

- ▶ 1. The game clock in the arena is the timing device, which is critical for these procedures.
- ▶ 2. During the warm-up each team shall confine their activities to their own half of the rink.
- ▶ 3. Music may be played during the warm-up.
- ▶ 4. In IIHF championships, the stand-by Referee shall supervise the warm-up procedures.

ANNEX 1 - ADVERTISING REGULATIONS

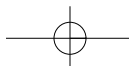
Advertising and venue identification may be placed on the ice, the boards, protective glass, nets, goals or any other surface in and around the players benches, penalty benches, Goal Judge areas and off-ice officials area, on the players uniforms and/or equipment, provided the specifications are provided to and written permission is given by:

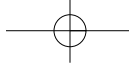
1. The International Ice Hockey Federation with regards to IIHF championships.
2. The National Associations with regards to all games, both national and international, played within their territory.

ANNEX 2 - COUNTDOWN AND WARM-UP PROCEDURES

The following countdown procedure shall be followed prior to all IIHF ice hockey competitions (Subject can be changed for different IIHF Championships):

- | Time | |
|-------------|---|
| - 90:00 | Team Composition Forms delivered to the competing team. |
| - 60:00 | 20 minute countdown to the pre-game warm-up begins on the Game Clock. Teams submit their completed Team Composition Form to the Scorekeeper. Media centre receives a copy of the preliminary team line-ups. Game officials warm-up. |
| - 40:00 | 20 minute pre-game warm-up countdown on the clock begins. Game officials depart the ice surface. Both teams are on the ice for their pre-game warm-up. Warm-up music played in the arena for 20 minutes. |
| - 20:00 | Siren announces the end of warm-up. Teams depart the ice surface. Ice is re-surfaced. Countdown to actual game time begins on the Game Clock. Teams indicate their starting line-ups for the start of the game plus Captains and Assistant Captains on the Official Game Sheet. |
| - 10:00 | Teams receive a photocopy of the Official Game Sheet. Referee and Linesmen receive a photocopy of the Official Game Sheet. Doping Control receives a copy of the Official Game Sheet. Announcer announces the entire roster for both teams. |
| - 07:00 | Referee and Linesmen are notified that one minute remains until they need to proceed to the ice. |





ANNOUNCEMENTS:

(See also IIHF Public Announcer Handbook and IIHF Off Ice Official Handbook).

GOALS AND ASSISTS:

"GOAL FOR TEAM... (Name of the team), SCORED BY NUMBER..., (Name), ASSISTED BY NUMBER..., (Name) AND NUMBER..., (Name). TIME..."

PENALTIES:

"TEAM... (Name of the team), NUMBER..., (NAME) 2 MINUTES PENALTY FOR... (PENALTY REASON). TIME..."

- ▶ 1. The penalty of the visiting team shall be announced first.
- ▶ 2. In a case where the penalized player cannot go to the penalty bench, or in case of goalkeeper penalty:

"THE PENALTY IS SERVED BY NUMBER...(NAME)".

END OF PENALTIES:

End of penalty for Team A (if other penalties are being served that make this team shorthanded):

"TEAM (NAME) IS PLAYING AT FULL STRENGTH" or, BOTH TEAMS ARE PLAYING AT FULL STRENGTH" (if no penalties remain for either team).

REVIEW BY VIDEO GOAL JUDGE:

"PLAY IS BEING REVIEWED".

In case goal is given: Announcement for "Goal Scored"

In case no goal is given: "NO GOAL HAS BEEN SCORED".

TIME OUT:

"TIME OUT FOR TEAM (NAME OF THE TEAM)

"TIME OUT IS OVER".

TIME REMAINING IN PERIOD/GAME:

At 01:00 1st Period: "ONE MINUTE LEFT IN THE FIRST PERIOD".

At 01:00 2nd Period: "ONE MINUTE LEFT IN THE SECOND PERIOD".

At 02:00 3rd Period: "TWO MINUTES LEFT IN THE THIRD PERIOD".

- 06:00 Teams are advised that they have one minute remaining until they need to proceed to the ice.
Referee and Linesmen leave their dressing room and go immediately to the ice.
- 05:00 Teams leave their dressing rooms and go directly to the ice.
Referee and Linesmen enter the ice.
International TV signal starts (Opening animation)
- 04:00 Teams enter the ice surface.
- 03:15 The Referee and Linesmen are standing in the Referee's Crease.
- 02:50 Official Announcer introduces the Referee and Linesmen.
- 02:30 Both teams line-up on their respective blue lines.
- 02:00 Team Captains greet the Referee and Linesmen in the Referee's Crease.
- 01:00 Teams leave the ice to the players' benches.
Starting players remain on the ice.
- 00:15 Referee calls the teams to center ice for the opening face-off.
- 00:00 Opening face-off.

