 18" age category must wear a facemask constructed in such a way that neither a puck nor a stick blade can penetrate the openings. Players without the mentioned protection are not allowed to participate in a game.

202.3. MOUTHGUARD – MEN'S JUNIOR HOCKEY "UNDER 20" – AGE CATEGORY

All Players in the "Under 20" age category must wear a mouthguard, preferably of the custom-made variety, if they are not wearing a full-face protection (full-visor or cage).

➔ **Rule 9.13 – Mouthguard.**

The mouthguard is designed to protect the teeth and jaws from impact and may also serve to reduce the risk of concussions.

Players must wear this mouthguard in a compliant manner at all times when on the ice. It is not allowed to wear the mouthguard not completely in the mouth (e.g. to chew on it).

Younger Players in the "Under 18" age category who participate in the "Under 20" age category must wear the protective equipment as specified and described for the "Under 18" age category – refer to Rule 202.4 – Junior Hockey – Specific Equipment Rules.

Players without the mentioned protection are not allowed to participate in a game.

202.4. MOUTHGUARD – MEN'S JUNIOR HOCKEY "UNDER 18" – AGE CATEGORY

It is strongly recommended that all Players in the "Under 18" age category wear a mouthguard, preferably custom-made. There is no obligation to wear as they wear a full-face protection (full visor or cage).

➔ **Rule 9.13 – Mouthguard.**

The mouthguard is designed to protect the teeth and jaws from impact and may also serve to reduce the risk of concussions. It is recommended to wear this mouthguard in a compliant manner at all times when on the ice.

202.5. NECK LACERATION PROTECTOR – MEN'S JUNIOR HOCKEY "UNDER 20" – AGE CATEGORY

For All players in the Under 20 age category its mandatory to wear, in a proper way, a neck laceration protection. Its recommended that this protective device covers as much of the players body as possible.

A Goalkeeper is allowed to attach a throat protector to the chin of their facemask. It must be made of a material that will not cause injury.

JUNIOR ICE HOCKEY

202.6. NECK LACERATION PROTECTOR – MEN'S JUNIOR HOCKEY "UNDER 18" – AGE CATEGORY

For All players in the Under 18 age category its mandatory to wear, in a proper way, a neck laceration protection. Its recommended that this protective device covers as much of the players body as possible.

202.7. HELMET / EAR-PROTECTION – MEN'S JUNIOR HOCKEY "UNDER 20" – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

202.8. HELMET / EAR-PROTECTION – MEN'S JUNIOR HOCKEY "UNDER 18" – AGE CATEGORY

Players must wear the ear-protection, attached to their helmets.

202.9. PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT

The On-ice officials will respond appropriately if a player on the ice is not wearing their protection equipment in accordance with the rules (e.g., visor pushed up, face protection not properly attached, removed ear-protection, etc.).

The On-ice officials will respond appropriately when a Player who is required to wear a mouthguard is obviously not wearing it while on the ice. The Game Officials will then take the offending Player to the appropriate Player's Bench and issue a warning to the Team through the Coach. The Game Officials shall also inform the other Team and warn them as well.

Both teams are now warned that Players requested to wear the protection equipment properly.

The next Player found not to be wearing the protection equipment not in accordance with the rule shall be penalized with a ten minute (10') Misconduct Penalty.



APPENDIX – I

GAME OFFICAL SIGNALS

GAME OFFICIAL SIGNALS



RULE 24 – PENALTY SHOT

Both arms crossed over the head.



RULE 41 – BOARDING

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



RULE 42 – CHARGING

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

RULE 43 – 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 44 – CLIPPING

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

RULE 45 – ELBOWING

Tapping either elbow with the opposite hand.

GAME OFFICIAL SIGNALS



RULE 47 – HEAD BUTTING

No Signal

RULE 48 – ILLEGAL CHECK TO THE HEAD OR NECK

Patting flat (open palm) of the non-whistle hand on this side of the head.



RULE 49 – KICKING

No Signal

RULE 50 – KNEEING

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



RULE 51 – ROUGHING / FIGHTING

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



RULE 52 – SLEW-FOOTING

No Signal

GAME OFFICIAL SIGNALS



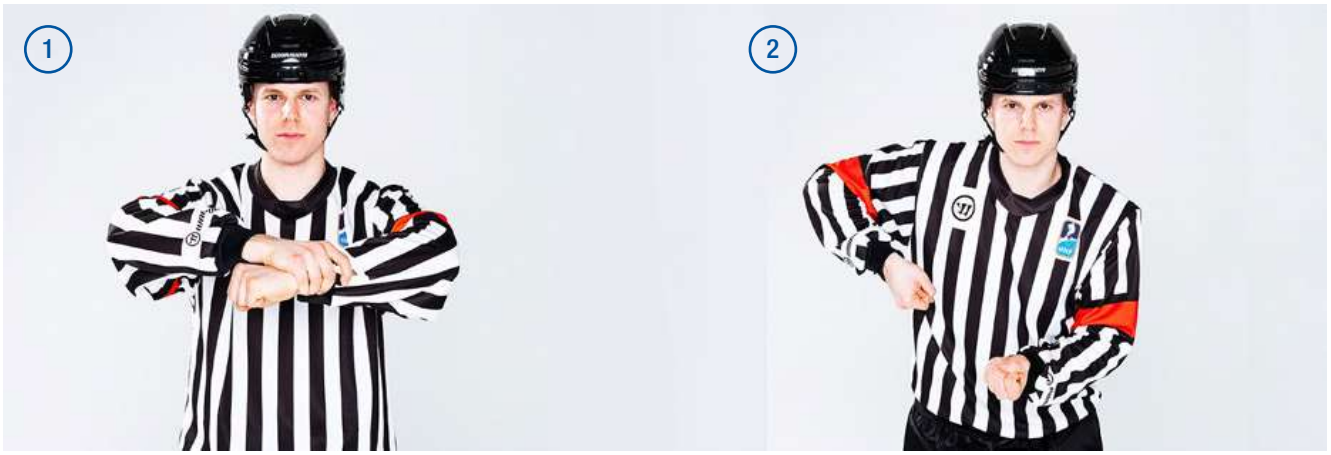
RULE 53 – THROWING EQUIPMENT

No signal.



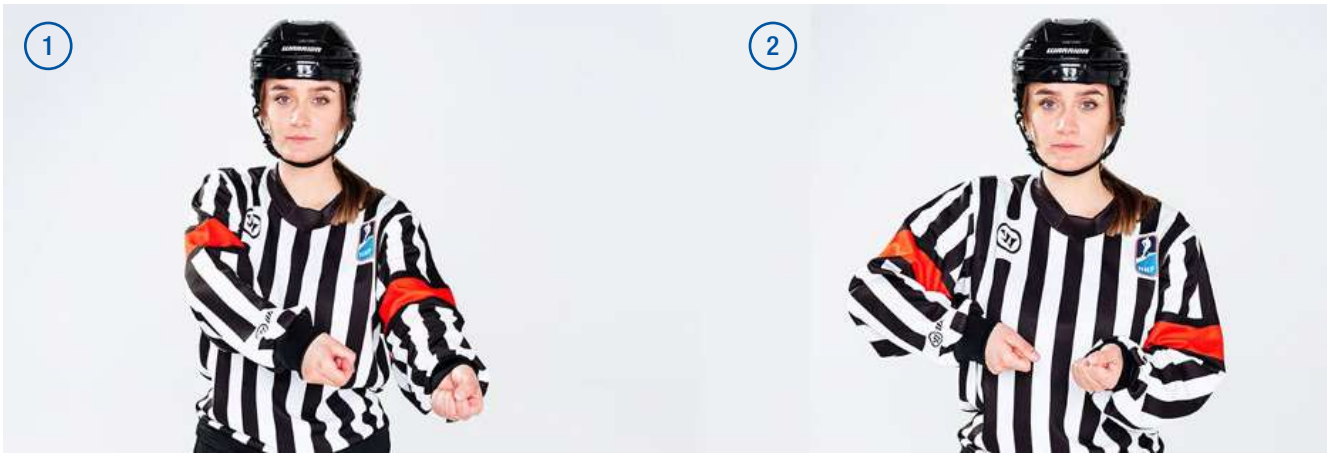
RULE 54 – HOLDING

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



RULE 54 – HOLDING THE STICK (TWO STAGE SIGNALS)

Two stage signals involving the holding signal followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



RULE 55 – HOOKING (TWO STAGE SIGNALS)

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

GAME OFFICIAL SIGNALS



RULE 56 – INTERFERENCE

Crossing arms stationary in front of the chest in an "X" formation.



RULE 57 – TRIPPING

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



RULE 58 – BUTT-ENDING

Moving the forearm, fist closed, under the forearm of the other handheld palm down.

RULE 59 – CROSS-CHECKING

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



RULE 60 – HIGH-STICKING

Holding both fists clenched, one slightly above the other (as if holding a stick) at the height of the forehead.



RULE 61 – SLASHING

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

GAME OFFICIAL SIGNALS



RULE 62 – SPEARING (TWO STAGE SIGNAL)

Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body (essentially the opposite to the hooking signal – away from the body rather than towards the body).



RULE 63 – DELAYING THE GAME

A moving motion in which the flat hand slides up from the lower hand from the center of the body.



RULE 64 – DIVING / EMBELLISHMENT

Both hands on hips, plus pointing two (2) fingers as appropriate.

RULE 74 – TOO MANY PLAYERS ON THE ICE

Indicate with six (6) fingers, one hand open, in front of the chest.

RULE 75 – UNSPORTSMANLIKE CONDUCT

Both hands on hips, plus pointing two (2) fingers as appropriate.

GAME OFFICIAL SIGNALS



RULE 76 – FACE-OFF VIOLATION WARNING

One arm bent with the open palm up – on the side of the Team which conducted the face-off violation.



RULE 78 – PUCK IN THE NET

A signal with the outstretched hand directed at the goal into which the puck has legally entered.



RULE 79 – HANDPASS

With the palm open and facing forward, a pushing motion towards the front of the body once or twice to indicate the puck was moved ahead with the hand.



RULE 80 – HIGH-STICKING THE PUCK

Holding both fists clenched, one slightly above the other (as if holding a stick) at the height of the forehead.



RULE 81 – ICING SIGNALED

The back Linesperson signals a possible icing by fully extending either arm over their head. The arm should remain raised until the front Linesperson either blows the whistle to indicate an icing or until the icing is washed out.



RULE 81 – ICING CALLED

Once the icing has been completed, the back Linesperson will then point to the appropriate Face-off Spot and skate to it, turning backwards somewhere near the Blue Line and crossing their arms across their chest to indicate icing.

GAME OFFICIAL SIGNALS



RULE 83 – OFF-SIDE DELAYED

Non-whistle arm fully stretched vertically upwards, with flat hand outstretched. To cancel out a delayed off-side, the linesperson must lower the arm to the side.



RULE 83 – OFF-SIDE CALLED

Stop play by blowing the whistle and then extend the arm horizontally pointing towards the blue line with the non-whistle hand.



RULE 87 – TIME-OUT

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



RULE 101.1 – WOMEN'S HOCKEY – ILLEGAL HIT

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

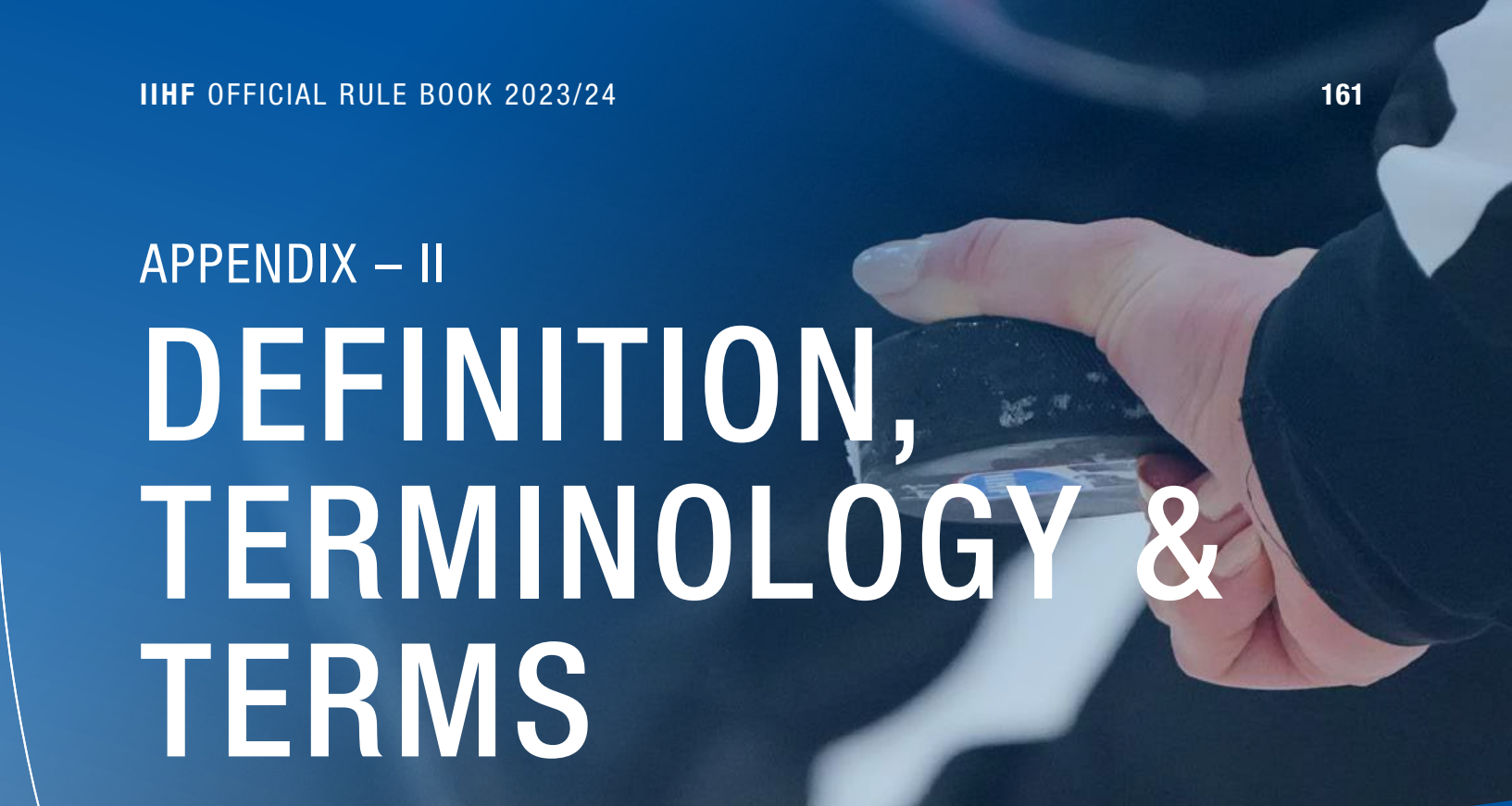


DIFFERENT RULES – WASH-OUT SIGNAL LINESPERSON

A sweeping sideways motion. Extend both arms outward in an outstretched position at shoulder level with palms down. Indicating no off-side, no-icing, etc.

DIFFERENT RULES – WASH-OUT SIGNAL REFEREE

A sweeping sideways motion. Extend both arms outward in an outstretched position at shoulder level with palms down. Indicating no goal, no handpass, no high-sticking the puck, etc.



APPENDIX – II

DEFINITION, TERMINOLOGY & TERMS

DEFINITION, TERMINOLOGY AND TERMS

Altercation

Any physical interaction between two or more opposing Players resulting in a penalty or penalties being assessed. An altercation will generally occur at a stoppage of play (not within the normal process of playing the puck) and includes the gathering of two or more opposing Players and requires action to be taken by the On-ice Officials to separate Players.

Attacking Player

A Player whose Team has control of the puck and is advancing the puck towards its opponent's goal. Also, all Players in their offensive zone are considered "attacking Players".

Attacking Zone

A Team's Attacking Zone is between the Blue Line closest to the opponent's goal and the end Boards behind the opponent's goal.

Blind-sided Hit

A Player in possession and/or control of the puck has the obligation to acknowledge they are eligible to be hit at any moment during this possession and/or control. They must therefore be aware of their immediate environment on the ice and always be prepared for such contact. However, this acceptance of contact is limited and can only be justified by a check that is legally delivered by an opponent.
Since a player's peripheral vision being limited, it cannot be reasonably expected that they has total circumspection of what occurs on the ice. A Player preparing to deliver a check to an opponent in posses sion and/or control of the puck must do everything in their power to execute a fair and well-timed hit. They must also ensure that they deliver it in such a way that their opponent has a reasonable possibility to perceive the impending contact from their established peripheral vision and can accordingly brace them self for such impact. A Player delivering a check to an opponent outside the latter's established peripheral vision, also known as a "blind-sided hit", is not considered to be a well-executed check, and may be penalized accordingly by the Referee.

Body Checking

A legal body check is one in which a Player checks an opponent who is in possession of the puck, by using their hip or body from the front, diagonally from the front or straight from the side.
Legitimate body checking must be done for the purpose of separating the opponent from the puck, only with the trunk of the body (hips and shoulders) and must be above the opponent's knees and at or below the shoulders.

Body Contact

Contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off of the puck.

Breakaway

A condition whereby a Player is in control of the puck or who could have obtained "possession and control" of the puck", with no opposition except goalkeeper between the Player and the opposing goal, with a reasonable scoring opportunity.

Change of Control

Rebounds off Goalkeeper's pads or other equipment shall not be considered as a loss of control or completion of the play by the Team when applying Rule 15 – Calling of Penalties.

Coach

A Coach is a person primarily responsible for directing and guiding the play of their Team. Along with the Team Manager, they are responsible for the conduct of their Team's Players before, during and after a game.

