



IIHF CASE BOOK

2006 - 2010

A SUPPLEMENT TO THE IIHF OFFICIAL RULE BOOK

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If you have any questions or comments regarding the rule interpretations contained in the IHF Case Book 2006-2010, please direct them to:

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INTRODUCTION

The IIHF Case Book is a supplement to the IIHF Official Rule Book. It is comprised of rule interpretations and clarifications, Referee and Linesmen guidelines, techniques and instructions. It also provides players, team officials, and the media with clarification of the playing rules. Situations often develop during the course of a game that require specific rulings or interpretations, and an attempt has been made to provide an explanation that is compatible with the spirit and intent of the rules of ice hockey, and the standard of sportsmanship that players, team officials and game officials must recognize and accept.

This version of the IIHF Case Book is applicable for the 2007-08 season. It is important to note that during the period 2006-2010 many situations may occur in the games that are not covered in this book. To counter this, the IIHF will provide a Rules Bulletin each year prior to the start of the season for clarification.

The IIHF Case Book is divided into sections and each section is numbered in a manner similar to the IIHF 2006-2010 Rule Book. It means that the information in this section corresponds to the rule that have the same number in the IIHF 2006-2010 Rule Book.

The IIHF Case Book is structured in three parts:

Part A consists of procedures and techniques for Referees and Linesmen to follow in the course of performing their responsibilities;

Part B clarifies rules, which are not fully explained in the IIHF Official Rule Book; and

Part C deals with situations that occur during the course of a game and the correct ruling for each situation.

The IIHF Office and IIHF Sport Department are available to assist should you have any questions or comments regarding the rule interpretations that may happen during the games or listed in this edition. Please direct your comments to the staff in your National Association or through National Association Referee-in-Chief, who will ensure that you will receive the proper information.

TABLE OF CONTENTS

Introduction	3
<u>Section 1 - Ice Rink</u>	
119 Goal Crease	6
141 Penalty Benches	6
<u>Section 2 - Teams, Players and Their Equipment</u>	
200 Players in Uniforms	7
201 Captain of Team	7
222 Player's Stick	7
223 Players Helmet	7
224 Player's Face Mask and Visor	8
232 Goalkeeper Sticks	8
234 Goalkeeper's Helmet and Face Mask	8
260 Measurement of Equipment	8
<u>Section 3 - Officials and Their Duties</u>	
313 Linesmen Duties	12
323 Timekeeper	12
330 Video Goal Judge System & Video Support System	13
<u>Section 4 - Playing Rules</u>	
410 Change of Players and Goalkeepers	14
411 Change of Players and Goalkeepers From the Players Bench During Play	14
412 Change of Players Procedure During Stoppage of Play	15
415 Change of Goalkeepers During Stoppage of Play	16
416 Injured Players	17
417 Injured Goalkeepers	17
420 Timing of Game	17
422 Times Out	18
440 Face-Offs	18
442 Procedure for Conducting Face-Offs	20
450 Off sides	22
451 Delayed Offside Procedure	25
460 Icing the Puck	27
470 Definition of a Goal	30
471 Disallowing a Goal	31

472	Goals and Assists Awarded to the Players	33
481	Puck on the Net	34
490	Stopping/Passing the Puck With Hands	35
491	Kicking the Puck	36
492	High Sticking the Puck	37

Section 5 – Penalties

500	Penalties (Definition and Procedure)	39
501	Minor Penalty	40
503	Major Penalty	43
504	Misconduct Penalty	44
508	Penalty Shot	44
509	Penalty Shot Procedure	46
511	Goalkeeper Penalty Procedure	48
512	Coincidental Penalty	52
513	Delayed Penalty	58
514	Calling of Penalties	60
523	Checking From Behind	62
528	Fisticuffs or Roughing	63
534	Interference	65
539	Tripping	65
540	Checking to the Head and Neck Area	66
541	Women Body – Checking	66
550	Abuse of Officials and Unsportsmanlike Conduct by Players	67
551	Abuse of Officials and Unsportsmanlike Conduct by Team Officials	67
554	Delaying the Game	68
555	Illegal and Dangerous Equipment	71
556	Broken Stick	72
557	Falling on the Puck by a Player	74
559	Handling the Puck with Hands by a Player	74
560	Handling the Puck with Hands by a Goalkeeper	75
564	Players Leaving The Benches During an Altercation	75
565	Team Officials Leaving The Player's Bench	75
569	Throwing a Stick or Any Object Within the Playing Area	75
570	Throwing a Stick or Any Object on a Breakaway Situation	78
571	Prevention of Infection by Blood	78
573	Too Many Players On The Ice	79
591	Goalkeeper Beyond the Center Red Line	79
592	Goalkeeper Going to the Players Bench During Stoppage of Play	79
593	Goalkeeper Leaving his Crease During an Altercation	80
595	Protection of Goalkeeper	81
A4.7	Linesmen Duties	81

SECTION 1 - ICE RINK

RULE 119 - GOAL CREASE

B - Interpretation

1. The goal crease shall be measured from the outside edge of the lines forming the crease. The lines are considered as part of the crease.

RULE 141 - PENALTY BENCHES

B - Interpretation

1. A team shall take the penalty bench that is opposite to their player's bench. They shall not change benches during the game.

SECTION 2 - TEAMS, PLAYERS AND EQUIPMENT

RULE 200 - PLAYERS IN UNIFORMS

B - Interpretation

1. Player names may be changed on the Official Game Sheet at any time up until the start of the game
2. A team may dress only two goalkeepers.
3. A registered player may participate in the pre-game warm-up provided he is eligible to play in the game, even though he may not be listed on the Official Game Sheet.

RULE 201 - CAPTAIN OF TEAM

B - Interpretation

1. When a situation arises and both the captain and alternate captain(s) are on the player's bench, the Referee should request to speak to the captain by calling him from the player's bench.
2. In all cases the referee shall speak to the Captain. If for some reasons Referee obtains the problems of communication with the Captain, he shall go directly to the bench and talk with the Coach.
3. A captain or alternate captain(s) cannot come off the player's bench to question or argue with a game official or complain about the penalty. If the captain does come off the player's bench uninvited, he shall be sent back and the coach warned that a second violation shall result in a Misconduct penalty (See Rule 572).

RULE 222 – PLAYER'S STICK

NEW

B - Interpretation

Fluorescent colour painted sticks is NOT permitted.

RULE 223 - PLAYERS HELMET

B - Interpretation

1. The back up goalkeeper is not required to wear his helmet and face mask when he crosses the ice to return to his players' bench during intermission.

2. The players and substitute goalkeeper are not required to wear their helmets while sitting on their players' bench.

RULE 224 – PLAYER’S FACE MASK AND VISOR

RULE 311 – REFEREE AND LINESMEN EQUIPMENT

B – Interpretation

Visors shall be transparent and clear. This rule applies to players and game officials.

RULE 232 - GOALKEEPER’S STICKS

B - Interpretation

1. The shaft of a goalkeeper stick above the widened portion shall not be curved and, if it is, Rule 555(a) shall be implemented.

RULE 234 - GOALKEEPER’S HELMET AND FACE MASK

B – Interpretation

NEW

1. If the helmet and/or face mask come off while the play is in progress and before Referee’s whistle to stop the play the puck enters the net, the GOAL shall be allowed.
2. If the puck hits goalkeeper’s helmet/face mask and goes in the net, the Referee shall allowed a GOAL.
3. A puck contacting a goalkeeper’s helmet/face mask does not mean an automatic stoppage of play.

RULE 260 - MEASUREMENT OF EQUIPMENT

A - Referee Procedure

1. All stick measurements (curvature) shall be made using a regulation stick gauge.
2. Goalkeeper equipment shall be measured immediately after the end of the period.
3. No measurement of the stick or the goalkeeper’s equipment between the end of the overtime and Game Winning Shots.
4. Goalkeeper equipment measurement may be carried out in the Referee’s crease or in a suitable location as determined by the facilities.

5. A Referee can measure any type of stick or equipment that is dangerous without a request from a team, and the dangerous stick or equipment shall be removed from play. Any other equipment deemed illegal shall be measured only on appeal by the opposing team.

B - Interpretation

1. Goalkeeper sticks or player sticks can be measured at any time.
2. Stick measurement is permitted after a goal by either team (See also Rule 260).
3. It is not necessary that a player participated physically in the game for his stick to be measured. The fact that the player was legally on the ice is sufficient to justify a request for a measurement.
4. A goalkeeper may participate in the game using a player's stick and if a stick measurement is requested, the stick shall be measured as if it is a player's stick.
5. The measurement of the width of the blade of a player's stick is to be taken 1.5 centimeters in from the toe of the blade or at any spot from this point along the blade to the heel of the stick.
6. If the stick is found to be illegal, the Referee shall return the stick to the team and the teammate of the player, whose stick was found to be illegal, shall bring a legal stick to the penalized player on the penalty bench. The team can adjust the curvature of the blade at the bench, and if the player uses the stick again and another measurement is requested, the stick can be measured again.
7. When a formal complaint is made to the Referee by a team captain concerning the dimensions of an opponent's stick, that opponent shall be on the ice at the time the request is made.
8. If a team captain formally complains about the curvature of an opponent's stick blade and the Referee is unable to effect the measurement, the stick shall be removed from the game. Under Rule 555, no penalty shall be assessed to either team.

NEW

9. A stick measurement can be requested during Game Winning Shots (G.W.S.)
10. A player other than a Captain or Alternate Captain is not permitted to request or make a formal complaint against the specific dimensions of any equipment of the opposing team.

C - Situations

Situation 1

A stick measurement is requested on the attacking team when play is stopped in the attacking end zone.

Ruling: If the stick is found to be illegal, assess a penalty and the face-off shall take place at the face-off spot in the neutral zone closest to that end zone. If the stick is found to be legal, the team that made the request shall be penalized and the face-off shall take place at the end zone face off spot in the attacking zone of the attacking team.

Situation 2

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

Ruling: Any player may serve the penalty since there were no players on the ice at the time of the measurement. When a goalkeeper's stick is measured during a stoppage of play and is found to be illegal, a player of his team who was on the ice at the time the play was stopped shall serve the penalty (See Rule 511(a)).

Situation 3

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

Ruling: Once the request is made, and as long as the officials maintain visual contact with the stick, it can be measured. This means that if the player whose stick is about to be measured steps off the ice into the player's bench, his stick may still be measured provided the request was received prior to him leaving the ice surface and the stick remained in view by at least one of the on-ice officials.

Situation 4

A player who has just entered or exited the penalty bench 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 bench or who has returned to the playing surface is eligible to have his stick measured at any time.

Situation 5

A player has been designated to take a Penalty Shot. Before the player takes the shot, the opposing team requests a measurement of the player's stick that shall take a shot.

Ruling: If the stick is found to be legal, than the requested team shall be assessed a Bench Minor Penalty. Manager or the Coach through the Captain shall designate a player to serve a Minor penalty and this player shall immediately proceed to the penalty bench and remains there regardless off the result of the shot.

