



IIHF CASE BOOK

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OFFICIATING CASEBOOK supplementing the IIHF OFFICIAL RULE BOOK



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RULE 34 - HELMET

Situation 1

A player is checked and his helmet strap becomes unfastened but his helmet stays on his head.

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

RULE 41 – MEASUREMENT OF A PLAYER’S EQUIPMENT

Situation 1

A player who has just entered or exited the penalty box where he was about to serve or just served a penalty has his stick challenged regarding its legality.

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

RULE 49 – PUCK IN PLAY

Situation 1

Team A is short-handed because of a Minor penalty. Team B is assessed a Minor penalty (delayed) in their attacking zone. Team A intentionally refrains from playing the puck in their end zone to let time run out on their own penalty.

Ruling: The Referee shall stop play and the faceoff shall take place at the end faceoff spot of the team assessed the penalty (Team B).

RULE 53 – DETERMINING FACEOFF LOCATION/PENALTIES ASSESSED

Situation 1

On a delayed penalty, the non-offending team makes a premature substitution of the goaltender with the stoppage of play in the non-offending team’s end zone.

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

RULE 58 – PROCEDURE FOR CONDUCTING FACEOFFS

Situation 1

How should the Referee deal with players not taking the faceoff who continually change their position outside of the faceoff location?

Ruling: Skaters not taking the faceoff may not change position around the outside of the faceoff location once they are set, even if they are on side. The attacking skaters in his attacking part of the ice shall assume their positions first followed by the players of the defending team.

RULE 65 – ICING THE PUCK/HYBRID ICING

Situation 1

A player passes the puck from behind the blue line to a teammate who is standing with both skates before the centre red line, but the puck hits the teammate's stick, which is beyond the centre red line, where it then continues down the ice and over the opponent's icing line.

Ruling: It is not an icing situation.

Situation 2

The puck is shot by an attacking player and it hits a defending player who is before the centre red line and, after hitting the defending player, the puck continues down over the icing line of the team originally shooting the puck.

Ruling: It is not an icing situation.

Situation 3

A player has his skates beyond the centre red line and the puck is on his stick but behind the centre red line. From this position he shoots the puck down the ice and over the icing line but does not take the puck over the red line on his stick or "gains the line" before the puck is released from his stick

Ruling: Icing will be in effect

RULE 66 – ICING THE PUCK/GAME SPECIFICS

Situation 1

The puck is shot by a player of Team A from behind the centre red line and it bounces over the stick of an opposing player, who attempts to play it, or an opposing player makes an attempt to stop the puck but misses it and the puck continues down the ice and it crosses the icing line.

Ruling: Icing will be in effect.

Situation 2

A Linesman signals a delayed offside and the defending team ices the puck.

Ruling: At the moment the puck crosses the blue line the delayed offside is washed out, and the icing will be in effect. (RULE 82ii)

Situation 3

A goaltender with the blade of his stick just outside his goal crease moves towards the puck but his skates remain in the goal crease. When the goaltender notices that icing is going to be called, retracts his stick.

Ruling: The Linesman should washing out the icing. It considers that the goaltender moves towards the puck. (RULE 66 ix. 5)

Situation 4

The puck is shot from the defending zone of Team A by player A8. The puck goes in the direction of the blue line of the attacking zone where two players, A10 and B6 are waiting for the puck. B6 is in position to play the puck, but because A10 lifts his stick, B6 cannot play the puck and it continues down the ice and crosses the icing line. Neither of these players or any others touches the puck. Is it still a hybrid icing situation and can both players still race for the puck?

Ruling: As A10 prevents B6 from playing the puck when B6 is in position to play the puck accordingly, the icing situation should be cancelled.

RULE 69 – PUCK ON GOAL NET (BASE AND TOP)

Situation 1

The puck drops on the netting on the top of the goal net of the defending team, but before the Referee blows the whistle, a player from the attacking team knocks the puck off the top netting with his stick.

Ruling: The Referee shall let play continue if the action was carried out without a high sticking infraction.

Situation 2

The puck drops on the netting on the top of the goal net of the defending team, but before the Referee blows the whistle, a player from the attacking team knocks the puck off the top netting with his stick and then scores a goal.

Ruling: If the player knocked the puck off without a high sticking infraction and he was not in the goal crease at the moment the puck dropped into the crease, the goal shall be allowed.

Situation 3

The puck drops on the netting on the top of the goal net of the defending team, but before the Referee blows the whistle, a player on the attacking team knocks the puck off the top netting with his stick from inside the goal net and then scores a goal.

Ruling: If the player knocked the puck off without a high sticking infraction and he was not in the goal crease at the moment the puck dropped into the crease, the goal shall be allowed.

Situation 4

A player standing behind the centre red line shoots the puck and it lands on the netting on top of the goal net as a result of the direct shot or a rebound from the end zone boards or protective glass. Neither team wants to play the puck. The Referee blows his whistle to stop the play. Where is the ensuing face-off?

Ruling: The ensuing faceoff should take place at the nearest face off spot to where the puck was shot.

RULE 74 – HAND PASS

Situation 1

A6 bats the puck using his hand. It hits the opposing goaltender, rebounds out and is picked up by A10, a teammate of the player that first batted the puck.

Ruling: Play shall be stopped as the goaltender was not in control and possession of a puck. (RULE 7, Control/Possession of the Puck)

Situation 2

A6 bats the puck using his hand. It hits the body of A10 and is then picked up by an opposing player.

Ruling: Play shall not be stopped unless the teammate of the player that initially hit the puck gains possession and control of the puck.

Situation 3

A6 in his defending zone bats the puck with his hand from his own defending zone towards the neutral zone. The puck contacts an opposing player in the neutral zone. The opposing player does not gain possession or control of the puck. The puck is then taken by A10 in the neutral zone

Ruling: Play shall be stopped as the opposing player was not in control and possession of a puck. (RULE 7, Control/Possession of the Puck)

RULE 75 – HIGH STICKING THE PUCK/GAME ACTION

Situation 1

B6 makes contact with the puck using a high stick. The puck then bounces off the chest of the goaltender of Team A. Can another player from Team B now play the puck since it was touched by a member of Team A?

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

RULE 78 - OFFSIDE

Situation 1

A player has one skate on the blue line or in the neutral zone and one skate in the attacking zone at the instant that the puck completely crosses the blue line.

Ruling: It is not offside.

Situation 2

A player has both skates in the neutral zone but his stick is in the attacking zone at the instant that the puck completely crosses the blue line.

Ruling: It is not offside.

Situation 3

A player has one skate raised above the blue line or above the neutral zone (over top of, but not touching the ice) and one skate in the attacking zone at the instant that the puck completely crosses the blue line.

Ruling: It is offside because the skate in contact with the ice precedes the puck into the attacking zone.

Situation 4

A player has both skates completely positioned in the attacking zone at the instant that the puck crosses the blue line.

Ruling: It is offside.

Situation 5

A player in the neutral zone shoots the puck down the ice and another player from the same team precedes the puck across the attacking blue line but does not play the puck.

Ruling: The skater is in a delayed offside position. When the skater clears the attacking zone his team will then be eligible to play the puck.

Situation 6

A player has one skate in the neutral zone and one skate on the blue line at the instant that the puck completely crosses the blue line.

Ruling: It is not offside.

Situation 7

A player has both skates completely situated in the attacking zone but the puck is still on the blue line.

Ruling: It is not offside until the puck completely crosses the blue line.

Situation 8

A player with both skates situated entirely in the attacking zone receives a pass from a teammate. He stops the puck with his stick before the puck crosses the line and then pulls it over the blue line.

Ruling: It is offside. A player shall have at least one skate in the neutral zone or on the blue line before advancing the puck into the attacking zone.

Situation 9

An attacking player has both skates completely in the attacking zone. . A teammate in the neutral zone shoots the puck but it hits an opposing player also in the neutral zone, deflects off of his body or stick and then the puck crosses the blue line into the attacking zone.

Ruling: It is offside.