ANNEX 3 - OFFICIAL ANNOUNCEMENTS

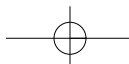
A3.1 - COMPULSORY ANNOUNCEMENTS

The following announcements are compulsory for the information of players, Coaches Referees and spectators:

1. Goals and Assists
2. Penalties
3. End of Penalties
4. Play Reviewed by the Video Goal Judge
5. Time-out
6. Time Remaining in Periods/Game

A3.2 - PUBLIC INFORMATION

1. Offside
2. Icing



ANNEX 4 - DUTIES OF THE OFFICIALS

A4.1 - INCAPACITATED REFEREE OR LINESMAN - BEFORE THE GAME

If, for any reason, the appointed Referees or Linesmen are prevented from appearing, the team leaders shall agree on a replacement Referee and/or Linesman.

If they are unable to agree, the **Proper Authorities** shall appoint the officials.

A4.2 - INCAPACITATED REFEREE OR LINESMAN - DURING THE GAME

- If a **Referee** leaves the ice or is injured, the Linesman or other Referee shall stop the play, unless one team has a scoring opportunity.
- If the Referee is unable to continue to officiate, one of the Linesmen shall perform the Referee's duties. He shall be selected by the Referee Supervisor, the Referee or, if necessary, by the **team leaders**.
- If a **Linesman or the other Referee** is unable to officiate, the Referee shall have the power to appoint a replacement if he deems it necessary.
- If the appointed official reappears during the progress of the game, he shall replace the temporary official at once.

A4.3 - THREE MAN SYSTEM

The Referee and Linesmen shall remain on the ice at the conclusion of each period and at the end of the game until all of the players have left the ice and are proceeding to their dressing rooms.

A4.4 - THREE MAN SYSTEM - REFEREE DUTIES BEFORE THE GAME

The Referee shall have **general supervision of the game**, full control of game officials and players, and his decision shall be final in case of any dispute.

Before starting the game the Referee shall assure that the appointed officials are in their respective places and satisfy himself that the timing and signalling equipment are in order. He shall order the teams on the ice at the appointed time for the beginning of each period.

A4.5 - THREE MAN SYSTEM - REFEREE DUTIES DURING THE GAME

- The Referee shall impose and report to the Scorekeeper such **penalties** as are prescribed by the playing rules.
He shall allow the goals scored.
- The Referee may consult with the Linesmen, Goal Judge and Video Goal Judge, if available, in matters of disputed goals before making his decision, which shall be final.
- He shall report to the Scorekeeper the **number of the goal scorer** and any player(s) entitled to **assists**.
 - ▶ In top category IIHF Championships and the Olympic Winter Games, assists shall be awarded by the Scorekeeper.

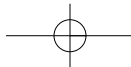
- At the first stoppage of play he shall cause to be announced over the public address system the reason for not allowing a goal.
- He shall measure any equipment at his own discretion or if requested by the Captain of either team (Rule 260)
- He shall order the teams on the ice at the appointed time for the beginning of any period.
- He shall face-off the puck at the beginning of each period and after a goal has been scored.

A4.6 - THREE MAN SYSTEM, REFEREE DUTIES AFTER THE GAME

- The Referee shall secure the Official Game Sheet from the Official Scorer immediately following the game. He shall verify and sign the sheet and return it to the Official Scorer.
- The Referee shall report on the official game sheet immediately following the game giving full details to the Proper Authorities for all:
 - Game Misconduct** penalties
 - Match** penalties
 - Report** to the Proper Authorities any incident that happens before, during and after the game.

A4.7 - LINESMEN DUTIES

- The Linesmen shall determine and stop the play by blowing the whistle for any infraction of the rules concerning:
 - Offside
 - Icing
 - Puck out of bounds, unplayable or interfered by an ineligible person
 - Goal displaced from its normal position
 - Encroachments occurring during a face-off
 - Premature substitution of the goalkeeper
 - Interference by spectators
 - Injured players
 - Pass with the hand from a player to a teammate
 - High sticking the puck
- The linesman shall blow the whistle in case of a hand pass or high sticking the puck if it is obvious that the Referee did not observe the infraction.
- The Linesman shall only blow the whistle and report to the Referee penalties concerning:
 - Too many players on the ice.
 - Sticks or anything thrown on the ice from the vicinity of the player or penalty benches.
- The Linesman shall report to the referee when requested to do so by the Referee and give his version of any incident that may have taken place during the playing of the game.