If the stick is found to be illegal, the player shall be assessed a Minor penalty. He shall immediately proceed to the penalty bench. Manager or the Coach through the Captain shall designate another player who will take a shot.

Note: The period in front of taking the penalty shot and after it's end is to be classified as one stoppage.

Situation 6

The player selected by his team to take a Penalty Shot refuses to surrender his stick for measurement when asked to do so by the Referee or intentionally breaks it.

Ruling: The player may not use this stick unless it is measured and deemed to be legal. The player is NOT permitted to take the shot. He shall be assessed a Minor plus Misconduct penalty and shall immediately proceed to the penalty bench and remain there for 12 minutes. Manager or the Coach through the Captain shall designate an additional player to serve his Minor penalty who shall immediately go to the penalty bench before taking the shot. Manager or the Coach through the Captain shall also designate another player who shall take a penalty shot.

Situation 7

Team A requests the measurement of the stick of the Team B player who will be taking a Penalty Shot and the stick is found to be legal.

Ruling: Team A shall be assessed a penalty, A player of Team A shall go immediately to the penalty bench and shall serve the penalty regardless the result of the Penalty Shot. (See Rule 502 (b))

SECTION 3 - OFFICIALS AND THEIR DUTIES

RULE 313 - LINESMEN DUTIES

A - Linesman Procedure

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.

C - Situations

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: Linesmen 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 323 - TIMEKEEPER

C - Situations

Situation 1

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

Ruling: The goal 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.

RULE 330 – VIDEO GOAL JUDGE SYSTEM & VIDEO SUPPORT SYSTEM

B – Interpretation

NEW

1. During a review, all players may go to their respective benches.
2. No video review can be requested by Referee on the following situations:
 - a. Whether or not puck entered net before or after whistle
 - b. Whether puck directed in with any part of the body other than hand or skate
 - c. Player slides into the goalkeeper unless to see if puck is in the net
3. The Referee can request a video review during the Penalty Shot and Game Winning Shot Procedure (G.W.S)
4. During the Penalty Shot and G.W.S. the Referee cannot request a video goal review on the second shot after rebound of the puck.
5. The V.G.J can be used for the reset of the clock after a false face-off during which the clock has been running.

SECTION 4 - PLAYING RULES

RULE 410 - CHANGE OF PLAYERS AND GOALKEEPERS

B – Interpretation

NEW

1. A player with one skate on the ice and one skate on the bench is considered as OFF the ice.
2. The player entering the game must remain within the 3m imaginary area by his player's bench until the retiring player has left the ice.

RULE 411 - CHANGE OF PLAYERS AND GOALKEEPERS FROM THE PLAYERS BENCH DURING PLAY

B - Interpretation

1. There is no limit to the number of times a goalkeeper can be changed back and forth for a player or the backup goalkeeper while play is in progress.
2. Section (a) of this rule covers the process of substituting players and goalkeepers. If the goalkeeper changes for a substitute goalkeeper or back, or a player for a player, or player for goalkeeper, they shall follow the Rule 411(a). If they do not follow this rule, the Referee shall apply Rule 573 against the team.
3. Section (b) of this rule covers only the process of substitution of the goalkeeper for an extra player.
4. If, when a goalkeeper leaves his goal crease and proceeds to his player's bench for the purpose of substituting another player and if the substitution is made prematurely, the official shall stop the play when the offending team gains possession of the puck. The ensuing face-off shall take place:
 - a. At the center ice face-off spot - If the puck is over the center red line at the moment the play was stopped
 - b. At the nearest spot on the imaginary line in the neutral zone – If the puck is between the center red line and the near blue line at the moment the play was stopped
 - c. At the end zone face-off spot – If the puck is between the end zone boards and the blue line at the moment the play was stopped

C - Situations

Situation

On a delay penalty the non-offending team made the premature substitution of the goalkeeper with the stoppage of play in the non-offending team's end zone.

Ruling: The face-off shall take place in one of the face-off spot in the neutral zone close to this zone.

RULE 412 - CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY

A - Referee Procedure

1. The Referee shall put his arm up and then down during all stoppages of play, even if there is definitely no change of players.
2. In situations where the visiting team is delaying in placing players on the ice in hopes that the home team will place their players on the ice first, this procedure will control the player changes. This will give the visiting team their only change and allow the home team to place their players on the ice, giving them the last change. The Referee should be strict with the five-second count and not permit the visiting team to change players once he raises the arm. If the Referee observes that a coach is trying to get his players on the ice and is not making any deliberate attempt to delay the change (by either team), he may give teams a few extra seconds.
3. The Referee shall permit players who are in the process of coming over the boards to continue their change even though the five seconds are up, but he shall issue a warning to the team for the slow change.
4. When there has been a stoppage of play, the Referee shall look at the visiting team's players bench and, even if there is no indication of a change, count the required time and then put his arm up. The same procedure should be followed for the home team. In this case, the Referee must have some feeling for the game as to whether there will be a change of players or not.
5. After a goal has been scored, the Referee shall follow the same signaling procedure for a change of players as during any other stoppage of play.
6. The line change procedure is the responsibility of the Referee and the Linesmen shall not become involved in the process.
7. After an icing situation, the Linesman retrieving the puck shall have time to reach the end zone face off spot and shall have the opportunity to observe the line change hand signals made by the Referee.

8. If a team attempts to make a change after the required time, the Referee shall send the players back and shall not hesitate to approach the player's bench to explain the situation to the coach and warn him before a penalty is assessed.
9. The Referee shall issue a warning to the offending team when there has been a late player change that any subsequent violation of the player change procedure will result in a Bench Minor penalty.

B - Interpretation

1. If a penalty is assessed to either or both teams following a stoppage of play when one or both teams have legally completed a change of players, both teams are entitled to make a further change of players.
2. A change of players is considered to be from one to five players, excluding the goalkeeper.

C - Situations

Situation 1

During the face-off the Referee assess a Misconduct penalty to the player.

Ruling: The offending team shall replace the player assessed a Misconduct penalty. No other changes of the players are permitted by either team.

Situation 2

During the face-off the Referee assessed a penalty to a player of each team, which does not affects the on-ice strength of either team.

Ruling: No player change is permitted.

RULE 415 - CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY

B - Interpretation

1. When a substitute goalkeeper has replaced the regular goalkeeper during a stoppage of play, he shall remain in the game until play resumes or until he is replaced by a player.

RULE 416 - INJURED PLAYERS

B – Interpretation

1. A substitute player serving a penalty for an injured player shall remain in the penalty bench until the injured player is able to return to the game. When the injured player returns to play, he shall replace the substitute in the penalty bench at the next stoppage of play (See Rule 416(c)).

RULE 417 - INJURED GOALKEEPERS

A - Referee and Linesman Procedure

1. The Referee and the Linesmen have the authority to stop play for an injured goalkeeper.
2. When a goalkeeper is hit in the face or head, especially from a hard shot, or if there is any indication of a serious injury, the Referee shall stop play immediately unless there is an instant scoring opportunity.

B - Interpretation

1. If a goalkeeper is injured and returns to the player's bench, he shall be replaced. If he attempts to go back in the net at that time, he shall be assessed a Minor penalty (See Rule 592.)
2. A player replacing an injured goalkeeper is allowed ten minutes to put on goalkeeper equipment. The ten minutes starts once the Referee is assured that the injured goalkeeper is unable to return to play. The injured goalkeeper cannot return to play once the player puts on the equipment and proceeds to the goal.
3. If the player that replaced the injured goalkeeper is dressed and ready to play before the ten minutes is up, the remainder of the time may be used for a warm-up.

RULE 420 - TIMING OF THE GAME

A - Referee Procedure

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

RULE 422 - TIME OUT

A - Referee Procedure

1. No time out shall be called by either team after the player change procedure has been completed and/or the players and official are in position and ready for the face-off.
2. No time out shall be called by either team after a player has been removed from a face-off.
3. A goalkeeper is not permitted to warm-up during a time out.

RULE 440 - FACE-OFFS

B - Interpretation

1. The end zone face-off shall take place at the end zone face off spot on the side of the ice where the puck was frozen. If the puck is shot out of play, the face-off goes to the end zone face-off spot on the side of the ice where the shot originated.
2. If both attacking and defending players are assessed penalties and the stoppage of play occurs in the end zone, the face-off shall take place in that zone, regardless of whether the same number of players on each team receive penalties, unless another rule applies that would cause the face-off to take place in the neutral zone.
3. If a player of the attacking team is assessed a penalty during the face-off in his attacking zone, the face-off shall now take place at face-off spot in the neutral zone closest to that end zone.
4. If an attacking player knocked the goal net off its mooring in his attacking zone and made no attempt to avoid the contact, the face-off shall take place at the face-off spot in the neutral zone closest to that end zone. However, if the player did not have an opportunity to avoid contact with the goal net, the face-off is to take place at the end zone face off spot of his attacking zone.
5. If there is a scrum or a gathering of players following the stoppage of play deep in the defending zone, the face-off shall be taken out to the face off spot in the neutral zone closest to that end zone if one or both point players or defensemen of an attacking team encroach beyond the outer edge of the end zone face-off circles.
6. If a Linesman signals a delayed offside and the defending team ices the puck, the face-off shall take place at the end zone face-off spot, just as for a regular icing situation.

7. If only an attacking player has been assessed a penalty in the attacking zone, the face-off shall take place at the face-off spot in the neutral zone closest to that end zone, regardless of which team was responsible for the stoppage of play.
8. If the puck strikes an official and goes out of the playing area in the Neutral zone, the face-off shall take place on the spot on the imaginary line closest to the place where the puck hits the official or deflected off of him. If it is happened in the end zone the face-off shall take place at the end zone face-off spot on the side of the ice where the puck hits the official or deflected off of him (See Rule 440d).
9. A goalkeeper shall not participate in a face-off.

C - Situations

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 face-off shall take place at the end face-off spot of the team that refrained from playing the puck (Team A).

Situation 2

The Referee signals a penalty against the attacking team in its attacking zone. The non-offending team has possession of the puck in its own defending zone and is then responsible for the stoppage of play in its own defending zone.

Ruling: The face-off shall take place at the face-off spot in the neutral zone closest to that end zone.

Situation 3

Play was stopped in the defending zone due to a defending player.

Ruling: The resulting face-off shall take place at the end zone face off spot in the defending zone on the side where the stoppage occurred.

Situation 4

A defending player caused a stoppage of play in the defending zone and the Referee assessed a penalty to the defending team. Before play resumes an attacking player was assessed a penalty.

Ruling: The face-off shall still take place at one of the end zone face off spots in the defending zone on the side where the stoppage occurred.

Situation 5

An attacking team player is assessed a penalty in his attacking zone. The following face-off shall take place at the face-off spot in the neutral zone closest to that end zone, however, before play resumes a defending team player commits a foul and is assessed a penalty.

Ruling: The face-off remains in the neutral zone since the face-off was originally designated to be in that zone.