Situation 10

An attacking player has both skates completely in the attacking zone, while an opposing player who has possession of the puck in the neutral zone shoots, passes or carries the puck back into his defending zone while the attacking player is still in the zone.

Ruling: It is not offside.

Situation 11

The attacking team has possession of the puck in the attacking zone. The puck is partially on the blue line and partially in the neutral zone. The attacking skater then moves the puck into the attacking zone.

Ruling: It is not offside, as the puck must completely cross the blue line and be in the neutral zone

Situation 12

An attacking player, straddling the blue line, takes a pass on his stick in the neutral zone. He then brings the skate that was in the neutral zone over the blue line while the puck is still on his stick in the neutral zone and pulls the puck over the blue line.

Ruling: It is offside.

Situation 13

An attacking player with both skates completely positioned in the attacking zone, receives a pass from a teammate in the neutral zone. He stops the puck with his stick before the puck crosses the blue line, then skates up with one skate on the blue line, holds his skate on the line, and pulls the puck over the blue line while his skate is still on the line.

Ruling: It is not offside.

RULE 79 – OFFSIDE SITUATIONS

Situation 1

A defending player shoots the puck out of his defending zone and the puck completely crosses the blue line. The puck then deflects off of any player of either team in the neutral zone and comes back into the defending zone while an attacking skater is still in the attacking zone.

Ruling: It is offside, as it is not considered a pass.

RULE 80 – FACEOFFS AFTER OFFSIDE

Situation 1

A Linesman makes an error on an offside play and stops the play. Where should the following faceoff take place?

Ruling: If a Linesman makes an error on an offside play and stops play, the face-off should still take place at the face-off spot following the offside situation procedure.

RULE 94 – SCORING A GOAL

Situation 1

A goal is scored but during the review, the Referee is notified that the clock stopped and was not running when the goal was scored.

Ruling: The goal shall count provided that the period was not over. The Referee, in discussion with the Linesmen and the Timekeeper, shall determine the length of time that the clock was not running and make the necessary adjustment. If neither the Referee nor the off-ice officials can determine the time adjustment, the game shall continue using the present time on the clock.

Situation 2

A player from his defending half of the ice shoots the puck into the opponent's goal.

Ruling: The goal shall be allowed.

Situation 3

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

Ruling: The goal shall be allowed provided there was no deliberate re-direction of the puck by the head or any part of the body of the opposing player.

Situation 4

A defending player puts the puck into his goal net while an attacking player is standing in the goal crease.

Ruling: The goal shall be allowed.

RULE 96 – GOALS WITH THE SKATE

Situation 1

An attacking player turns his skate to direct the puck into the goal net.

Ruling: The goal shall be allowed provided there was no distinct kicking action.

Situation 2

The puck contacts the moving skate of an attacking player and goes into the goal net.

Ruling: The goal shall be allowed provided there was no distinct kicking action.

RULE 97 – DISALLOWING A GOAL/GAME ACTION

Situation 1

An attacking player bats the puck with his hand and it deflects off of any player (attacking or defending), his stick or skates, the goaltender or game official into the goal net

Ruling: No goal shall be allowed (RULE 74vi).

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Situation 2

An attacking player deliberately bats the puck with his hand. It deflects off of the opposing goalkeeper to a teammate who then shoots the puck into the goal net.

Ruling: No goal shall be allowed. The Referee should stop the play for hand pass violation as the goaltender was not in control and possession of a puck.
(RULE 74vi; RULE 7, Control/Possession of the Puck)

Situation 3

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

Ruling: No goal shall be allowed. The Referee should stop the play for hand pass violation as both the goaltender and another defending player were not in control and possession of a puck. (RULE 74vi; RULE 7, Control/Possession of the Puck)

Situation 4

An attacking player bats the puck using his hand. The puck then hits the shaft of the stick of a teammate and then goes directly into the goal net of the opposing team.

Ruling: No goal shall be allowed (RULE 74vi)

Situation 5

The puck contacts the elevated stick of an attacking player at a location on the stick above the height of the crossbar and then hits the body of a player and goes into the goal net.

Ruling: No goal shall be allowed.

Situation 6

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

Ruling: No goal shall be allowed.

Situation 7

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

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

Ruling: a) The goal is disallowed and attacking player assessed an appropriate penalty
b) The goal is allowed

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

Situation 1

What video reviews cannot be requested by the Referee?

Ruling:

No video review can be requested by the Referee on the following situations:

- a. Whether or not the puck entered the goal net before or after whistle
- b. If an attacking player was in the crease when the puck entered the goal net
- c. If the goal net became dislodged during a Penalty-Shot or a Penalty-Shot Shootout
- d. If a second shot was attempted as a result of a rebound during a Penalty Shot or a Penalty-Shot Shootout.

RULE 100 – WHEN PENALTIES CAN BE CALLED

1. Linesmen do not have the authority to report Butt-Ending infractions to the Referee when a Double Minor penalty is to be assessed. However, they shall give their observations at any time when requested by the Referee.
2. Linesmen cannot stop play to call a Double Minor penalty for High Sticking, which may have resulted in an injury. However, they shall give their observations at any time when requested by the Referee.
3. Linesmen do not have the authority to report Spearing infractions to the Referee when a Double Minor penalty is to be assessed. However, they may give their observations at any time when requested by the Referee.

Situation 1

A delayed penalty is signaled against Team A, and a subsequent infraction by Team A that would call for a Bench Minor penalty, is observed by the Linesman.

Ruling: A Linesman cannot stop play and no signal is to be given. The Linesman shall report the infraction to the Referee at the first stoppage of play.

RULE 107 – DURATION OF PENALTIES/MISCONDUCT

Situation 1

A player is assessed a Misconduct penalty and, while in the penalty bench, he is assessed another Misconduct.

Ruling: He shall be assessed a Game Misconduct for the second Misconduct. On the Official Game Sheet he shall be assessed 10 minutes for the first Misconduct and 20 minutes for the Game Misconduct. The second Misconduct is not recorded, as it becomes an automatic Game Misconduct.

RULE 111 – PENALTY SITUATIONS

Three questions shall be asked with reference to a Minor penalty:

- Is the team serving a Minor penalty?
- Is the team below the numerical strength of the opposing team on the ice due to a Minor or a Bench Minor Penalty?
- Is a goal scored against the team?

If the answer to all three questions is yes, the first Minor or Bench Minor penalty being served expires after the goal has been scored, except if the goal is scored on the Penalty Shot or unless otherwise expressly provided by RULE 111.

Situation 1

Team A is assessed a Bench Minor penalty for Too Many Men on the Ice. At the same stoppage of play, Team A requests a stick measurement of a Team B player and the stick is found to be legal, resulting in a second Bench Minor penalty to Team A.

Ruling: One player from Team A shall serve both Minor penalties (2 + 2 minutes).

Situation 2

A5 assessed a delayed Minor Penalty for hooking. On the stoppage of the play Team A is assessed a Bench Minor Penalty.

Ruling: A5 shall serve his Minor Penalty. Team A shall designate another player to serve the Bench Minor and the teams will play 5 on 3.

Situation 3

A delayed penalty is 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 a play to award the Penalty Shot, the non-offending team scores a goal. What shall be the Referee's decision?

Ruling: The signaled penalty (that would have resulted in a Penalty Shot) shall be assessed as a minor (double minor, major or match) penalty and the first of the minor penalties already being served shall automatically terminate under RULE 111ii.

Situation 4

Team A is short-handed because of a Minor penalty and the Referee signals a delayed Major penalty against that team, but Team B scores a goal before the stoppage of play.

Ruling: The first Minor penalty being served is terminated (RULE 111ii) and the Referee shall still assess the Major plus automatic Game Misconduct penalty to the offending player.

Situation 5

A player is assessed a Major plus a Game Misconduct penalty and then a Match penalty for another incident either before or after the whistle.

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Ruling: The team is required to place one player in the penalty bench for 10 minutes, during which the team will play short-handed. On the Official Game Sheet, 5 minutes plus 20 minutes plus 25 minutes are recorded against the player.

