

# **NZIHA INLINE HOCKEY RULE BOOK**

**Includes Referee Procedures,  
Rule Interpretations and  
Scenarios**

**Valid from April 2014**

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# SECTION ONE – THE RINK

## Rule 101 Rink

- (a) The game of “in-line hockey” shall be played on wood, cement, asphalt or plastic surface known as a “RINK”.
- (b) The rink may be an outdoor, partially enclosed or indoor facility.

## Rule 102 Dimensions of Rink

- (a) As nearly as possible, the dimensions of the rink shall be 58m long and 30m wide. The minimum size for a rink shall be 40m long and 20m wide. It is recommended that the corners be uniformly rounded in the arc of a circle with a radius of 7m minimum to 8.5m maximum.
- (b) The rink shall be surrounded by a permanent or temporary wall or fence known as the “BOARDS”, which shall extend not less than 20cm and not more than 1.22m in height above the playing surface. The ideal height of the boards shall be 1.08m. It is recommended that the kick plate at the bottom of the boards be yellow or light in colour.

The boards shall be constructed in such a manner that the surface facing the playing surface shall be smooth and free of any obstruction or object that could cause injury to players. All doors giving access to the playing surface must swing away from the playing surface.

It is highly recommended that the entire rink, including players and penalty benches, be enclosed with safety glass, fencing and/ or other protective screens designed to separate players from spectators. All gear used to hold such equipment in place shall be mounted on the boards on the side away from the playing surface.

## Rule 103 Goal Posts and Nets

- (a) The goal frame shall be made of metal, or other approved material. The goal posts shall be set 1.83m apart measured from the inside of the posts and the crossbar shall extend vertically 1.22m above the playing surface, connecting the tops of the goal posts. The goal posts and cross bar shall be painted red and all other exterior surfaces shall be painted white.
- (b) Attached to each goal frame shall be netting strong enough to withstand any shot by a puck.

- (c) A minimum of 3.50m to a maximum of 4.50m from each end of the rink a red line 5cm wide known as the "GOAL LINE" shall be painted extending completely across the rink and continuing vertically up the side boards.

The goal shall be centred on the goal line.

Play shall be stopped at the discretion of the referees when the goal post has been displaced from its normal position.

## **Rule 104 Goal Crease and Goalkeeper's Privileged Area**

- (a) In front of each goal, a "GOAL CREASE" shall be marked by a line 5cm wide. The goal crease shall be laid out as follows: A semicircle 180cm in radius and 5cm in width shall be drawn using the centre of the goal line as the centre point. In addition, an "L" shaped marking of 15cm in length (both lines) at each front corner shall be painted on the surface. The location of the "L" marking is measured by drawing an imaginary line 1.22m from the goal line to the edge of the semicircle. At that point, the "L" is drawn.
- (b) The goal crease area shall include all the space outlined by the semi-circular crease lines (including goal crease lines) and extending vertically 1.27 meters to the top of the goal frame.

### **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.
- (c) The goalkeeper's "PRIVILEGED AREA" is an area bounded in the rear by the end boards, in front by an imaginary line connecting the end zone face-off spots and on the sides by imaginary lines extending perpendicular from the end boards to the end zone face off spots.

## **Rule 105 Division of Rink**

- (a) The playing surface shall be divided into two halves by a 'CENTER RED LINE' 30cm wide, extending completely across the rink and continuing vertically up the side boards.
- (b) The center red line shall be considered to be a part of the zone in which the puck is located.
- (c) The half of the playing surface in which the goal is situated shall be called the 'DEFENDING ZONE' of the team defending that goal. The half of the playing

surface furthest from the defending goal shall be known as the 'ATTACKING ZONE'.

## **Rule 106 Center Face-Off Spot and Circle**

- (a) One 30cm diameter blue face-off spot shall be at the exact center of the rink. With this spot as a center, a 4.50m radius circle shall be marked with a red line 5cm wide. On both sides of the circle there shall be two lines 60cm long, 5cm wide and 1.20m apart.

## **Rule 107 Special Face-Off Spots and Circles**

- (a) Four red face-off spots 60cm in diameter shall be marked on the surface 9.90m from the end zone face-off spots along an imaginary line connecting the end face-off spots. Within each face off spot drawn two parallel lines 10cm from the top and bottom of the spot. The area within the two lines shall be painted red.

## **Rule 108 End Zone Face-Off Spots and Circles**

- (a) In both ends and on both sides of each goal, red face-off spots and circles shall be marked on the playing surface. The face-off spots shall be 60cm in diameter. Within each face-off spot drawn two parallel lines 10cm from the top and bottom of the spot. The area within the two lines shall be painted red. With this spot as a center, a 4.50m radius circle shall be marked with a red line 5cm wide. On both sides of the circle there shall be two lines 60cm long, 5cm wide and 1.20m apart. The end zone face-off spots shall be located equidistant from the side boards and 6.10m from each goal line. It is recommended that there be a 13.50m distance between the end zone face-off spots in the same zone.

## **Rule 109 Player Benches**

- (a) Each rink shall have seats or benches for the use of each team. Each player bench shall have accommodations for at least 10 people and shall be placed immediately alongside the playing surface, as near as possible to the center of the rink.

All doors opening to the playing surface shall swing away from the playing surface.

- (b) None but players in uniform, and Team Officials (up to a maximum of six) shall be permitted to occupy the bench area.

- (c) During a game, Coaches, Managers, and Trainers are restricted to the length of the player benches.

## Rule 110 Penalty Bench

- (a) Each rink must be provided with seats or benches to be used for the seating of a penalized player, the Game Timekeeper, and Official Scorer. The penalty bench must be separated from the player's benches, ideally on the opposite side of the rink.

### INTERPRETATION

1. Where penalty benches are on the opposite side of the rink to the player benches, each team shall take the penalty bench that is opposite to their player bench. They shall not change penalty benches during the game.
- (b) On the playing surface immediately in front of the Penalty Timekeeper's seat there shall be marked in red a semicircle of 3m radius and 5cm wide which shall be known as the Referee's Crease.

## Rule 111 Signal and Timing Devices

- (a) Each rink shall be provided with some form of electrical clock for the purpose of keeping the spectators, players and Game Officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played. Timing devices for both game time and penalty time shall count down, showing time remaining to be played or served.