Situation 6

A stoppage of play in the defending zone was caused by penalties being assessed to a defending and an attacking player.

Ruling: The face-off shall take place at one of the end zone face off spot on the side where the stoppage occurred, unless otherwise covered by the rules.

RULE 442 - PROCEDURE FOR CONDUCTING FACE-OFFS

A - Referee and Linesman Procedure

1. The procedure for conducting a face-off remains the same when a face-off takes place at positions anywhere on the ice surface.
2. The Linesman shall not telegraph the drop by raising his arm and then throwing the puck down.
3. The Linesman conducting the face-off shall not drop the puck until he is sure that his partner has returned to his correct position.
4. The Linesman conducting the face-off shall not drop the puck until all of the players who are not participating in the play leave the ice, even if the five seconds is up.
5. The Linesman conducting the face-off shall be aware that the correct numbers of players are on the ice before he drops the puck.
6. If a player taking a face-off does not properly line up with the markings on the ice, the official can remove the player with no warning.
7. Use the five seconds after the whistle to communicate with the players and correct their positioning.
8. If a player taking a face-off makes contact with an opposing player before the puck is dropped, the official shall remove the player with no warning.
9. If a player enters or is in the circle once the Linesman and the two players are ready for the face-off, the Linesman shall remove the player taking the face-off and replace him with a teammate that is on the ice with no warning.

10. If a player is removed from a face-off, the on-ice official cannot designate which player will take part in the face-off. That is a team decision, but the replacement shall be a player on the ice and he shall come for the face-off immediately.
11. Avoid removing both players taking the face-off at the end zone face off spot at the same time. If possible, remove the first offender.
12. If both teams have a player(s) enter the circle too soon on the face-off (no previous warning to either team), then both players taking the face-off shall be removed.
13. The back Linesman shall watch for players entering the circle behind the Linesman taking the face-off. If the back Linesman observes a face-off infraction (player(s) in the circle), he shall blow the whistle and notify the Linesman taking the face-off. This only applies against a team that has not yet received a warning. If it is the second violation, it is the Referee's responsibility, as it will result in a penalty.
14. A Linesman shall not remove the second player on the same team from a face-off. It is the Referee's responsibility, as it will result in a penalty.
15. The Linesmen may drop the puck if only one player is in position, but it may be better to demonstrate this process for the first time in a game in a neutral zone face-off.
16. If a player has been removed from a face-off at an end zone face off spot, the Referee shall maintain his position, and if it is the first violation he shall warn the players of that team. If the other team commits an infraction during the same face-off, the Referee shall likewise warn that team upon their first violation.
17. If a problem occurs during the end zone face-off, the Referee may move over to assist the Linesman and warn the players. In this situation, the Referee shall blow his whistle to warn the Linesman that he is moving over. After warning the team that caused the problem, the Referee shall move back to his normal position.
18. If a team has received a warning and their player has been removed from the face-off, and now both teams have players that enter the circle too soon, the Referee shall penalize the team that had the player removed and warn the other team.
19. When a team has been penalized, the process of a warning and the assessment of a penalty begin again.
20. Once a team has been penalized during the face-off, both teams may change players.

B - Interpretation

1. The entire blade of the stick of the player taking the face-off does not have to be flat on the ice. It is sufficient that the tip of the blade touches the ice.

2. Only the skates of the players not participating in the face-off shall be outside the face-off circle or behind the two restraining lines (hash marks).
3. Players not taking the face-off may not continually change position around the outside of the face-off circle, even if they are on side. The attacking player in his attacking part of the ice shall resume his position first.
4. A player is not permitted to rotate around on the face-off and kick the puck. However, if a player originally plays the puck with his stick and the puck is loose, a player can kick the puck back. The intention is that a player cannot turn and kick the puck without attempting to play it with his stick and, in the act, prevent the opposing player from being able to play the puck with his stick.

C - Situations

Situation 1

The Linesman is set to drop the puck but the puck is subsequently knocked out of his hand by one of the players taking the face-off.

Ruling: The Linesman conducting the face-off shall blow his whistle and determine the deliberation of the act and, if necessary, remove the offending player from the face-off.

RULE 450 - OFFSIDE

A - Referee and Linesman Procedure

1. If a Linesman makes an error on an offside play and stops play, the face-off should take place at the face-off spot in the neutral zone closest to that zone.

B - Interpretation

1. If a player is propelling the puck and crosses the line ahead of the puck while skating backwards, he is not considered offside provided he is actually in control of the puck and has both skates in the neutral zone before crossing the blue line.
2. A player shall have one skate or skate boot on the ice the instant the puck completely crosses the blue line.
3. If a player shoots the puck from his defending zone down the ice, and a teammate skates down the ice, precedes the puck across the attacking blue line and plays the puck, offside is called. The face-off shall take place at of the end zone face off spot on the side from where the puck was shot.

4. When a penalty is over and the Penalty Bench Attendant opens the door (the door is in the end zone), the player coming out would be offside. The fact that the player might wait until the puck crosses the blue line to come on to the ice would not change that he is in offside. As soon as the penalty bench door opens the player is considered to be on the ice.

C - Situations

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 shall be in contact with the ice.

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 player is in a delayed offside position. When the player clears the attacking zone he 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 over the blue line 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 propelling the puck into the attacking zone.

Situation 9

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

Ruling: It is offside.

Situation 10

An attacking player has both skates completely in the attacking zone over the blue line, while an opposing player has possession of the puck in the neutral zone and shoots or passes or carries the puck back into his defending zone while an 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 at the blue line but it is partly in the neutral zone and touching the blue line (partially on the blue line and partially in the neutral zone). The attacking player then moves the puck into the attacking zone.

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

Situation 12

An attacking player crosses the blue line with the puck and then brings the puck back over the blue line into the neutral zone on his stick while his skates are still in the attacking zone, and then once again brings the puck back into the attacking zone.

Ruling: It is offside.

Situation 13

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 a teammate in the neutral zone back into the defending zone while an attacking player is still in that zone.

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

Situation 14

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 15

An attacking player with both skates completely positioned in the attacking zone over the blue line, 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.

Situation 16

An attacking player or defending player in the end zone shoots the puck back out over the blue line into the neutral zone. The puck completely crosses the blue line, hits an official in the neutral zone and then deflects off the official back over the blue line into the end zone while an attacking player is still in the attacking zone.

Ruling: It will be offside until the player comes back and clears the zone.

Situation 17

A puck is deflected, causing an attacking player to be offside, and there is a stoppage of play.

Ruling: The face-off shall take place at the nearest to this zone face-off spot in the neutral zone.

RULE 451 - DELAYED OFFSIDE PROCEDURE**B - Interpretation**

1. A defending player in the process of clearing the zone may carry the puck behind the goal line provided he makes no attempt to delay the game.
2. If there is a hard shot at or in the vicinity of the goalkeeper, the intentional offside rule shall apply.

3. When an attacking player comes out of the end zone and deliberately plays the puck, or checks a defending player bringing the puck out, it shall be classified as an intentional offside.
4. No goal may be scored on a play by the offending team while the delayed off-side is still in effect (arm still up), unless the defending team shoots or puts the puck in their own net without ANY action or contact by the offending team.
5. If the puck is shot from behind the center red line and crosses the goal line, icing shall be called even if the delayed offside is still in effect. On any delayed offside play the Linesman shall first ensure that the puck is not moving toward the net. If it is, play shall be stopped immediately. The non-whistle arm shall be used to signal.
6. If a goalkeeper has been removed and a clearing-the-zone situation arises with the puck being shot on the open net as the attacking player(s) just clear the zone, no goal shall be awarded until a team has gained control of the puck and the zone has been cleared.
7. With reference to number 5 above, a goal may be scored by the attacking team once the delayed offside has been removed.
8. If play has stopped as a result of a delayed offside, the face-off shall take place at the face-off spot in the neutral zone closest to that zone or at the origin of the pass (On the imaginary line spot or at one of the end zone face-off spots), whichever is closest to the goal of the team causing the offside as covered by the rules.

C - Situations

Situation 1

A Linesman signals a delayed offside and a defending player shoots the puck directly out of the playing area from his defending zone and over the boards in the neutral zone.

Ruling: The face-off shall take place at the end zone face off spot on side where the defending player shot the puck and the defending player shall be assessed a Minor Penalty for Delaying the Game (See Rule 554c).

Situation 2

A Linesman signals a delayed offside and the defending team shoots the puck directly out of the playing surface in the defending zone.

Ruling: The face-off shall take place at the face-off spot in the neutral zone closest to that end zone on the side where the puck was shot and the player who shoots the puck directly outside of the playing surface shall be assessed a Minor Penalty for Delaying the Game (See Rule 554 (c)).

Situation 3

A Linesman signals a delayed offside as the attacking team is changing players. An attacking player in the attacking zone goes over the boards to his player's bench, which is partially in the attacking zone.

Ruling: If the players coming onto the ice do so in the neutral zone, it is not considered offside provided the players leaving the ice are completely off the ice surface.

RULE 460 - ICING THE PUCK

A - Linesman Procedure

1. Once the front Linesman receives the icing signal from the back Linesman, the front Linesman shall take over the judgement of the icing call. However, the front Linesman shall check with the back Linesman as he crosses the blue line and again before he either blows the whistle or washes out the icing.
2. It is always the responsibility of the front Linesman to determine whether or not the player can play the puck.
3. If there is no icing signal from the back Linesman, the front Linesman shall take the responsibility to call icing if he is certain that it is icing.
4. If the front Linesman goes in deep on a possible icing and fails to acknowledge the back Linesman's washout signal and then blows the whistle to indicate icing, the face-off shall take place at centre ice spot.
5. When the back Linesman is unable to determine whether the puck has been shot or deflected from behind the centre red line, the front Linesman may give the washout signal.
6. Regardless of the situation or reason, whenever either Linesman waves off icing, the other Linesman shall also acknowledge the action by giving the washout signal.
7. If the puck passes through the goal crease or touches one of the lines of the goal crease, icing shall be called.

B - Interpretation

1. Icing is determined by the number of players on the ice surface at the time or instant that the puck is shot by either team from their side of the centre ice red line across the opposing team's goal line.
2. The resulting face-off shall take place at the end face-off spot on the side where the puck was shot on an icing the puck.

3. In icing situations, the Penalty Bench Attendant should open the door of the penalty bench at the instant that the penalty time expires to indicate that the player is classified as being on the ice.
4. Icing shall be called if the goalkeeper, being outside his goal crease when the puck has been shot from behind the center red line, moves back to his crease.
5. No icing shall be called if the goalkeeper leaves his crease after the puck has been shot from behind the center red line and then decides to go back to his crease.
6. If the goalkeeper is outside his goal crease in an attempt to go to his player's bench to be substituted for an extra player, when the puck has been shot from behind the center red line, and on his way to the player's bench:
 - Makes no attempt to play the puck – Icing shall be called
 - Makes attempt to play the puck – No icing shall be called
 - Turns back to his goal crease and makes no attempt to play the puck - Icing shall be called
 - Turns back and attempts to play the puck – No icing shall be called

NEW

7. No icing shall be called if the goalkeeper is outside his goal crease and makes no attempt to return to his crease.

NEW

8. Where the team shoots the puck in an icing situation through the imaginary 3 m zone during the course of players' change icing shall apply.