DEFINITION, TERMINOLOGY AND TERMS

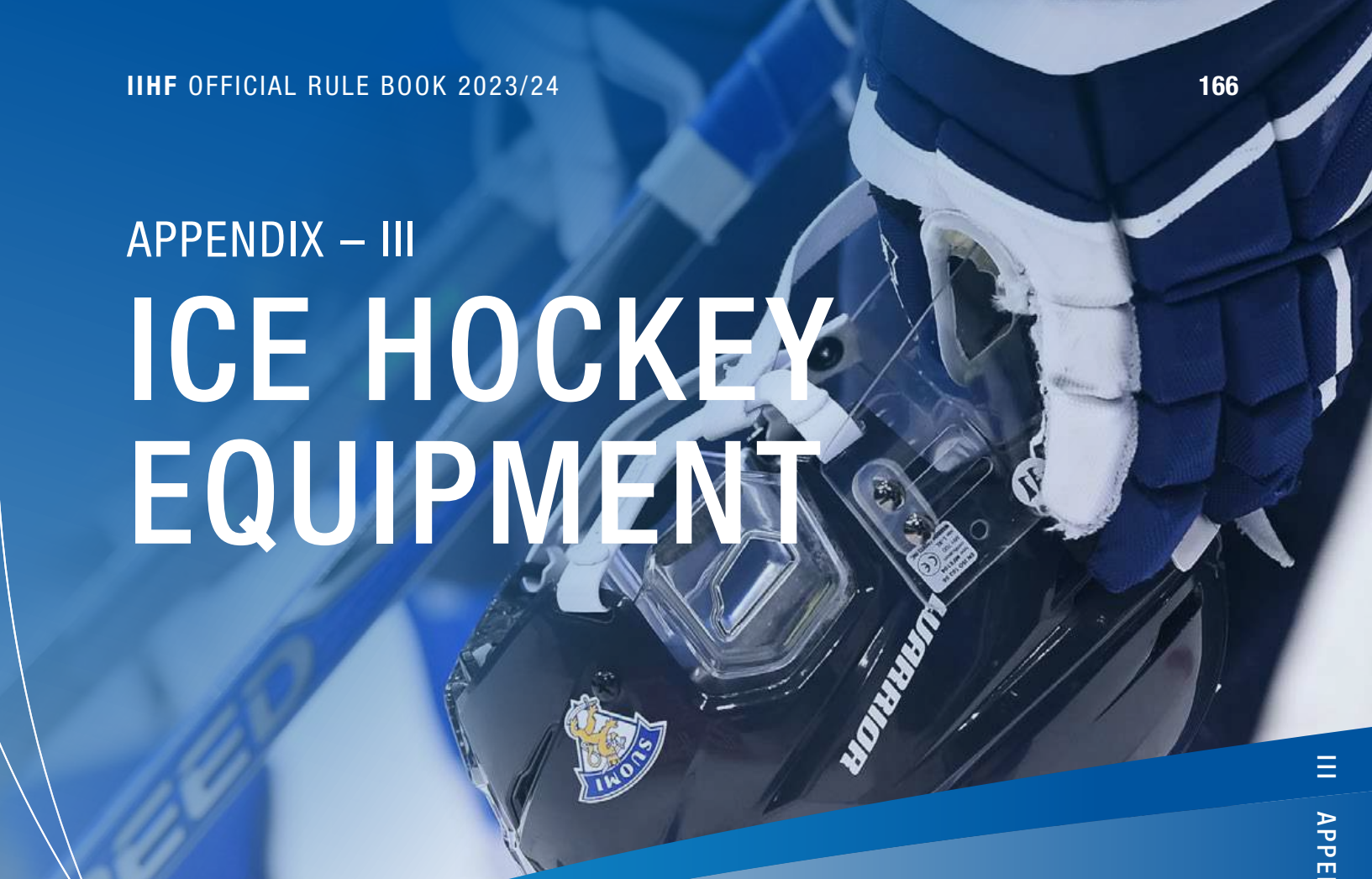
Coincidental Penalty	A penalty of equal type (e.g., minor or major) assessed during the same stoppage of play, and for which neither Team is reduced in on-ice numerical strength. A coincident penalty never causes either Team to be "shorthanded" for purposes of penalty termination if a goal is scored.
Competitive Contact	Body contact between two or more Players 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.
Completion of the Play	Completion of the play by the Team in possession shall mean that the puck must have come into the control of an opposing Player or has been "frozen." This does not mean a rebound/deflection off the Goalkeeper, the goal or the Boards, or any contact with the body, stick or equipment of an opposing Player.
Control of the Puck	The act of propelling the puck with the stick, hand or feet. Control of the puck is not lost when contact with the puck is made by an opponent, the Boards or the net, provided the Player in control of the puck continues propelling the puck. Control means extended possession of the puck.
Creases	Goalkeeper's crease marked on the ice in front of each goal designed to protect the Goalkeepers from interference by attacking Players.
Defending Zone	A Team's Defending Zone is between their own Blue Line and the end Boards behind their own goal.
Deflection of the Puck	When the puck is diverted from its intended path, often by accident. A deflection can be off the stick, body, net, Boards or glass – see also Directing the Puck.
Delayed Off-side	A situation where an attacking Player has preceded the puck across the attacking Blue Line, but the defending Team has gained possession of the puck and is in a position to bring the puck out of their Defending Zone without any delay or contact with an attacking Player.
Directing the Puck	The act of intentionally moving or positioning the body, skate or stick so as to change the course of the puck in a desired direction.
Face-off	The "face-off" is an action of an On-ice Official dropping the puck between the sticks of two opposing Players to start play. The "face-off" procedure begins when the On-ice Official indicated its proper location, and the officials are in their appropriate positions.
Game Action	Play when the game clock is running.
Game Suspensions	When a Player, Coach or Team Manager receives a game suspension(s), their shall not be eligible to participate in the next game(s) until the final review and definitive decision of the Proper Authorities.
Goalkeeper	The Goalkeeper is designated by the Team and is permitted special equipment, for protection, and privileges for the purpose of playing the puck.

DEFINITION, TERMINOLOGY AND TERMS

Heel of the Stick	The point where the shaft of the stick and the bottom of the blade meet.
Injury	Blood does not have to be visible to consider it an injury. Blood flowing is not the only determining factor. For example, an injury caused by a high stick to the face could have one of the following characteristics: severe bruising, abrasions, a welt, cutting of the skin or damage to teeth by the high stick.
Late-hit	A late hit constitutes reckless endangerment of a Player who no longer has control or possession of the puck. Any Player 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 Player with the puck. If the aggressor move to the Player and makes forceful contact, the aggressor risks turning a body check into a late hit by virtue of the vulnerable position of the opponent and the degree of force of the hit.
Line Change Procedure	The Player substitution during all stoppages of play.
Neutral Zone	The Center ice area between the two Blue Lines (neither the defending nor the Attacking Zone).
Numerical Strength	The numerical strength is affected when one Team has a lower number of Players on the ice than five skaters and one goalkeeper due to one or more penalties that they are serving.
Off-ice Officials	Off-Ice Officials are those appointed to assist in the conduct of the game and may include the Official Scorer, Game Timekeeper, Penalty Timekeeper, Penalty Box Attendants (and the two Goal Judges, if applicable). The Referee has general supervision of the game and full control of the Game Officials. In the case of any dispute the Referee's decision shall be final.
On-ice Official	On-Ice Officials are the designated persons responsible for officiating the game who are on the ice – the Referee(s) and Linespersons.
Penalty	A penalty is the result of an infraction of the rules by a Player or Team Personnel. It usually involves the removal from the game of the offending Player or Team Personnel for a specified period of time. If the penalty is on the Team in possession and control of the puck the whistle blows immediately. If the penalty is not on the Team in possession of the puck, the Referee indicates a delayed penalty and does not blow the whistle until the offending Team gains possession and control of the puck. In some cases, the penalty may be the awarding of a “Penalty Shot” or the actual awarding of a goal.
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.
Possession of the Puck	The last Player to physically touch the puck with their stick or body shall be considered in possession of the puck. A Player can have possession of the puck without control, but they

DEFINITION, TERMINOLOGY AND TERMS

	cannot have control of the puck without possession.
Proper Authorities	"Proper Authorities" refers specifically to the IIHF Disciplinary body having jurisdiction to apply these playing rules to the matter at hand as set out and in accordance with the IIHF Statutes and Bylaws IIHF Disciplinary Code and other relevant rules and regulations.
Protective Equipment	Equipment worn by Players for the sole purpose of safety and protection from injury. All equipment must be manufactured for ice hockey and worn in the manner intended.
Reckless Endangerment	Any action that endangers an opponent. A foul consisting of acts that create a substantial risk of serious physical injury to another person. The accused person is not required to intend the resulting or potential harm, but must have acted in a way that showed a disregard for the foreseeable consequences of the actions.
Short-handed	Shorthanded means that a Team is below the "numerical strength" of its opponents on the ice due to one or more penalties that they are serving.
Substitute Goalkeeper	The substitute Goalkeeper is designated on the official game score sheet but is not participating in the game. The substitute must be fully dressed and equipped and ready to play. A substitute Goalkeeper may only participate in the game as a Goalkeeper.
Team Personnel/ Team Official	Team Personnel are any non-playing persons not in uniform on the Players' Bench. One such person must be designated as the Head Coach. A Player on the roster who is unable to play, other than through suspension, may be on the Players' Bench without being considered a Team Personnel if they are wearing the Team jersey and all required head and face protective equipment.
Territorial Advantage	Any decision which moves a "face-off" closer to the Defending Zone is made to ensure there is no territorial advantage to the offending Team.
Torso	In relation to a Player losing their jersey during an altercation, torso shall mean the Player's upper body. If a Player still has one arm through the sleeve of their jersey and the neck opening is still around their neck, it would not be considered completely off their torso. However, if both arms were removed from the sleeves and the jersey was hanging around the Player's neck, it would be considered completely off their torso. If a Player has both arms through their sleeves but their head is not through the neck opening, the jersey shall also be considered completely off their torso.
Vulnerable Position	A Skater is considered to be in a vulnerable position when they are no longer in control or possession of the puck and they are either not aware of an impending hit or they are 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.