### INTERPRETATION

1. During stop-time, any loss of time on the game or penalty clocks due to a false face-off violation shall be replaced.
2. Penalties should be displayed on the electronic rink clock where possible. Penalties not displayed on the game clock include Coincidental **MINOR**, Coincidental **MAJOR**, **MISCONDUCT**, **GAME MISCONDUCT** and **MATCH** penalties.

### 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 Referees, in discussion with the Timekeeper, shall determine the length of time that the clock was not running and make the necessary adjustment. If neither Referee nor the off-rink officials can determine the time adjustment, the game shall continue using the present time on the clock.*

(b) Each rink shall be provided with a siren, or other suitable sound device to signify the end of playing time.

#### **REFEREE PROCEDURE**

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

(c) Behind each goal electric lights or similar devices may be set up for the use of the Goal Judges. Where Goal Judges are used a red light or other signal shall signify the scoring of a goal.

#### **REFEREE PROCEDURE**

1. Referees shall ensure that the Scorekeeper receives the correct information from the Referees, not from other sources such as from the Goal Judge or from spectators.



# SECTION TWO – TEAMS

## Rule 201 Composition of Team

- (a) A team shall be composed of five players on the surface including the goalkeeper. No team shall be allowed to start a game with less than five players. A maximum of 16 players plus no more than 2 goalkeepers shall be permitted on any one team roster.

## Rule 202 Captain of Team

- (a) Each team shall appoint a Captain and no more than two Alternate Captains. The Captain will wear the letter 'C', and the Alternate Captain the letter 'A', 8cm in height and in contrasting colour, positioned on the front right chest of the jersey.

On the playing surface, only these designated players, if they are not penalised, shall have the privilege to discuss with the referee any questions relating to the interpretation of rules that may arise during the course of the game.

A complaint about a penalty is not a matter relating to the interpretation of rules and a **MISCONDUCT** penalty shall be assessed to any Captain or other player making such a complaint.

- (b) The Referee(s) and Official Scorer shall be advised prior to the start of the game, the names of the Captain of the team and the designated alternate.
- (c) Any player, except a goalkeeper, shall be entitled to be identified as the Captain.

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

- (d) Any Captain or player who comes off the players' bench and makes any protest or intervention with the Officials for any purpose shall be assessed a **MISCONDUCT** penalty for Abuse of Officials.

### 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 endeavour to speak to the Captain. If for some reason the Referee has problems communicating with the Captain, he may go directly to the bench and talk with the Coach.

## Rule 203 Players in Uniform

- (a) At the beginning of each game the Manager or Coach of each team shall list names and numbers of the players and goalkeepers who shall be eligible to play in the game. No change or addition to the roster shall be permitted once the game has commenced.

### INTERPRETATION

1. Player names may be changed on the Official Game Sheet at any time up until the start of the game.

- (b) Each team shall be allowed one goalkeeper on the playing surface at one time. The goalkeeper may be removed and another "player" substituted. Such substitute shall not be permitted the privileges of the goalkeeper.

- (c) It is recommended that each team has on its bench a substitute goalkeeper who shall be fully dressed and equipped to play.

When the substitute goalkeeper enters the game the position shall be taken without delay and no warm-up shall be permitted.

### INTERPRETATION

1. A team may dress only two goalkeepers.

- (d) Except when all designated goalkeepers are incapacitated, no player on the playing roster in that game shall be permitted to wear the equipment of the goalkeeper. If a team's goalkeeper(s) is unavailable to continue, the team must immediately appoint a temporary goalkeeper or place an additional skater on the playing surface with none of the goalkeeper's privileges. A goalkeeper may be substituted for by another goalkeeper during play with full goalkeeper's privileges.

### INTERPRETATION

1. A "temporary goalkeeper" is a player already listed on the team's playing roster who is permitted to wear the equipment of the goalkeeper provided all designated goalkeepers are incapacitated.

- (e) If during the game a team cannot place on the playing surface the number of players in uniform required under these rules because of penalties, injuries, etc., the Referee has no alternative but to declare that the game shall be forfeited. The non-offending team shall be declared the winner and the score of 5-0 shall be recorded, or if the difference is greater than five (5) goals the score shall stand.

### 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**

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.

## **Rule 204 Playing Lineup**

- (a) Upon the Referee's signal prior to the start of the game and following any stoppage of play, the Visiting Team shall promptly place a lineup on the playing surface ready to play and no substitution shall be made from that time until play has resumed. The Home Team may then make any desired substitution which does not result in the delay of the game.
- (b) If there is any undue delay by either team in changing lines, the Referee shall order the offending team(s) to take their positions immediately and not permit line changes.

When a substitution has been made under the above rule, no additional substitution may be made until play commences, except when a penalty is assessed.

## **Rule 205 Change of Players**

- (a) Players may be changed at any time from the players' bench, provided that the changing players shall be within an imaginary area limited by the length of the respective players' bench and three (3) metres from the boards and out of play before any change is made.

### **INTERPRETATION**

1. Any player entering the game must remain within the 3 metre imaginary area by his player's bench until the retiring player has left the floor.

If, in the course of making a substitution, either player deliberately plays the puck while the retiring player is still on the playing surface, the infraction "Too Many Players" shall be assessed.

If, in the course of a substitution, either player is accidentally struck with the puck, the play shall not be stopped and no penalty shall be assessed.

#### **INTERPRETATION**

1. A player with one skate on the playing surface and one skate on the bench is considered to be OFF the playing surface.

(b) A goalkeeper may be substituted by a player or goalkeeper at any time during play. The goalkeeper must be within 3m of the players' bench before the substitute may enter the playing surface.

#### **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.

For a violation of this rule there shall be no time penalty to the team making the premature substitution, but the ensuing face-off shall take place at the centre face-off spot, unless there was a delayed penalty on the play.

#### **SITUATIONS**

##### **SITUATION 1**

*On a delayed penalty the non-offending team makes a premature substitution of the goalkeeper.*

**Ruling:** *The face-off shall take place at one of the two face-off spots in the end zone of the team assessed the penalty. No penalty shall be assessed to the team making the premature substitution.*

##### **SITUATION 2**

*A goalkeeper has been removed from the floor 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 floor but does not interfere with the player in possession of the puck and attempts only to stop the shot on goal.*

**Ruling:** *Referee shall assess a penalty for Too Many Players 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**. Any player on the floor at the time of the infraction may take the **PENALTY SHOT**.*

- (c) A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the playing surface before any change can be made.

For a violation of this rule, a **BENCH MINOR** penalty shall be assessed.