- e) He shall immediately give his version of the circumstances with respect to deliberately displacing the goal net from its normal position.
- f) He shall immediately give his version in case of:
1. **Bench Minor** penalties
 2. **Major** penalties
 3. **Misconduct** penalties
 4. **Game Misconduct** penalties
 5. **Match** penalties
- g) The Linesmen shall **conduct the face-offs at all times**, except at the start of each period and after a goal has been scored.

A4.8 - TWO MAN SYSTEM

The referees shall have general supervision of the game, full control of game officials and players, and their decision shall be final in case of any dispute.

A4.9 - TWO OFFICIAL SYSTEM - REFEREES' DUTIES BEFORE THE GAME

Before starting the game the referees shall ensure that the appointed officials are in their respective places and satisfy themselves that the timing and signalling equipment are in order. They shall order the teams on the ice at the appointed time for the beginning of each period.

A4.10 - TWO MAN SYSTEM - REFEREES' DUTIES DURING THE GAME

The Referees shall **impose and report** to the Scorekeeper such **penalties** as described by the playing rules for infractions thereof.

They shall **stop play for any other infractions to the rules**.

They shall **allow the goals scored**.

They shall **report** to the Scorekeeper the **name or number of the goal scorer** and any player(s) entitled to an **assist**.

They shall cause to be announced over the public address system the reason for not allowing a goal.

They shall measure any equipment at their own discretion or if requested by the Captain of either team (Rule 260).

They shall order the teams on the ice at the appointed time for the beginning of any period.

They shall **face-off the puck** at any stoppage of play.

A4.11 - TWO MAN SYSTEM - REFEREE'S DUTIES AFTER THE GAME

The referees shall remain on the ice at the conclusion of each period until all of the players have left the ice and are proceeding to their dressing rooms.

Immediately following the game, they shall secure the Official Game Sheet from the Official Scorer, verify and sign the report and return it back to the Official Scorer.

Immediately following the game, they shall report on the Official Game Sheet and provide full details to the Proper Authorities on all:

1. **Game Misconduct** penalties
2. **Match** penalties
3. **Report** to the Proper Authorities any incident that happens before, during and after the game.

A4.20 OFF-ICE OFFICIALS

A4.21 - SCOREKEEPER'S DUTIES BEFORE THE GAME

The Scorekeeper shall obtain from the Manager of Coach of both teams the list of all eligible players.

He shall complete the Official Game Sheet with the following information:

1. Name, position and number of each player, indicating the Captain and Alternate Captain by placing the letters "C" and "A" in front of their names.
2. All data concerning the game, such as location, date, names of the home and visiting team and names of the officials.

A4.22 - SCOREKEEPER'S DUTIES DURING THE GAME

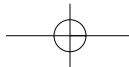
a) The Scorekeeper shall record on the Official Game Sheet:

1. The goals scored.
2. The number of the scorers and players to whom assists have been awarded
3. The players of both teams who are on the ice when a goal is scored.
4. All penalties imposed by the officials with the numbers of the penalized players, the infraction, the time at which it has been imposed, and the duration of each penalty.
5. Each Penalty Shot awarded with the name of the player taking the shot and the result of the shot.
6. The time of entry into the game of any substitute goalkeeper.
 - ▶ In top category IIHF Championships and the Olympic Winter Games, the Scorekeeper shall determine the players entitled to receive assists.
 - ▶ No request for changes in any awarded of points shall be considered unless they are made by the Captain before the conclusion of actual play in the game or before the Referee has signed the Official Sheet.

b) The Scorekeeper shall be responsible for:

1. Correct posting of the penalties and goals scored on the scoreboard,
2. Ensuring that the time served by all penalized players is correct,
3. Promptly calling to the attention of the referee any discrepancy between the time recorded on the clock and the official correct time,
4. Making any adjustments as ordered by the referee,
5. Advising the referee when the same player has received his second Misconduct penalty in the same game.
6. Notify the referee if a player, not listed on the game sheet is participating in the game.