Situation 6

A team official is assessed a Match penalty

Ruling: If a team official is assessed a Match penalty, the remaining team staff must designate, through the captain, a player to serve the 5 minute time penalty in the penalty bench. The team shall play short-handed during this time unless other situations arise that are covered by other rules.

Examples on Goals Scored Against a Short-Handed Team

- | | <u>Team A</u> | | <u>Team B</u> | |
|----|---|--------------------|-------------------------|--------------------|
| 1. | A6 - 2 minutes
A9 - 2 minutes | at 3:00
at 3:30 | B11 - 2 minutes
Goal | at 3:00
at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 4 on 4 • At 3:30 teams play 3 on 4 • A9 returns at 4:00 | | | |
| 2. | A6 - 2 minutes
A9 - 2 minutes | at 3:30
at 4:00 | B11 - 2 minutes
Goal | at 3:00
at 4:30 |
| | <ul style="list-style-type: none"> ▪ A6 returns at 4:30 | | | |
| 3. | A6 – 2 minutes
A9 – 5 minutes + GM | at 3:00
at 3:30 | B11 – 2 minutes
Goal | at 3:00
at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 4 on 4 • At 3:30 teams play 3 on 4 • A9 is out of the game • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A9 ▪ No player returns at 4:00 | | | |
| 4. | A6 – 5 minutes + GM
A9 – 2 minutes | at 3:00
at 3:30 | B11 – 2 minutes
Goal | at 3:00
at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 4 on 4 • A6 is out of the play • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 • At 3:30 teams play 3 on 4 • A9 returns at 4:00 | | | |
| 5. | A6 – 5 minutes + GM
A9 – 2 minutes | at 3:00
at 3:00 | B11 – 2 minutes
Goal | at 3:00
at 4:00 |
| | <ul style="list-style-type: none"> • At 3:00 teams play 4 on 5 • A6 is out of the play • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 ▪ No player returns at 4:00 | | | |

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- | | <u>Team A</u> | | <u>Team B</u> | |
|-----|--|----------|---------------------|----------|
| 6. | A6 - 2 + 5 minutes + GM | at 4:00 | Goal at 9:15 | |
| | A9 - 2 minutes | at 8:00 | | |
| | <ul style="list-style-type: none">• A6 out of the game• Team A must put a substitute player in the penalty bench to serve penalties for A6▪ A9 returns at 9:15, as the Minor to A9 is the first Minor being served | | | |
| 7. | A6 - 2 + 5 minutes + GM | at 4:00 | Goal at 9:15 | |
| | A9 - 2 minutes | at 9:10 | | |
| | <ul style="list-style-type: none">• A6 out of the game• Team A must put a substitute player in the penalty bench to serve penalties for A6▪ Substitute player for A6 returns at 9:15, as his Minor was the first Minor being served | | | |
| 8. | A7 - 5 minutes + GM | at 3:00 | | |
| | A11 - 5 minutes + GM | at 3:10 | | |
| | A12 - 2 minutes | at 4:00 | Goal at 4:30 | |
| | <ul style="list-style-type: none">• A7 and A11 are out of the game• Team A must put a substitute players in the penalty bench to serve the 5 minutes time penalty for A7 and A11• No player returns as the Minor to A12 is not being served at the time of goal | | | |
| 9. | A4 - 2 minutes | at 10:00 | B8 - 2 minutes | at 11:00 |
| | A7 - 2 minutes | at 10:30 | Goal | at 12:10 |
| | A9 - 2 minutes | at 11:00 | | |
| | <ul style="list-style-type: none">• At 11:00 teams play 3 on 5, as the Minors to B8 and A9 cancel out• A4 returns to the ice at 12:00 and the teams play 4 on 5 with the Minor to A7 being the only penalty on the clock• A7 returns on the goal at 12:10 | | | |
| 10. | A9 - 5 minutes + GM | at 3:00 | B11 - 2 + 2 minutes | at 3:30 |
| | A6 - 2 minutes | at 3:30 | Goal | at 4:30 |
| | <ul style="list-style-type: none">• Player A9 out of the play• Team A must put a substitute player in the penalty bench to serve 5 minutes for A9• At 3:30 teams play 4 on 4• At 3:30 A6 Minor and one Minor to B11 cancel out• Team B must put a player in the penalty bench to serve the extra Minor for B11.• B11 returns on the first stoppage after 7:30• No player returns | | | |

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- | | <u>Team A</u> | | <u>Team B</u> | |
|-----|---|----------------------|--|-------------------------------|
| 11. | A6 - 5 minutes + GM
A9 - 2 minutes | at 3:00
at 3:30 | B11 - 5 minutes + GM
Goal | at 3:30
at 4:00 |
| | <ul style="list-style-type: none"> • A6 and B11 are out of the game • Team A and Team B must put a substitute player in the penalty bench to serve 5 minute for A6 and B11 • At 3.30 teams play 3 on 4 • A9 Minor and B11 Major do not cancel out • A9 returns | | | |
| 12. | A7 - 2 + 2 minutes
A9 - 2 minutes | at 12:00
at 13:15 | B3 - 2 minutes
Goal | at 12:00
at 13:30 |
| | <ul style="list-style-type: none"> • At 12:00 Team A must put a substitute in the penalty bench to serve one Minor for A7, as one Minor for A7 and Minor for B3 cancel out • The substitute for A7 returns at 13:30 on goal by Team B • A7 returns on first stoppage after 15:30 | | | |
| 13. | A7 - 2 minutes | at 3:30 | B11 - 2 minutes
B14 - 5 minutes + GM
B19 - 2 minutes | at 3:30
at 3:30
at 3:30 |
| | Goal | at 4:00 | | |
| | <ul style="list-style-type: none"> • B14 is out of the game • Team B must put a substitute player in the penalty bench to serve the 5 minute time penalty for B14 ▪ At 3:30 teams play 5 on 3, as A7 Minor cancels out Minor B11 or B19 (Captain's choice) • With goal by Team A at 4:00 either B11 or B19 returns to the ice | | | |
| 14. | A6 - 5 minutes + GM
A9 - 2 minutes | at 3:00
at 3:30 | B11 - 2 minutes
Goal | at 3:30
at 4:00 |
| | <ul style="list-style-type: none"> • A6 is out of the game • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 • At 3:30 teams play 4 on 5 • A9 Minor and B11 Minor cancel out • No player returns because substitute for A6 serves Major penalty • A9 and B11 returns in the first stoppage of the play after 5:30 | | | |
| 15. | A8 - 2 + 2 minutes
A9 - 2 minutes | at 3:00
at 4:00 | Goal
Goal | at 4:30
at 5:30 |
| | <ul style="list-style-type: none"> • At 4:30 first Minor to A8 is cancelled and teams play 3 on 5 • At 5:30 the Minor to A9 is cancelled and teams play 4 on 5 | | | |

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Examples on signaling a delayed penalty and a goal is scored

- | | <u>Team A</u> | | <u>Team B</u> | |
|----|--|---------|---------------|---------|
| 1. | A15 – 2 min | at 3:00 | | |
| | A23 – 2 + 2 min | (S) | | |
| | (S)* - signaled | | | |
| | | | Goal | at 4:30 |
| | Ruling: A15 returns. The signaled double Minor penalty to A23 is assessed at 4:30 | | | |
| 2. | A15 - 2 min | at 3:00 | | |
| | | | B12 - 2 min | at 3:30 |
| | A23 – 2 min | (S) | | |
| | | | Goal | at 4:10 |
| | Ruling: No player returns. The goal nullifies the signaled penalty to A23
Reason: Team A was not short-handed. | | | |
| 3. | A15 – 2 min | at 3:00 | | |
| | | | B12 – 2 min | at 3:30 |
| | A23 – 2 min | at 4:00 | | |
| | | | Goal | at 4:30 |
| | Ruling: A15 returns. He had the least amount of time to serve in his minor penalty. | | | |
| 4. | A15 – 5 min | at 3:00 | | |
| | A23 – 2 min | at 3:30 | | |
| | | | B12 – 2 min | at 4:00 |
| | | | Goal | at 4:30 |
| | Ruling: A23 returns. Short-handed by reason of a minor penalty | | | |
| 5. | A15 – 2 min | at 3:00 | | |
| | A23 – 2 min | at 3:15 | | |
| | | | B12 – 2 min | at 3:00 |
| | | | Goal | at 4:30 |
| | Ruling: A23 returns | | | |
| 6. | A15 – 2 min | at 3:00 | | |
| | | | B12 – 2 min | at 3:30 |
| | A23 – 2 min | at 4:00 | | |
| | | | B3 – 2 min | (S) |
| | Goal at 4:30 | | | |

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Ruling: Signalled penalty to B3 is not assessed. The penalty to B12 does not make Team B short-handed

7.	A15 – 2 min	at 3:00		B12 – 2 min	at 3:30
	A23 – 2 min	at 4:00			
	A6 – 2 min	(S)		Goal	at 4:30

Ruling: A15 returns. The minor penalty to A6 begins at 4:30

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

Ruling: A15 returns. His minor penalty is completed. Teams are at equal strength at the time of the goal.