APPENDIX – III

ICE HOCKEY EQUIPMENT

ICE HOCKEY EQUIPMENT



HELMET & MASK



NECK GUARD



CHEST & ARM PROTECTION

BLOCKING GLOVE





PANTS

CATCHING GLOVE



STICK



LEG GUARDS



SKATES

ICE HOCKEY EQUIPMENT



HELMET &
FACE PROTECTION



NECK GUARD



CHEST PROTECTOR



ELBOW PADS

GLOVES



PANTS



SKATES



SHIN PADS



STICK

ICE HOCKEY EQUIPMENT

GOALKEEPER HELMET AND FACE MASK

➔ RULE 11.8



PLAYERS HELMET AND FACIAL PROTECTION

➔ RULE 9.6 & 9.7



VISOR PROTECTION

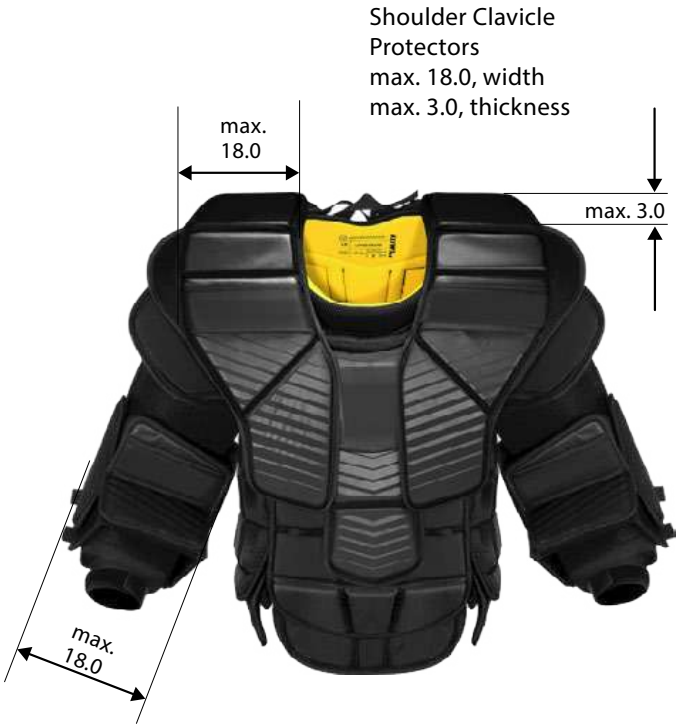
CAGE PROTECTION

FULL PROTECTION

ICE HOCKEY EQUIPMENT

GOALKEEPER CHEST AND ARM PROTECTOR

➔ RULE 11.3





Layering at the elbows
both across the front and
down the side, max. 18.0

NECK LACERATION PROTECTOR

➔ RULE 9.12

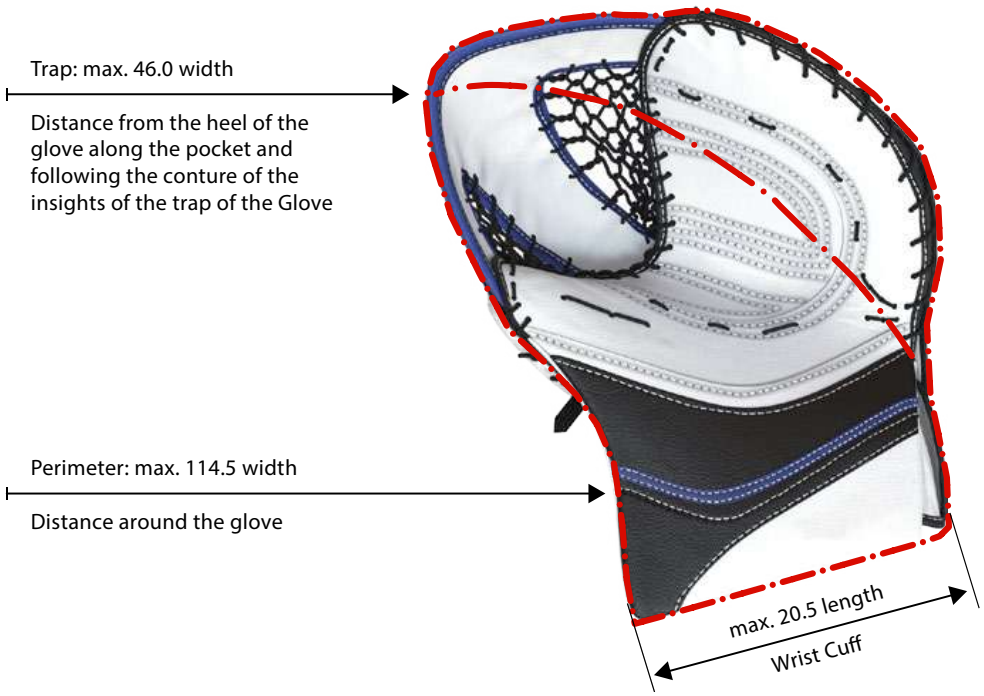


ALL MEASUREMENTS IN CM

ICE HOCKEY EQUIPMENT

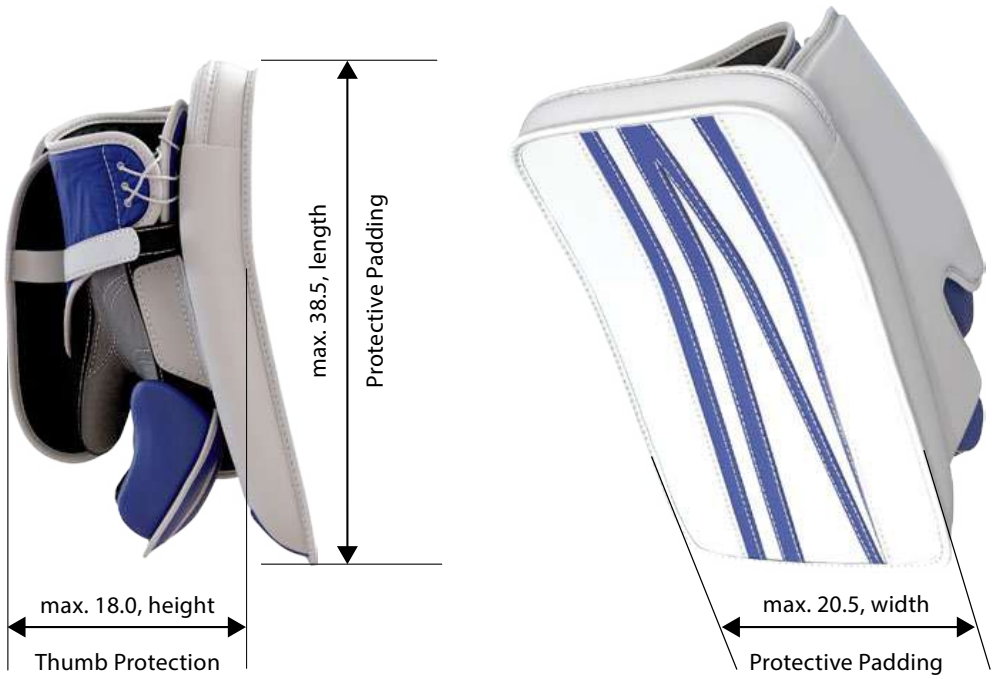
GOALKEEPER CATCHING GLOVE

➔ RULE 11.6



GOALKEEPER BLOCKING GLOVE

➔ RULE 11.7



ALL MEASUREMENTS IN CM

ICE HOCKEY EQUIPMENT

GOALKEEPER PANTS

➔ RULE 11.4



GOALKEEPER KNEE PADS

➔ RULE 11.5



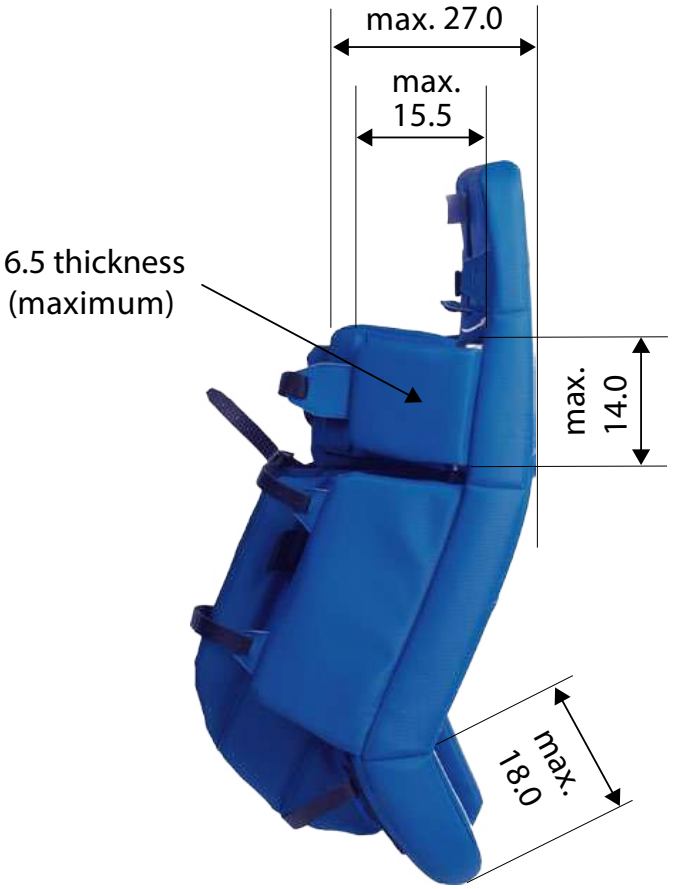
ALL MEASUREMENTS IN CM

ICE HOCKEY EQUIPMENT

GOALKEEPER LEG GUARDS

➔ RULE 11.2





GOALKEEPER & SKATER SKATES

➔ RULE 9.10, 9.11



GOALKEEPER SKATES



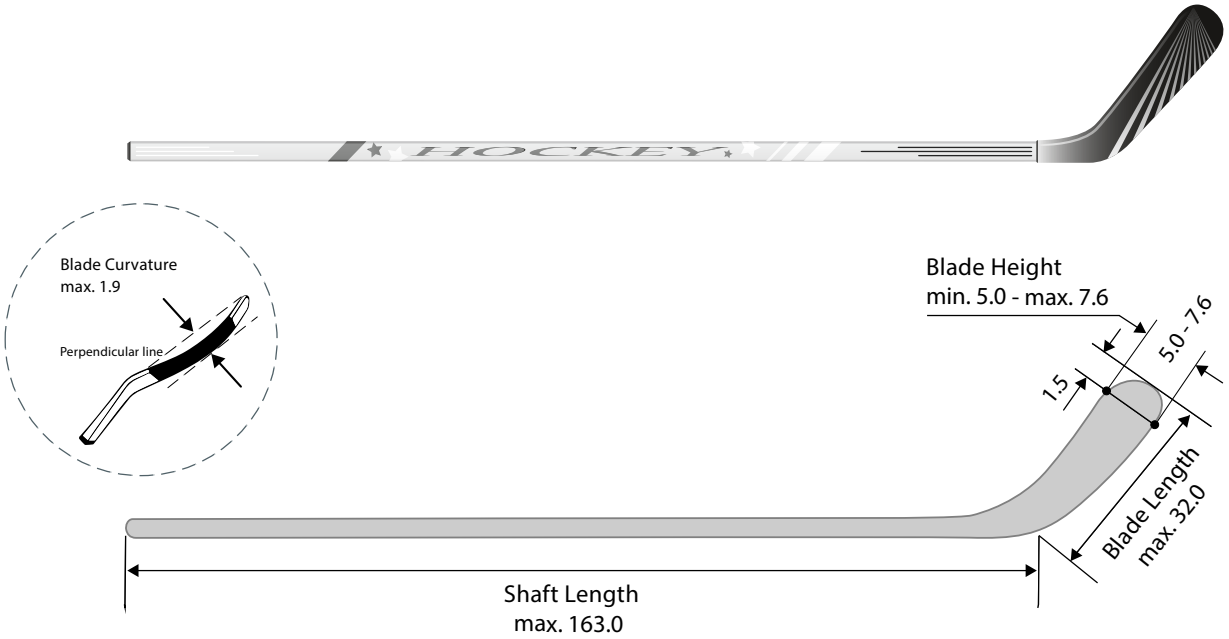
SKATER SKATES

ALL MEASUREMENTS IN CM

ICE HOCKEY EQUIPMENT

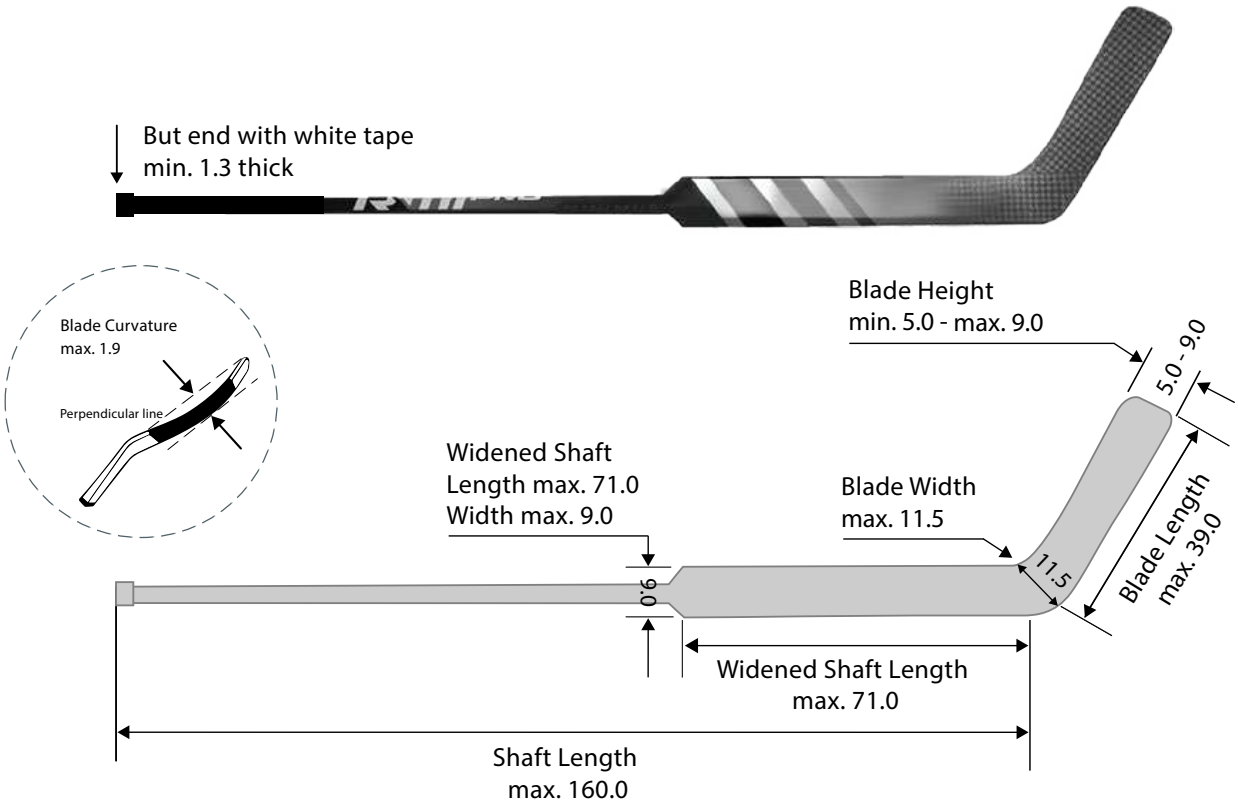
PLAYER´S STICK

➔ RULE 10.1



GOALKEEPER´S STICK

➔ RULE 10.2



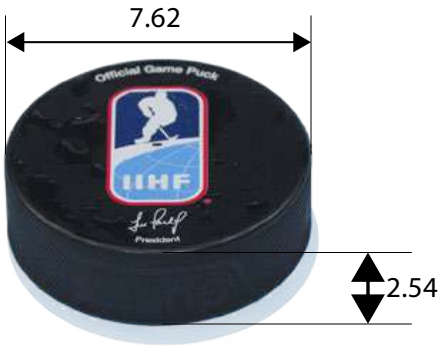
ALL MEASUREMENTS IN CM

ICE HOCKEY EQUIPMENT

PUCK

→ RULE 13





ALL MEASUREMENTS IN CM



APPENDIX – IV

TABLES OVERVIEW

TABLES OVERVIEW

TABLE 1 · RULE 15

Calling of Penalties – Summary of Penalties to Coaches and Team personnel

DESCRIPTION	RULES
Hitting the boards or glass with a stick or any other object	39.3(I), 75.3(II)
Interference with an opponent or the puck while play is in progress	56.3
Interference with an opponent or the puck while the Goalkeeper has been removed	56.7, 56.8
Interfering with a Game Official	39.3(III)
Leaving the bench by stepping onto the ice before the end of the period	70.5
Obscene language or gestures	39.3(II), 39.5(II),(VIII),(IX), 75.3(III), 75.5(II), (III), (V)
Physical abuse of an Official	40.7
Refusing to start play (Teams in their dressing room)	73.1, 73.3
Refusing to start play (Teams on the ice)	73.1, 73.2
Throwing any object onto the ice (unsportsmanlike conduct)	75.1, 75.3
Throwing stick (breakaway on an open net)	53.8
Throwing stick (Defending Zone)	53.7

TABLE 2 · RULE 16

Summary of Minor Penalties

DESCRIPTION	RULE	DESCRIPTION	RULE
Aggressor	46.3, 46.4	Boarding	41.2
Broken stick	10.3	Charging	42.2
Clipping	44.2	Closing hand on puck	67.2
Concealing puck with hand	67.2, al. 2 (II)	Cross-checking	59.2
Delay of Game	63.2	Elbowing	45.2

TABLES OVERVIEW

TABLE 2 · RULE 16

Summary of Minor Penalties

DESCRIPTION	RULE	DESCRIPTION	RULE
Interference on the Goalkeeper	69.2	High-sticking	60.2
Holding	54.2	Holding the stick	54.2
Hooking	55.2	Illegal Check to the Head or Neck	48.2
Illegal Equipment	9.6, 12, 65.2	Illegal stick	10.5, 10.6
Instigator / Initiator	46.3	Interference	56.2
Kneeing	50.2	Leaving Penalty Box too early	70.4
Leaving the Goal Crease (Goalkeeper)	27.6	Participating beyond the Center Line (Goalkeeper)	27.7
Roughing	51.2	Slashing	61.2
Throwing puck towards opponent's goal	67.3 .3 al. 2 (III)	Throwing Equipment	53.2
Tripping	57.2	Use of hand on "face-off"	67.2, al. 3 (I)
Unsportsmanlike Conduct	75.2		

TABLE 3 · RULE 17

Summary of Bench Minor Penalties

DESCRIPTION	RULE	DESCRIPTION	RULE
Abuse of Officials	39.3	Delay of Game	63.3
Deliberate illegal substitution	74.4	Face-off violation	76.4, 76.6, 76.7
Illegal substitution	68.2	Interference from players' bench/penalty box	56.3
Leaving bench at start of game & period	86.2, 86.8	Refusing to start play	73.2, 73.3
Stepping onto ice during period (Coach)	70.5	Throwing objects onto ice	75.3
Too many players on the ice	70.4, 74.1, 74.2, 74.3	Unsportsmanlike Conduct	75.3
Unsustained request for stick measure	10.5, 10.6		

TABLES OVERVIEW

TABLE 4 · RULE 18.3

Summary of Double-minor Penalties

DESCRIPTION	RULE	DESCRIPTION	RULE
Butt-ending (attempt)	58.2	Delay of Game (Coach's challenge)	38.8
Head-butting (attempt)	47.2	High-sticking (accidental, injury)	60.3
Spearing (attempt)	62.2		

TABLE 5 · RULE 20

Summary of Major Penalties (without a Game Misconduct possible)

DESCRIPTION	RULE	DESCRIPTION	RULE
Fighting (Defender – Unwilling combatant)	46.6		

TABLE 6 · RULE 20

Summary of Major Penalties that Result in an Automatic Game Misconduct

DESCRIPTION	RULE	DESCRIPTION	RULE
Butt-ending	58.3	Checking from Behind	43.3
Clipping	44.3	Cross-checking	59.3
Dangerous actions	21.1	Fighting/Fighter – Willingness to fight and continuing to fight	46.1
Fighting (Dangerous puncher – Sucker puncher)	46.5	Fighting other than during the periods of the game	46.9
Goalkeeper who uses their blocking glove to punch an opponent (Roughing)	51.3	Head-butting	47.3
High-sticking	60.4	Hooking	55.3
Illegal Check to the Head	48.3	Kicking an opponent	49.3
Kneeing	50.3	Slashing	61.3
Slew-footing	52.2	Spearing	62.3
Throwing Equipment	53.7		

TABLES OVERVIEW

TABLE 7 · RULE 20

Summary of Major Penalties that Result in a Game Misconduct based on the Referee's Judgement

DESCRIPTION	RULE	DESCRIPTION	RULE
Boarding	41.4	Charging	42.4
Elbowing	45.4	Interference	56.5
Tripping	57.4		

TABLE 9 – RULE 22

Summary of Misconduct Penalties

DESCRIPTION	RULES
Banging boards with stick in protest of an Official's ruling	39.2 (IV), 39.4 (IV),-(VII)
Hitting the boards or glass with a stick or any other object	39.2 (IV), 39.4 (IV)&(VII)
Deliberately breaking stick or refusing to surrender stick for measurement	10.5, 10.6
Deliberately throwing any equipment (including stick) out of playing area	39.4 (VI), 75.4 (II)
Entering or remaining in the On-ice Officials Crease	39.4 (V)
Inciting an opponent into incurring a penalty	75.4 (III)
Interfering or distracting opponent taking a Penalty Shot (Second violation)	24.4
Knocking or shooting puck out of reach of an Official	39.4 (II)
Leaving bench to protest	6.1
Refusing to change non-regulation piece of protective equipment (after warning)	9.5
Use of profane or abusive language	75.4 (I)
Verbal abuse towards an Official	39.4 (I)

TABLES OVERVIEW

TABLE 10 · RULE 23

Summary of Game Misconduct Penalties

DESCRIPTION	RULES
Biting an opponent or spectator	23.8
Boarding	41.4
Butt-ending	58.3
Charging	42.4
Checking from behind	43.3
Clipping	44.3
Continues or attempts to continue a fight	46.1
Cross-checking	59.3
Dangerous actions	21.1
Elbowing	45.4
Fighting / Fighter – Willingness to fight and continuing fight	46.1
Fighting (Dangerous puncher-"Sucker puncher")	46.5
Fighting off the playing surface	46.11
Fighting other than during the periods of the game	46.9
First or second player to leave the players' bench during or to start an altercation	70.3
First to intervene in an altercation (third player in)	46.7
Goalkeeper who uses their blocking glove to punch an opponent (Roughing)	51.3
Head-butting	47.3
High-sticking	60.4
Hooking	55.3
Illegal Check to the Head	48.3
Interference	56.5
Interfering with or striking a spectator	23.8
Kicking an opponent	49.3

TABLES OVERVIEW

TABLE 10 · RULE 23

Summary of Game Misconduct Penalties

DESCRIPTION	RULES
Kneeing	50.3
Leaving the penalty box during an alteraction	39.5 (V), 70.4, 70.6
Obscence language or gesture	39.5 (II)
Persists to challenge or dispute Official´s ruling	39.5 (I)
Physically abuses an Official	39.5 (III), 40.1
Racial taunts or slurs or sexual remakrs	23.8
Removing jersey Prior to an altercation	46.13
Slashing	61.3
Slew-footing	52.2
Spearing	62.3
Spitting, smearing blood on or at an opponent or spectator	23.8
Second Major Penalty in a game	20,4, 27.2
Throwing Stick or Equipment outside the playing area	39.5 (VI), 53.2 (IV), 53.5, 53.6
Tripping	57.4

TABLES OVERVIEW

TABLE 11 · RULE 25

Summary of "Penalty Shots"

DESCRIPTION	RULES
Deliberate illegal substitution	68.3, 74.4
Player Intentionally dislodging the net from its moorings when the penalty cannot be served in its entirety within regulation time	63.6
Falling on the puck in the Goal Crease	63.6, 67.4, 69.7
Picking up the puck with the hand in the Goal Crease	63.6, 67.2 (II), 67.4
Player on a "break-away" who is interfered with by an object thrown or shot by defending Team	53.7, 56.6
Player on a breakaway who is Interfered with by a player who has Illegally entered game	70.7
Player throws or shoots stick or an object at the puck in their Defending Zone	53.7
Player who is fouled from behind	24.8, 54.3, 55.4, 57.5, 61.6

TABLE 12 · RULE 26

Awarded Goals Summary of Awarded Goals (when Goalkeeper has been removed for an extra Attacker)

DESCRIPTION	RULES
Delaying the game (Goal post displaced)	63.7
Illegal substitution	68.4, 70.8
Interference	56.7
Throwing stick or other object	53.8
Fouling from behind (including hooking, holding, slashing, tripping, etc.)	54.4, 55.5, 57.6, 61.7

TABLES OVERVIEW

TABLE 12.1 · RULE 26

Awarded Goals Summary of Awarded Goals (when Goalkeeper is on the ice)

DESCRIPTION	RULES
Removing face mask during a breakaway, Penalty Shot or Shootout attempt	9.6
Dislodging Goal Posts on a break away or at an imminent scoring opportunity	63.7