C - Situations

Situation 1

A player behind the centre red line shoots the puck into the opponent's goal.

Ruling: The goal shall be allowed.

Situation 2

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

Ruling: It is not icing.

Situation 3

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

Ruling: It is not icing.

Situation 4

A player standing behind the centre red line shoots the puck and it lands on top of the net after crossing over the goal line.

Ruling: It is icing as the puck first crossed the goal line.

Situation 5

A player has his skates over the centre red line and the puck is on his stick, either on or behind the centre red line. From this position he shoots the puck over the goal line but does not take the puck over the red line on his stick.

Ruling: It is icing.

Situation 6

The puck contacts the stick, which is still on the centre red line and the puck goes down over the goal line.

Ruling: It is icing.

Situation 7

The puck has been shot from behind the centre red line and hits the cross bar or the goal post of the net and crosses the goal line.

Ruling: It is icing.

Situation 8

The puck is shot from behind the centre red line and 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.

Ruling: It is icing as long as the opposing player makes an attempt to play the puck.

Situation 9

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

Ruling: The face-off shall take place at the end zone face-off spot, just as it would for regular icing. At the moment the puck crosses the blue line the delayed offside is washed out, but the icing situation is still in effect.

Situation 10

A goalkeeper with one or both skates in his goal crease reaches out with his stick and let's the puck goes by.

Ruling: It is icing.

RULE 470 - DEFINITION OF A GOAL

A - Referee Procedure

1. If the puck enters the net, the Referee shall blow his whistle and indicate toward or into the goal net.
2. If the puck enters the net before the buzzer sounds at the end of a period (19:59) and the Referee allows the goal to count, it is not necessary for the Referee to conduct a face-off at centre ice. The Referee shall ensure that the Scorekeeper records the goal at 19:59 on the Official Game Sheet.

NEW

3. If a goalkeeper catches the puck before the goal line and the glove goes back in over the goal line the goal shall be allowed. This situation can be reviewed.
4. If the puck is not seen in the net, but know it is over the goal line (i.e. in the glove) the goal shall be allowed. This situation can be reviewed.
5. Where the puck is under the body and as a referee or V.G.J. it cannot be seen over the goal line no goal shall be allowed
6. It is possible a situation where the puck is not seen, but all other factors indicate the puck had to be in the net the goal shall be allowed

C - Situations

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.

Situation 3

An attacking player directs the puck into the goal net with his skate.

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

Situation 4

An attacking player is hit by the puck while standing in the goal crease and the puck drops down into the crease. The player then skates out of the goal crease and shoots the puck into the goal net.

Ruling: The goal shall be allowed.

Situation 5

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 direction of the puck by the head or any part of the body.

Situation 6

A goal is scored but, in review, the Referee is notified that the clock had stopped and was not running when the puck entered the net.

Ruling: The goal shall be allowed provided that the period was not over.

Situation 7

The Penalty Bench Attendant made a mistake and a player spent more time in the penalty bench than required, during which time the opposing team scored a goal.

Ruling: The goal shall be allowed.

Rule 471 - Disallowing a Goal**B - Interpretation**

1. No goal shall be allowed if the goal net is off its moorings at the time the puck enters the goal net or crosses the goal line.
2. No goal shall be allowed if an attacking player contacts the puck with his stick above the height of the cross bar and the puck deflects off of any player, goalkeeper or official into the goal net. The same rule applies when an attacking player has batted the puck.
3. No goal shall be allowed from any type of kick shot.
4. An attacking player may not deliberately direct the puck with any part of the body into the goal net. No goal shall be allowed even if the puck has been further deflected off into the goal net of any player, goalkeeper or official, unless a player has directed the puck into his own goal net.
5. No goal shall be allowed if a player deliberately hits or directs the puck into the goal net of the opposing team with his head or helmet, facial protector, or any part of his body, other than the skates.
6. No goal shall be allowed if the time clock reads 20:00 or 0:00.
7. No goal shall be allowed after a puck deflects off an official, unless a player shoots the puck into the goal net after the deflection.

8. No goal shall be allowed if a puck hits an official and then deflects off of a player or goalkeeper into the goal net.
9. No goal shall be allowed unless the puck crosses the goal line in one piece.
10. If an attacking player is moving through the goal crease and the puck deflects off the player or his stick and enters the goal net, the goal shall not be allowed (assuming the player was in the crease before the puck)
- NEW**
11. If the puck is covered and Referee has stopped play before it goes over the goal line, the goal cannot be allowed and cannot be reviewed.

C - Situations

Situation 1

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.

Situation 2

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

Ruling: No goal shall be allowed.

Situation 3

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.

Situation 4

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

Ruling: The play shall be stopped but no goal shall be allowed.

Situation 5

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

Ruling: No goal shall be allowed.

Situation 6

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

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

Situation 7

A Linesman is about to report a Major or Match penalty to the Referee, but before he reports to the Referee the offending team scores a goal.

Ruling: The incident shall be reported by the Linesman to the Referee who shall disallow the goal and assess the penalty.

RULE 472 - GOALS AND ASSISTS AWARDED TO THE PLAYERS

B - Interpretation

1. No assist can be credited to a player when the Referee awards a goal when the puck has not entered the goal net.

C - Situations

Situation 1

A player has scored a goal or received an assist but his name is not listed on the Official Game Sheet.

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

Situation 2

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

Ruling: Assists shall be awarded to A8 and A9.

Situation 3

A8 shoots the puck in the direction of the goal net but not at the goalkeeper, 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 4

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 5

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

Ruling: An assist shall be awarded to A8.

Situation 6

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 7

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. (See Rule 472)

RULE 481 - PUCK ON THE NET**A- Referee Procedure**

1. When the puck has been shot onto the back of the goal netting by an attacking player and a defending player has the opportunity to play the puck but makes no attempt to play it, the Referee shall verbally communicate with the player to continue play. If the player still does not makes an attempt to play the puck off the goal netting, the Referee shall stop the game and warn the defending team to play the puck off the back of the goal netting. The face-off shall remain in the end zone.

B - Interpretation

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

C - Situations

Situation 1

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

RULE 490 - STOPPING/PASSING THE PUCK WITH HANDS

A - Referee and Linesman Procedure

1. The hand pass signal is not necessary if the defending team creates the pass in its own defending zone, unless the puck leaves the zone.
2. The Referee shall make the initial signal to indicate a possible violation and then show the wash out signal for play to continue, or stop play and repeat the signal.
3. A Linesman shall only give the signal to indicate a possible violation if the Referee has not observed the situation. The Linesmen shall always allow the Referee the first opportunity to make the call.

B - Interpretation

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

2. A goalkeeper may make a hand pass or bat the puck to a teammate in his defending zone, but he may not catch and throw the puck forward to a teammate.

C - Situations

Situation 1

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

Ruling: The Referee shall stop play.

Situation 2

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

Ruling: Play shall not be stopped unless the teammate of the player that initially hit the puck plays with it. The act of the puck hitting the player does not mean that the puck was played.

Situation 3

NEW

A player 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 (he does not control or play the puck) and then is taken by a player (in the neutral zone) of the team originally batting the puck.

Ruling: Play shall be stopped. The face off shall take place at the end zone face off spot of the team whose player originally bats the puck.

RULE 491 - KICKING THE PUCK

B - Interpretation

1. A kick shot is made by placing the blade of the stick behind the puck and propelling the puck by kicking the stick.
2. No goal is allowed if it results from a kick shot.
3. No penalty is assessed to a player using a kick shot unless the blade of the stick rises above the shoulder on the follow through and causes a high stick action towards his opponent. In this case the Referee shall assess a High Sticking penalty to the player who made the action.
4. No penalty shall be assessed to a goalkeeper who uses a kick shot in the process of stopping a shot.
5. Where an attacking player kicks the puck and it is deflected into the goal net off the stick of an attacking player, the goal shall be allowed.

C - Situations

Situation 1

The goalkeeper catches the puck, but before the Referee stops the game, he drops it and kicks it into the air.

Ruling: The game continues and no penalty is assessed to the goalkeeper.

RULE 492 - HIGH STICKING THE PUCK

A - Referee and Linesman Procedure

1. If a player contacts the puck with a high stick, the Referee shall make an initial High Sticking signal indicating a violation. Depending upon who gains control of the puck, the Referee shall either indicate a wash out signal and let play continue, or blow the whistle, stop play, and repeat the signal.
2. It is the Referee's responsibility to make this call whenever he is on the ice, and especially in the end zones.
3. Linesmen shall call this violation only in the neutral zone and only after making certain that the Referee did not observe the action.
4. A Linesman gives no initial signal to indicate a possible violation. But if he should stop the play, he shall blow the whistle and give the signal. The Linesmen procedure is used only when the Referee has not observed the situation and has not given an initial signal. The Linesmen shall always allow the Referee the first opportunity to make the call.

B - Interpretation

1. If a player from the defending team in his defending zone contacts the puck with a high stick during the course of a delayed offside, play stops and the face off takes place in the defending zone according to Rule 440(d).
2. When play is stopped because of a player striking the puck with a high stick, the face-off shall take place according to Rule 492(c) and Rule 440(d), regardless of the fact that the stoppage of play was due to the puck leaving the playing area.

C - Situations

Situation 1

The puck contacts the stick of an attacking player 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 2

The puck contacts the stick of an attacking player above the height of the crossbar and then deflects off of a player or goalkeeper or official into the goal net.

Ruling: No goal shall be allowed.

Situation 3

A defending player's stick is above the crossbar or the shoulder of an attacking player, but the puck deflects off of the defending player's shoulder into the goal net.

Ruling: The goal shall be allowed, as the puck did not contact the stick.

Situation 4

The team in possession of the puck contacts the puck with a high stick during the period of a delayed whistle due to a foul by the team not in possession of the puck.

Ruling: The face-off shall take place according to Rule 492(b, c) or Rule 440 (d):

- If the action is made by the defending team in their defending zone, the face-off shall take place at the end zone face off spot on the side where the stoppage occurred. (See Rule 440 (d))
- If the action is made by the attacking team in the neutral zone the face off shall take place on the imaginary lines spot follow the Rule 492 (c)
- If the action is made by the attacking team in their attacking zone, the face-off shall take place at the face-off spot in the neutral zone closest to that end zone (See Rule 492 (b))

Situation 5

An attacking player is standing in front of the net with the blade of his stick above his head. After the shot, the puck hits the butt-end of the stick below the level of the cross bar and goes into the net.

Ruling: No goal shall be allowed.