- (d) During a stoppage of play, other than a time-out, a goalkeeper may not go to the players' bench without the permission of the Referee unless there is a substitution by another player or goalkeeper. When a substitution is made under this rule, the replaced goalkeeper shall not return to the playing surface until play resumes, except that immediate re-entry into the game shall be permitted when a penalty is assessed to either team.

For a violation of this rule, a **BENCH MINOR** penalty shall be assessed.

- (e) For player changes taking place during a stoppage of play, the Referee with the puck will assume the normal position for the ensuing face-off. The back Referee will then allow a five-second period during which the visiting team may make a player change. After this five-second period has elapsed, the back Referee will raise an arm to indicate that the visiting team may no longer make a player change.

With the arm still up, the back Referee will allow a five-second period during which the home team may make a player change. After this five-second period has elapsed, the back Referee will drop the arm to indicate that the home team may no longer make a player change.

Once the back Referee has dropped their arm the Referee at the face-off dot shall blow their whistle. This indicates that the players have 5 seconds to line up for the face-off before the puck will be dropped. If the players from one or both teams take longer than 5 seconds to line up at the face-off, the referee may either:

1. Drop the puck regardless of whether neither or only one of the teams are ready.
2. Throw one (or both) of the players from the faceoff circle.
3. Warn the Captain of the offending team(s) about their late change.

If a team attempts to make a player change after their allotted time period, the Referee shall send the player(s) back to the player's bench. For any subsequent infraction to this procedure at any time during the course of the game, the Referee shall assess a **BENCH MINOR** penalty to the offending team. Any change of one to five players is considered to be a line change under this rule.

#### **REFEREE PROCEDURE**

1. The Referee shall put his arm up and then down during all stoppages of play, even if there is no change of players.
2. The purpose the line change procedure is to give the Away team their only change and then allow the Home team the last change. The Referee should be strict with the five-second count and not permit the Away team to change players once he raises his arm. However if the Referee observes that a coach is trying to get his players on the floor and is not making any deliberate attempt to delay a change (by either team), the Referee may give teams a few extra seconds to complete the change.

3. The Referee shall permit players who are in the process of coming onto the floor 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. 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.
5. The Referee should 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. The Referee should also issue a warning to the offending team if that team attempts to make more than one line change at the same stoppage of play.

### **INTERPRETATION**

1. Once the change of players procedure has been completed, teams are not permitted to make player's substitution until the face-off has been completed legally and play has resumed, except when a penalty or penalties are assessed that affect the number of players on the floor. This may include penalties assessed following the completion of the player change prior to the face-off, or due to a penalty assessed for a face-off violation.
2. A change of players is considered to be from one to five players, excluding the goalkeeper.

## **Rule 206 Injured Players**

- (a) When a player, other than a goalkeeper, is injured or compelled to leave the playing surface during a game, the player may retire from the game and be replaced immediately by a substitute.
- (b) Any goalkeeper who sustains an injury or becomes ill must be ready to resume play immediately or be replaced by a substitute goalkeeper. No additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume the position. The substitute goalkeeper shall enter the game without delay and no warm-up shall be permitted.

The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.

### **REFEREE PROCEDURE**

1. The referee has complete authority to stop play for an injured goalkeeper.

### INTERPRETATION

1. When a substitute goalkeeper has replaced the regular goalkeeper during a stoppage of play, he may not be replaced again by the regular goalkeeper during the same stoppage of play.
2. 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 **BENCH MINOR** penalty.
3. An injured goalkeeper cannot return to play once a player has put on the goalkeeper's equipment and proceeded to the goal.

- (c) Any penalised player who has been injured may proceed to the dressing room without going to penalty bench. The penalised team shall immediately put a substitute player on the penalty bench to serve the entire penalty. The penalised player who has been injured and has been replaced on the penalty bench is not eligible to play until the penalty time has expired.

### 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.

- (d) When a player is injured and cannot continue play or go to the players' bench, play shall not be stopped until the injured player's team has secured possession of the puck. If the player's team is in possession of the puck at the time of injury, play shall be stopped immediately unless the team has a scoring opportunity.

In the case where it is obvious that a player has sustained a serious injury, play shall be stopped immediately.

- (e) A player, other than the goalkeeper, whose injury appears serious enough to warrant a stoppage of play, may not participate further in the game until the completion of the ensuing face-off.

### INTERPRETATION

1. If an injured player refuses to leave the floor after a warning, the player will be assessed a **MINOR** penalty for Unsportsmanlike Conduct. If the player still refuses to leave the floor, a **MISCONDUCT** penalty shall be assessed.

- (f) A player bleeding or covered by blood shall be considered as an injured player and shall leave the playing surface for treatment and/or cleaning. If he does not comply with this regulation he shall be assessed a **MINOR** penalty.

Such player shall be permitted to return to the surface provided that the cut is completely closed sealed with appropriate bandages, and any blood is removed from the player and his equipment and uniform are replaced or properly cleaned.

- (g) If the surface, rink facilities or any objects stained with blood, the Referee shall ensure that the bloodstains are removed by rink personnel after the first stoppage of play.

#### **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 rink.



# SECTION THREE – EQUIPMENT

## Rule 301 Sticks

(a) All sticks shall be made of wood, carbon composite, graphite or aluminium materials approved by the IIHF and must not have any projections extending from the stick. Adhesive tape of any colour may be wrapped around the stick at any place.

(b) No stick shall exceed 163cm in length from the heel to the end the shaft, nor more than 32cm from the heel to the end of the blade.

The blade of the stick shall not be less than 5cm nor more than 7.5cm in width at any point.

The curvature of the blade of the stick shall not exceed 1.5cm.

(c) The blade of the goalkeeper's stick shall not exceed 9cm width at any point except at the heel where it shall not exceed 11.5cm. The length of the blade shall not exceed 39cm in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not exceed more than 71cm from the heel and shall not exceed 9cm in width.

(d) A **MINOR** penalty shall be assessed to any player or goalkeeper who uses a stick not conforming to the provisions of this rule. If a goal is scored with an illegal stick, the proper penalty shall be assessed and the goal shall be allowed.

## Rule 302 Skates

(a) All players and Referees must wear inline skates of a design approved by IIHF. Players and Referees are permitted to wear skates with up to 5-wheels, provided they are designed for inline hockey.

(b) The use of speed skates, quad skates, or any skate not designed for inline hockey is prohibited.