TABLE 13 · RULE 28

Goalkeeper Penalties Summary of Goalkeeper Penalties

DESCRIPTION	RULES
Illegal stick	10.4
Illegal equipment	9, 12.1
Leaving crease during an altercation	27.6
Participates in the play beyond the Center Line	27.7
Playing puck outside restricted area	1, 27.8, 63.2 (VIII)
Proceeds to Players' Bench to replace stick	10.4
Deliberately shoots or bats puck out of play	63.2 (II)
Deliberately "freezes" the puck inside or outside the Goal Crease	63.2 (I), (VI) & (VII), 67.3 (I) & (II)
Deliberately drops the puck in their pads or on the goal net	67.3 (IV)
Piling snow or other obstacles	67.3 (V)
Throwing the puck towards opponent's goal	67.3 (III)
Using blocking glove to punch an opponent (Roughing)	51.3

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
A	**One Player with a Double-minor Penalty**				
A 1	3:00 4:30	A15 – 2+2	**GOAL**	No Player returns	First penalty ends, the second begins at 4:30.
A 2	3:00 5:30	A15 – 2+2	**GOAL**	A15 returns	The first penalty has expired, the second ends with the scoring of the goal.
B	**One Player with a Minor and a Major Penalty**				
B 1	3:00 4:30	A15 – 5+2	**GOAL**	No penalty terminates	The Major Penalty must be served first.
B 2	3:00 8:30	A15 – 5+2	**GOAL**	A15 returns	The first penalty has expired, the second ends with the scoring of the goal.
C	**Two Players of the Same Team – combination of minor and major penalties – signaled (S*)**				
C 1	3:00 4:00 4:30	A15 – 2 A23 – 2	**GOAL**	A15 returns	
C 2	3:00 4:00 4:30	A15 – 2 A23 – 5	**GOAL**	A15 returns	,
C 3	3:00 4:00 4:30	A15 – 5 A23 – 2	**GOAL**	A23 returns	,

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
C	**Two Players of the same Team – combination of minor and major penalties – signaled (S*)**				
C 4	3:00	A15 – 2+2			
	4:00	A23 – 2			
	4:30		**GOAL**	No Player returns	
	5:30		**GOAL**	A23 returns	The first minor to A15 ends. A23 returns because they have the least amount of time to serve in their Minor Penalty.
C 5	3:00	A15 – 2		A15 returns	The signaled Double-minor Penalty to A23 is assessed at 4:30.
	(S*)	A23 – 2+2			
	4:30		**GOAL**		
C 6	3:00	A15 – 5+2		A23 returns	A15 must first serve the Major Penalty. A23 returns as their are serving a Minor Penalty.
	4:00	A23 – 2			
	4:30		**GOAL**		
C 7	3:00	A15 – 5+2		A23 returns	Least amount of time to serve.
	7:30	A23 – 2			
	8:30		**GOAL**		
C 8	3:00	A15 – 5+2		Both A15 and A23 return	The Major Penalty to A15 has expired. Their Minor Penalty ends with the goal. A23's Minor Penalty has expired.
	6:00	A23 – 2			
	8:00		**GOAL**		
C 9	3:00	A15 – 5+2		Captain's choice	The Major Penalty to A15 has expired. Both minors terminate at the same time
	8:00	A23 – 2			
	9:00		**GOAL**		

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
D	**Three Players of the same Team – delayed (D*) or signaled (S*) penalty (no stoppage of play)**				
D 1	3:00	A15 – 2			
	3:30	A23 – 2			
	4:00	A6 – 2(D*)			
	4:30		**GOAL**	A15 returns	Delayed penalty to A6 begins at 4:30.
	5:00		**GOAL**	A23 returns	
	5:30		**GOAL**	A6 returns	
D 2	3:00	A15 – 2			
	3:30	A23 – 2			
	(S*)	A6 – 2			
	4:30		**GOAL**	A15 returns and the penalty to A6 starts.	
	5:00		**GOAL**	A23 returns and A6 remains in the Penalty Box.	
D 3	3:00	A15 – 5		A23 returns and	
	3:30	A23 – 2		the penalty to A6	
	(S*)	A6 – 2		starts	
	4:30		**GOAL**		
D 4	3:00	A15 – 5		A15 and A23	The Major Penalty to A15 is
	7:30	A23 – 2		return and the	completed. The Minor Penalty
	(S*)	A6 – 2		penalty to A6	to A23 ends on the scoring of
	8:00		**GOAL**	starts	the goal.

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
E	**One Player from each Team – combination of minors and majors**				
E 1	3:00	A15 – 2			
	3:30		B12 – 2		
	4:30		**GOAL**		
				No Player returns	Teams are at equal strength.
	5:00		**GOAL**	A15 returns	Their Minor Penalty has been completed.
E 2	3:00	A15 – 5+2		No Player returns	Teams are at equal strength.
	3:30		B12 – 2		
	4:30		**GOAL**		
E 3	3:00	A15 – 5+2		No Player returns	The Major Penalty to A15 is complete but the Teams remain at equal strength.
	7:30		B12 – 2		
	8:00		**GOAL**		
E 4	3:00	A15 – 2+2			
	3:30		B12 – 2		
	4:30		**GOAL**	No Player returns	Teams are at equal strength
	5:00		**GOAL**	No Player returns	The first minor to A15 is competed but Teams remain at equal strength.
	5:30		**GOAL**	A15 returns	The first Minor Penalty to A15 and that of B12 are complete. The second Minor Penalty to A15 ends with the goal.

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
E	**One Player from each Team – combination of minors and majors**				
E 5	3:00 6:00 8:00	A15 – 5+2	 B12 – 2 **GOAL**	A15 returns	The Major Penalty to A15 and the Minor Penalty to B12 have expired. The Minor Penalty to A15 ends on the scoring of the goal.
E 6	3:00 3:30 (S*) 4:10	A15 – 2 A23 – 2	 B12 – 2 **GOAL**	No player returns, A23 penalty is cancelled	The goal nullifies the signaled penalty to A23 (Reason: Team A was not short-handed).
F	**Unequal number of Players – combination of minors and majors:**				
F 1	3:00 3:30 4:00 4:30	A15 – 2 A23 – 2	 B12 – 2 **GOAL**	A15 returns	They had the least amount of time to serve in their Minor Penalty.
F 2	3:00 3:30 4:00 5:00	A15 – 2 A23 – 2	 B12 – 2 **GOAL**	A15 returns	Their Minor Penalty is completed. Teams are at equal strength at the time of the goal.
F 3	3:00 3:30 4:00 4:30	A15 – 2 A23 – 2	 B12 – 2 **GOAL**	A15 returns	
F 4	3:00 3:30 4:00 4:30	 A15 – 2 A23 – 5	B12 – 2 **GOAL**	A15 returns	Least amount of time to serve in their Minor Penalty.

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
F	**Unequal number of Players – combination of minors and majors:**				
F 5	3:00		B12 – 2		
	3:30	A15 – 2			
	4:00	A23 – 2			
	4:30		**GOAL**	A15 returns	Least amount of time to serve in their Minor Penalty.
	5:00		**GOAL**	A23 returns	
F 6	3:00	A15 – 5		A23 returns	Least amount of time (and Team A is short-handed by reason of a Minor Penalty).
	3:30		B12 – 5		
	4:00	A23 – 2			
	4:30		**GOAL**		
F 7	3:00	A15 – 2		A15 returns	Least amount of time (and Team A is short-handed by reason of a Minor Penalty).
	3:30		B12 – 5		
	4:00	A23 – 5			
	4:30		**GOAL**		
F 8	3:00	A15 – 5		A23 returns	Short-handed by reason of a Minor Penalty.
	3:30	A23 – 2			
	4:00		B12 – 2		
	4:30		**GOAL**		
F 9	3:00	A15 – 5		A23 returns	Short-handed by reason of a Minor Penalty.
	3:30		B12 – 2		
	4:00	A23 – 2			
	4:30		**GOAL**		
F 10	3:00	A15 – 2		A15 returns	Short-handed by reason of a Minor Penalty.
	3:30	A23 – 5			
	4:00		B12 – 2		
	4:30		**GOAL**		

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
F	**Unequal number of Players – combination of minors and majors:**				
F 11	3:00		B12 – 5	A15 returns	Least amount of time.
	3:30	A15 – 2			
	4:00	A23 – 2			
	4:30		**GOAL**		
F 12	3:00	A15 – 2+2		No Player returns	First Minor Penalty to A15 ends.
	3:30		B12 – 2		
	4:00	A23 – 2			
	4:30		**Goal**		
F 13	3:00	A15 – 2			
	3:15	A23 – 2			
	3:30		B12 – 2		
	3:45	A6 – 2(D*)			
	4:00		**GOAL**	A15 returns	The penalty to A6 begins at 4:00.
	4:30		**GOAL**	A23 returns	Least amount of time.
F 14	3:00	A15 – 2	B12 – 2	A23 returns	Penalties to A15, B16, A6 and B3
	3:15	A23 – 2			are not on the clock.
	3:30	A6 – 2	B3 – 2		
	5:10		**GOAL**		
F 15	3:00	A15 – 2		A15 returns	The Minor Penalty to A6
	3:30		B12 – 2		begins at 4:30.
	4:00	A23 – 2			
	(S*)	A6 – 2			
	4:30		**GOAL**		

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
G	**Coincident penalties – equal number of Players on each Team:**				
G 1	3:00 4:30	A15 – 5+2	B12 – 2+2 **GOAL**	No Player returns	Teams are at equal strength.
G 2	3:00 4:30	A15 – 2+5	B12 – 5 **GOAL**	The substitute for A15 returns	Coincidental major penalties
G 3	3:00 3:30 4:30	A15 – 2 A23 – 2	 B12 – 2 **GOAL**	A15 returns	Coincidental penalties are not on the clock
G 4	3:00 3:30 4:30	A15 – 2 A23 – 2	B12 – 2 **GOAL**	A23 returns	Coincidental penalties are not on the clock
G 5	3:00 3:30 4:30	A15 – 2 A23 – 5	B12 – 2 **GOAL**	No Player returns	Coincidental penalties are not on the clock. Team A is short-handed, however, it is with a major penalty
G 6	3:00 3:30 4:30	A15 – 2 A23 – 5	B12 – 5 **GOAL**	A15 returns	Team A is below the numerical strength of its opponent. Minor penalty to A15 expires on the scoring of the goal.
G 7	3:00 3:30 4:30	A15 – 2 A23 – 2	 **GOAL**	A15 returns	
G 8	3:00 3:30 4:30	A15 – 2 A23 – 5	 B12 – 5 **GOAL**	A15 returns	

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
G	**Coincident penalties – equal number of Players on each Team:**				
G 9	3:00 3:30 4:30	A15 – 5 A23 – 2	 B12 – 2 **GOAL**	No Player returns	A15 is serving a major penalty. Penalties to A23 and B12 are not on the clock.
G 10	3:00 3:30 4:30	A15 – 5 A23 – 2	B12 – 5 **GOAL**	A23 returns	Short-handed by reason of a minor penalty.
G 11	3:00 3:30 4:30	A15 – 2+2 A23 – 2	B12 – 5 **GOAL**	No Player returns	First minor penalty to A15 is eliminated.
G 12	3:00 3:30 (S*) 4:30	A15 – 2 A23 – 5 A26 – 2	B12 – 2 **GOAL**	Penalty to A26 is not assessed (unless it is a major penalty).	
G 13	3:00 3:30 4:00 4:30 4:45	A15 – 2 A23 – 2 A26 – 2	 B12 – 2 **GOAL** **GOAL**	 A15 returns A26 returns	Penalties to A23 and B12 are not on the clock.
G 14	3:00 3:30 (S*) 4:30	A15 – 2 A23 – 2 A26 – 2	 B12 – 2 **GOAL**	A15 returns	The minor penalty to A26 begins at 4:30. The penalties to A23 and B12 are not on the clock.
G 15	3:00	A15 – 2+2	B12 – 2 **GOAL**	Minor penalty to A15 is eliminated	Team A would have placed an additional player in the penalty box to serve the extra minor penalty to A15.

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
H	**Coincident penalties – unequal number of Players on each Team:**				
H 1	3:00	A15 – 2 A23 – 2	B12 – 2	Captain's choice	This choice must be made at the time of assessment of the penalties.
	4:30		**Goal**		
H 2	3:00	A15 – 2 A23 – 5	B12 – 2	No Player returns	The Major Penalty makes the Team short-handed. The penalties to A15 and B12 do not go on the clock
	4:30		**Goal**		
H 3	3:00	A15 – 2 A23 – 2	B12 – 5	Captain's choice	The Minor Penalties end at the same time.
	3:30		**Goal**		
H 4	3:00	A15 – 2 A23 – 5	B12 – 5	A15 returns	Major penalties are coincidental and do not go on the clock.
	4:30		**Goal**		
H 5	3:00	A15 – 5 A23 – 2	B12 – 2	No Player returns.	Coincidental Minor Penalties. Team A is short-handed by reason of the Major Penalty. Penalties to A23 and B12 do not go on the clock.
	4:30		**Goal**		
H 6	3:00	A15 – 2+2 A23 – 2	B12 – 2	Captain's choice. The Minor Penalty to B12 can cancel any one of the Minor Penalties assessed to the two Players on Team A.	Depending on the choice made by Team A, A23 may return or the first Minor Penalty to A15 will end with the scoring of the goal, or the replacement Player serving the extra minor to A15 will return.
	4:30		**Goal**		

TABLES OVERVIEW

TABLE 14 · RULE 16

Minor Penalties Goals scored against short-handed Team

Minor Penalty expiration criteria:

A. Is the Team scored against, short-handed?

B. Are they serving a Minor Penalty on the clock?

C. If the answer is yes to a) and b), delete the Minor Penalty with the least amount of time on the clock, except when coincidental penalties are being served.

EXAMPLES	TIME	TEAM A	TEAM B	ANSWER	REMARKS
H	**Coincident penalties – unequal number of Players on each Team:**				
H 7	3:00	A15 – 2 A23 – 2+2	B12 – 2	Captain's choice. The Minor Penalty to B12 can cancel any one of the Minor Penalties assessed to the two Players on Team A.	Depending on the choice made by Team A, A 15 may return or the first Minor Penalty to A 23 will end with the scoring of the goal, or the replacement Player serving the extra minor to A 23 will return.
	4:30		**Goal**		
H 8	3:00	A15 – 2 A23 – 2 A6 – 2	B12 – 2		
	4:00		**Goal**	Captain's choice.	B12 and one of the Minor Penalties to Team A (depending on choice) will not go on the clock.
	4:30		**Goal**	Remaining Player returns	According to the choice made by Team A when the penalties were assessed.
H 9	3:00	A15 – 5 A23 – 2 A6 – 2	B12 – 2	Captain's choice.	Coincidental penalty rule applies to B12 and either A23 or A6 (and these penalties would not go on the clock).
	4:30		**Goal**		
H 10	4:00 4:30	A15 – 2 A23 – 2+2	B12 – 2	No Player returns.	Penalties to A15 and B12 is not on the clock. A23's first penalty terminates and A23's second penalty starts.
	5:00		**Goal**		

NOTE: Coincident penalties must always be served in their entirety.

TABLES OVERVIEW

TABLE 15 · RULE 19 (1 OF 3) Be aware of specific rule interpolations during the last 5 minutes of the game and overtime.
Coincidental Penalties (all Penalties assessed at the same stoppage).

EXAMPLE	TEAM A	PENALITIES	TEAM B	PENALITIES	ON-ICE STRENGTH
1	A 3	2	B 10	2+2	Team B will play one Player short-handed for two minutes. Team B must place an additional Player to serve the extra Minor Penalty to B10.
2	A 3 A 5	2 2+2	B 10 B 12	2+2 2	Teams play at full strength.
3	A 3 A 5	2+2 5	B 10 B 12	2+2 5	Teams play at full strength.
4	A 3	2+5	B 10 B 12	2 5	Teams play at full strength
5	A 3 A 5	2+5 2	B 10 B 12	2 5	Team A will play one Player short-handed for two minutes. Team A Captain's choice to determine which penalty would go on the penalty time clock. Should A3 be chosen, then an additional Team A Player must be placed in the Penalty Box to serve the Minor Penalty for A3.
6	A 3 A 5	2+2 5	B 10	2+2	Team A one Player short-handed for five minutes.
7	A 3 A 5	2+2 2	B 10	2	Team A Captain's choice to play one Player short-handed for four minutes or two Players short-handed for two minutes. Should they choose the latter, an additional Team A Player must be placed in the Penalty Box to serve the Minor Penalty for A3.
8	A 9 A 24	2 2	B 2 B 18	2+2 2	Team B will be one Player short-handed for two minutes. Team B Captain's choice of which Player's time will go on the penalty time clock. If they choose B2, then Team B must place an additional Player in the Penalty Box to serve B2's Minor Penalty.
9	A 24	5	B 5	5	Teams play at full strength.
10	A 3	5	B 5 B 7	5 5	Team B short-handed for five minutes (Captain's choice).
11	A 3 A 4	5 5	B 5 B 7	5 5	Teams play at full strength.