SECTION 5 - PENALTIES

RULE 500 - PENALTIES - DEFINITIONS AND PROCEDURES

B - Interpretation

1. Penalties shall not be assessed if an altercation occurs during the pre-game warm-up, whether observed by the Referee or not. The Referee is required to submit a game report, assisted by the off-ice officials if necessary, on any pre-game incident.
2. When players have returned to the ice for the start of the game and are in position with their starting line ups along with the game officials, the Referee may then assess the appropriate penalties.
3. If a game is finished but the teams and the game officials have not left the ice and an infraction occurs, the Referee may assess penalties, just as at any time during the game, and shall submit a written game report.
4. If a player has been assessed a Misconduct penalty in the last ten minutes of the game, and provided there is no overtime, the player shall be sent to the dressing room.
5. If a player is assessed a Minor, Misconduct, Major, Game Misconduct and then a Match penalty, the Scorekeeper shall record the penalties on the Official Game Sheet as 2 minutes for the Minor, 10 minutes for the Misconduct, 5 minutes for the Major, 20 minutes for the Game Misconduct and 25 minutes for the Match against this player.
6. When Minor penalties have been assessed during the same stoppage of play, it becomes the captain's choice as to the order that the penalties are to be served. The order that the penalties occurred on the ice is not a significant factor.
7. If a player is assessed a Double Minor penalty, 4 minutes should be recorded on the game clock where it is possible.
8. A penalty may have been assessed, but due to delayed penalties, may not actually be in the process of being served. The determining factor is the penalties being served at that time.
9. A penalty cannot expire unless the penalty time has been displayed on the game clock. Penalties not displayed on the game clock include Coincidental Minor, Misconduct, Major, Game Misconduct and Match.
10. If more than two players are serving penalties and the time of one or more is up, the players return to the ice in the order that their penalties expire.

RULE 501 - MINOR PENALTY AND RULE 502 - BENCH MINOR PENALTY

B - Interpretation

1. 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?
 - Is a goal scored against the team?If the answer to all three questions is yes, the first 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 502 (b).
2. If the team is shorthanded and a goal is scored on a Penalty Shot no player returns to the ice.

C - Situations

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 can serve both Minor penalties (2 + 2 minutes).

Situation 2

A 5 assessed a delayed Minor Penalty for hooking. On the stoppage of the play Team A is assessed a Bench Minor Penalty.

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

Examples Goals Scored Against a Short-Handed Team

	<u>Team A</u>	<u>Team B</u>
1.	A6 - 2 minutes at 3:00 A9 - 2 minutes at 3:30	B11 - 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none">- At 3:00 teams play 4 on 4- At 3:30 teams play 3 on 4- A9 returns at 4:00	
2.	A6 - 2 minutes at 3:30 A9 - 2 minutes at 4:00	B11 - 2 minutes at 3:00 Goal at 4:30
	<ul style="list-style-type: none">- A6 returns at 4:30	

3. A6 – 2 minutes at 3:00
A9 – 5 minutes + GM at 3:30
- B11 – 2 minutes at 3:00
Goal at 4:00
- 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 (see Rule 502(b))
4. A6 – 5 minutes + GM at 3:00
A9 – 2 minutes at 3:30
- B11 – 2 minutes at 3:00
Goal at 4:00
- At 3:00 teams play 4 on 4
 - At 3:30 teams play 3 on 4
 - A9 returns at 4:00
5. A6 – 5 minutes at 3:00
A9 – 2 minutes at 3:00
- B11 – 2 minutes at 3:00
Goal at 4:00
- At 3:00 teams play 4 on 5
 - No player returns at 4:00
6. A6 - 2 + 5 minutes + GM at 4:00
A9 - 2 minutes at 8:00
- Goal at 9:15
- A6 out of the game
 - Substitute player 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
A9 - 2 minutes at 9:10
- Goal at 9:15
- A6 out of the game
 - 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
- A7 and A11 are out of the game
 - Substitute players for A7 and A11
 - No player returns as the Minor to A12 is not being served at the time of goal

13. A7 - 2 minutes at 3:30
Goal at 4:00
- B11 - 2 minutes at 3:30
B14 - 5 minutes + GM at 3:30
B19 - 2 minutes at 3:30
- 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 at 3:00
A9 - 2 minutes at 3:30
- B11 - 2 minutes at 3:30
Goal at 4:00
- 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 at 3:00
A9 - 2 minutes at 4:00
- Goal at 4:30
Goal at 5:30
- 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

RULE 503 - MAJOR PENALTY

B - Interpretation

1. Where a delayed penalty is about to be called against a player that shall result in a Minor plus a Major and an automatic Game Misconduct penalty, but a goal is scored by the non-offending team before the stoppage of play, the Minor penalty shall be washed out, but the team shall be required to put a substitute on the penalty bench to serve the Major penalty. The order that the two penalties occurred has no affect on the situation.
2. When a player on a breakaway is fouled on an infraction that would incur a Major plus an Automatic Game Misconduct penalty as well as a Penalty Shot, the Major penalty plus Automatic Game Misconduct penalty are still assessed, whether or not the player scores on the shot.

C - Situations

Situation 1

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 502 (b)). But Referee shall still assess a Major plus automatic Game Misconduct penalty to the offending player.

RULE 504 - MISCONDUCT PENALTY

C - Situations

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 508 - PENALTY SHOT

A - Referee Procedure

1. The Referee shall give the signal when a Penalty Shot is called.
2. The Referee shall remember the jersey number of the offending player and report the number to the Scorekeeper.

C - Situations

Situation 1

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 2

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 3

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 Rule 502(b) and team shall play two men short handed.

Situation 4

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 5

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

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

Situation 6

The goalkeeper 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 Penalty Shot unless the player made a deliberate attempt to cover the puck.

RULE 509 - PENALTY SHOT PROCEDURE

B - Interpretation

1. A goalkeeper is the only player allowed to tend goal during a Penalty Shot.
 2. A substitute goalkeeper is not allowed a warm-up prior to a Penalty Shot.
 3. The goalkeeper of the team taking the shot shall go to his player's bench along with his teammates.
 4. If a Penalty Shot is to be taken over again for any reason, the team may change goalkeepers.
 5. If at any time during the course of the Penalty Shot (which begins when the Referee blows the whistle for the player to start the shot) the goalkeeper deliberately moves or dislodges the goal net, a goal is allowed.
 6. If there is a foul on which a Penalty Shot is based in the last few seconds of a game but the game time expires before the Referee blows the whistle to stop play, the Penalty Shot is still awarded. If a goal is scored on the shot, the time of the goal is recorded as 19:59.
 7. If the player taking a Penalty Shot trips or falls onto the ice and the puck is still moving toward the goal net, the player can get up and continue the shot.
 8. If a team official interferes or distracts the player taking a Penalty Shot and causes the shot to fail, the Referee shall allow a second Penalty Shot and assess a Game Misconduct Penalty on the offending team official (see Rule 551(b)).
 9. If a team is playing without a dressed goalkeeper when a Penalty Shot is awarded against them, they shall designate a player and provide him full goalkeeper privileges. This player shall follow the same regulations as a regular goalkeeper 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 goalkeeper and only in the case of a Penalty Shot.
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10. During the course of the Penalty Shot or Game Winning Shots (GWS) the Spin-O-Rama type move where the player completes a 360 degree turn as he approaches the goal shall be permitted.

C - Situations

Situation 1

A player taking a Penalty Shot loses control of the puck or over-skates with it while attempting his shot on goal.

Ruling: The player is allowed to go back and retrieve the puck if he loses control of it or over-skates with it as long as the puck is moving towards the opponent's goal net.

Situation 2

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

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

Situation 3

A player takes a slap shot on a Penalty Shot and the puck goes off the toe of the stick, hits the side boards, rebounds back over and goes in the goal.

Ruling: A goal shall be allowed, as the puck is always understood to be going in the direction of the goal net.

Situation 4

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

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

Ruling: A goal shall be allowed.

Situation 5

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

Ruling: No goal shall be allowed.

Situation 6

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

Ruling: The Penalty Shot is considered complete. No goal shall be allowed and the player shall be assessed a Misconduct penalty.

Situation 7

The player taking a Penalty Shot attempts a shot at the goal net but makes no contact with the puck and it continues to move in the direction of the goal net. He 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.

Situation 8

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

Ruling: The shot is considered complete.

Situation 9

During a Penalty Shot, the goalkeeper commits a foul that shall incur a Minor penalty against the player taking the Penalty Shot and no goal is scored.

Ruling: The Referee shall assess a Minor penalty to the goalkeeper. Any player from his team, as designated by the manager or coach through the captain, shall serve the penalty. This player shall immediately proceed to the penalty bench and remain on it regardless of the result of the Penalty Shot, which shall be repeated.

Situation 10

During a Penalty Shot, the goalkeeper commits a foul against the player 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 goalkeeper. The goalkeeper 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 manager or coach, through the captain, shall designate a player to serve the 5-minute time penalty. Before the shot is repeated, the designated player shall immediately proceed to the penalty bench and remain on it until the end of the penalty. The substitute goalkeeper shall defend the goal net against the second shot.

Situation 11

A player from Team A verbally abuses the Referee before Team B takes a Penalty Shot.

Ruling: The player from Team A shall be assessed a Misconduct penalty and he shall immediately proceed to the penalty bench before the Penalty Shot is taken by Team B.

RULE 511 - GOALKEEPER PENALTY PROCEDURE

A - Referee Procedure

1. After stopping play and signaling a penalty against a goalkeeper, the Referee shall immediately skate backwards to the penalty bench.

2. The Referee shall keep all players in view during this time and record on his notepad the jersey numbers of all players of the violating team that were on the ice at the time the play was stopped to assess the penalty for the infraction. It is important that the Referee is aware of which players were on the ice in order to determine who will serve the penalty.
3. At the penalty bench the Referee shall instruct the Scorekeeper to record the jersey numbers of all of the players of the goalkeeper's team who were on the ice at the time the play was stopped to assess the penalty for the infraction. One of the players who were on the ice shall serve the penalty.
4. The Referee shall notify the captain of the offending team that one of the players (listing the players' jersey numbers) shall serve the goalkeeper's penalty time.

B - Interpretation

1. If an alternate goalkeeper is listed on the Official Game Sheet and he is dressed, the alternate goalkeeper shall be put in goal net before any other player is allowed to put on the goalkeeper equipment and go into the goal net.
2. When a goalkeeper is assessed more than one Minor penalty at the same stoppage of play, a player of his team who was on the ice at the time the play was stopped shall serve both penalties (See also Situation 2 for further clarification).

C - Situations

Situation 1

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

Ruling: The goalkeeper is out of the game (the second Misconduct penalty becomes an automatic Game Misconduct - Rule 504) and the player serving the Misconduct shall leave the penalty bench.

Situation 2

A goalkeeper has been assessed a Minor plus a Misconduct penalty.

Ruling: One player who was on the ice at the time the play was stopped shall serve the Minor penalty and a second player who was on the ice at the time the play was stopped shall serve the full 12 minutes. The Manager or Coach shall designate these players through the Captain.

Situation 3

A goalkeeper 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 player, who was on the ice at the time the play was stopped, shall serve his penalty. The Manager or Coach shall designate this player through the captain.