## Rule 303 Goalkeeper's Equipment

(a) With the exception of skates and sticks, all the equipment worn by the goalkeeper must be constructed solely for the protection of the head or body, and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal.

Abdominal aprons extending down the thighs or the outside of the pants are prohibited.

- (b) The goalkeeper's blocker glove shall not exceed 20.32cm in width nor 38.1cm in length at any point.

The maximum length of a goalkeeper's catching glove shall not exceed 41cm. The cuff shall not exceed 20.32cm in width. Any bar or attachment between the cuff and the thumb shall only extend in a straight line. Any pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.

For a violation of this rule, a **MINOR** penalty shall be assessed.

- (c) The leg guards worn by goalkeepers shall not exceed 28cm in extreme width when on the leg of the player. Goalkeepers are not permitted to use or have an apron or plate attached to the bottom of the goalkeeper leg-guards covering the space between the floor and the bottom of the goalkeepers leg-guards in front of the skates.

For a violation of this rule, a **MINOR** penalty shall be assessed.

- (d) It is mandatory for all goalkeepers to wear a helmet approved for hockey with helmet strap properly fastened and a full face mask designed for hockey with a chin cup. All goalkeepers must wear chest protection. Throat protection is mandatory for Goalkeepers. NOTE: A helmet with built-in throat protection is considered acceptable. Where a goalkeeper is found to be wearing or using an illegal piece of equipment, the goalkeeper shall not be permitted to participate in the game until the illegal equipment has been corrected or removed.

#### **INTERPRETATION**

1. A goalkeeper is not required to wear his helmet when he returns 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.
3. 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 will be assessed a **MISCONDUCT** penalty.

## **Rule 304 Protective Equipment**

NOTE: Although some protective equipment is not mandatory in all age classifications, the IIHF strongly recommends that all players in all age classifications properly wear an internal mouthpiece, an H.E.C.C. approved helmet and an H.E.C.C. approved full face mask for all games and practices.

- (a) Each participant is personally responsible to wear protective equipment for all games, warm-ups and practices.

Recommended equipment for all players:

- (1) internal mouth guard;
- (2) hip pads;
- (3) padded hockey pants;
- (4) protective cup or pelvic protector;
- (5) chest protection;
- (6) shoulder pads;
- (7) throat protection;
- (8) eye and full facial protection (strongly recommended).

Mandatory equipment for players over 18 years of age:

- (1) helmet approved for hockey with helmet strap properly fastened;
- (2) half visor or full face mask designed for hockey;
- (3) elbow pads;
- (4) gloves designed for hockey;
- (5) knee and shin protection;

Mandatory equipment for players 18 years of age and under:

- (1) helmet approved for hockey with helmet strap properly fastened;
- (2) full face mask designed for hockey;
- (3) elbow pads;
- (4) gloves designed for hockey;
- (5) internal mouth guard;
- (6) knee and shin protection.

Full facemask for players or goalkeeper's face-head protectors must be constructed in such a way that neither the puck nor a stick blade might get through it.

All Referees must wear a black helmet approved for hockey with helmet strap properly fastened, a half visor and knee and shin protection.

#### **INTERPRETATION**

1. Visors shall be transparent and clear. This rule applies to players and game officials. Reflected visors are not permitted.

When a player is wearing non-approved equipment (helmet, facial protection), or is not wearing the proper mandatory equipment, or is not wearing the equipment in a manner for which it was intended, the player will be ruled off the playing surface and will not be allowed to return until such equipment has been replaced or corrected. The Referee will issue a warning to the offending team. For a second violation by any player of the same team for the same offence, the Referee shall assess a **BENCH MINOR** penalty to the offending team.

## INTERPRETATION

1. Not wearing equipment “in a manner for which it was intended” includes half visors positioned incorrectly. Visors should not be tilted upwards. The top of a half visor should line up with the edge of the helmet. The bottom of a half visor should not sit above the point of the nose.
- (b) All protective equipment, except gloves, head protection and goalkeeper's leg guards, must be worn entirely under the uniform. For a violation of the rule the player will be ruled off the playing surface and a warning will be issued by the Referee to the offending team. For a second violation by any player of the same team for the same offense, the Referee shall assess a **BENCH MINOR** penalty to the offending team.
- (c) During the game and during the pre-game warm-up, all players shall wear a hockey helmet with chin strap properly fastened. A helmet shall be worn so that the lower edge of the helmet is not more than one finger-width above the eyebrows, and there should only be enough room between the strap and the chin to insert one finger. Should the helmet of a player come off while play is in progress, the player shall not be permitted to participate in the play and must go directly to the player's bench. Should the helmet and/or facemask of a goalkeeper come off while play is in progress, the referee must immediately stop play. If the action of removing the helmet and/or facemask of a goalkeeper is deemed by the Referee(s) as a deliberate action by the goalkeeper in an attempt to stop the play, the Referee(s) shall assess a **MINOR** penalty for Delay of Game.

## INTERPRETATION

1. If the helmet of a goalkeeper comes off while the play is in progress and before the 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 allow a GOAL.

## SITUATIONS

### SITUATION 1

*A player's helmet comes off while he is on the floor and play is in progress.*

**Ruling:** *The player must go back to his players bench. If he participates in the play in any way, a **MISCONDUCT** penalty will be assessed to the player.*

## Rule 305 Dangerous Equipment

- (a) The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited.

The wearing of casts or splints made of hard or unyielding materials are prohibited, even if padded.

Elbow pads which do not have a soft protective outer covering of sponge rubber or a similar material of at least 1.27cm thick shall be considered dangerous equipment.

- (b) The player's gloves shall cover hand and wrist and their palm shall not be removed to permit the use of bare hands.

#### **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. A player who refuses to refrain from using equipment ruled dangerous by the Referee shall be assessed a **MISCONDUCT** penalty after one warning.
3. A blade that has a double curvature shall be classified as dangerous equipment.

#### **REFEREE 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.

### **Rule 306 Puck**

- (a) The puck shall be made of a material approved by the NZIHA and be primarily black in colour.
- (b) The dimensions of a puck shall be approximately:
- Diameter: 7.62 - 8.00 cm
  - Thickness: 2.00 - 2.54 cm
  - Weight: 100 - 120 grams
- (c) For all NZIHA sanctioned games an IDS puck should be used.

### **Rule 307 Uniforms**

- (a) All players participating in NZIHA sanctioned games must be uniformly dressed and have matching jerseys with long sleeves. Padded hockey pants or sweat pants must be worn.