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

Ruling: A15 returns.

10.				B12 – 2 min	at 3:00
	A15 – 2 min	at 3:30			
	A23 – 5 min	at 4:00		Goal	at 4:30

Ruling: A15 returns

11.	A15 – 5 min	at 3:00		B12 – 5 min	at 3:30
	A23 – 2 min	at 4:00		Goal	at 4:30

Ruling: A23 returns. Team A is short-handed by reason of a minor penalty.

12.	A15 – 2 min	at 3:00		B12 – 2 min	at 3:00
	A23 – 5 min	at 3:30			
	A6 – 2 min	(S)		Goal at 4:30	

Ruling: The penalty to A6 is not assessed (unless it is a major or match penalty). Team is not short-handed by reason of a Minor penalty.

RULE 112 – COINCIDENT PENALTIES

1. Cancel as many penalties as possible.
2. Cancel penalties to avoid putting a substitute in the penalty bench.
3. Cancel penalties to return as many players to the ice as possible.

Examples of Coincidental Minor Penalties

	<u>Team A</u>		<u>Team B</u>	
	A6 - 2 minutes	at 3:00	B11 - 2 minutes	at 3:00
	<ul style="list-style-type: none"> • At 3:00 both teams play 4 on 4 			
2.	A6 - 2 + 2 minutes	at 3:00	B11 - 2 minutes	at 3:00
	<ul style="list-style-type: none"> • At 3:00 teams play 4 on 5 • Team A must place a substitute for A6 in the penalty bench • The Minor to B11 and one Minor to A6 cancel out 			
3.	A6 - 2 minutes	at 3:00	B11 - 2 minutes	at 3:30
	A9 - 2 minutes	at 3:30		
	<ul style="list-style-type: none"> • At 3:30 teams play 4 on 5, as Minors to A9 and B11 cancel out 			
4.	A6 - 2 minutes	at 3:00	B11 - 2 minutes	at 3:30
	A9 - 2 minutes	at 3:30		
	A7 - 2 minutes	at 3:30		
	<ul style="list-style-type: none"> • At 3:30 teams play 3 on 5, as penalty to B11 cancels one Minor to either A9 or A7 (captain's choice) 			
5.	A6 - 2 minutes	at 3:00	B12 - 2 + 10 minutes	at 3:15
	A9 - 2 minutes	at 3:15		
	<ul style="list-style-type: none"> • At 3:15 teams play 4 on 5, as Minors to A9 and B12 cancel out 			
6.	A6 - 2 minutes	at 3:00	B12 - 2 + 2 minutes	at 4:00
	A9 - 2 + 2 minutes	at 4:00		
	<ul style="list-style-type: none"> • At 4:00 teams play 4 on 5, as double Minors to A9 and B12 cancel out 			
7.	A6 - 2 minutes	at 3:00	B11 - 2 minutes	at 3:00
	A9 - 2 minutes	at 3:00		
	<ul style="list-style-type: none"> • At 3:00 teams play 4 on 5, as the one Minor to B11 cancels out a Minor to either A6 or A9 (captain's choice) 			

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- | | <u>Team A</u> | | <u>Team B</u> |
|-----|---|--|--|
| 8. | A6 - 2 minutes at 3:00
A9 - 2 minutes at 3:30 | | B11 - 2 + 2 minutes at 3:30 |
| | <ul style="list-style-type: none">• At 3:30 teams play 4 on 4, as Minor to A9 cancels out one Minor to B11• Team B must put a substitute in the penalty bench to serve one Minor for B11 | | |
| 9. | A6 - 2 + 10 minutes at 3:00 | | B11 - 2 + 10 minutes at 3:00 |
| | <ul style="list-style-type: none">• Teams play 4 on 4• Team A and Team B must each put a substitute in the penalty bench who will return to the ice at 5:00• A6 and B11 return to the ice on the first stoppage of play after 15:00 | | |
| 10. | A6 - 2 minutes at 9:00
A9 - 2 minutes at 9:20
A8 - 2 minutes at 9:20 | | B4 - 2 minutes at 9:20
B7 - 2 minutes at 9:20 |
| | <ul style="list-style-type: none">• At 9:20 teams play 4 on 5, as Minors to A9 and A8 and B4 and B7 all cancel out | | |
| 11. | A6 - 2 + 2 minutes at 3:00
A9 - 2 + 2 minutes at 3:00 | | B11 - 2 + 2 minutes at 3:00 |
| | <ul style="list-style-type: none">• At 3:00 teams play 4 on 5, as the double Minor to B11 cancels out a double Minor to either A6 or A9 (captain's choice) | | |
| 12. | A6 - 2 minutes at 3:00
A9 - 2 + 2 minutes at 3:00 | | B11 - 2 + 2 minutes at 3:00 |
| | <ul style="list-style-type: none">• At 3:00 teams play 4 on 5, as the double Minors to A9 and B11 cancel out | | |
| 13. | A6 - 2 minutes at 3:00
A9 - 2 minutes at 3:00
A7 - 2 + 2 minutes at 3:00 | | B11 - 2 + 2 minutes at 3:00
B12 - 2 minutes at 3:00 |
| | <ul style="list-style-type: none">• At 3:00 teams play 4 on 5, as the double Minors to A7 and B11 cancel out and the Minor to B12 cancels out the Minor to either A6 or A9 (captain's choice) | | |
| 14. | A6 - 2 minutes at 3:00
A9 - 2 + 2 minutes at 3:00
A7 - 2 + 2 minutes at 3:00 | | B11 - 2 + 2 + 2 minutes at 3:00
B12 - 2 minutes at 3:00 |
| | <ul style="list-style-type: none">• At 3:00 teams play 4 on 5, as the Minors to B11 and B12 cancel out the Minors to A9 and A7 | | |
| 15. | A6 - 2 minutes at 3:00
A9 - 2 + 2 + 2 minutes at 3:00
A7 - 2 minutes at 3:00 | | B11 - 2 + 2 minutes at 3:00
B12 - 2 + 2 minutes at 3:00 |
| | <ul style="list-style-type: none">• At 3:00 teams play 4 on 5, as the Minors to B11 and B12 cancel out the Minors to A9 and either A6 or A7 (captain's choice) | | |