Situation 4

A goalkeeper is assessed a delayed Minor Penalty and upon stoppage of play, the goalkeeper is assessed another Minor penalty.

Ruling: One player, who was on the ice at the time the play was stopped, shall serve both Minor penalties. The Manager or Coach shall designate this player through the captain.

Situation 5

A goalkeeper is assessed a Double Minor plus Major plus automatic Game Misconduct penalties during one stoppage.

Ruling: One player who was on the ice at the time the game was stopped shall serve all penalties

Examples of Goalkeeper Penalties

Team A

Team B

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

2. A30 (goalkeeper) 2 minutes at 3:00
A30 (goalkeeper) 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 (goalkeeper) 2 minutes at 3:00
A30 (goalkeeper) 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 (goalkeeper) 10 minutes at 3:00
A30 (goalkeeper) 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 512 - COINCIDENTAL PENALTIES

B - Interpretation

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> |
|----|--|------------------------------|
| 1. | A6 - 2 minutes at 3:00
- At 3:00 both teams play 4 on 4 | B11 - 2 minutes at 3:00 |
| 2. | A6 - 2 + 2 minutes at 3:00
- 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 | B11 - 2 minutes at 3:00 |
| 3. | A6 - 2 minutes at 3:00
A9 - 2 minutes at 3:30
- At 3:30 teams play 4 on 5, as Minors to A9 and B11 cancel out | B11 - 2 minutes at 3:30 |
| 4. | A6 - 2 minutes at 3:00
A9 - 2 minutes at 3:30
A7 - 2 minutes at 3:30
- At 3:30 teams play 3 on 5, as penalty to B11 cancels one Minor to either A9 or A7 (captain's choice) | B11 - 2 minutes at 3:30 |
| 5. | A6 - 2 minutes at 3:00
A9 - 2 minutes at 3:15
- At 3:15 teams play 4 on 5, as Minors to A9 and B12 cancel out | B12 - 2 + 10 minutes at 3:15 |
| 6. | A6 - 2 minutes at 3:00
A9 - 2 + 2 minutes at 4:00
- At 4:00 teams play 4 on 5, as double Minors to A9 and B12 cancel out | B12 - 2 + 2 minutes at 4:00 |
| 7. | A6 - 2 minutes at 3:00
A9 - 2 minutes at 3:00
- 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) | B11 - 2 minutes at 3:00 |

8. A6 - 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:30
A9 - 2 minutes at 3:30
- At 3:30 teams play 4 on 4, 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
- 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 B4 - 2 minutes at 9:20
A9 - 2 minutes at 9:20 B7 - 2 minutes at 9:20
A8 - 2 minutes at 9:20
- At 9:20 teams play 4 on 5, as Minors to A9 and A8 and B4 and B7 all cancel out
11. A6 - 2 + 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:00
A9 - 2 + 2 minutes at 3:00
- At 3:00 teams play 4 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 B11 - 2 + 2 minutes at 3:00
A9 - 2 + 2 minutes at 3:00
- 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 B11 - 2 + 2 minutes at 3:00
A9 - 2 minutes at 3:00 B12 - 2 minutes at 3:00
A7 - 2 + 2 minutes at 3:00
- At 3:00 teams play 4 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 B11 - 2 + 2 + 2 minutes at 3:00
A9 - 2 + 2 minutes at 3:00 B12 - 2 minutes at 3:00
A7 - 2 + 2 minutes at 3:00
- At 3:00 teams play 4 on 5, as the Minors to B11 and B12 cancel out the Minors to A9 and A7

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

24. A6 – Penalty Shot at 3:00 B11 - 2 minutes at 3:00
A9 - 2 minutes at 3:00
- Teams play 4 on 4

NEW

25. A15 – 2 minutes at 4:00 B10 – 2 minutes at 4:20
A18 – 2 minutes at 4:30
A77 – 2 + 2 minutes at 5:00 B21 – 2 minutes at 5:00
- 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
A7 – 2 minutes at 3:30
- B9 shall go to the dressing room for the balance of the game
 - Teams play 4 on 5
 - 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

- | | Team A | Team B |
|----|--|-----------------------------|
| 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 + 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 at 3:00
A9 - 5 minutes + GM 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 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 at 3:00
A7 - 2 + 5 minutes + GM 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 at 3:00
A5 - 2 minutes at 4:00
A7 - 5 minutes + GM at 4:00 | B11 - 2 minutes at 4:00
B19 - 5 minutes + GM 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
- 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 at 3:00 B8 - 2 + 5 minutes + GM at 3:00
A5 - 2 minutes at 3:00 B9 - 5 minutes + GM at 3:00
A7 - 5 minutes + GM at 3:00
- At 3:00 teams play 4 on 4, 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
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
- At 5:00 teams play 4 on 5, as the Majors plus GM to A9 and B4 cancel out
 - At 5:10 teams still play 4 on 5, as all four Minors cancel out
 - Teams 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
- At 3:00 teams play 5 on 5, as all penalties cancel out
 - Teams 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
- At 3:00 teams play 5 on 5, as all penalties cancel out
 - Teams 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
- At 3:00 teams play 4 on 5, as the Minors to A9 and B11 cancel out
 - Team 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 |
| | - 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 |
| | - Teams play 5 on 5 and no substitutes required in the penalty bench | |

RULE 513 - DELAYED PENALTY

B - Interpretation

1. When the delayed penalty rule is applied, the players shall serve the full time of their penalty and shall not leave the penalty bench until the first stoppage of play following the completion of their penalties.
2. The delayed penalty rule does not apply when there is an immediate substitution.
3. The penalties shall be recorded on the Official Game Sheet but they may are not to be shown on the time clock.

Examples of Delayed Penalties

- | | <u>Team A</u> | <u>Team B</u> |
|----|--|----------------------|
| 1. | A6 - 2 + 2 +10 minutes at 13:00
A6 - 2 minutes at 20:00 (end of period) | |
| | - The Minor assessed at the end of the period starts at the beginning of the next period and 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

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
 - 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 that 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 514 - CALLING OF PENALTIES

A - Referee Procedure

1. To signal a delayed penalty the Referee shall put his arm up, but it is not necessary to point to the offending player while play is in progress.
2. When a second delayed penalty is to be called, the Referee shall point two times to the second player with the non-raised hand while keeping the original hand up, and then leave the original arm up until play has stopped.

C - Situations

Situation 1

A delayed penalty is to be called on Team A and a player from Team B shoots the puck on goal net. The goalkeeper gains control by the puck and deliberately directs the puck with his glove to a teammate.

Ruling: The Referee shall stop the play.

Situation 2

A delayed penalty is signaled on player from Team A and Team B has substituted its goalkeeper 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 Team A player and the puck goes in the open net.

Ruling: No goal shall be allowed because the puck goes in the open net as a result of an action of the player, which team has a delayed penalty. (See Rule 514 (c) and a delayed penalty shall be assessed to a player of Team A. The result face-off shall take place at the face-off spot in the neutral zone closest to that end zone.

Situation 3

A delayed penalty is signaled on a player from Team A and Team B has substituted its goalkeeper 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 net.

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 goalkeeper in favor of an extra player. A player from Team B shoots the puck, it hits a Team A player, who is behind the center red line, and deflects back down the ice into Team B goal.

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

A team is short-handed because of a Minor penalty and the Referee signals a double delayed Minor penalty against that team, but a goal is scored by the non-offending team before the stoppage of play.

Ruling: If the double Minor penalty is to be assessed to one player, one Minor penalty is washed out. If the delayed Minor penalties are to be assessed to two different players, it is the captain's choice, which player's Minor penalty is to be washed out.

Situation 7

A player from Team A is serving a Minor penalty and the Referee signals a delayed penalty against a Team A player. Before the stoppage of play, another player from Team A throws his stick at the puck in his defending zone, but Team B scores a goal.

Ruling: The goal scored by Team B washes out the Penalty Shot. The player serving the Minor penalty shall remain in the penalty bench, but the delayed Minor penalty to be assessed on the player on the ice is washed out by the goal.

Situation 8

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

Ruling: The player shall be removed from the game. Any player, except the goalkeeper, shall be designated by the coach through the captain to serve his penalty.

Situation 10

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.

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

RULE 523 - CHECKING FROM BEHIND

B - Interpretation

1. The term "in any manner" includes such actions as high sticking, cross-checking, charging, etc., but not interference.
2. A hit from behind into the boards or goal frame, especially in a situation where a player is unable to defend himself, shall be penalised. A Referee shall strictly enforce this rule.
3. Where a player turns his back to take a hit or check from behind, this will not be classified as "checking from behind" due to the fact that the player is aware of the hit. Such infraction may be classified as "boarding" or "charging"

C - Situations

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 Team A player will take the Penalty Shot but the Team B player who committed the foul shall still serve an automatic Misconduct penalty.

Rule 528 - Fisticuffs or Roughing

A - Referee Procedure

1. If a situation that involves pushing and shoving after the whistle, the Referee should issue a warning to the coach or captain of each team.
2. If the situation continues after the warning, the Referee should assess Minor penalties for Roughing. If incidents continue at future stoppages, the Referee may assess Misconduct penalties.
3. If a situation arises that warrants the assessment of multiple Game Misconduct penalties, the Referee shall ensure that all assessed Game Misconduct penalties were recorded on the Official Game Sheet.

B - Interpretations

1. When a Major plus Game Misconduct penalty are assessed under this rule, it shall be recorded and announced as Roughing.
2. When a Match penalty is assessed under this rule, it shall be recorded and announced as Fisticuffs.
3. Fisticuffs or Roughing may be called even though the players still have their gloves on.
4. In a situation involving Fisticuffs, it is possible that one player may be assessed a Match penalty and the other a Major plus a Game Misconduct penalty.
5. A Minor, Double Minor or Major penalty plus Game Misconduct penalty may be assessed for Roughing.
6. Whenever a Match penalty is assessed for Fisticuffs, whether one, two or more players receive such penalties, the incident shall be classified as a fight. In the case of retaliation by a player, a Major penalty plus Game Misconduct penalty may be assessed in this case.

7. A player cannot be assessed a Match penalty plus a Game Misconduct penalty for continuing a fight.
8. Two players may be assessed Match penalties for Fisticuffs without having an aggressor or instigator.
9. Where it is obvious that one player is the instigator or aggressor, that player may be assessed a Match penalty and the other player a Major plus Game Misconduct, depending upon the degree of retaliation.
10. The "third man in" rule applies only to the first player to intervene in an altercation. The assessment of only one penalty constitutes an altercation, however, the ruling requires judgement as to whether the player actually became involved.
11. A Game Misconduct penalty would only be assessed to the first player to intervene in a situation where a Match or Major plus Game Misconduct penalty are to be assessed to one or both players.
12. Knocking or pulling an opponent's helmet off or out of the normal worn position shall be penalized as "Roughing".
13. According to Rule 528(f) if a player involved in altercation or fisticuffs with another player, the Referee may assess to one or both Misconduct, Game Misconduct or Match penalties.
14. According to Rule 528(f) if a player is involved in altercation or fisticuffs with the team official, the Referee may assess to the team official only Game Misconduct or Match penalty, but to the player he may assess Misconduct, Game Misconduct or Match penalty.