TABLES OVERVIEW

TABLE 15 · RULE 19 (2 OF 3)

Coincidental Penalties (all Penalties assessed at the same stoppage)

EXAMPLE	TEAM A	PENALITIES	TEAM B	PENALITIES	ON-ICE STRENGTH
12	A 3	5+5	B 5	5	Team A short-handed for five minutes. Team A must place an additional Player in the Penalty Box to serve the extra Major Penalty.
13	A 3	5+5	B 5 B 7	5 5	Teams play at full strength.
14	A 3 A 4	5+5 5	B 7	5	Team A has the choice to cancel one of the two major penalties assessed to A3 or to simply cancel the one to A4. Should they choose A3, they will require an additional Player in the Penalty Box.
15	A 3 A 4	5+5 5	B 5 B 7	5 5	Team A will be short-handed for five minutes. Team choice to cancel majors assessed.
16	A 3	2+5	B 7	5	Team A must place another Player in the Penalty Box to serve the additional Minor Penalty to A3 immediately.
17	A 3	2+5	B 7	2+5	Teams play at full strength.
18	A 3	2+5	B 5 B 7	5 5	Teams play 4-4 for two (2) minutes (Team B Captain's choice of which Player's time will go on the penalty time clock), followed by Team B short-handed for three (3) min. Team A must place another Player in the Penalty box to serve the Minor Penalty
19	A 3	2	B 5	5	Teams play 4 – 4.
20	A 3	2+2	B 5	5	Teams play 4 – 4
21	A 3	5	B 5 B 7	2 2	Teams play 4-3
22	A 3 A 4	5 2	B 5 B 7	2+2 2	Captain's choice if the teams play 4-4 in 4 min. followed by 4-5 in 1 min. or 4-3 in 2 min. followed by 4-5 in 3 min
23	A 3	2+5	B 5	2+2+5	Team B will play “short-handed” for two (2) minutes. Team B will require an additional Player in the Penalty Box to serve the Minor Penalty.
24	A 3 A 4	2+5 5	B 5 B 7	5 5	Team A will play short-handed for two minutes. Team A will require an additional Player in the Penalty Box to serve the Minor Penalty.

TABLES OVERVIEW

TABLE 15 · RULE 19 (3 OF 3)

Coincidental Penalties (all Penalties assessed at the same stoppage)

EXAMPLE	TEAM A	PENALITIES	TEAM B	PENALITIES	ON-ICE STRENGTH
25	A 3 A 4	2+5 5	B 5 B7	2+2+5 5+5	Team B will be short-handed either one Player for seven minutes or two Players, one for two minutes and one for five minutes (Captain's choice).
26	A 3	2+5+5	B 5 B 7	2+5 5	Teams play at full strength.
27	A 3 A 4	2+5 5	B 5	5	Team A will be short-handed, either one Player for seven minutes, or two Players, one for two minutes and one for five minutes (Captain's choice).
28	A 3	2+5+5	B 5 B 7	2+5 5	Teams play at full strength
29	A 5 A 6 A 7	2 5+5 5	B 12 B 13 B 14	5+5 2 5	Teams play at full strength.
30	A 3	2+10	B 5	2	Teams play at full strength.
31	A 3	2+10	B 5	2+10	Teams play at full strength.
32	A 3 A 4	2 10	B 5 B 7	5 10	Teams play 4 on 4.

TABLES OVERVIEW

TABLE 16 · RULE 69
Interference on the Goalkeeper Situations

DESCRIPTION	RESULT
Situation 1 – The Goalkeeper is inside the Goal Crease	
Situation 1A An attacking Player is standing in the Goal Crease when the puck enters the crease then crosses the Goal Line. **In no way do they affect the Goalkeeper's ability** to defend their goal.	Goal is allowed.
Situation 1B An attacking Player makes contact with the Goalkeeper however, no goal is scored on the play.	**Play continues, no whistle.**
Situation 1C An attacking Player makes incidental relevant contact with the Goalkeeper at the same time a goal is scored.	Goal is disallowed. The Referee in their judgment may call the appropriate penalty to the attacking Player. The announcement should be, "No goal due to interference with the Goalkeeper."
Situation 1D An attacking Player makes other than incidental contact with the Goalkeeper, however, no goal is scored on the play.	Referee in their judgment must assess the appropriate penalty to the attacking Player.
Situation 1E An attacking Player makes other than incidental contact with the Goalkeeper at the time a goal is scored.	Goal is disallowed. The Referee in their judgment must assess the appropriate penalty to the attacking Player. interference with the Goalkeeper."
Situation 2 – The Goalkeeper is outside the Goal Crease	
Situation 2 A An attacking Player makes **incidental contact** with the Goalkeeper; however, no goal is scored on the play.	Play continues, no whistle.
Situation 2 B An attacking Player makes **incidental contact** with the Goalkeeper at the same time a goal is scored.	Goal is allowed.
Situation 2 C An attacking Player makes **other than incidental contact** with the Goalkeeper, however, no goal is scored on the play.	The Referee in their judgment must assess the appropriate penalty to the attacking Player.
Situation 2 d An attacking Player makes **other than incidental contact** with the goalkeeper at the time a goal is scored.	Goal is disallowed. The Referee in their judgment must assess the appropriate penalty to the attacking Player.

TABLES OVERVIEW

TABLE 16 · RULE 69

Interference on the Goalkeeper Situations

DESCRIPTION	RESULT
Situation 3 – A Player forces another Player into the Goalkeeper, who is inside or outside the Goal Crease.	
Situation 3 A The attacking Player, after having **made a reasonable effort to avoid contact,** makes **incidental contact** with the Goalkeeper at the time a goal is scored.	Goal is allowed.
Situation 3 B The contact by the attacking Player with the Goalkeeper is **other than incidental** and the attacking Player, in the judgment of the Referee, did not make a reasonable effort to avoid such contact. However, no goal is scored on the play	The Referee in their judgment must **assess the appropriate penalty** to the attacking Player.
Situation 3 C The contact by the attacking Player with the Goalkeeper is **other than incidental** and the attacking Player, in the judgment of the Referee, did not make a reasonable effort to avoid such contact at the time a goal is scored.	Goal is disallowed. The Referee in their judgment must assess the appropriate penalty to the attacking Player.
Situation 3 D An attacking Player, **through their actions** pushes, shoves or fouls a defending Player into the Goalkeeper at the time a goal is scored.	Goal is disallowed. The Referee in their judgment must assess the appropriate penalty to the attacking Player.
Situation 4 – Battle for loose puck with the Goalkeeper inside or outside the Goal Crease.	
Situation 4 A An attacking Player makes incidental contact with the Goalkeeper while both are attempting to play a loose puck at the time a goal is scored.	Goal is allowed.
Situation 4 B An attacking Player makes other than incidental contact with the Goalkeeper while both are attempting to play a loose puck at the time a goal is scored.	Goal is disallowed. The Referee in their judgment must assess the appropriate penalty to the attacking Player.

TABLES OVERVIEW

TABLE 16 · RULE 69
Interference on the Goalkeeper Situations

DESCRIPTION	RESULT
Situation 5 – Screening situations	
Situation 5 A An attacking Player skates in front of the Goalkeeper at the top of the Goal Crease, at the same time a goal is being scored. The attacking Player remains in motion and does not maintain a significant position in the crease in front of the Goalkeeper.	**Goal is allowed.**
Situation 5 B An attacking Player skates in front of the Goalkeeper, well inside the crease, at the same time a goal is being scored. The attacking Player remains in motion and, in the judgment of the Referee, maintains a significant position in the crease impairing the Goalkeeper's ability to defend their goal.	**Goal is disallowed.** The announcement should be, "No goal due to interference with the Goalkeeper."
Situation 5 C An attacking Player skates in front of the Goalkeeper, outside the crease, at the same time a goal is being scored. The attacking Player remains in motion and impairs the Goalkeeper's ability to defend their goal.	**Goal is allowed.**
Situation 5 D An attacking Player plants themself within the Goal Crease, as to obstruct the Goalkeeper's vision and impair their ability to defend their goal, and a goal is scored.	**Goal is disallowed.** The announcement should be, "No goal due to interference with the Goalkeeper."
Situation 5 E An attacking Player plants themself on the crease line or outside the Goal Crease, as to obstruct the Goalkeeper's vision and impair their ability to defend their goal, and a goal is scored.	**Goal is allowed.**

TABLES OVERVIEW

TABLE 16 · RULE 69
Interference on the Goalkeeper Situations

DESCRIPTION	RESULT
Situation 6 – Crowding the Goalkeeper	
Situation 6 A A Goalkeeper initiates contact with an attacking Player to establish position in the crease and the attacking Player vacates the position immediately. No goal is scored on the play.	Play continues, no whistle.
Situation 6 B A Goalkeeper initiates contact with an attacking Player to establish position in the crease and the attacking Player does not vacate the position, however, no goal is scored on the play. A possible penalty depends on the Referee's judgment as to the degree of contact and degree of resistance with the attacking Player and whether the Goalkeeper was truly trying to establish a position.	The Referee in their judgment must assess the appropriate penalty to the attacking Player. This Player runs the risk of "bad things" happening by being in the crease.
Situation 6 C A Goalkeeper initiates contact with an attacking Player in the crease to establish position and the attacking Player vacates the position immediately at the time a goal is scored. Even though the attacking Player vacates their position immediately, the contact impairs the Goalkeeper's ability to defend their goal.	**Goal is disallowed.** The announcement should be, "No goal due to interference
Situation 6 D A Goalkeeper initiates contact with an attacking Player to establish position in the crease and the attacking Player refuses to give ground at the time a goal is scored.	**Goal is disallowed.** A Minor Penalty is not assessed (loss of goal only). The announcement should be, "No goal due to interference with the Goalkeeper."
Situation 6 E A Goalkeeper deliberately initiates contact with an attacking Player other than to establish position in the crease, or otherwise acts to make unnecessary contact with the attacking Player.	The Referee in their judgment must assess the appropriate penalty to the Goalkeeper.

TABLES OVERVIEW

TABLE 16 · RULE 69
Interference on the Goalkeeper Situations

DESCRIPTION	RESULT
Situation 6 – Crowding the Goalkeeper	
Situation 6 F A Goalkeeper initiates contact with an attacking Player to establish position in the crease by using excessive force or acting in a manner which would otherwise warrant a penalty, and the attacking Player refuses to give ground at the time a goal is scored.	The Referee in their judgment must assess the appropriate penalty/penalties to the Goalkeeper and/or attacking Player. In this situation, the Referee would emphatically display to Players and the fans that they were calling penalties before the puck entered the net, and thus the play was dead at the time the infractions occurred and thus stated there is no goal.
Situation 6 G A Goalkeeper initiates contact with an attacking Player to establish position in the crease by using excessive force or acting in a manner which would otherwise warrant a penalty, and the attacking Player vacates the crease at the time a goal is scored.	**Goal is disallowed.** Additionally, the Referee in their judgment must assess the appropriate penalty to the Goalkeeper. This is an example where the attacking Player has prevented the Goalkeeper from doing their job by being in the crease. The announcement should be, "No goal due to interference with the Goalkeeper (plus the announcement of the Goalkeeper's penalty)."
Situation 6 H A Goalkeeper initiates contact with an attacking Player to establish position in the crease by using excessive force or acting in a manner which would otherwise warrant a penalty and the attacking Player vacates the crease, but no goal is scored.	The Referee in their judgment must assess the appropriate penalty to the Goalkeeper.
Situation 7 – Contact with the Goalkeeper	
Situation 7 A An attacking Player initiates contact with the Goalkeeper, inside or outside the Goal Crease, in a fashion that would otherwise warrant a penalty (e.g. "runs" the Goalkeeper).	The Referee in their judgment must assess the appropriate penalty to the attacking Player.
Situation 7 B An attacking Player is in the crease and makes every effort to vacate the crease and the Goalkeeper initiates contact to embellish and draw a penalty. No goal is scored on the play.	This is a dive and a Minor Penalty to the Goalkeeper (diving/embellishment).

TABLES OVERVIEW

TABLE 16 · RULE 69
Interference on the Goalkeeper Situations

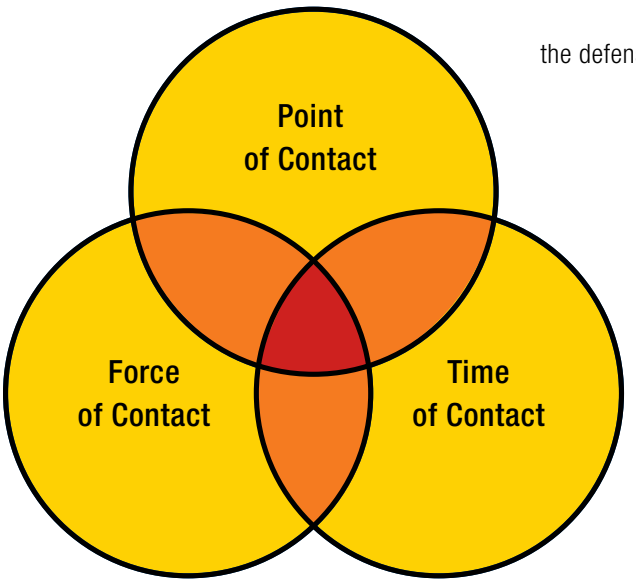
DESCRIPTION	RESULT
Situation 7 – Contact with the Goalkeeper	
Situation 7 C A defensive Player directs the puck into their own net while an attacking Player initiates contact with the Goalkeeper.	**Goal is disallowed.** Additionally, the Referee in their judgment shall assess the appropriate penalty to the attacking Player.
Situation 7 D A defensive Player directs the puck into their own net while an attacking Player is standing in the Goal Crease. The attacking Player does not affect the Goalkeeper's ability to make the save.	**Goal is allowed.**

RULE 69 Interference on the Goalkeeper – Definition "Relevant Incidental Contact"

Relevant Incidental Contact

The intersection of these three described actions is considered to be a "Relevant Contact".

Point of the Contact
At what point (goalkeeper's body or equipment) was contact made? Is the point of contact essential for the defensive work of the goalkeeper?



Force of the Contact
With what force and effectiveness was contact made with the goalkeeper?
The force application was effective to disrupt the goalkeeper's defensive work accordingly.

Time of the Contact
At what point did the contact with the goalkeeper occur? Did the goalkeeper have the opportunity to reposition and to play their position?

TABLES OVERVIEW

TABLE 17 · RULE 84 OVERTIME

Penalties in effect prior to the Start of Overtime – Where overtime is played three against three.

EXAMPLES	TIME IN 3rd PERIOD	TEAM A	TEAM B	REMARKS
1	19:30	A 5 – 2	B 17– 2	The penalties do not go on the clock.
2	19:10 19:50	A 5 – 2 A 7 – 2	B 17– 2	The Teams would begin the Overtime period playing 4 on 3. The penalties for A5 and B17 do not go on the clock.
3	19:10 19:25 19:40	A 5 – 2 A 7 – 2	 B 17 – 2 	Overtime will begin with the Player strength of three (3) Skaters for Team A and four (4) Skaters for Team B. Through the normal expiration of penalty times, the penalized Players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play.
4	19:10 19:30 19:40	A 5 – 2 A 7 – 2 	B 17– 2 B 36 – 2	Overtime will begin with the Player strength of three (3) on three (3). Penalties to A5 and B17 do not go on the clock. As the penalties to A7 and B36 expire, the on-ice strength could get to four (4) on four (4). At the next stoppage, the strength would be adjusted to three (3) on three (3).

TABLES OVERVIEW

TABLE 17 · RULE 84 OVERTIME

Penalties in effect prior to the Start of Overtime – Where overtime is played three against three.

EXAMPLES	TIME IN 3rd PERIOD	TEAM A	TEAM B	REMARKS
5	19:10	A 5 – 2		Overtime on-ice strength will begin at three (3) on three (3). Through the normal expiration of penalty times, the penalized Players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play to either four (4) on three (3) or three (3) on three (3), as the situation dictates at that particular stoppage of play.
	19:20		B 17 – 2	
	19:30	A 7 – 2		
	19:50		B 36 – 2	

TABLE 18 · RULE 84 OVERTIME

Penalties assessed in Overtime

EXAMPLES	TIME IN Overtime	TEAM A	TEAM B	ON-ICE STRENGTH
1	00:30	A 23 – 2		Team A – 3 Skaters Team B – 4 Skaters
	01:00		B 17 – 2	Team A – 3 Skaters Team B – 3 Skaters
	01:30	A 7 – 2		Team A – 3 Skaters Team B – 4 Skaters

Once Team A has received their second Minor Penalty, each Team must add one Player to their on-ice strength. Should the penalty to A23 expire bringing the on-ice strength back to four (4) on four (4) and there is a subsequent stoppage of play, the on-ice strength must be adjusted down to three (3) on three (3) at this point.

However, if there is a stoppage of play once the penalty to B17 has expired (and before A7's expires), the on-ice strength would be adjusted to four (4) on three (3).

If there is no stoppage in play until both Teams have returned to five Skaters each, at the next stoppage of play the on-ice strength would be adjusted back down to three (3) on three (3).