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	<u>Team A</u>		<u>Team B</u>	
16.	A6 - 2 minutes	at 3:00	B11 - 2 + 2 + 2 minutes	at 3:00
	A9 - 2 + 2 minutes	at 3:00	B12 - 2 + 2 minutes	at 3:00
	A7 - 2 + 2 minutes	at 3:00		
	<ul style="list-style-type: none"> At 3:00 teams play 5 on 5, as all Minors for both teams cancel out 			
17.	A6 - 2 minutes	at 3:00	B8 - 2 minutes	at 3:00
	A3 - 2 + 2 minutes	at 3:00	B9 - 2 minutes	at 3:00
	A5 - 2 minutes	at 3:00	B7 - 2 minutes	at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the three Minors to Team B cancel out A3's double Minor and Minor to either A6 or A5 (captain's choice) 			
18.	A5 - 2 minutes	at 3:00	B8 - 2 minutes	at 3:00
	A6 - 2 + 2 minutes	at 3:00	B9 - 2 minutes	at 3:00
	A7 - 2 minutes	at 3:00		
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the Minors to A5 and A7 cancel out the Minors to B8 and B9 			
19.	A5 - 2 + 2 minutes	at 3:00	B8 - 2 + 2 minutes	at 3:00
	A6 - 2 minutes	at 3:00	B9 - 2 + 2 minutes	at 3:00
	A7 - 2 + 2 + 2 minutes	at 3:00		
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the Minors to B8 and B9 cancel out the Minors to A7 and A6 			
20.	A6 - 2 minutes	at 3:00	B11 - 2 + 2 minutes	at 3:00
	A9 - 2 minutes	at 3:00		
	<ul style="list-style-type: none"> Teams play 5 on 5, as the double Minor to B11 cancels out the Minors to A6 and A9 			
21.	A6 - 2 minutes	at 3:00	B8 - 2 minutes	at 3:00
	A9 - 2 minutes	at 3:00	B7 - 2 minutes	at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 5 on 5, as all four Minors cancel out 			
22.	A6 - 2 + 2 minutes	at 3:00	B8 - 2 + 2 minutes	at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 5 on 5, as all four Minors cancel out 			
23.	A6 - 2 + 10 minutes	at 3:00	B11 - 2 minutes	at 3:00
	A9 - 2 + 2 minutes	at 3:00		
	<ul style="list-style-type: none"> Teams play 4 on 5 A6 and B11 Minors cancel out Team A short-handed one player (A9) for 4 minutes A9 returns to the ice at 7:00 A6 returns on the first stoppage of play after 15:00 and B11 returns on the first stoppage of play after 5:00 			

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- | | <u>Team A</u> | | <u>Team B</u> | |
|-----|--|---------|---------------------|---------|
| 24. | A6 – Penalty Shot | at 3:00 | B11 - 2 minutes | at 3:00 |
| | A9 - 2 minutes | at 3:00 | | |
| | <ul style="list-style-type: none">• Teams play 4 on 4 | | | |
| 25. | A15 – 2 minutes | at 4:00 | B10 – 2 minutes | at 4:20 |
| | A18 – 2 minutes | at 4:30 | B21 – 2 minutes | at 5:00 |
| | A77 – 2 + 2 minutes | at 5:00 | | |
| | <ul style="list-style-type: none">• At 4:20 teams play 4 on 4• At 4:30 teams play 3 on 4• At 5:00 teams play 3 on 4• At 5:00 B21 Minor cancels out one Minor A77• Team A shall put substitute player• At 6:00 starts Minor penalty for substitute A77 but A15 must remain on the penalty bench until first stoppage of play following expiration of his penalty and the teams are playing 3 on 4• A77 leave the penalty bench on the first stoppage after 10:00• B21 leave the penalty bench on the first stoppage after 7:00 | | | |
| 26. | A6 – 2 minutes | at 3:00 | B9 – 2 minutes + GM | at 3:30 |
| | A7 – 2 minutes | at 3:30 | | |
| | <ul style="list-style-type: none">• At 3:00 teams play 4 on 5• At 3:30 teams play 4 on 5• B9 shall go to the dressing room for the balance of the game• It does not need to put a substitute player for B9 on the penalty bench as the penalty time of A7 and B9 are not on the clock.(Coincidental penalties) | | | |

Examples of Coincidental Major Penalties

- | | <u>Team A</u> | | <u>Team B</u> | |
|----|--|---------|---------------------|---------|
| 1. | A3 - 5 minutes + GM | at 3:00 | B8 - 5 minutes + GM | at 3:00 |
| | <ul style="list-style-type: none">▪ At 3:00 teams play 5 on 5▪ Teams do not need to put substitute players in the penalty bench because A3 and B8 are out of the game | | | |
| 2. | A1 (goalkeeper) - 5 minutes + GM | at 3:00 | B8 – 5 minutes + GM | at 3:00 |
| | <ul style="list-style-type: none">▪ At 3:00 teams play 5 on 5▪ Teams do not need to put substitute players in the penalty bench because A1 and B8 are out of the game | | | |

Examples of Combined Coincidental Minor and Major Penalties

- | | <u>Team A</u> | | <u>Team B</u> |
|----|---|-------------------------------|--|
| 1. | A6 - 2 minutes
A9 - 5 minutes + GM | at 3:00
at 3:30 | B14 - 5 minutes + GM at 3:30 |
| | <ul style="list-style-type: none"> ▪ At 3:30 teams play 4 on 5, as the Majors plus GM to A9 and B14 cancel out ▪ Teams do not need to put substitute players in the penalty bench, because A9 and B14 are out of the game | | |
| 2. | A6 - 2 minutes
A7 - 2 + 5 minutes + GM | at 3:00
at 4:00 | B19 - 2 + 5 minutes + GM at 4:00 |
| | <ul style="list-style-type: none"> ▪ At 4:00 teams play 4 on 5, as the Minor plus Major plus GM to both A7 and B19 cancel out ▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game | | |
| 3. | A6 - 2 minutes
A5 - 2 minutes
A7 - 5 minutes + GM | at 3:00
at 4:00
at 4:00 | B11 - 2 minutes
B19 - 5 minutes + GM
at 4:00
at 4:00 |
| | <ul style="list-style-type: none"> ▪ At 4:00 teams play 4 on 5, as the Minors to A5 and B11 and the Majors plus GM to A7 and B19 all cancel out ▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game | | |
| 4. | A3 - 2 + 2 minutes | at 3:00 | B8 - 2 + 5 minutes + GM at 3:00 |
| | <ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 4, as one Minor on each team cancel out ▪ A substitute for A3 returns at 5:00 and a substitute for B8 returns at 8:00 ▪ B8 is out of the game | | |
| 5. | A3 - 2 + 2 minutes
A5 - 2 minutes
A7 - 5 minutes + GM | at 3:00
at 3:00
at 3:00 | B8 - 2 + 5 minutes + GM
B9 - 5 minutes + GM
at 3:00
at 3:00 |
| | <ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 4, as the Major plus GM to A7 and Minor to A5 and penalties to B8 cancel out ▪ A7, B8 and B9 are out of the game ▪ A substitute for B9 must serve the 5-minute time penalty ▪ Substitute for B9 returns to the ice at 8:00 | | |

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- | | <u>Team A</u> | | <u>Team B</u> | |
|----|--|---------|-------------------------|---------|
| 6. | A7 - 2 minutes | at 4:00 | B4 - 5 minutes + GM | at 5:00 |
| | A9 - 5 minutes + GM | at 5:00 | B3 - 2 minutes | at 5:10 |
| | A8 - 2 minutes | at 5:10 | B7 - 2 minutes | at 5:10 |
| | A4 - 2 minutes | at 5:10 | | |
| | <ul style="list-style-type: none">At 5:00 teams play 4 on 5, as the Majors plus GM to A9 and B4 cancel outAt 5:10 teams still play 4 on 5, as all four Minors cancel outTeams do not need to put substitute players in the penalty bench because A9 and B4 are out of the game | | | |
| 7. | A3 - 2 + 5 minutes + GM | at 3:00 | B8 - 2 + 5 minutes + GM | at 3:00 |
| | <ul style="list-style-type: none">At 3:00 teams play 5 on 5, as all penalties cancel outTeams do not need to put substitute players in the penalty bench because A3 and B8 are out of the game | | | |
| 8. | A3 - 2 minutes | at 3:00 | B8 - 2 minutes | at 3:00 |
| | A7 - 5 minutes + GM | at 3:00 | B9 - 5 minutes + GM | at 3:00 |
| | <ul style="list-style-type: none">At 3:00 teams play 5 on 5, as all penalties cancel outTeams do not need to put substitute players in the penalty bench because A7 and B9 are out of the game | | | |
| 9. | A6 - 5 minutes + GM | at 3:00 | B11 - 2 minutes | at 3:00 |
| | A9 - 2 minutes | at 3:00 | | |
| | <ul style="list-style-type: none">At 3:00 teams play 4 on 5, as the Minors to A9 and B11 cancel outTeam A must put a substitute in the penalty bench to serve the 5-minute penalty for A6 who is out of the game | | | |