C - Situations

Situation 1

Two players are fighting on the ice close to the player's bench. A player in the player's bench intervenes in the fight.

Ruling: The player on the bench shall be assessed a Game Misconduct or Match Penalty depending of the degree of the involvement. This player is also classified as the "third man in" in the altercation.

Situation 2

A player on or off the ice becomes involved in a fight with a team official who is off the ice.

Ruling: The Referee shall assess Game Misconduct or Match penalty for both parties depending on the degree of their involvement.

Rule 534 - Interference

B - Interpretation

1. An attacking player may skate through the goal crease either in front of or behind the goalkeeper.
2. If an attacking player skates through the crease and makes contact with the goalkeeper, or skates behind the goalkeeper and the goalkeeper backs into the player, that player shall be assessed a Minor penalty for Interference.

NEW

3. Where an attacking player has shot the puck into the attacking zone and the defenseman backing in to his end, "sticks out his hip" forcing the attacking player to go around him is classified as "extending the body" and a penalty for "interference" is to be assessed.

Rule 534 – Interference.

Rule 554b) – Displacing the Goal Frame.

B - Interpretation

Referring to Section d. of both rules the puck shall be in the neutral zone or defending zone of the offending team to award a goal.

Rule 539 - Tripping

C - Situations

Situation 1

A player is on a breakaway; the goalkeeper comes out of his net and fouls the player, but no goal is scored as a result of this foul.

Ruling: The Referee shall assess a Minor or Major penalty plus an Automatic Game Misconduct or Match penalty to the goalkeeper, depending on whether or not there was an injury.

RULE 540 – CHECKING TO THE HEAD AND NECK AREA

B – Interpretation

1. A cross checking action to the head and or neck area is to be penalized as “Checking to the Head” and penalized under this rule.
2. Blows suffered to the head area during a fight or altercation should be penalized under Rule 528 Fisticuffs & Roughing.

NEW

3. A goalkeeper using his blocking glove to punch an opponent in the head, neck or face area shall be assessed a Match penalty under this rule.

Rule 541 – Women Body-Checking

B - Interpretation

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 onus 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 550 - Abuse of Officials and Unsportsmanlike Conduct By Players

B- Interpretation

1. Officials should not permit themselves to be verbally abused at any time. A personal comment to the official by any player at any time in the game should result in a Misconduct penalty.
2. With reference to Rule 550(g, h), these situations apply when the goalkeeper is on the ice. When the goalkeeper is off the ice, refer to Rule 569(e)

C - Situations

Situation 1

A player bleeding at the nose or mouth takes his hand, wiping the fluid onto his hand and then throws this fluid into his opponent.

Ruling: This is classified as “Spitting” and the player shall be assessed a Match penalty.

Rule 551 - Abuse of Officials and UNSPORTSMANLIKE CONDUCT BY TEAM OFFICIALS

A - Referee Procedure

1. A Referee may assess two Bench Minor penalties to a coach before ejecting him from the game with a Game Misconduct penalty.
2. A coach may not be assessed a Misconduct penalty.
3. The options available to a Referee in assessing penalties to team officials are: Bench Minor, Bench Minor plus Game Misconduct, Game Misconduct penalty or Match penalty.

4. The assessment of a Game Misconduct penalty to team official under the Rule 551(b) and Rule 551(c) does not automatically follow the assessment of the Bench Minor penalty to the team.
5. If a team official is assessed a Game Misconduct or Match penalty, he must immediately proceed to the dressing room and remain there until the game is over.
6. If a team official is assessed a Match penalty, the remaining team's 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.

B - Interpretation

1. No penalties may be assessed for infractions that occur during the pre-game warm-up. However, under Rule 510 - Supplementary Discipline, the Proper Authorities may take disciplinary action.
2. With reference to Rule 551(e, f), these situations apply when the goalkeeper is on the ice. When the goalkeeper is off the ice, refer to Rule 569(e)

Rule 554 Delaying The Game

Rule 554(c) - Shooting or Throwing the Puck Outside the Playing Area

B – Interpretation

NEW

1. The “***playing area***” in this rule means the surface surrounded by the boards and protective glass. The height of the playing area is infinity.
2. When any player or goalkeeper, while in his defending zone, shoots, throws or bats the puck with his hand or stick directly, (non-deflected) out of the playing area, except where there is no glass, a penalty shall be assessed for delaying the game according to this rule.

NEW

Note: The words “...Except where there is no glass...” refer to the space in front of the both players’ benches of IIHF ice rinks standards.

3. When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper into the player’s bench (or penalty bench if there is no protective glass), the penalty shall not be assessed.
4. When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper over the glass, behind the player’s bench (or penalty bench if there is no protective glass) the penalty shall be assessed according to this rule.

5. The determining factor for assessing the penalty shall be the positioning of the puck at the moment the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper.

NEW

6. No penalty shall be assessed if the puck shot from defending zone and hits the clock causing a stoppage of play.

NEW

7. A Minor penalty for delay of game shall be imposed on any player or goalkeeper who **deliberately** shoots or bats the puck outside the playing area during the play or after a stoppage of play (Except as covered above in items 2 – 4 IIHF Case Book).

C - Situations

Situation 1

NEW

A player or goalkeeper shoots the puck outside playing area over the glass, screen to the player's bench or penalty bench.

Ruling: A Minor penalty shall be assessed to player or goalkeeper.

Situation 2

A player or goalkeeper shoots a puck that hits the glass and then goes outside the playing area.

Ruling: Player or goalkeeper shall not be automatically assessed a Minor penalty.

Situation 3

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

Ruling: No penalty shall be assessed.

Situation 4

The puck is shot and caught by the goalkeeper who then throws it up and, with his stick, gloves, arm or pads, directs the puck over the boards in a deliberate action.

Ruling: The goalkeeper shall be assessed a Minor penalty.

Situation 5

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

Ruling: No penalty shall be assessed.

Situation 6

During the course of the Penalty Shot the player shoots the puck directly outside of the playing surface.

Ruling: No penalty.

Situation 7

NEW

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: No penalty shall be assessed. Icing shall be called as soon as the puck crosses the goal line.

Situation 8

Situation similar situation 9 as above but the team icing the puck is shorthanded and therefore permitted to ice the puck.

Ruling: Penalty shall be assessed as the reason for the stoppage of play is the puck shot into the netting outside the playing area from the defending zone.

Situation 9

A team to be assessed a “delayed penalty” in their own defending zone, shoots the puck outside the playing area.

Ruling: Only the “delayed penalty is to be assessed for as soon as the team shoots the puck (this is classified as being in control) play should be stopped. This is the reason for the stoppage of play and not the puck shot outside the playing area.

RULE 554(D) – ADJUSTMENT OF EQUIPMENT

B - Interpretation

1. A Referee shall assess a Minor penalty for Delay of Game to a goalkeeper if the goalkeeper deliberately removes his helmet and/or facial protector in an attempt to stop play, with no warning to the goalkeeper (See also Rule 234).

554(e) - Injured Player Refusing to Leave the Ice

B - Interpretation

1. If an injured player refuses to leave the ice after a warning, a Minor penalty should be assessed. If the player still refuses to leave the ice, assess a Misconduct penalty under the Rule 550(c). This situation applies to an injured player who wants to remain on the ice once play resumes after the stoppage of play that was due to his injury.

554(f) - More Than One Change After Goal Scored

A - Referee Procedure

1. If either team attempts to have more than one change on the ice after a goal is scored, the Referee shall notify both teams that any further incidents by either team will result in a Bench Minor penalty.

554(g) – Violation of Face-Off Procedure

B – Interpretation

Section b) of this rule refers to the second violation of the same team during the same face-off. Any player can serve the penalty.

554(h) – Late Line-Up

B – Interpretation

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

Rule 555 - Illegal or Dangerous Equipment

A - Referee and Linesman Procedure

1. The Referee shall issue a warning to the teams for the first violation concerning equipment. This warning shall refer to all equipment. After this first warning, the Referee shall assess penalties for subsequent violations.
2. Linesmen shall not warn players or assess penalties for violations of the rules concerning equipment.
3. If a stick is found to be illegal, the stick shall be returned to the team and the player shall go to the penalty bench. A teammate on the ice should bring a legal stick to the penalized player in the penalty bench but cannot cause a delay of the game while doing so.

B - Interpretation

1. A Referee may decide if a stick is dangerous. If he classifies a stick as dangerous equipment, the stick shall be removed from play and no penalty is to be assessed.

2. Fluorescent painted sticks are not permitted and shall be removed. If a player refuses to remove the stick, assess a Misconduct penalty.
3. A player who refuses to refrain from using equipment ruled dangerous by the Referee shall be assessed a Misconduct penalty after one warning.
4. A blade that has a double curvature shall be classified as dangerous equipment.
5. An illegal curvature of the blade may be found anywhere on the blade along the line of the stick gauge.
6. Goalkeepers are not permitted to wear exceptionally long jerseys that may aid in stopping the puck. The Referee shall ask the goalkeeper to change or adjust the jersey. If the goalkeeper refuses to change the jersey after a warning, he shall be assessed a Misconduct penalty.
7. With the reference to the Rule 555(g), a player who continues to play or does not return to his players bench after his helmet has come off is automatically assessed a Minor penalty. The Referee issues no warning.
8. With the reference to the Rule 555(g) the player shall be assessed a Minor penalty if he continues to participate in the play in any manner.

C - Situations

Situation 1

A player is checked and his helmet strap becomes unfastened.

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, since the player's helmet did not come off his head.

RULE 556 - BROKEN STICK

A - Referee and Linesman Procedure

1. Officials shall not give a broken stick to a spectator or drop it over the boards. Broken sticks shall be dropped at the Scorekeeper's bench or the player's bench.

B - Interpretation

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

C - Situations

Situation 1

A player on the penalty bench hands a stick to a teammate on the ice who has broken his stick.

Ruling: The player receiving the stick is assessed a Minor penalty, but the player in the penalty bench handing the stick to the player on the ice is not assessed a penalty.

Situation 2

A player picks up a stick thrown on the ice from the player's bench.

Ruling: No penalty shall be assessed to the player for illegally receiving a stick, but the Referee shall assess a penalty as outlined in Rule 550(g, h) or Rule 551(e, f).

Situation 3

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

Ruling: No penalty shall be assessed to the Team A player who picks up the stick, but Team B shall be assessed a penalty as outlined in Rule 550(g, h) or Rule 551(e, f).

Situation 4

A goalkeeper's stick is thrown onto the ice to the goalkeeper from the player's bench.

Ruling: No penalty shall be assessed to the goalkeeper, but the Referee shall assess a penalty as outlined in Rule 550(g, h) or Rule 551(e, f).

Situation 5

A goalkeeper has lost or broken his stick and his teammate, who is on the ice, attempts to shoot the stick back to him.