APPENDIX – V

TECHNICAL REQUIREMENTS

TECHNICAL REQUIREMENTS AND SETUPS

Consultant Support and Respective Ruling for Video Review and Coach's Challenge. Depending on the technical installations and support (number and location of cameras, communication systems and deployment of personnel) the following setups are used:

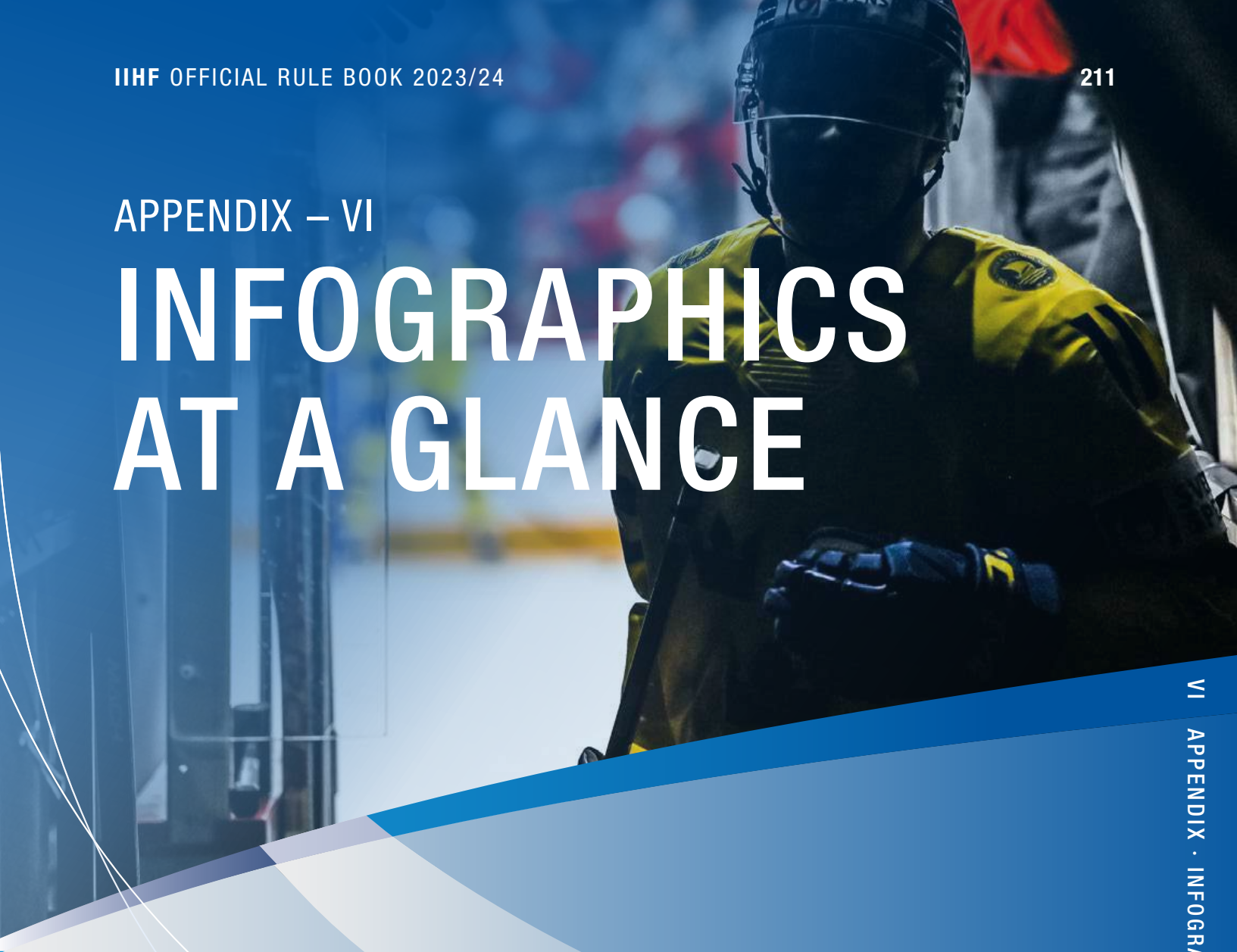
SET-UP AND DESCRIPTION	RULE 37 – VIDEO REVIEW	RULE 38 – COACH'S CHALLENGE
SETUP 1 – FULL SETUP Full technical installation and full Video Review operation in place. Fast and competent review of all game situations and consulting available to the on-ice game officials. **ON-ICE REVIEW OF PENALTIES** It is the Referee's decision to consult the Video Review Consultant to confirm a Double-minor and Major Penalties. ➔ **Rules 18.4, 20.6, 21.1**	**IIHF TOP EVENT** ★★★★★ The Video Review Consultant will review the following situations in accordance with ➔ **Rule 37.** In case of irregularities, they report to the Referee. **A.** Puck crossing the line **B.** Goal frame being dislodged, incl. criteria's for allowing a goal is met. **C.** Expiration of time **D.** Distinct kicking motion **E.** Directed with any part of body **F.** Deflected of an Official **G.** High sticked above cross bar **H.** Puck entry in a proper manner **I.** Entering by continuous play **J.** "Penalty Shot" compliance with rules	The Coach has the option to challenge the following situations in accordance with ➔ **Rule 38:** **A.** "Off-Side" Play Leading to a Goal **B.** "Missed Game Stoppage Event" in the Offensive Zone Leading to a Goal **C.** Scoring Plays Involving Potential "Interference on the Goalkeeper"
SETUP 2 – LIMITED SETUP Full technical installation and full Video Review operation in place. Fast and competent review of some game situations and consulting available to the on-ice game officials. **NO ON-ICE REVIEW PENALTIES** No on-ice Review of Double-minor and Major Penalties (due to the limited technical installations this point is not applicable).	**IIHF EVENT** ★★★★ The Video Review Consultant will review the following situations in accordance with ➔ **Rule 37.** In case of irregularities, they report to the Referee. **A.** Puck crossing the line **B.** Goal frame being dislodged, incl. criteria's for allowing a goal is met. **C.** Expiration of time **D.** Distinct kicking motion **E.** Directed with any part of body **F.** Deflected of an Official **G.** High sticked above cross bar **H.** Puck entry in a proper manner **I.** Entering by continuous play	**J.** "Penalty Shot" compliance with rules The Coach has the option to challenge the following situations in accordance with ➔ **Rule 38:** **A.** "Off-Side" Play Leading to a Goal **B.** **Not applicable** (due to the limited technical installations this point is not applicable) **C.** Scoring Plays Involving Potential "Interference on the Goalkeeper"

TECHNICAL REQUIREMENTS AND SETUPS

SET-UP AND DESCRIPTION	RULE 37 – VIDEO REVIEW	RULE 38 – COACH'S CHALLENGE
SETUP 3 – LIMITED SETUP Limited technical installation and full Video Review operation in place. Fast and competent review of some game situations and consulting available to the on-ice game officials. **NO ON-ICE REVIEW PENALTIES** No on-ice Review of Double-minor and Major Penalties (due to the limited technical installations this point is not applicable).	**IIHF EVENT** ★★★ The Video Review Consultant will review the following situations in accordance with ➔ **Rule 37.** In case of irregularities, they report to the Referee. **A.** Puck crossing the line **B.** Goal frame being dislodged, incl. criteria's for allowing a goal is met. **C.** Expiration of time **D.** Distinct kicking motion **E.** Directed with any part of body **F.** Deflected of an Official **G.** High sticked above cross bar **H.** Puck entry in a proper manner **I.** Entering by continuous play **J.** "Penalty Shot" compliance with rules	The Coach has the option to challenge the following situations in accordance with ➔ **Rule 38:** **A. Not applicable** (due to the limited technical installations this point is not applicable) **B. Not applicable** (due to the limited technical installations this point is not applicable) **C.** Scoring Plays Involving Potential "Interference on the Goalkeeper
SETUP 4 – LIMITED SETUP Limited technical installation and limited Video Review operation in place. Fast and competent review of game situations involving a potential "interference on a goalkeeper" and consulting available to the on-ice game officials. **NO ON-ICE REVIEW PENALTIES** No on-ice Review of Double-minor and Major Penalties.	**IIHF EVENT** ★★ The Video Review Consultant will review the following situations in accordance with ➔ **Rule 37.** In case of irregularities, they report to the Referee. **A.** Puck crossing the line **B.** Goal frame being dislodged, incl. criteria's for allowing a goal is met. **C.** Expiration of time **D.** Distinct kicking motion **E.** Directed with any part of body **F.** Deflected of an Official **G.** High sticked above cross bar **H.** Puck entry in a proper manner **I.** Entering by continuous play **J.** "Penalty Shot" compliance with rules **K.** Scoring Plays Involving Potential "Interference on the Goalkeeper". The Video Review Consultant will only intervene if there is an obvious wrong judgement by the Referee(s).	Coach's Challenge in accordance with ➔ **Rule 38** is not applicable**:** Due to the unavailability of the Coach's Challenge, the Referee is free to check a possible "Interference on the Goalkeeper" independently by means of Video Review

TECHNICAL REQUIREMENTS AND SETUPS

SET-UP AND DESCRIPTION	RULE 37 – VIDEO REVIEW	RULE 38 – COACH'S CHALLENGE
SETUP 5 – LIMITED SETUP Limited technical installation and no Video Review operation in place. No consulting for the on-ice officials available. **NO ON-ICE REVIEW PENALTIES** No on-ice Review of Double-minor and Major Penalties.	**IIHF EVENT** Independently the following situations in accordance with ➔ **Rule 37.** **A.** Puck crossing the line **B.** Goal frame being dislodged, incl. criteria's for allowing a goal is met. **C.** Expiration of time **D.** Distinct kicking motion **E.** Directed with any part of body **F.** Deflected of an Official **G.** High sticked above cross bar **H.** Puck entry in a proper manner **I.** Entering by continuous play **J.** "Penalty Shot" compliance with rules **K.** Scoring Plays Involving Potential "Interference on the Goalkeeper"	Coach's Challenge in accordance with ➔ **Rule 38** is not applicable. Due to the unavailability of the Coach's Challenge, the Referee is free to check a possible "Interference on the Goalkeeper" independently by means of Video Review.
SETUP 6 – NO VIDEO REVIEW No technical installation and no Video Review operation in place. No consulting for the on-ice officials available.	The Referee cannot check and review situations in accordance with ➔ **Rule 37.** However, the Referee is free to consult their on-ice game official colleagues for a final decision. To check whether the puck has crossed the goal line, the Goal Judge behind the goal may also be consulted.	Coach's Challenge in accordance with ➔ **Rule 38** is not applicable.



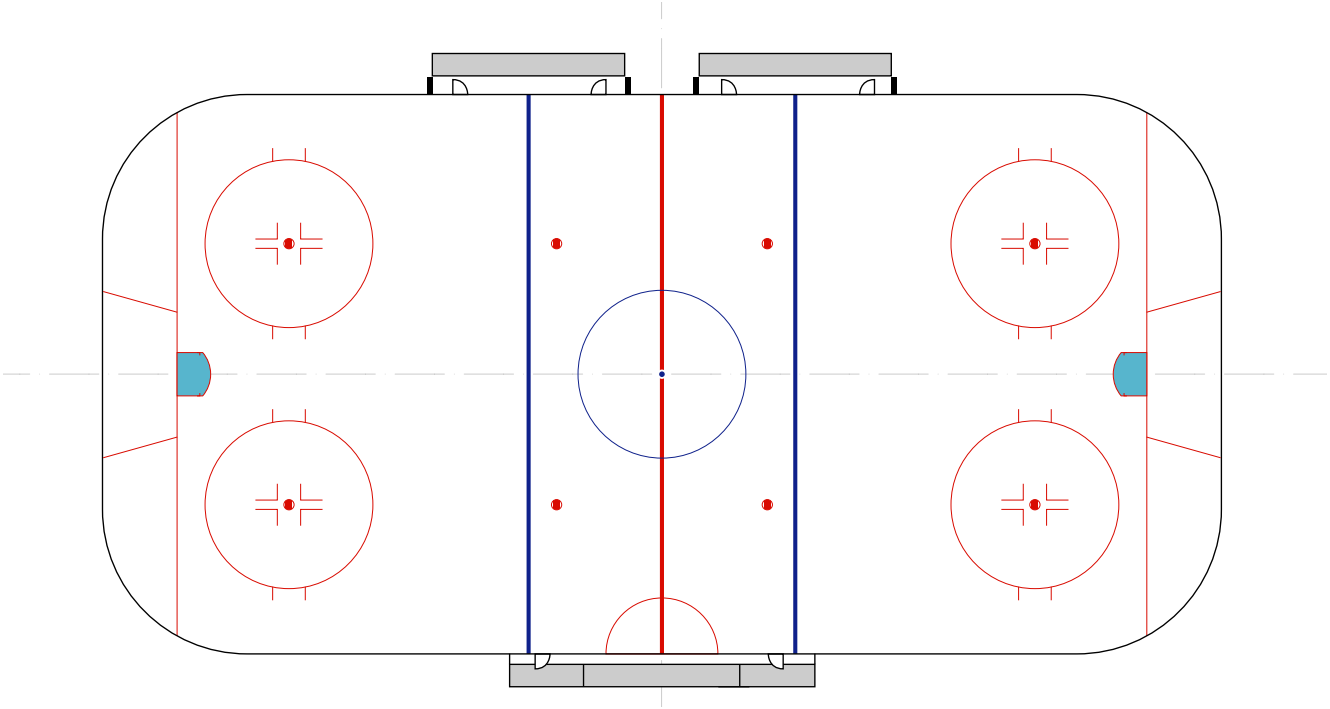
APPENDIX – VI

INFOGRAPHICS AT A GLANCE

INFOGRAPHICS OVERVIEW

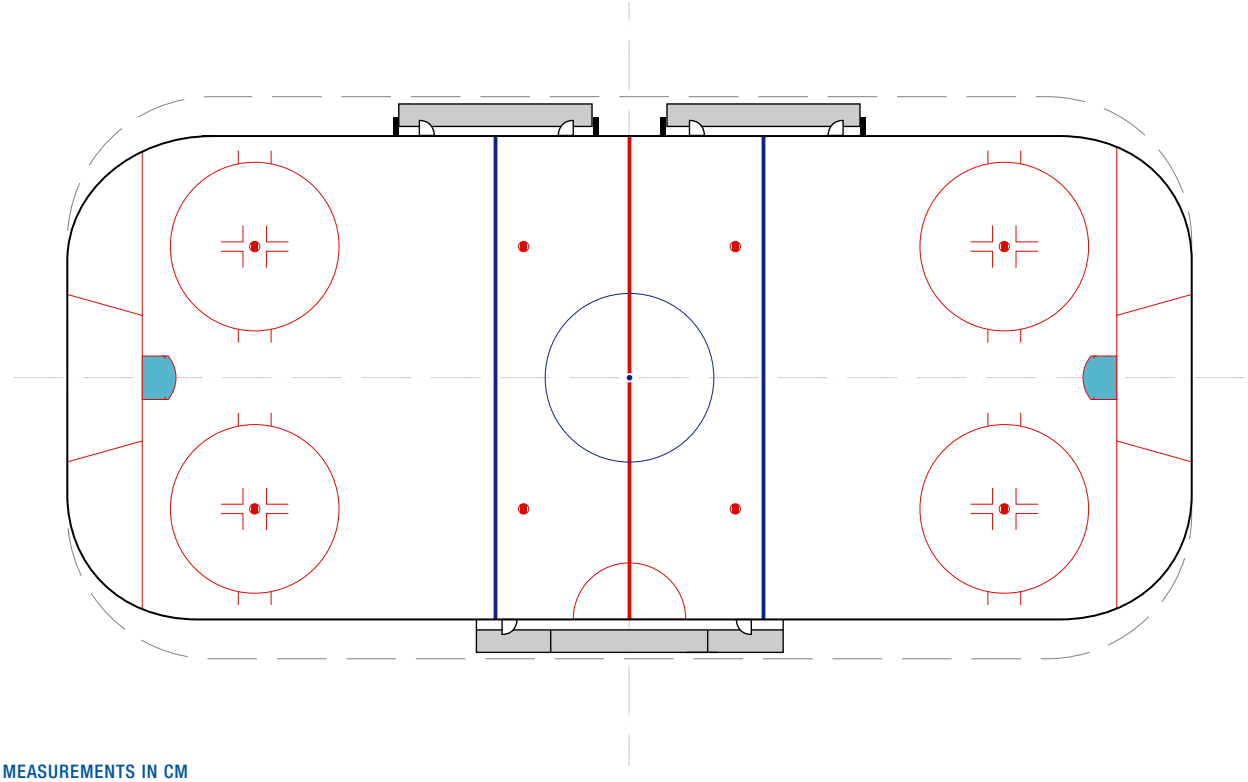
RINK DIMENSIONS – 60 M LENGTH X 30 M WIDTH