- (b) Each player and each goalkeeper listed in the lineup must wear an individual identifying number at least 25cm to 30cm in height on the back of the sweater. All numbers assigned must be whole numbers between 0-99. No two members of the same team shall be permitted to wear the same number.
- (c) At the discretion of the Referee, the Home Team shall change its jersey if the colours of the competing team conflict.

#### **INTERPRETATION**

1. 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 will be assessed a **MISCONDUCT** penalty.
2. 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.

### **Rule 308 Equipment Measurement**

- (a) The Referee may, at any time and at his own discretion, measure any equipment.
- (b) The Captain of a team may make a formal complaint against specific dimension of any equipment. The Referee shall make the necessary measurement immediately.

However, no goal shall be disallowed as a result of any measurement.

#### **INTERPRETATION**

1. While no goal shall be disallowed, a request for stick measurement is permitted after a goal by either team. A stick measurement may be requested during Game Winning Shots.
2. When a formal complaint is made to the Referee by a team captain concerning the dimensions of an opponent's stick, that opponent must be on the rink at the time the request is made.
3. 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.

## REFEREE PROCEDURE

1. 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 floor should bring a legal stick to the penalised player in the penalty bench but cannot cause a delay of the game while doing so.
- (c) If the complaint is not sustained, the requesting team shall be penalised with a **BENCH MINOR** penalty.
- (d) If the complaint is sustained, the guilty player shall be penalised with a **MINOR** penalty.
- (e) Such request shall be limited to one team at any stoppage of play.
- (f) The measurement of goalkeeper's equipment, with the exception of the stick, may only be requested immediately at the end of any period.

## INTERPRETATION

1. Goalkeepers' sticks or players' sticks can be measured at any time.
  2. A goalkeeper may participate in the game using a player's stick. If a stick measurement is requested, the stick shall be measured as if it is a player's stick.
- (g) If a captain of the team that is two men short in the last two minutes of the game or in any time in overtime, requests an equipment measurement that proves to be legal equipment following the measurement, the Referee shall award to the non-offending team a **PENALTY SHOT**.

## INTERPRETATION

1. 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 rink is sufficient to justify a request for a measurement.
2. The measurement of the width of the blade of a player's stick is to be taken 1.5 centimetres in from the toe of the blade or at any spot from this point along the blade to the heel of the stick.
3. An illegal curvature of the blade may be found anywhere on the blade along the line of the stick gauge.
4. 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 penalised 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.

5. 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. No penalty shall be assessed to either team.

## **REFEREE PROCEDURE**

1. All stick measurements (including curvature) shall be made using a regulation stick gauge.
2. Goalkeepers' equipment shall be measured immediately after the end of the period following the request of the captain of either team.
3. There should be 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.

## **SITUATIONS**

### **SITUATION 1**

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

***Ruling:*** *If the stick is found to be illegal, assess a penalty and the faceoff shall take place at one of two face off spots in the offending team's end zone. If the stick is found to be legal, the team that made the request shall be penalized and the faceoff shall take place at one of the two end zone face off spots in the defending zone of the team requesting the measurement.*

### **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 rink 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 rink at the time the play was stopped shall serve the penalty.*

### **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 rink, has proceeded to the player's bench and has stepped off the floor.*

**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 rink into the player's bench, his stick may still be measured provided the request was received prior to him leaving the floor and the stick remained in view by at least one of the 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. The Team 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 of 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. The Team Manager or the Coach through the Captain shall designate another player who will take the **PENALTY SHOT**. Note: The period before and after taking a **PENALTY SHOT** is 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 11.5 minutes. The Team 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 the shot is taken. The Team Manager or the Coach through the Captain shall also designate another player who shall take a **PENALTY SHOT**.



# SECTION FOUR – PENALTIES

## Rule 401 Penalties

- (a) Penalties shall be actual playing time and shall be divided into the following classes:
- 1) **MINOR** Penalty
  - 2) **MAJOR** Penalty
  - 3) **MISCONDUCT** Penalty
  - 4) **MATCH** Penalty
  - 5) **PENALTY SHOT**
- (b) When play is not actually in progress and an offense is committed by any player or Team Official, the same penalty shall apply as though play were actually in progress.

### INTERPRETATION

1. The Referee is required to submit a game report, assisted by the off-rink officials if necessary, on any pre-game incident.
2. If a game is finished but the teams and the game officials have not left the floor and an infraction occurs, the Referee may assess penalties, just as at any time during the game, and shall submit a written game report.

## Rule 402 Minor Penalties

- (a) For a '**MINOR PENALTY**' the offending player, other than a goalkeeper, shall be ruled off the playing surface for one and one half minutes, during which time no substitute shall be permitted. If running time is being played and a **MINOR** or **BENCH MINOR** penalty terminates, allowing the team to have an additional player on the playing surface, during a stoppage of play, the player so penalised shall remain in the penalty bench until the ensuing face-off is conducted.
- (b) For a '**BENCH MINOR PENALTY**' one player of the penalised team shall be ruled off the playing surface for one and one half minutes, during which time no substitute shall be permitted. Any non-penalised player, other than a goalkeeper, may be designated to serve the penalty by the Coach or Manager and such player shall immediately serve the penalty.

### INTERPRETATION

1. If a player is assessed a **DOUBLE MINOR** penalty, 3 minutes should be recorded on the game clock where it is possible.

- (c) If the opposing team scores a goal while a team is shorthanded by one or more **MINOR** or **BENCH MINOR** penalties, the first of such penalties shall automatically terminate.

‘Shorthanded’ means that the team must be below the numerical strength of its opponents on the playing surface at the time the goal is scored. The **MINOR** or **BENCH MINOR** which terminates automatically is the one which causes the team to be "shorthanded". Thus, if an equal number of players from each team is serving an equal number of **MINOR** penalties, neither team is ‘shorthanded’.

#### INTERPRETATION

1. Three questions shall be asked with reference to a **MINOR** penalty:
  - a) Is the team serving a **MINOR** penalty?
  - b) Is the team below the numerical strength of the opposing team on the floor due to a **MINOR** Penalty?
  - c) Is a goal scored against the team?

If the answer to all three questions is yes, the first **MINOR** penalty being served expires after a goal has been scored, except if the goal is scored on a **PENALTY SHOT**.

2. If a team is shorthanded and a goal is scored against them on a **PENALTY SHOT**, no penalties expire and no player returns to the floor.

- (d) When the **MINOR** penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which of such players shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly.