Examples of Combined Coincidental Major and Match Penalties

- | | <u>Team A</u> | <u>Team B</u> |
|----|--|----------------------------|
| 1. | A6 - 5 minutes + GM at 3:00 | B7 - Match penalty at 3:00 |
| | <ul style="list-style-type: none">Teams play 5 on 5 and no substitutes required in the penalty bench | |
| 2. | A6 - Match penalty at 3:00 | B7 - Match penalty at 3:00 |
| | <ul style="list-style-type: none">Teams play 5 on 5 and no substitutes required in the penalty bench | |

RULE 113 – DELAYED START TIME OF PENALTIES

Examples of Delayed Penalties

Team A

Team B

A6 - 2 + 2 +10 minutes

at 13:00

A6 - 2 minutes

at 20:00 (end of period)

- The Minor assessed at the end of the period starts at the beginning of the next period and Team A will play 4 on 5
- The Misconduct shall restart again at 2:00 after the Minor is completed
- A6 shall return to the ice on the first stoppage after 9:00
- Team A would be required to place a substitute in the penalty bench to serve the Minor at the beginning of the period and he shall return to the ice at 2:00

2. The following penalties are assessed to Team A during a stoppage of play:

A4 - 2 minutes

A5 - 2 minutes

A6 - 2 + 2 minutes

A7 - 5 minutes + GM

- A7 is out of the game
- The substitute for A7 shall be the last penalty to be served
- The order that the other three players serve their penalties is the captain's choice, even though one player has a Double Minor penalty

3. A6 - 2 minutes at 3:00

B7 - 2 + 2 minutes at 3:00

B7 - 2 minutes at 3:30

(While in the penalty bench)

- At 3:00 teams play 5 on 4
- Team B shall put substitute in the penalty bench to serve the extra Minor for B7
- At 3:30 teams shall play 5 on 4, as the Minor to B7 (at 3:30 while he is in the penalty bench) is added to the time of the substitute
- The Team B substitute shall serve 4 minutes and would return to the ice at 7:00
- If Team A scored no goals, teams shall play 5 on 4 until 7:00
- B7 shall serve the total time for all three of his penalties (6 minutes) and shall return on the first stoppage of play after 9:00

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Team A

Team B

4. A7 - 2 + 2 minutes at 3:00
A8 - 2 minutes at 3:00
A9 - 2 minutes (Bench Minor) at 3:00
- At 3:00 teams play 3 on 5
 - At 3:00 A8 and A9 serve Minor penalties (on the clock)
 - At 5:00 A7 begins to serve his two Minor penalties
 - At 5:00 teams play 4 on 5
 - At 5:00 either A8 or A9 returns on the ice (captain's choice)
 - The precedent for this ruling is to return as many players to the ice as possible
5. A6 - 5 minutes + GM at 3:00
A8 (substitute for A6) - 2 minutes at 3:30
(While in the penalty bench)
A8 (substitute for A6) - 10 minutes at 4:00
(While in the penalty bench)
- A6 is out of the game
 - Team A shall put substitute in the penalty bench to serve the 5-minute penalty for A6
 - At 3:00 teams play 4 on 5
 - At 3:30 A8 assessed an additional Minor penalty while in the penalty bench
 - Teams play 4 on 5
 - A8 Minor penalty shall start at 8:00 after the expiration of the 5-minute time penalty (delayed penalty).
 - At 4:00 A8 assessed Misconduct penalty
 - Teams play 4 on 5
 - At 4:00 Team A shall put another substitute in the penalty bench to serve the Minor penalty for A8 which was assessed at 3:30
 - The A8 Misconduct penalty shall start at 10:00 (delayed penalty)
 - If no further penalties are assessed to Team A and no goal is scored after expiration of the 5 minute penalty at 10:00, teams will play 5 on 5

RULE 114 – DELAYED PENALTY CALL

Situation 1

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

Ruling: The Referee shall stop the play.

Situation 2

A delayed penalty is signaled on a player from Team A and Team B has substituted its goaltender in favor of an extra player. While skating in front of his net with the puck, a player from Team B is stick-checked by a player from Team A and the puck goes in the open goal net.

Ruling: No goal shall be allowed because the puck goes in the open net as a result of an action of the player from Team A, which has a delayed penalty signalled. (See RULE 114v). The play shall be stopped and the delayed penalty shall be assessed to the player of Team A.

Situation 3

A delayed penalty is signaled on a player from Team A and Team B has substituted its goaltender in favor of an extra player. A player from Team B has possession of the puck, and while attempting to pass the puck to a teammate, he shoots the puck and it deflects off of a Team A player and goes into the open goal net of Team A.

Ruling: No goal shall be allowed and a delayed penalty shall be assessed

Situation 4

The Referee has signaled a delayed penalty to Team A and Team B has substituted its goaltender in favor of an extra player. A player from Team B shoots the puck, it hits a Team A player, who is beyond the center red line, and the puck deflects back down the ice and into the open Team B goal net.

Ruling: No goal shall be allowed and a delayed penalty shall be assessed.

Situation 5

The Referee has signaled a delayed penalty against A6 and is going to award a Penalty Shot as a result of that infraction. Before the play is stopped A6 commits another infraction calling for a Minor penalty.

Ruling: If Team B scores the goal before the play is stopped, the Penalty Shot is washed out, but the Referee shall assess the Minor penalty to player A6. If Team B does not score before the play is stopped, the Referee shall award a Penalty Shot to the team and assess the Minor penalty to the player A6. This player shall immediately proceed to the penalty bench and remain on it regardless of the result of the Penalty Shot.

Situation 6

The Referee signals a delayed penalty on a Team A not in possession of the puck. Team B in possession of the puck pulls the goaltender for an extra player. The player of the Team B in possession of the puck in his defending zone tries to make a pass to his teammate but fails to do this and the puck heads towards his team's empty goal net. His teammate dives to prevent the puck from entering the empty goal net. What will be the Referee decision if:

- a) The player misses the puck and his momentum carries him into the goal frame causing the goal net to come completely off its mooring pegs
- b) The player prevents the puck entering the goal net and his momentum carries him into the goal frame causing the net to come completely off its pegs

- Ruling:**
- a) Awarding a goal and assessing a penalty to Team A (RULE 114 and RULE 98i)
 - b) The Referee may deem that the player accidentally (very unlikely) displaced the goal net after preventing the puck from entering the open net. In this case, no penalty shall be assessed to the player dislodging the net. If the Referee determines that the act of the player was to dislodge the net to prevent the puck entering the open goal net, then the Referee shall award a goal and a delayed penalty shall be assessed to Team A

RULE 120 – BROKEN STICK/PLAYING WITH - REPLACING

Situation 1

A player picks up a stick thrown on the ice in his general direction from his player's bench.

- Ruling:** No penalty shall be assessed who picks up the stick, but the Referee shall assess a penalty for the throwing the stick as outlined in RULE 168ii4 or RULE 168v1.

Situation 2

A player from Team A has broken his stick and picks up a stick thrown from Team B's player bench that was intended for a Team B player, who also broke his stick.

- Ruling:** A Minor penalty shall be assessed to the player of Team A who picks up the Team B's stick. (RULE 120iii) Team B shall be assessed a penalty for the throwing the stick as outlined in RULE 168ii4 or RULE 168v1.

Situation 3

A goaltender has lost his stick and his teammate, who is on the ice, slides the stick back to him.

- Ruling:** This is not legal. The teammate must hand the stick to the goaltender. For a violation of this rule, a minor penalty should be assessed to the offending player for throwing the stick. RULE 120iii

Situation 4

A player is carrying a goaltender's stick to a goaltender who has lost or broken his stick, and decides to become involved in the play. He drops the goalkeeper's stick in order to participate in the play.