A4.23 - SCOREKEEPER'S DUTIES AFTER THE GAME

The Scorekeeper shall prepare the Official Game Sheet for signature by the Referee and forward it to the **Proper Authorities**.

A4.24 - TIMEKEEPER

- a) The Timekeeper shall record:
 1. Game countdown before the game (see Annex 2 - Game Countdown and Warm-up Procedures),
 2. Time of starting and finishing of each period and game
 3. 15 minute intermission between each period
 4. All actual playing time during the game
 5. Time of the start and finish of all penalties
 6. Start and finish of time-outs
- b) In case no automatic buzzer or siren is provided, he shall signal by a buzzer, siren or whistle the end of each period or overtime period.
- c) The Timekeeper shall give a preliminary warning by signal to the officials and both teams three minutes before the start of each period and two minutes before the start of each period.
- d) In the event of any dispute regarding time, the referee's decision shall be final.

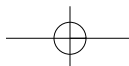
A4.25 - ANNOUNCER

The Announcer shall announce by means of a public address system:

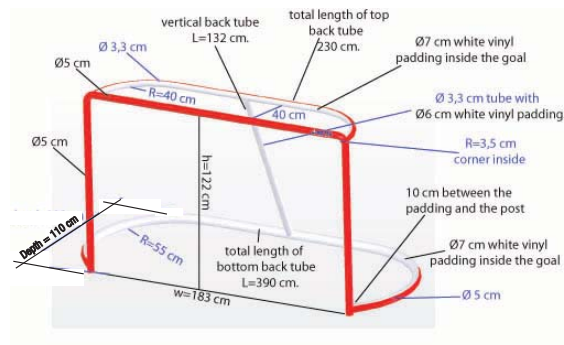
1. Awarding of goals and assists
 2. Penalties
 3. End of penalties
 4. When one minute remains in the first and second period
 5. When two minutes remain in the third period
- ▶ See Annex 3 for the wording of the official announcements.

A4.26 - PENALTY BENCH ATTENDANTS

- a) One Penalty Bench Attendant shall be appointed for each team penalty bench.
- b) The Penalty Bench Attendant shall be responsible for:
 1. Providing a penalized player, upon request, with the correct information as to the unexpired time of the penalty.
 2. Allowing the penalized player to return to the ice at the appropriate time upon the completion of the penalty.
 3. Notifying the Scorekeeper if a player leaves the penalty bench before the end of the penalty.



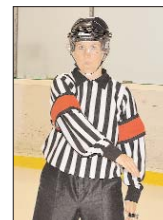
ANNEX 5 - ILLUSTRATION OF GOAL FRAME



REFEREE SIGNALS

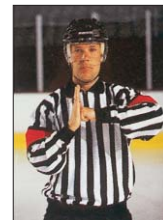
ATTACKING A PLAYER IN THE GOAL CREASE - RULE 595

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



BOARDING - RULE 520

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





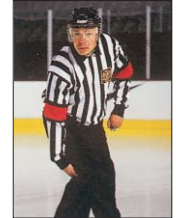
BUTT-ENDING - RULE 521

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



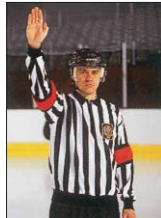
CLIPPING - RULE 524

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



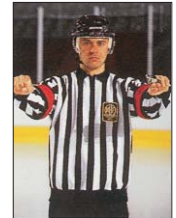
PLAYER CHANGE SIGNAL - RULE 412

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



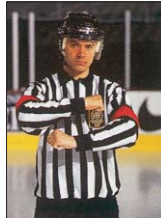
CROSS-CHECKING - RULE 525

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



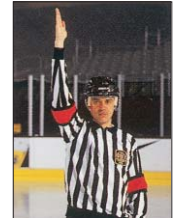
CHARGING - RULE 522

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



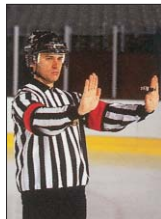
DELAYED CALLING OF PENALTY - RULE 514

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



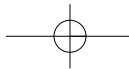
CHECKING FROM BEHIND - RULE 523

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



DELAYING THE GAME - RULE 554

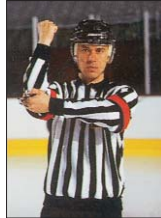
Placing the non-whistle hand, open palm, across the chest and extended from the shoulder out from the body.