➔ **RULE 1.2**



RINK DIMENSIONS – 60 M LENGTH X 26 M WIDTH

➔ **RULE 1.2**

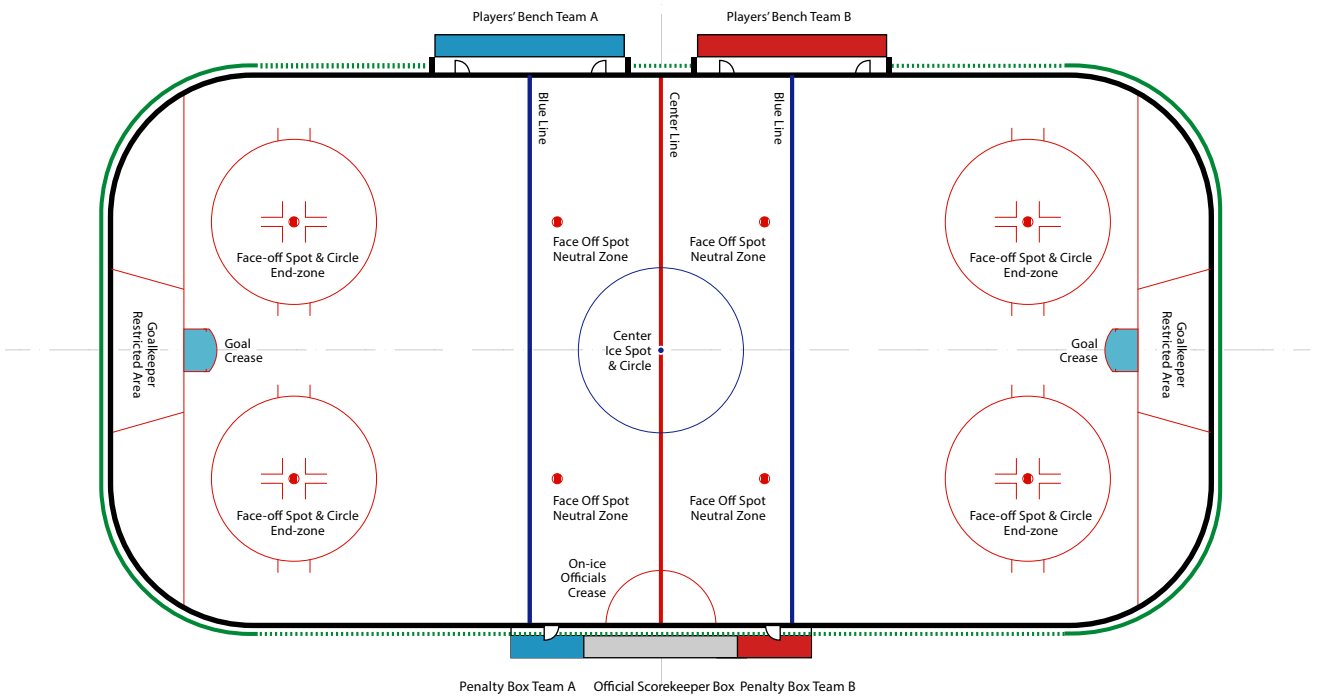


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

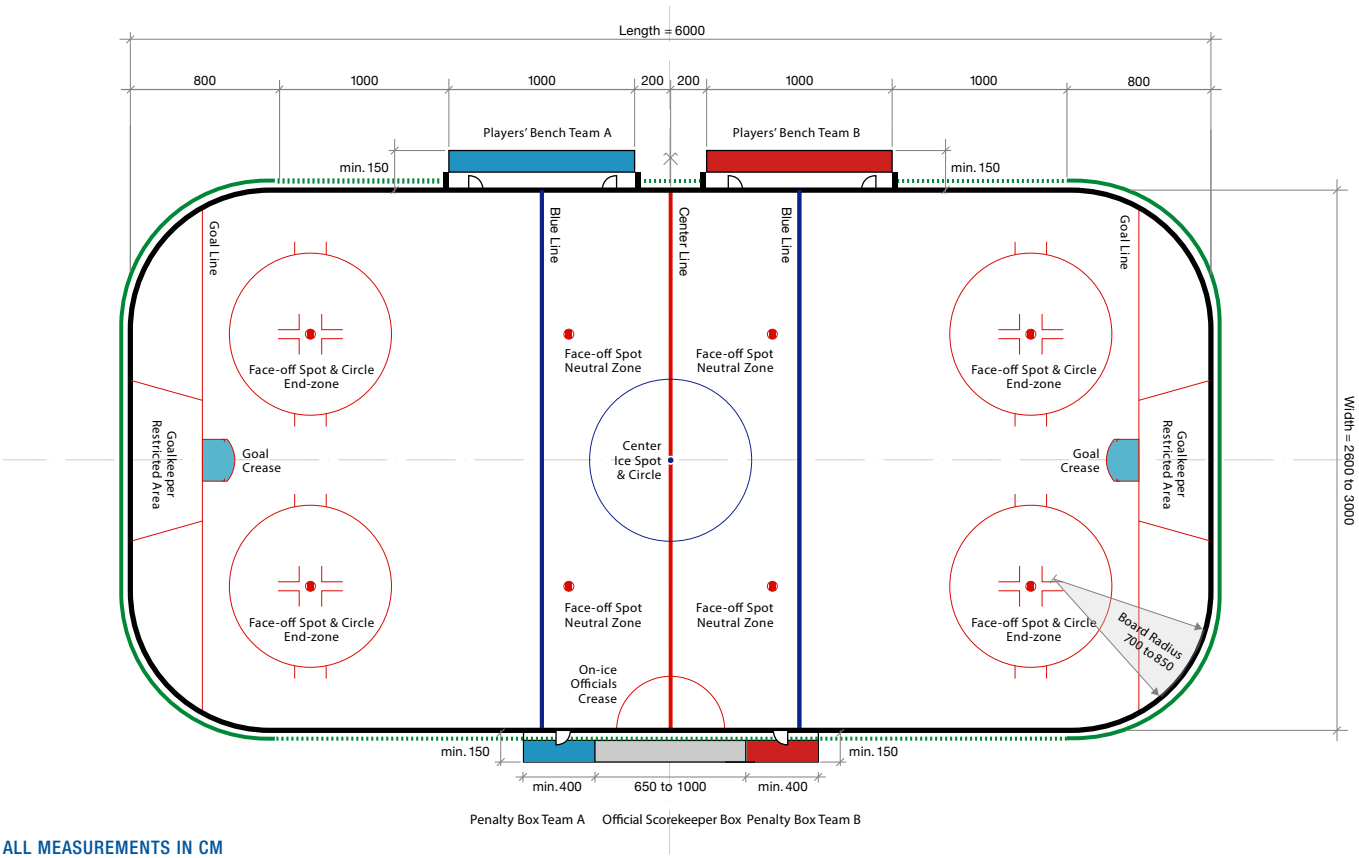
RINK & DEFINITIONS

→ RULE 1.1



RINK DIMENSIONS

→ RULE 1.2, 1.3, 3.0

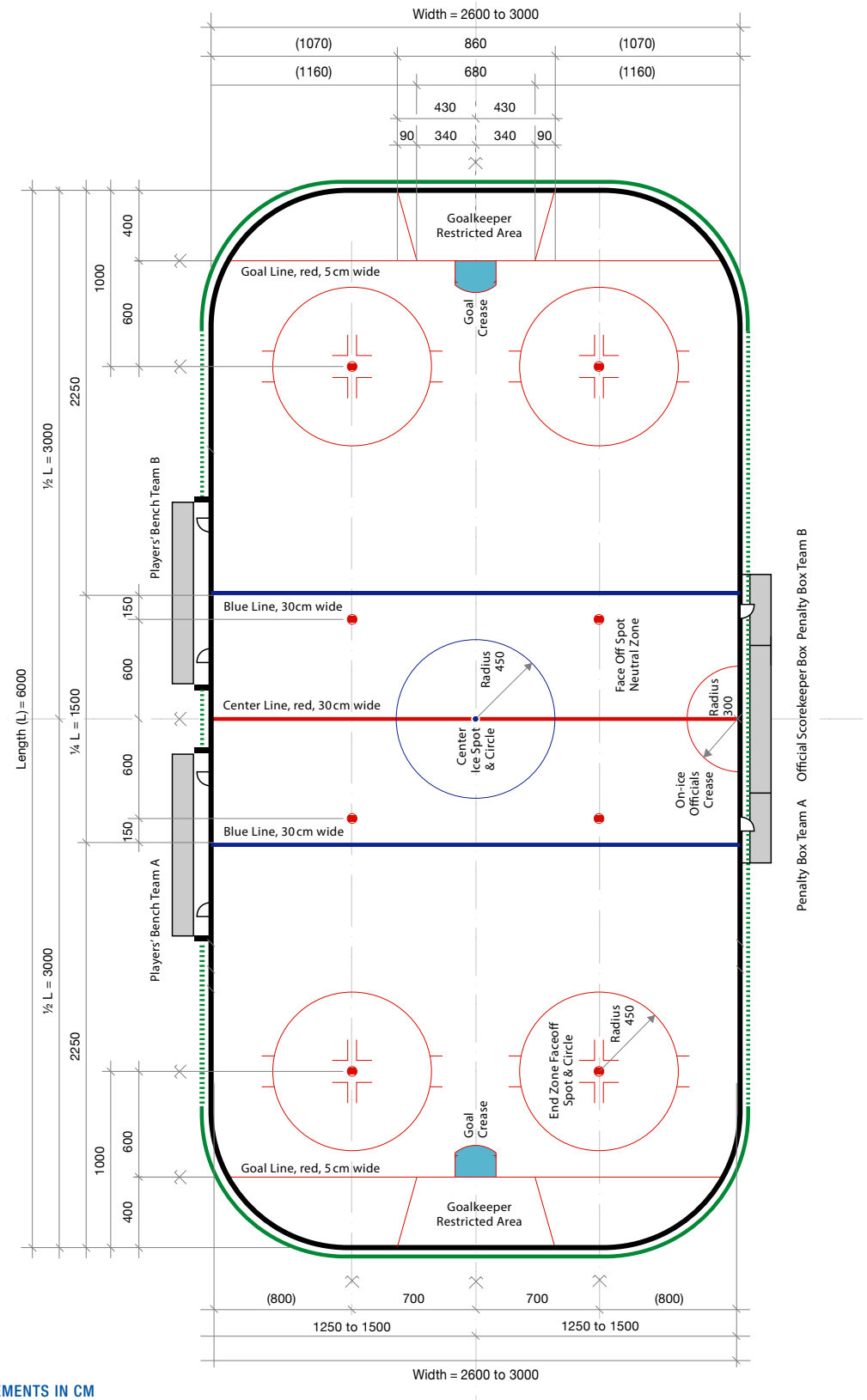


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INFOGRAPHICS OVERVIEW

RINK LINES

→ RULE 1.5, 1.7, 1.8, 1.9

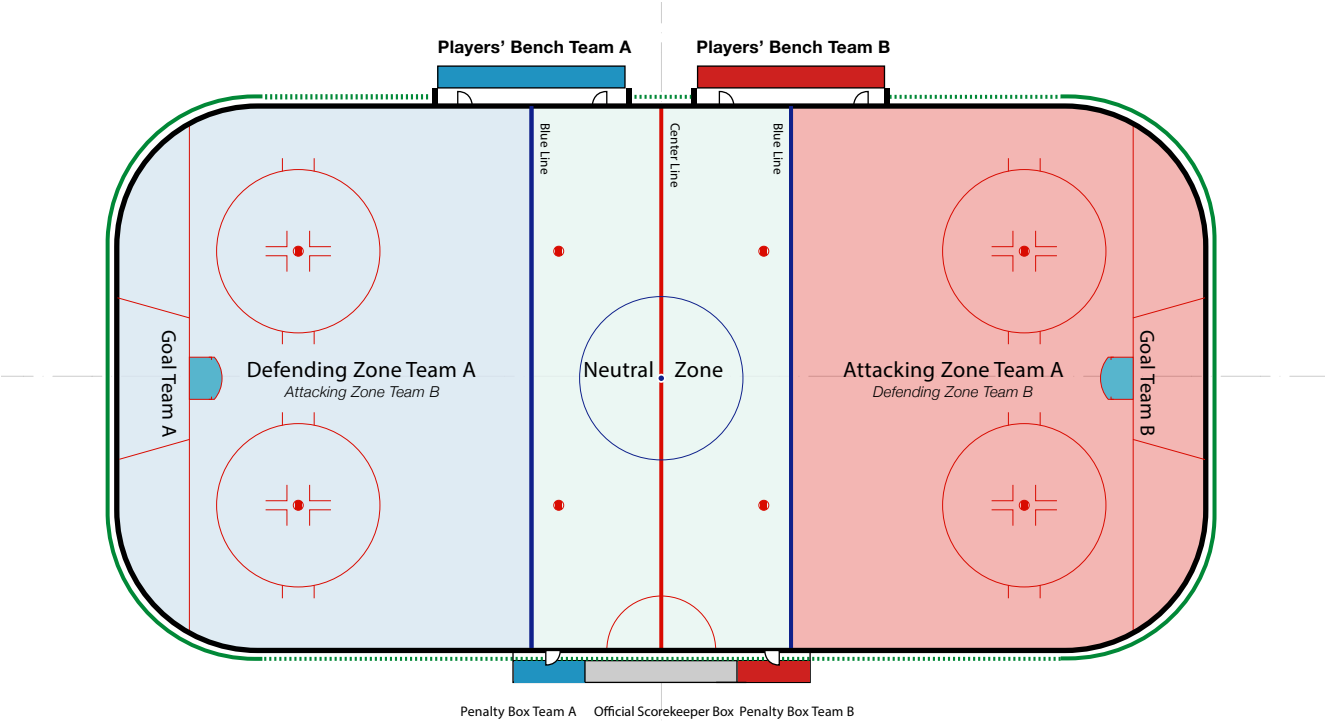


ALL MEASUREMENTS IN CM

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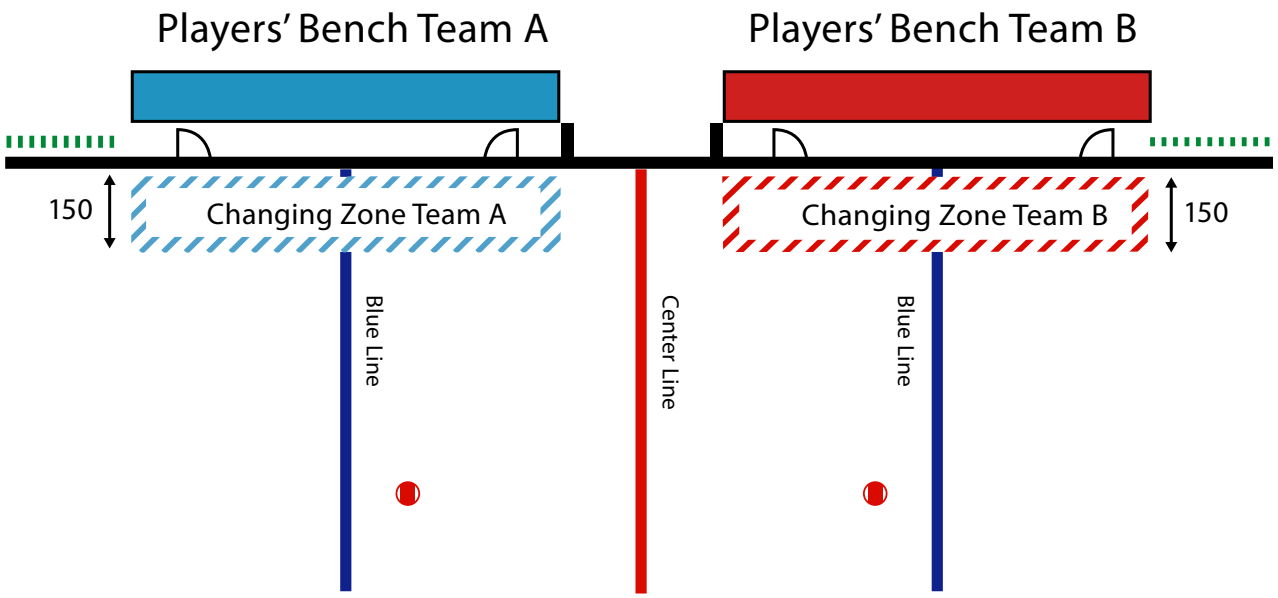
DIVISION OF ICE SURFACE

➔ RULE 1.6



PLAYER´S CHANGING ZONE

➔ RULE 74

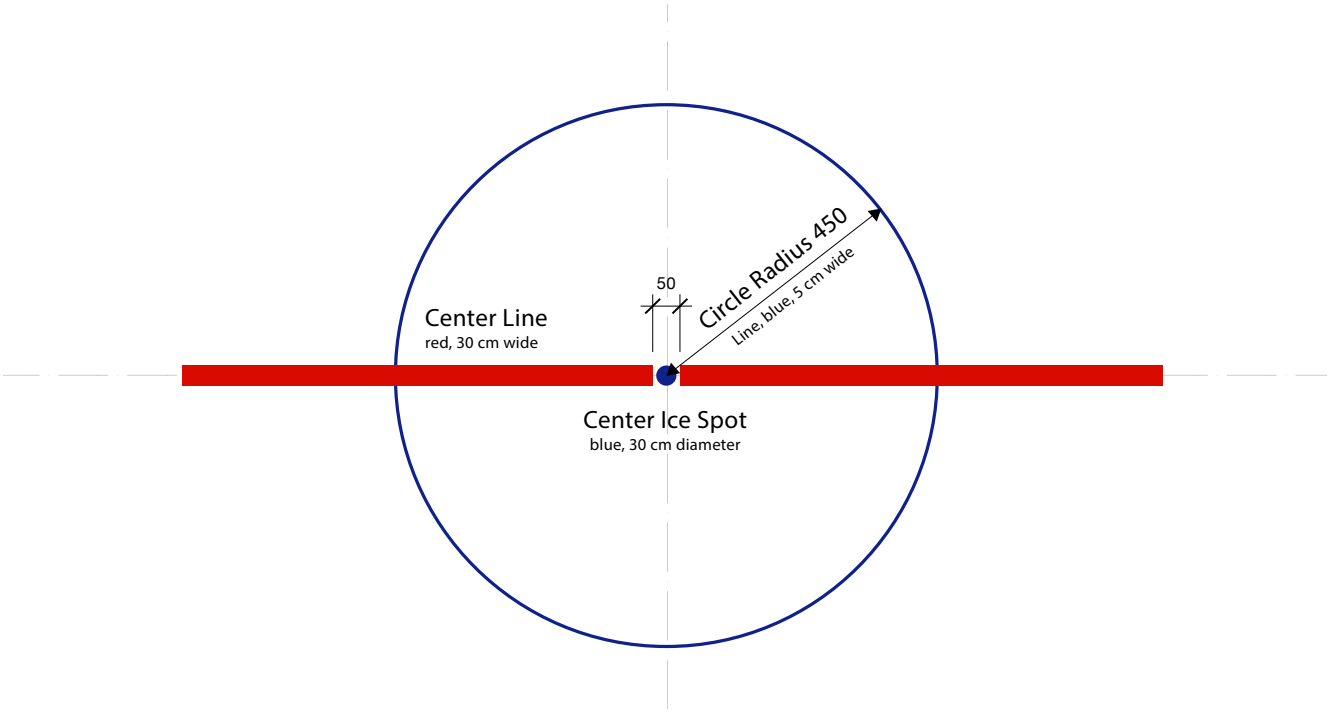


ALL MEASUREMENTS IN CM

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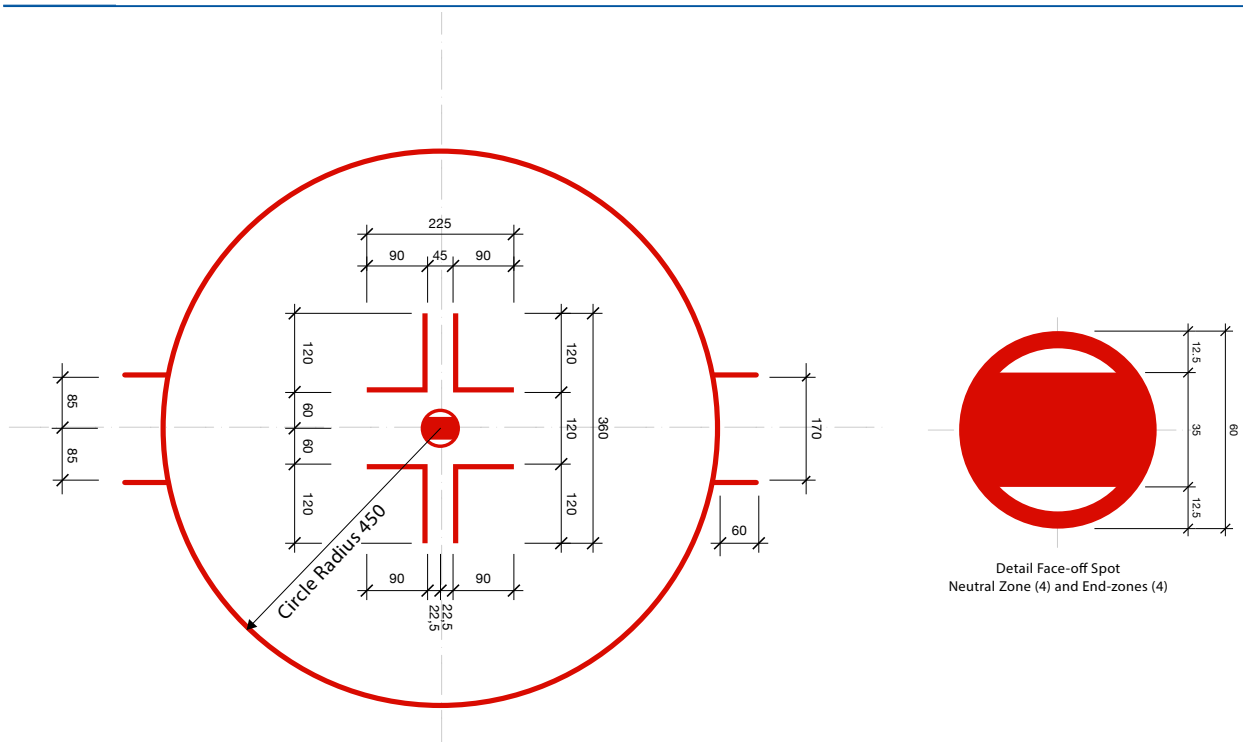
FACE-OFF SPOT AND CIRCLE AT CENTER ICE