- Ruling:**
- a) If the player plays the puck while carrying both his own stick and goaltender's stick he will be assessed a penalty. RULE 120iv
 - b) If the player drops the goaltender's stick and plays the puck no penalty will be assessed

Situation 5

A5 is participating in play without a stick. A8 passes him his stick, and A 11 passes his stick to A8 and play continues.

- Ruling:** There is no limit to the number of times that a stick can be passed from player to player, as long as each player receives the stick following the rules.

Situation 6

During the course of the play a player breaks or loses the wooden butt-end portion of his stick. He drops the wooden piece and continues to play with his stick.

Ruling: The stick is no longer considered whole and the player should be assessed a minor penalty. RULE 120

RULE 123 – CHECKING FROM BEHIND

The term “**in any manner**” includes such actions as high sticking, cross-checking, charging, etc., but not interference.

RULE 131 – DELAY OF GAME/FALLING ON THE PUCK

Situation 1

The puck is in the goal crease and a skater, who is outside the his goal crease and with his hand, bats or scoops the puck out of the crease into his body, but doesn't cover or grab the puck while the puck is still in the crease. Play is then stopped by the Referee

Ruling: The Referee shall assess a Minor penalty to the skater. The determining factor is the position of the puck when it is covered up and play is stopped.

Situation 2

The goaltender has been removed and another player is lying in the crease when the puck is shot under him. He makes no attempt to cover the puck or fall on the puck or gather the puck towards his body, but the puck becomes frozen under his body.

Ruling: The Referee shall not award a goal unless the player made a deliberate attempt to cover the puck.

RULE 134 – DELAY OF GAME/LATE LINEUP

The “**required number**” in this rule means the full number of players permitted to participate in the game according to the rules (5 players plus a goaltender – if the team plays full strength, and 4 or 3 players plus a goaltender – if the team plays short-handed).

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

Situation 1

The puck is shot and hits a player's or a goaltender's stick or any part of their equipment and is unintentionally deflected over the boards.

Ruling: No penalty shall be assessed.

Situation 2

The puck is shot and caught by the goaltender who then throws it, shoots it, bats it or kicks it in any manner with any of his equipment so as to direct the puck over the boards in a deliberate action.

Ruling: The goaltender shall be assessed a Minor penalty. RULE 135i

Situation 3

A player or goaltender shoots the puck through an open gate.

Ruling: No penalty shall be assessed.

Situation 4

On an icing the puck situation, the puck is shot from the defending zone over the glass into the netting at the opposite end of the ice.

Ruling: A Minor penalty for the delay of game to be assessed because this supersedes icing the puck.

Situation 5

A Minor penalty is being signalled by the Referee against a player from Team A. His teammate, who is in his defending zone gains possession and control of the puck and as the whistle blows for the delayed penalty, he shoots the puck which goes directly over the glass. How does the Referee handle this situation?

Ruling: Since the whistle is blown to stop play as soon as Team A gains possession and control of the puck, no additional penalty is assessed to Team A for shooting the puck over the glass.

Note: A penalty may still be imposed to Team A player, if the opinion of the Referee, he shoots the puck over the glass deliberately as a way of disputing the ruling of the officials or under the RULE 135iii.

RULE 141 – FIGHTING

A player cannot be assessed a Match penalty plus a Game Misconduct penalty for continuing a fight.

RULE 165 – THROWING A STICK OR OBJECT

Situation 1

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

Ruling: The infraction of throwing a stick by a defending player in his defending zone shall be penalized. Team A shall be awarded a Goal because the throwing of the stick by Team B cannot be washed out. However, the player of team B who had a delayed penalty signalled shall go to the penalty bench to serve his penalty.

RULE 169 – ILLEGAL HIT (WOMEN)

1. The spirit of this rule is to minimize the potential for injury through physical contact. Thus any overt or intentional contact that is designed to apply physical force to an opposing player (without trying to get the puck) shall be penalized under this rule. Accidental contact that occurs during the normal course of playing the puck shall not be penalized under this rule.
2. Body contact in Women's hockey will occur and the Referee shall make judgement calls on the basis of the intent of the player who initiates the contact. The player who initiates contact shall be penalized if her intentions are to get at least the player and not the puck. All players shall make the puck the primary objective of their actions and the Referees shall allow the players to compete for the puck.
3. The creation of an intentional collision or attempt to intensify a collision shall be penalized. This includes all cases in which a player steps into an opponent who is travelling in the opposite direction, causing a body check. The player shall not be penalized if her intention is to play the puck and she unintentionally causes a collision with an opponent.
4. It is illegal to skate through or over an unsuspecting player to gain possession of the puck. This applies anytime that a player is waiting to receive the puck or moving toward the puck. If a player has established a stationary position on the ice, the responsibility is on the opposing team players to skate around that player.
5. Players are allowed to lean on each other and produce body-contact, while they are attempting to gain possession of the puck along the boards. Such actions shall be legal provided the action stays at the level of "contact" and does not escalate to the level of "checking".
6. When two or more players are in close proximity and struggling to gain possession of the puck along the boards, any intentional body check shall be penalized. This includes pushing, shoving, shoulder contact or pinning of an opponent against the boards. Again, any overt body contact, not directed at the puck shall be penalized.
7. 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 shall be assessed a minor penalty for body checking.

RULE 171 – AWARDING A PENALTY SHOT/BREAKAWAY

Situation 1

A player from Team A is on a breakaway and is cross-checked from behind by a player from Team B. The Referee calls a checking from behind penalty but still awards the Penalty Shot.

Ruling: The player of Team A will take the Penalty Shot and the player of Team B who committed the foul shall still serve an automatic Misconduct penalty.

Situation 2

A player from Team A is on a breakaway and is fouled from behind by a player from Team B by the foul that would incur a Major plus an Automatic Game Misconduct penalty or Match penalty.

Ruling: The Referee shall award a penalty shot and the player of Team B who committed the foul shall still be assessed a Major penalty plus Automatic Game Misconduct penalty or Match penalty.

Situation 3

A player on a breakaway is fouled from behind, falls on the ice, but then gets up and takes a clear and unimpeded shot on goal.

Ruling: The Referee shall not award a Penalty Shot as the player got up and took a clear and unimpeded shot, but he shall assess a Minor penalty to the offending player.

Situation 4

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

Ruling: The Referee shall not award a Penalty Shot as the player took a clear shot, but he shall assess a Minor penalty to the offending player.

Situation 5

A player on a breakaway is fouled from behind and the Referee signals a Penalty Shot, but before play is completed, a second infraction is signaled, whether to the same player or to another player of that team.

Ruling: The Penalty Shot washes out the first infraction but the player shall be assessed a penalty for the second infraction. He shall immediately go to the penalty bench to serve the penalty and shall remain on it regardless of the result of the Penalty Shot. If the team is already serving another Minor penalty, then the team shall still serve this penalty regardless of the result of the Penalty Shot according to the RULE171v and team shall play two men short-handed.

Situation 6

A10 is serving a penalty in the penalty bench. A8 is to be assessed a slashing penalty, but before play is stopped Team B is awarded a Penalty Shot due to an additional foul by Team A. Team B scores on the Penalty Shot.

Ruling: No player returns but A8 shall still serve the time for his penalty regardless of the result of the Penalty Shot.

Situation 7

An attacking player is on a breakaway. A player of the defending team is standing behind the goal net and dislodges the goal net.

Ruling: The Referee shall award a Penalty Shot as no defending player was between the player and the goalkeeper on the breakaway.

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

Situation 1

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

Ruling: The Referee shall award a Penalty Shot to the non-offending team. The determining factor is the position of the puck when it is covered up and play was stopped.

RULE 177 – PENALTY-SHOT PROCEDURE/TAKING THE SHOT

Situation 1

On a Penalty Shot, the puck hits the glass behind the goaltender bounces back, hits the goaltender on the back and then goes into the net.