#### INTERPRETATION

1. 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 floor is not a significant factor.

- (e) When a player receives a **MAJOR** penalty and a **MINOR** penalty at the same time, the **MAJOR** penalty shall be served first by the penalised player except if the **MAJOR** penalties are coincident, in which case the **MINOR** penalty shall be served first.
- (f) When coincident **MINOR** penalties are assessed to players of both teams, the penalised players shall take their place on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitutions shall be made for an equal number of **MINOR** penalties or coincident **MINOR** penalties of equal duration to each team so penalised and the penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

## INTERPRETATION

1. Where a player from each team is to be assessed at least one penalty, the Referees should cancel out as many coincidental penalties as possible in order to avoid putting a substitute player in the penalty bench to serve the additional penalties.
2. Coincidental **MINOR** Penalties shall be recorded on the Official Game Sheet but they are not shown on the penalty time clock.

Note: See Appendix for Examples of Coincidental Penalties.

## Rule 403 Major Penalties

- (a) For the first "**MAJOR PENALTY**" in any one game, the offending player, other than a goalkeeper, shall be ruled off the playing surface for four minutes, during which time no substitute shall be permitted.
- (b) For the second **MAJOR** penalty in the same game, to the same player or goalkeeper, the player shall be assessed a **GAME MISCONDUCT** penalty in addition to the **MAJOR** penalty. This **GAME MISCONDUCT** penalty shall be in lieu of any required **GAME MISCONDUCT** penalty for the **MAJOR** infraction. A player from the offending team shall be placed in the penalty bench immediately to serve the **MAJOR** penalty.
- (c) When coincident **MAJOR** penalties or coincident penalties of equal duration including a **MAJOR** penalty are assessed to players of both teams, the penalised players shall all take their place on the penalty bench and such penalised players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitutions shall be made for an equal number of **MAJOR** penalties or coincident penalties of equal duration including a **MAJOR** penalty to each team so penalised and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of a delayed penalty.
- (d) When coincident penalties of unequal duration (each including one **MAJOR** penalty) are assessed to one player of each team, the penalised players shall all take their place on the penalty bench and such penalised players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. The penalties which create the disparity in total penalty time shall be served first in the normal manner by the penalised players. Immediate substitution shall be permitted for the **MAJOR** penalties of each player.

## 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 player shall receive their **GAME MISCONDUCT** penalty and 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 effect 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, regardless of whether the player scores on the **PENALTY SHOT**.
3. Coincidental **MAJOR** Penalties shall be recorded on the Official Game Sheet but they are not shown on the penalty time clock.

Note: See Appendix for Examples of Coincidental Penalties.

## Rule 404 Misconduct Penalties

- (a) A "**MISCONDUCT PENALTY**" involves the removal of a player, other than a goalkeeper, for a period of ten (10) minutes, but another player is permitted to immediately replace a player so removed. A player whose **MISCONDUCT** penalty has expired shall remain in the penalty bench until the next stoppage of play.

## INTERPRETATION

1. If a player has been assessed a **MISCONDUCT** penalty in the last ten minutes of the game, and provided there is no potential for overtime, the player shall be sent to the dressing room.

Unless immediate substitution is permitted under coincident penalty rules 402 and 403, when a player receives a **MINOR** or **MAJOR** penalty and a **MISCONDUCT**, **GAME MISCONDUCT** or a **MATCH** penalty at the same time, the penalised team shall immediately place an additional non-penalised player, other than a goalkeeper, on the penalty bench and such player may not be changed.

Any violation of this provision shall be treated as illegal substitution under Rule 205.

If any player is assessed a second **MISCONDUCT** penalty in the same game, he shall automatically be assessed a **GAME MISCONDUCT** penalty.

- (b) A "**GAME MISCONDUCT**" penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace the player so removed.

A **GAME MISCONDUCT** penalty does not require a **MAJOR** penalty to be served in conjunction with the **GAME MISCONDUCT** penalty. A **GAME MISCONDUCT** penalty does not result in an automatic one game suspension.

#### **INTERPRETATION**

1. A **MISCONDUCT** or a **GAME MISCONDUCT** Penalty is recorded on the Official Game Sheet but not shown on the penalty time clock.

#### **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 10 minutes for the **GAME MISCONDUCT**. The second **MISCONDUCT** is not recorded, as it becomes an automatic **GAME MISCONDUCT**.*

- (c) The Referees are required to report **GAME MISCONDUCT** penalties and all surrounding circumstances to the League Authorities immediately following the Game. The League Authorities shall have full power to impose further penalties.

For all **GAME MISCONDUCT** penalties regardless of when assessed, a total of TEN MINUTES shall be charged in the records against the offending player.

- (d) A Team Official who is assessed a **GAME MISCONDUCT** may not sit near the team bench, nor in any way attempt to direct the play of the team.

## **Rule 405 Match Penalties**

- (a) A '**MATCH PENALTY**' involves the suspension of a player or Team Official for the balance of the game and the offending player shall be ordered to the dressing room immediately. Unless immediate substitution is permitted under the coincident penalty rules 403 and 405, the penalised team shall immediately place a non-penalized player, other than a goalkeeper, on the penalty bench to serve the four minute time portion of the penalty and such player may not be changed.

The player shall also serve any additional **MINOR** or **MAJOR** penalty assessed to the offending player unless immediate substitution is permitted under coincident penalty rules 402 and 403.

The Referees are required to report all **MATCH** penalties and all surrounding circumstances to the League Authorities immediately following the game. The League Authorities shall have full power to impose further penalties.

For all **MATCH** penalties, regardless of when assessed, a total of ten minutes shall be charged in the records against the offending player.

- (b) When coincident **MATCH** penalties have been assessed or when any combination of coincident **MAJOR** and **MATCH** penalties have been assessed to a player or players of both teams, rule 403 covering **MAJOR** penalties shall be applicable with respect to player substitutions.

*Note: See Appendix for Examples of Coincidental Penalties.*

- (c) A player who has been assessed a **MATCH** penalty shall be suspended from participating in any games or practices until the case has been dealt with by the League Authorities.

A mandatory hearing shall be held and a decision made relative to any further disciplinary action within 30 days of the incident.

If circumstances prevent the League Authorities from conducting the hearing, the suspension shall be automatically terminated after 30 days.

- (d) A Team Official who is assessed a **MATCH** penalty may not sit near the team bench, nor in any way attempt to direct the play of the team.