Ruling: No penalty shall be assessed to either the goalkeeper or player, unless their actions are covered by Rule 569.

Situation 6

A player is carrying a goalkeeper's stick to a goalkeeper 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: No penalty shall be assessed as long as the player in no way participates in the play while he is carrying the stick. No penalty shall be assessed for carrying the stick to the goalkeeper, even though the player is in the vicinity of the play, but he shall drop the stick, if he becomes involved in the play.

Situation 7

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 the last player receives a stick following the rules.

RULE 557 - FALLING ON THE PUCK BY A PLAYER

C - Situations

Situation 1

The puck is in the goal crease and a player, who is outside the crease, 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.

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

Situation 2

A player is in the crease and he scoops the puck from outside the crease into the crease and falls on it or covers it up.

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 is stopped.

Rule 559 - Handling the Puck with Hands By a Player

B - Interpretations

1. If a player closes his hand on the puck and then drops it immediately and gains no advantage by this action, or makes no attempt to gain any advantage, play shall be permitted to continue. However, if there is a delay in dropping the puck, play shall be stopped, but no penalty assessed.
2. If a player closes his hand on the puck after having reached out from his body, or takes a few strides after closing his hand on the puck, play shall be stopped and a penalty assessed.
3. If the puck contacts a player's glove but the player does not close his hand over the puck, there is no stoppage of play and no penalty.

Rule 560- Handling the Puck with the Hands by a Goalkeeper

B- Interpretation

1. If a goalkeeper throws the puck towards his opponent's goal and a player of the opposing team plays the puck first, the game shall not be stopped and the goalkeeper shall not be assessed a Minor penalty.

Rule 564 – Players Leaving the Benches During an Altercation

B – Interpretation

1. Where the first player to leave a bench during an altercation comes from the penalty bench, he shall be assessed a Minor penalty plus Game Misconduct penalty for leaving the penalty bench (See Rule 563 (b) plus the Double Minor penalty plus Game Misconduct penalty as the first player to leave a bench (See Rule 564 (b)).
2. If Rule 564(b) is applied, then Rule 564(c) may also be applied with the assessment of Misconduct Penalties.

Rule 565 – Team Officials Leaving The Player's Bench

B – Interpretation

1. No penalty shall be assessed to the doctor (or designate) who is coming on the ice during the stoppage of play to attend to the injured player without Referee's permission.
2. If it is an indication of the injury, the Referee shall immediately invite the doctor (or designate) on the ice

Rule 569 - Throwing a Stick or Any Object Within the Playing Area

B – Interpretation

1. Where a stick or any object is thrown on the ice in the direction of the puck or puck career in the neutral or attacking zone by:
 - A player on the ice:
 - i. Assess Minor penalty to the player

- An identified player who is off the ice, from the player's bench (See Rule 550(g):
 - i. Assess Minor Penalty plus Automatic Game Misconduct penalty
 - An unidentified player who is off the ice, from the player's bench:
 - i. Assess Bench Minor Penalty (See Rule 550(g))
2. Where a stick or any object is thrown on the ice in the direction of the puck or puck career in the defending zone by:
- A player on the ice:
 - i. Award a Penalty Shot
 - An identified player who is off the ice, from the player's bench (See Rule 550(g):
 - i. Award a Penalty Shot and assess a Game Misconduct penalty to the player
 - An unidentified player who is off the ice, from the player's bench:
 - i. Award a Penalty Shot
3. The ruling describing above refers also to the player throwing the stick or any object from the penalty bench.
4. Where a stick or any object is thrown on the ice in the direction of the puck or puck career in the neutral zone or attacking zone by:
- An identified team official from the player's bench (See Rule 551(e):
 - i. Assess Game Misconduct penalty to the team official plus Bench Minor to the team
 - An unidentified team official, from player's bench (See Rule 551 (f)):
 - i. Assess a Bench Minor Penalty
5. Where a stick or any object is thrown on the ice in the direction of the puck or puck career in the defending zone by:
- An identified team official, from the player's bench (See Rule 551e):
 - i. Award a Penalty Shot and assess Game Misconduct penalty to the team official

- An unidentified team official, from the player's bench (See Rule 551 (f))

- i. Award a Penalty Shot

6. When the goalkeeper has been removed from the ice, Rule 569(e) supersedes other rules and a goal shall be awarded to the non-offending team. In this case if the person is identified (Player, goalkeeper or team official) he shall be assessed a Game Misconduct Penalty (See Rule 550(g) and Rule 551(e). If person (player, goalkeeper or team official) is unidentified only the awarded goal shall be applied.
7. Referring to Section e) of this rule, the puck shall be outside of the blue line of the defending zone of the non-offending team when a stick or any object is thrown from the bench of the offending team in order to award a goal.

C - Situations

Situation 1

A stick is thrown or shot by the player on the ice to a teammate on the ice who has lost or broken a stick. This is done out of play (out of the traffic area) and in no way interferes with the play.

Ruling: No penalty shall be assessed to the player throwing or shooting the stick. The same situation applies if a stick is thrown or shot to the goalkeeper.

Situation 2

A team pulls its goalkeeper for an extra player. Before leaving his crease, the goalkeeper places his stick across the front of the goal and his team scores a goal.

Ruling: If the Referee observes the stick across the front of the goal in the crease before the goal is scored, the goal shall be disallowed and the goalkeeper assessed a Minor penalty for interference.

Situation 3

A goalkeeper leaves the ice to be replaced by another player and he drops or places his stick in front of the net.

Ruling: A Minor penalty for Interference shall be assessed to the goalkeeper whether the Referee observed the action or not. If the puck is prevented from entering the goal net due to the stick, the Referee shall award a goal. It is the responsibility of the goalkeeper to keep the area near his net free of any obstacles that may prevent the scoring of the goal.

Situation 4

A goalkeeper leaves the ice and drops or places his stick on the ice at a considerable distance from the goal crease.

Ruling: No penalty shall be assessed to the goalkeeper if the Referee did not observe his action. If the Referee observed the action, a Minor penalty for interference shall be assessed. If the stick prevents the puck from entering the goal net, the Referee shall award a goal.

Rule 570 - Throwing a Stick or Any Object on a Breakaway Situation

B - Interpretation

1. If the goalkeeper is on the ice, no goal will be awarded.
2. If a goalkeeper is on the ice but out of his net and he throws his stick, the situation may be delayed before the Penalty Shot is awarded when play is stopped.

C - Situations

Situation 1

A delayed penalty is to be called on Team A, and Team B has substituted their goalkeeper for an extra player. Before the stoppage of play, a Team B player 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, as the throwing of the stick cannot be washed out but their player who has a delayed penalty shall go to the penalty bench to serve his penalty.

RULE 571 - PREVENTION OF INFECTION BY BLOOD

B - Interpretation

1. A player whose jersey is covered with blood may wear another jersey with a different number, but the number change shall be reported to the Official Scorekeeper.
2. If an official has blood on his uniform, the bloodstain shall be removed before play resumes. Similarly, if an official is bleeding, the cut shall be sealed before he resumes his officiating responsibilities.
3. Blood stained objects shall not be used on the ice.
4. If the ice or ice rink facilities are stained with blood, the Referee shall ensure that the rink personnel remove the bloodstains at the first stoppage of play.
5. A player who is bleeding or who is covered with blood shall return to the ice surface only after the cut is closed and sealed, the blood is removed, and the equipment is cleaned or replaced.

Rule 573 – Too Many Players On The Ice

C - Situations

Situation 1

A goalkeeper has been removed from the ice for an extra player and a player of the opposing team is in possession of the puck. During the game the goalkeeper re-enters the game, causing his team to have too many players on the ice but does not interfere with the player in possession of the puck (See Rule 534 (d) and attempts only to stop the shot on goal.

Ruling: Referee shall assess a penalty for too many players on the ice to the offending team. If the situation occurs in the last 2 minutes of the game or at any time in overtime, the Referee shall award to the non-offending team a Penalty Shot.

Rule 591 - Goalkeeper Beyond The Centre Red Line

C - Situations

Situation 1

A goalkeeper, whose skates are over the center red line, plays the puck that is still on his own team's side of the center red line.

Ruling: The Referee shall assess a Minor penalty. The determining factor is the position of the skates and not the position of the puck.

Situation 2

During the stoppage of the play after a goal has been scored by the Team A, Team A's goalkeeper crosses the red line to celebrate the scoring of the goal with his teammates, and then returns to his goal net. His actions did not cause the delay of the game and he did not take any action towards the players of the opposite team.

Ruling: The goalkeeper is not assessed a Minor penalty because he crossed the red line during a stoppage of play.

RULE 592 - GOALKEEPER GOING TO THE PLAYER'S BENCH DURING STOPPAGE OF PLAY

A - Referee and Linesman Procedure

1. When there has been a lengthy delay in the game caused by an injury to a player by poor ice condition or other maintenance to the playing area, the Referee may permit the goalkeepers to return to their players' bench. In these situations, the goalkeeper has not caused the delay by returning to the players' bench.

2. Goalkeepers are permitted to return to their players' bench during a television commercial break.

NEW

3. A goalkeeper may go to his player's bench with permission of the Referee to repair minor equipment adjustments quickly (with no intention of a delaying tactics). In case if it takes a long time the goalkeeper shall return immediately back or shall be substituted by other goalkeeper.
4. A goalkeeper CANNOT go to his player's bench after a goal is scored to celebrate it with the players.
5. On a delayed penalty and play is stopped, the goalkeeper cannot continue on to his player's bench and shall go back to the net. Linesmen can warn the goalkeeper to return to the net. Referees should warn the team in order to prevent this situation from becoming a delaying situation. Warning first time, a second time team must change the goalkeeper.
6. Where there is an altercation or scrum at one end of the ice, the goalkeeper at the other end is not permitted to go to his bench and shall remain on his side of ice. If he goes to his player's bench the Referee shall classify this situation as situation of a goalkeeper going to his player's bench on a stoppage of play.

C- Situations

Situation 1

A goalkeeper returns to his players' bench at a normal stoppage of play.

Ruling: The team shall change the goalkeeper or the Referee shall assess a Minor penalty to the goalkeeper.

RULE 593 - GOALKEEPER LEAVING HIS CREASE DURING AN ALTERCATION

C - Situations

Situation 1

A goalkeeper 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.

RULE 595 – PROTECTION OF GOALKEEPER

B – Interpretation

NEW

Where a puck carrier skating either forward or backward skates into and contacts the goalkeeper and the puck enters the net, the goal shall be disallowed and the player shall be assessed a penalty.

This ruling applies also on a penalty shot or on game winning shots.

ANNEX A4.7 – LINESMAN DUTIES

B – Interpretation

Linesman can stop the play when the puck out of bounds, unplayable or interfered by an ineligible person including the situation when the puck shot directly out of the playing surface. In the case when the puck goes directly out of the playing surface and the linesman stop the play due to the fact that the Referee did not see this situation, he shall immediately inform the Referee about this fact.