Ruling: No goal shall be allowed. Once the puck passes the goal line / icing line the play is completed.

Situation 2

A player taking a Penalty Shot shoots the puck, it rebounds back off of the goaltender hitting the player taking the shot and the puck goes into the goal net.

Ruling: No goal shall be allowed.

Situation 3

The player taking a Penalty Shot attempts a shot at the goal net but makes no contact with the puck. The puck continues to move in the direction of the goal net. The player taking the Penalty Shot then contacts the puck on his second attempt and shoots it into the goal net.

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

RULE 178 – PENALTY-SHOT PROCEDURE/SPECIFIC SITUATIONS

If a team is playing without a dressed goaltender when a Penalty Shot is awarded against them, they shall designate a player and provide him full goaltender's privileges. This player shall follow the same regulations as a regular goaltender during the shot; however, he is not required to wear all of the equipment. After the shot has been taken, the player shall be reclassified as a regular player. This situation applies only when a team does not have a goaltender to tend goal and only in the case of a Penalty Shot.

Situation 1

A player taking a Penalty Shot shoots the puck and it hits:

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

Ruling: A goal shall be allowed.

Situation 2

The player taking a Penalty Shot throws off his gloves as he skates towards the goal, which distracts the goaltender, and he then shoots the puck into the goal net.

Ruling: The Penalty Shot is considered complete. No goal shall be allowed. RULE 178viii

Situation 3

A player breaks his stick in the course of taking a Penalty Shot.

Ruling: The shot is considered complete.

Situation 4

During a Penalty Shot, the goaltender commits a foul against the skater taking a Penalty Shot that should incur a Major penalty and no goal is scored.

Ruling: The Referee shall assess a Major penalty plus automatic Game Misconduct penalty to the goaltender. The goaltender shall be ruled off the ice for the remainder of the game, and he shall immediately proceed to the dressing room before the shot is repeated. The coach or team official, through the captain, shall designate a skater to serve the 5-minute time penalty. Before the shot is repeated, the designated skater shall immediately proceed to the penalty bench and remain on it until the end of the penalty. The substitute goaltender shall defend the goal net against the second Penalty Shot.

RULE 187- GOALTENDER EQUIPMENT/GENERAL

Situation 1

A goaltender's equipment is measured between periods and found to be illegal and the goaltender is to be assessed a Minor penalty.

Ruling: Any skater from his team may serve the penalty since there were no skaters on the ice at the time of the measurement.

RULE 207 – GOALTENDER PENALTIES/OVERVIEW

Situation 1

The goaltender has been assessed a Misconduct penalty. A substitute skater is put in the penalty bench to serve the penalty and, while that skater was in the penalty bench, the goaltender is assessed a second Misconduct.

Ruling: The goaltender is out of the game (the second Misconduct penalty becomes an automatic Game Misconduct - RULE 107ii and the skater serving the Misconduct shall leave the penalty bench.

Situation 2

A goaltender on the player's bench (either during a stoppage of the play or while play is in progress) commits a violation of the rules or infraction against an opposing player

Ruling: A skater of his team, who was on the ice at the time the play was stopped to assess the penalty, shall serve his penalty. The Coach or team official shall designate this player through the captain.

Examples of Goalkeeper Penalties

Team A

Team B

1. A1 (goaltender) 2 + 10 minutes at 3:00
A1 (goaltender) 2 + 10 minutes at 3:30
 - At 3:00 Team A shall put two players who were on the ice in the penalty bench to serve the goaltender's penalty, one for 2 minutes and the second for 12 minutes.
 - At 3:30 Team A shall put another player who was on the ice in the penalty bench to serve the goaltender second Minor penalty.
 - Due to the second Misconduct penalty, A1 (goaltender) is assessed an automatic Game Misconduct penalty.
 - The player serving 2 + 10 minutes assessed at 3:00 can leave the penalty bench (the goaltender is out for the balance of the game).
 - At 3:30 Team A shall play 3 on 5.
 - The second Minor for the goaltender will start at 3.30.
 - The player serving the first Minor penalty for the goaltender shall return at 5.00 if no goal is scored.
 - A total of 34 minutes (2 + 10 + 2 + 20) shall be recorded against A1 (goaltender) on the Official Game Sheet.

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Team A

Team B

2. A30 (goaltender) 2 minutes at 3:00
A30 (goaltender) 2 minutes at 3:30
 - At 3:00 teams play 4 on 5.
 - Team A shall put a player who was on the ice in the penalty bench to serve the first Minor penalty.
 - At 3:30 the Team A shall put another player who was on the ice in the penalty bench to serve the second Minor penalty.
 - At 3:30 teams play 3 on 5.
 - The player serving the first Minor penalty shall return to the ice at 5.00 (if no goal is scored).
 - All penalties shall be recorded against the A30 on the Official Game Sheet.

3. A30 (goaltender) 2 minutes at 3:00
A30 (goaltender) 10 minutes at 3:30
 - At 3:00 teams play 4 on 5.
 - Team A shall put a player who was on the ice in the penalty box to serve the Minor penalty.
 - At 3:30 Team A shall put another player who was on the ice in the penalty box to serve the Misconduct penalty.
 - At 3:30 teams play 4 on 5
 - The second penalty (Misconduct) starts at 3.30.
 - The player serving the Minor penalty shall return on the ice at 5:00 (if no goal is scored).
 - The player serving the Misconduct penalty shall return to the ice at the first stoppage of play after 13.30.
 - All penalties shall be recorded against the A30 on the Official Game Sheet.

4. A30 (goaltender) 10 minutes at 3:00
A30 (goaltender) 2 minutes at 3:30
 - At 3:00 teams play 5 on 5.
 - Team A shall put a player who was on the ice in the penalty box to serve the Misconduct penalty.
 - At 3:30 Team A shall put another player who was on the ice in the penalty box to serve the Minor penalty.
 - At 3:30 teams play 4 on 5.
 - The Minor penalty starts at 3:30.
 - The player serving the Minor penalty shall return on the ice at 5:30 (if no goal is scored).
 - The player serving the Misconduct penalty shall return to the ice after the first stoppage of play after 13.00.
 - All penalties shall be recorded against the A30 on the Official Game Sheet.

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

Situation 1

A goaltender goes to his player’s bench for celebration following the scoring of a goal.

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

Situation 2

On a delayed penalty and play is stopped, the goaltender continues skating to his player’s bench.

Ruling: On ice officials should warn the goaltender to return to the goal net. Referees should warn the team in order to prevent this situation from becoming a delay tactic. Warning first time, a second time the team must change the goaltender or the Referee will assess a penalty for the delaying the game RULE 215.

RULE 223 – LEAVING GOAL CREASE DURING PLAYER CONFRONTATION/GOALTENDER

Situation 1

During a confrontation at the far end of the ice, the goaltender at the other end decides to go to his player’s bench, remaining on his side of ice.

Ruling: If he goes to his player’s bench the Referee shall classify this situation as a goaltender going to his player’s bench on a stoppage of play and implement RULE 215.

Situation 2

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

Ruling: He shall be assessed a Minor penalty for leaving the crease plus a Game Misconduct for being the third man to enter an altercation, plus any other penalties he may incur under the rules.

APPENDIX 1 – RECORDING STATISTICS

GOALS AND ASSIST

Situation 1

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

Ruling: Assists shall be awarded to A8 and A9.

Situation 2

A8 shoots the puck in the direction of the goal net but not at the goaltender, A9 retrieves the puck and passes it to A10 who scores a goal.

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

Situation 3

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

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

Situation 4

A8 shoots the puck at the goaltender who stops the shot. The puck rebounds and A10 shoots the puck into the goal net.

Ruling: An assist shall be awarded to A8.

Situation 5

A8 passes the puck to A9, who attempts to pass the puck to A10, but B8 intercepts the pass and gains possession and control of the puck. A10 checks B8 and shoots the puck into the goal.

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

Situation 6

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

Ruling: An assist shall be awarded to A8 and A9.