## Rule 406 Penalty Shots

- (a) In cases where a player was fouled in a manner that warrants a **PENALTY SHOT**, the player fouled shall be designated to take the **PENALTY SHOT**. If the fouled player is injured on the play, the Captain shall designate any non-penalised player who was on the playing surface at the time of the infraction to take the **PENALTY SHOT**.

### REFEREE PROCEDURE

Five conditions are required to award a **PENALTY SHOT** to a player being fouled from behind:

- 1) The infraction shall take place when the puck is inside the attacking zone (completely across the halfway line).
- 2) The attacking player shall be in possession and have full control of the puck.
- 3) The infraction shall have been committed from behind.
- 4) The attacking player in possession and full control of the puck shall have been denied a reasonable scoring opportunity.
- 5) The player in possession and full control of the puck shall have had no opposing players to pass other than the goalkeeper.

The Referee shall first give the signal for the **PENALTY SHOT** and then give a signal for the infraction that led to the **PENALTY SHOT**.

The Referee shall report the jersey number of the offending player and the infraction leading to the **PENALTY SHOT** to the Scorekeeper.

- (b) In cases where the player fouled is not identifiable, the Coach or the Captain of the non-offending team selects and reports to the Referee the number of any non-penalised player who was on the playing surface at the time of the infraction, who shall take the shot.
- (c) The player taking the **PENALTY SHOT** cannot be a player serving a penalty or have been assessed a delayed penalty.
- (d) The players of both teams shall withdraw to their player benches.
- (e) The Referee shall place the puck on the center face-off spot. Only a player designated as a goalkeeper shall defend against the **PENALTY SHOT**.

#### **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 facing a **PENALTY SHOT**.
3. If, when a **PENALTY SHOT** has been awarded against a team, the goalkeeper is incapacitated and unable to face the **PENALTY SHOT** (i.e. seriously injured and unable to continue for the remainder of the game), the offending team 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**.
4. During the course of the **PENALTY SHOT** or Game Winning Shots where the puck enters the net and the net comes off or is not in the correct position as a result of the goalkeeper's action, the goal shall be allowed.
5. During the course of the **PENALTY SHOT** or Game Winning Shots where the net comes off before the puck enters the net as a result of the goalkeeper "making a save" the goal shall be allowed.

- (f) The goalkeeper shall stay in his crease until the player has touched the puck.
- (g) The player shall, on instructions of the Referee and once the puck is touched, play the puck and proceed toward his opponent's goal line and attempt to score on the goalkeeper.
- (h) If the player misses the puck and does not touch the puck on the way past it as it sits on the center face-off spot, then the player can return and continue with the **PENALTY SHOT**.

## INTERPRETATION

1. If the player taking a **PENALTY SHOT** trips or falls to the floor and the puck is still moving toward the goal net, the player can get up and continue the shot.
- (i) Once the puck is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
  - (j) If a goal is scored, the face-off shall take place at the centre face-off spot.
  - (k) If no goal is scored, the face-off shall take place at either of the end zone face-off spots in which the **PENALTY SHOT** has been attempted.
  - (l) In cases where a **PENALTY SHOT** has been awarded under Rule 609 deliberately displacing the goal post or removing the helmet/face mask during a breakaway, Rule 609 delaying the game, Rule 623 illegal entry into the game, Rule 634 for throwing a stick and under Rule 637 for fouling from behind, the Referee shall designate the player who has been fouled as the player who takes the shot.

In cases where a **PENALTY SHOT** has been awarded under Rule 612 falling on the puck in the goal crease or Rule 615 picking up the puck from the goal crease area, the **PENALTY SHOT** shall be taken by a player selected by the Captain of the non-offending team from the players on the playing surface at the time when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

If by reason of injury the player designated by a Referee to take the **PENALTY SHOT** is unable to do so, the shot may be taken by a player selected by the Captain of the non-offending team from players on the playing surface when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

- (m) If, at the time a **PENALTY SHOT** is awarded, the goalkeeper of the penalised team has been removed from the playing surface for another player, the goalkeeper shall be permitted to return to the playing surface before the **PENALTY SHOT** is taken.
- (n) If, while the **PENALTY SHOT** is being taken, any player of the opposing team shall interfere with or distract the player taking the shot, a goal shall be awarded.

## INTERPRETATION

1. 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.

2. Any methods used by the player taking a **PENALTY SHOT** or Game Winning Shots in order to distract the goalkeeper, shall result in the shot considered to be completed. No goal shall be awarded, and the Referee may assess a penalty to the player taking the **PENALTY SHOT**.
3. During the course of a **PENALTY SHOT** or Game Winning Shots, any penalty that may be assessed to a player or goalkeeper during the game may also be assessed during the **PENALTY SHOT** or Shootout. 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.

- (o) Regardless of whether a goal is scored from a **PENALTY SHOT**, if an infraction for which the **PENALTY SHOT** was awarded was such to incur:
- 1) a **MAJOR, MATCH** or **MISCONDUCT** penalty, the penalty shall be assessed in addition to the **PENALTY SHOT**.
  - 2) a **MINOR** penalty, a further penalty to the offending player shall not be applied.
- (p) If the foul upon which the **PENALTY SHOT** is based occurs during actual playing time, the **PENALTY SHOT** shall be awarded and taken immediately following the normal stoppage of play. The time required for the taking of a **PENALTY SHOT** shall not be included in the regular playing time.

## **INTERPRETATION**

1. 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 0:01.

## **SITUATIONS**

### **SITUATION 1**

*A player on a breakaway is fouled from behind, falls to the floor, 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 decides to award a **PENALTY SHOT**, but before play is completed, a second infraction is called, whether to the same player or to another player of the same 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**.

**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 to the floor 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 goal unless the player made a deliberate attempt to cover the puck.

**SITUATION 7**

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 it as long as the puck is moving towards the opponent's goal.

**SITUATION 8**

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 9**

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 10**

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 11**

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:** This shall be regarded as a second shot. No goal shall be allowed.

**SITUATION 12**

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 13**

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 14**

A player breaks his stick in the course of taking a **PENALTY SHOT**.

**Ruling:** The shot is considered complete.

**SITUATION 15**

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 16**

During a **PENALTY SHOT**, the goalkeeper commits a foul against the player taking a **PENALTY SHOT** that should incur a **MAJOR** penalty plus automatic **GAME MISCONDUCT** and no goal is scored.