➔ RULE 1.9



FACE-OFF SPOT AND CIRCLE END ZONES

➔ RULE 1.9

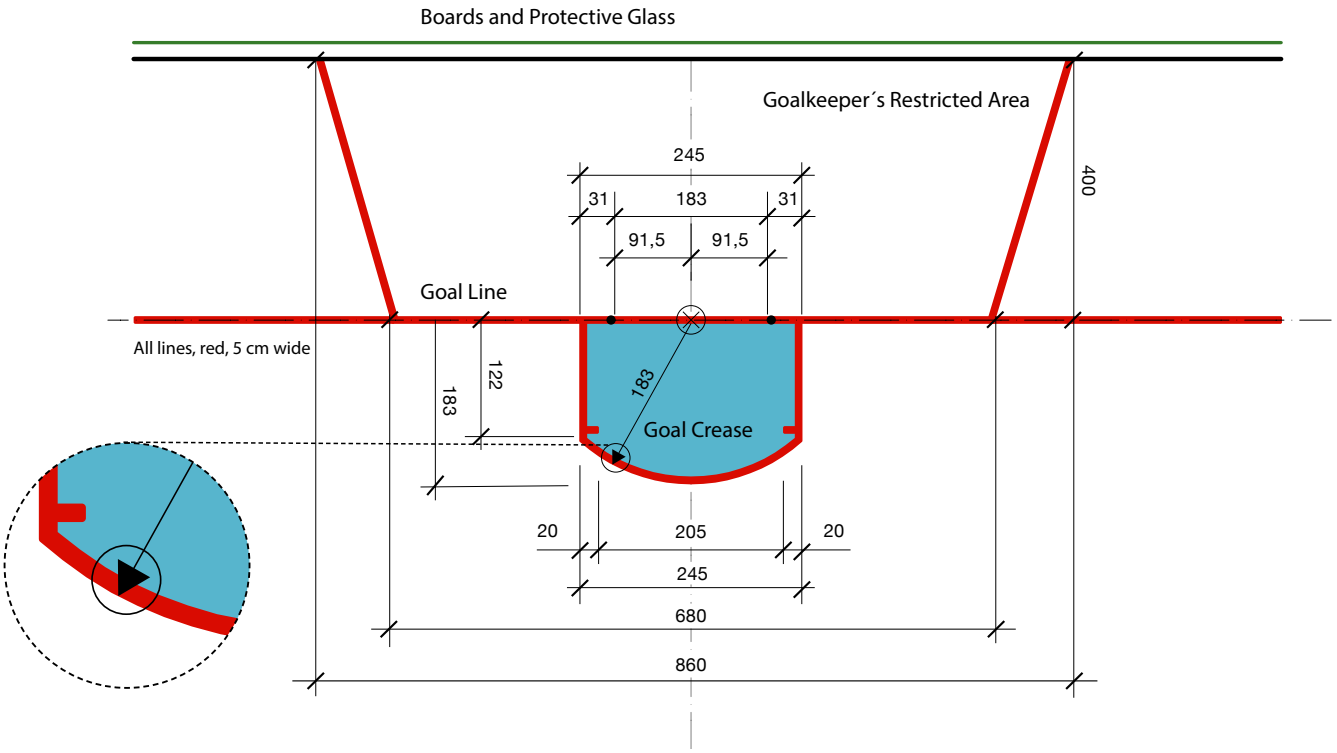


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

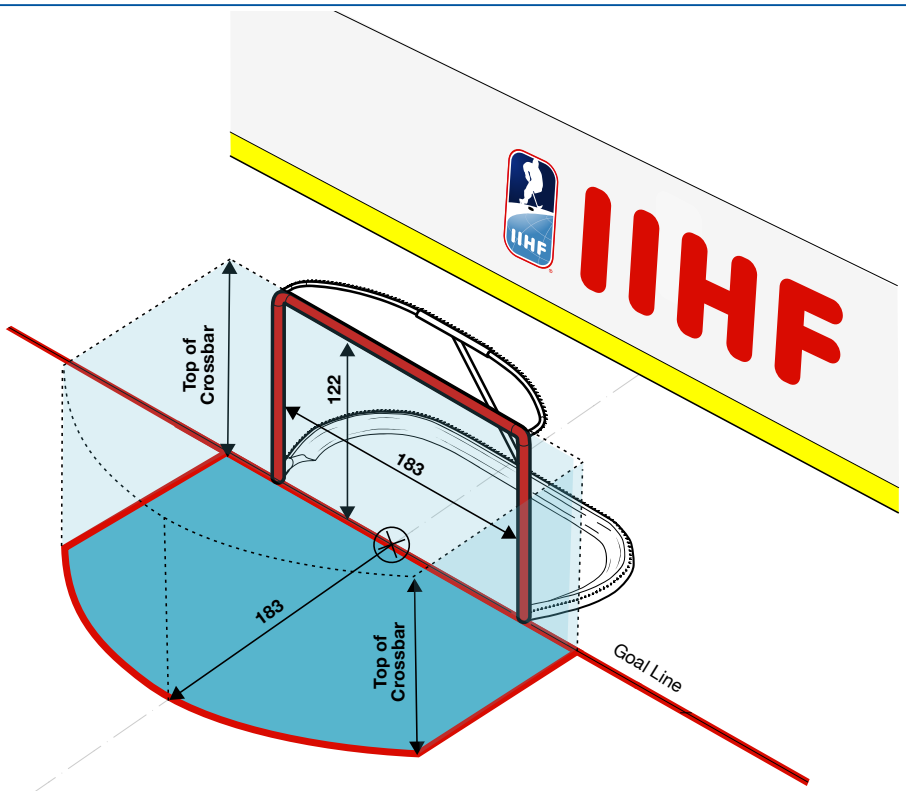
GOAL CREASE AND GOALKEEPER´S RESTRICTED AREA

➔ RULE 1.7, 1.8



GOAL CREASE AREA / 3D

➔ RULE 1.7

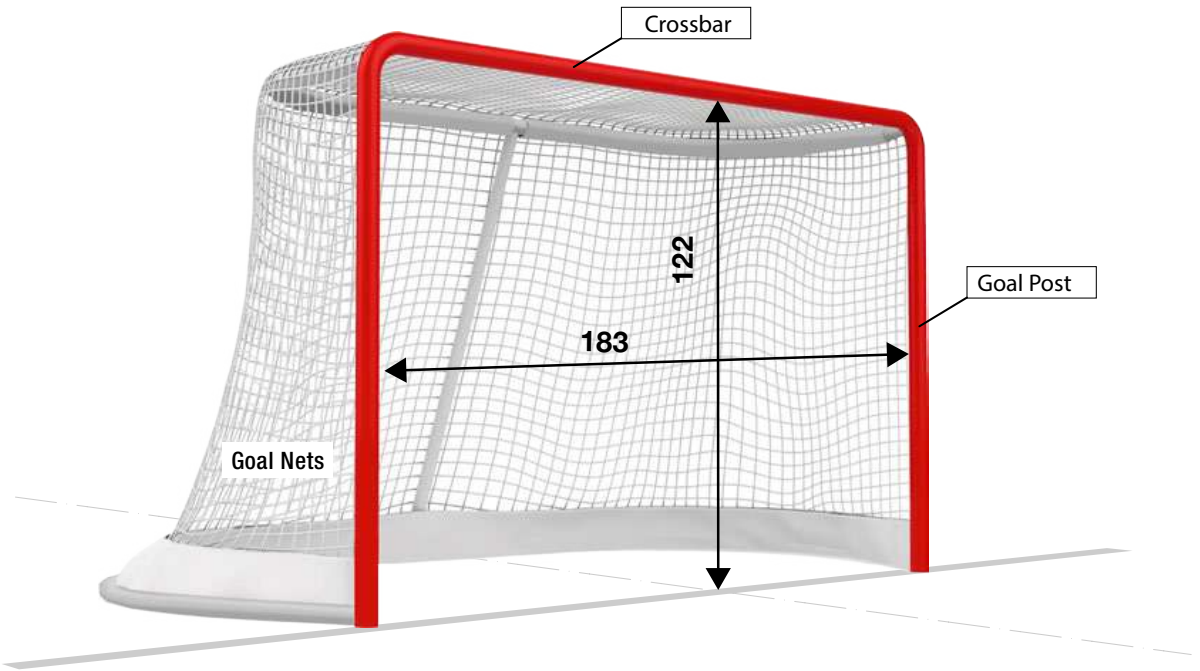


ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

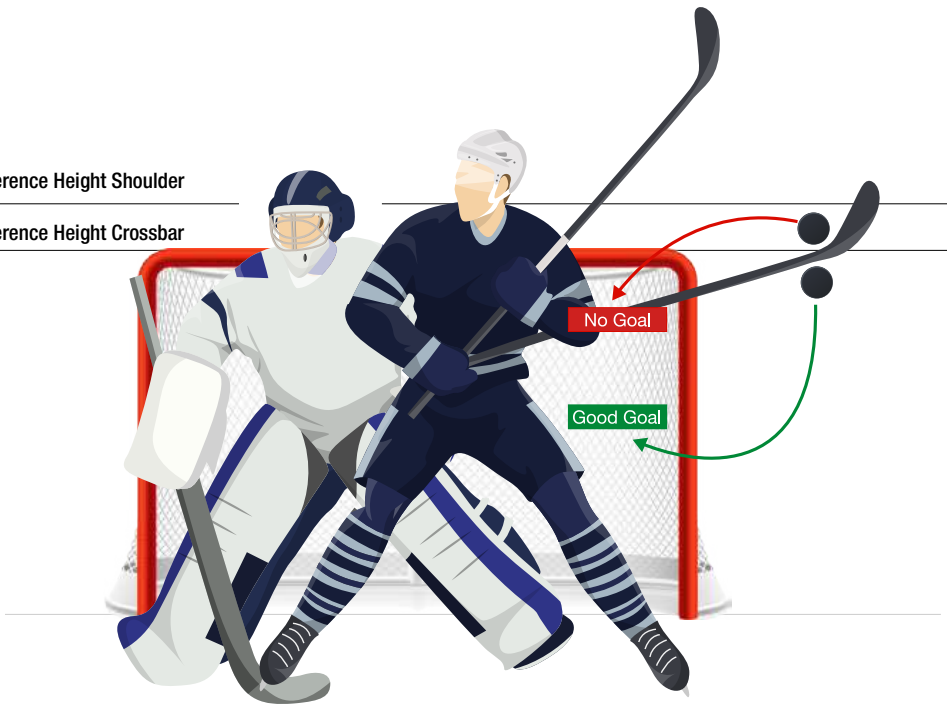
GOAL POSTS AND NETS

➔ RULE 2.1, 2.2



DEFINITION HIGH-STICKING

➔ RULE 37.5, 60, 80



Rule 60, 80

Rule 37.5

Rule 60 High-sticking an Opponent
The reference height is the height of the shoulder of the opposing player who is hit by a high stick.

Rule 80 High-sticking the Puck
The reference height is the normal height of the shoulder of the player who is playing the puck with a high stick.

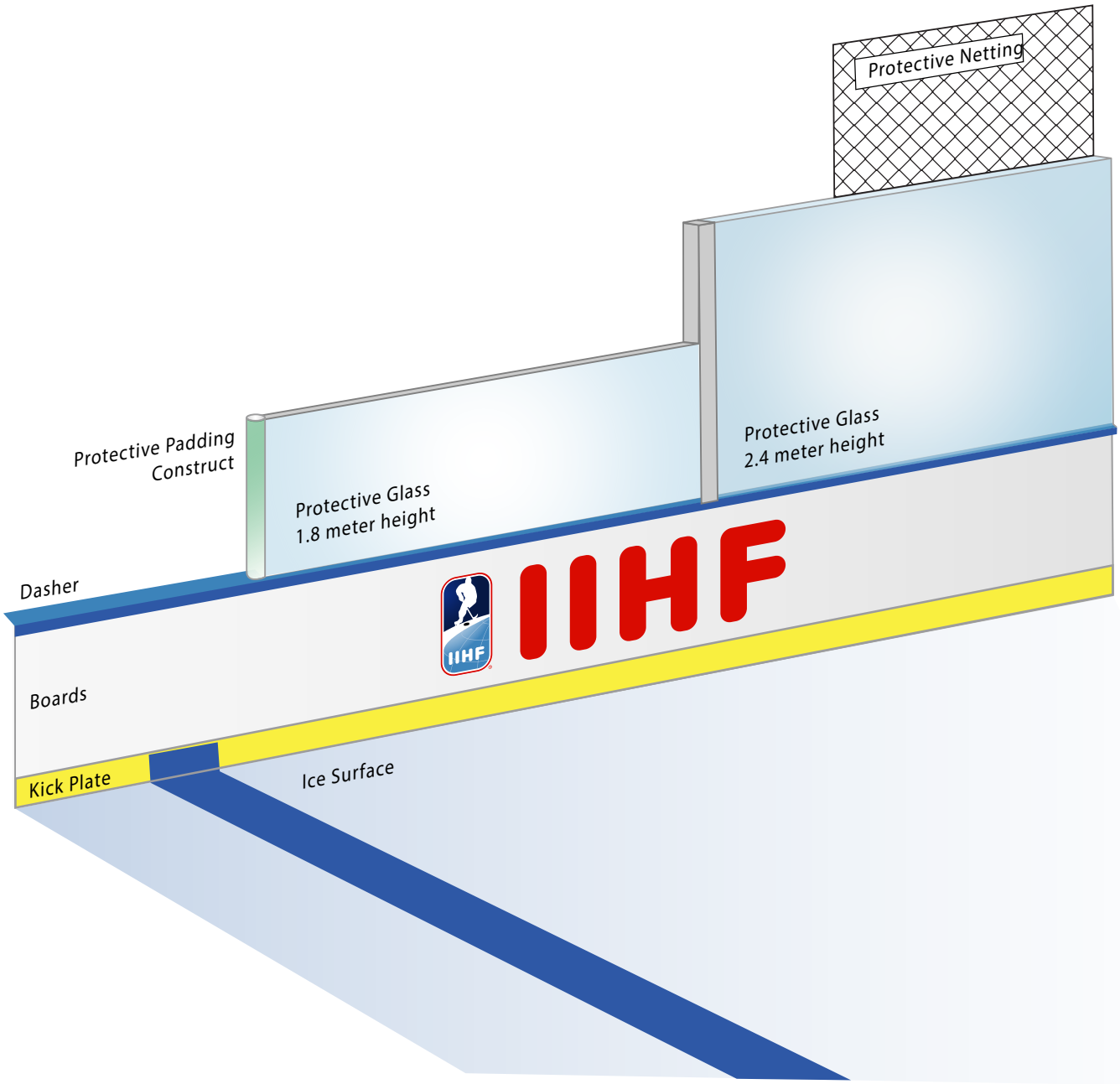
Rule 37.5 High-sticking the Puck into the Goal
Puck struck or deflected into the net with a high-stick, above the height of the crossbar. The reference height is the height above the crossbar where the puck hit the stick.

ALL MEASUREMENTS IN CM

INFOGRAPHICS OVERVIEW

BOARDS AND PROTECTIVE GLASS AND NETTING

→ RULE 1.3, 1.4



ALL MEASUREMENTS IN CM

INTERNATIONAL ICE HOCKEY FEDERATION
Brandschenkestrasse 50, PO-Box
8027 Zurich, Switzerland

Phone +41 44 562 22 00
E-mail office@iihf.com

www.IIHF.com