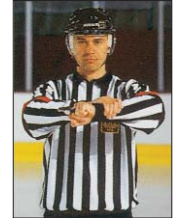
ELBOWING - RULE 526

Tapping either elbow with the opposite hand.



HOLDING - RULE 531

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



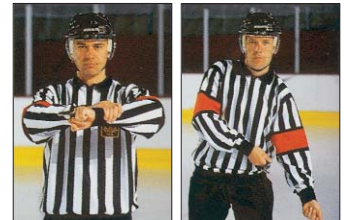
PUCK IN THE NET - RULE 470

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



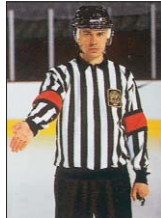
HOLDING THE STICK - RULE 532

Two stage signal involving the holding signal followed by an indication you are holding onto a stick with two hands in a normal manner.



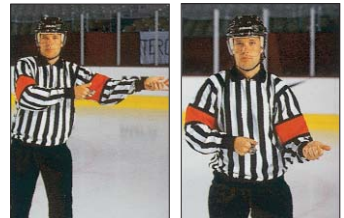
HAND PASS - RULE 490

Use open palm of hand in a pushing motion.



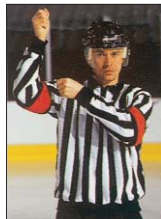
HOOKING - RULE 533

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



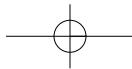
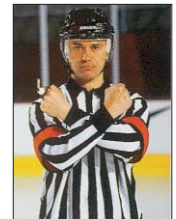
HIGH STICKING - RULE 530

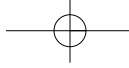
Holding both fists clenched, one immediately above the other at the height of the forehead.



INTERFERENCE - RULE 534

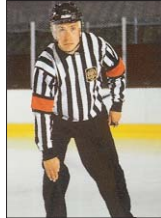
Crossed arms with closed fists stationary in front of the chest.





KNEEING - RULE 536

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



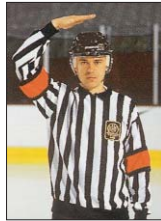
ROUGHING - RULE 528

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



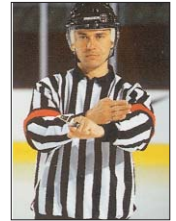
MATCH PENALTY - RULE 507

Patting the palm of the hand on top of the head.



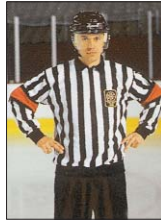
SLASHING - RULE 537

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



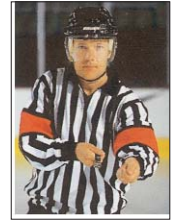
MISCONDUCT PENALTY AND GAME MISCONDUCT PENALTY - RULES 504, 505

Both hands on the hips.



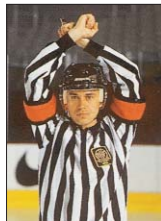
SPEARING - RULE 538

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



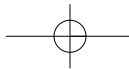
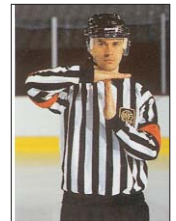
PENALTY SHOT - RULE 508

Arms crossed above the head. Give the signal upon stoppage of play.



TIME OUT - RULE 422

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





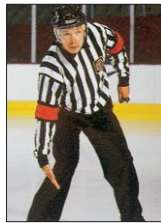
TOO MANY PLAYERS ON THE ICE - RULE 573

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



TRIPPING - RULE 539

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



WASH OUT

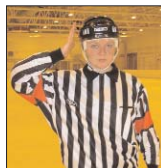
A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down;

- ▶ by the Referee to signal 'no goal', 'no handpass' 'no highsticking the puck'.
- ▶ by the Linesman to signal 'no icing' and, in certain situations, 'no offside'.



CHECKING TO THE HEAD AND NECK AREA - RULE 540

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



WOMEN BODY CHECKING - RULE 541

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



LINESMAN'S SIGNALS

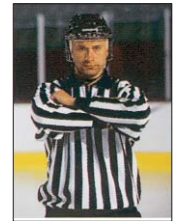
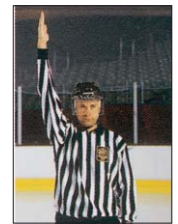
DELAYED OFFSIDE - RULE 451

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



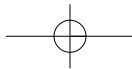
ICING THE PUCK - RULE 460

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



OFFSIDE CALL - RULE 450

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



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