**Ruling:** A goal shall be awarded and the Referee shall assess a **MAJOR** penalty plus automatic **GAME MISCONDUCT** penalty to the goalkeeper. The goalkeeper shall be ruled off the playing surface for the remainder of the game, and he shall immediately proceed to the dressing room. The manager or coach, through the captain, shall designate a player to serve the 4-minute time penalty.

#### **SITUATION 17**

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 shall immediately proceed to the penalty bench before the **PENALTY SHOT** is taken by Team B.

### **REFEREE PROCEDURE**

1. During the course of a **PENALTY SHOT** on Shootout, where the player is using the Spin-O-Rama type move, the Referees shall focus on the following items:
  - (a) That a player is in a continuous movement toward the net while controlling the puck.
  - (b) If the player and the puck stops continuous movement towards the net the **PENALTY SHOT** is completed
  - (c) If the player contacts the goalkeeper before the puck enters the net, the **PENALTY SHOT** is completed. No goal shall be allowed and the player may be assessed a penalty for Interference under Rule 619.

## **Rule 407 Goalkeeper Penalties**

- (a) A goalkeeper shall not be sent to the penalty bench for an infraction which incurs a **MINOR**, **MAJOR** or **MISCONDUCT** penalty, but instead the penalty shall be served by a teammate who was on the playing surface at the time the infraction was committed. Such player shall be designated by the Coach and shall not be changed.

## REFEREE PROCEDURE

1. After stopping play and signalling a penalty against a goalkeeper, the Referee shall immediately notify the captain of the offending team that one of the players on the playing surface shall serve the goalkeeper's penalty time.

## INTERPRETATION

1. 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 playing surface at the time the play was stopped shall serve both penalties

- (b) When a goalkeeper incurs a **GAME MISCONDUCT** penalty, the position shall be taken by a teammate, or by a substitute or temporary goalkeeper who is available, and such player shall be allowed the goalkeeper's full equipment.

## 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 goalkeepers equipment and go into the goal net.

- (c) When a goalkeeper incurs a **MATCH** penalty, the position shall be taken by a teammate or a substitute goalkeeper who is available, and such player shall be allowed the goalkeeper's equipment.

However, any additional penalties specifically called for by the individual rules covering **MATCH** penalties shall apply, and the offending team shall be penalised accordingly. Such additional penalty shall be served by another member of the team who was on the playing surface at the time the infraction was committed. Such player is to be designated by the Coach through the playing Captain and shall not be changed.

- (d) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.

- (e) A **MINOR** penalty shall be assessed to a goalkeeper who participates in the play in any manner beyond the centre line.

## SITUATIONS

### SITUATION 1

*The goalkeeper has been assessed a **MISCONDUCT** penalty. A substitute player is put in the penalty bench to serve the **MISCONDUCT** 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**) and the player serving the **MISCONDUCT** shall be allowed to leave the penalty bench.*

### **SITUATION 2**

A goalkeeper has been assessed a **MINOR** plus a **MISCONDUCT** penalty.

**Ruling:** One player who was on the playing surface at the time the play was stopped shall serve the **MINOR** penalty and a second player who was on the playing surface at the time the play was stopped shall serve the full 11.5 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 playing surface at the time the play was stopped shall serve the goalkeeper's 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 playing surface 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 playing surface at the time the game was stopped shall serve all penalties. The Manager or Coach shall designate this player through the captain.

### **SITUATION 6**

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 7**

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.

*Note: See the Appendix for Examples of Goalkeeper Penalties.*

## **REFEREE PROCEDURE**

1. Where there is an altercation or scrum at one end of the rink, the goalkeeper at the other end is not permitted to go to his bench and shall remain on his side of rink. 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 and may penalise the goalkeeper accordingly.
2. When there has been a lengthy delay in the game caused by an injury to a player, by poor rink 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.
3. 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. The Referee will warn the goalkeeper to return to the net. Referees should also warn the team in order to prevent this situation from becoming a delaying situation. The first time is a formal warning. The second time the team is assessed a penalty for Delay of Game.

## **Rule 408 Delayed Penalties**

- (a) Except in the last two minutes of play or at any time during Overtime, if a second player of any team is penalised while one player of the same team is serving penalties, the penalty time of the second player shall not commence until the penalty time of the player already penalised has elapsed. Nevertheless, the second player penalised must immediately proceed to the penalty bench and may be replaced by a substitute until such time as the penalty time of the penalised player shall commence.

In the last two minutes of play or at any time during Overtime, the delayed penalty rule applies to the third penalised player of the same team. This rule allows a team to have a minimum of three players including the goalkeeper on the playing surface.

- (b) Except in the last two minutes of play or at any time during Overtime, when any team shall have two players serving penalties at the same time and because of the delayed penalty rule a substitute for the second offender is on the playing surface, none of the two penalised players on the penalty bench may return to the playing surface until play has been stopped. When the play has been stopped, the player whose full penalty has expired may return to the playing surface.

Except in the last two minutes of play or at any time during Overtime, the Penalty Timekeeper shall permit the return to the playing surface in the order of expiration

of their penalties, of a player or players when by reason of the expiration of their penalties the penalised team is entitled to have more than four players (including the goalkeeper) on the playing surface.

In the last two minutes of play or at any time during Overtime, the delayed penalty rule applies to the third penalised player of the same team. This rule allows a team to have a minimum of three players including the goalkeeper on the playing surface.

- (c) In the case of delayed penalties, the penalised players whose penalties have expired shall only be allowed to return to the playing surface when there is a stoppage of play.

When the penalties of two players of the same team shall expire at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly. When a **MAJOR** and a **MINOR** penalty are assessed at the same time to different players of the same team, the **MINOR** penalty shall be recorded as being the first of such penalties.

#### **INTERPRETATION**

1. 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.
2. 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. For example, A1 receives a **MINOR** penalty, and B1 receives a **DOUBLE MINOR**, A1 may exit the Penalty Bench at the first stoppage of play following their 1:30 penalty. B1 must wait for both of their **MINOR** penalties to expire before returning to the game. This is regardless of any extra player from team B serving one of the **MINOR** penalties on behalf of B1.

*Note: See Appendix for Examples of Delayed Penalties.*

#### **REFEREE PROCEDURE**

1. 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. The Referee will warn the goalkeeper to return to the net. Referees should also warn the team in order to prevent this situation from becoming a delaying situation. The first time is a formal warning. The second time the team is assessed a **MINOR** penalty for Delay of Game.

## Rule 409 Calling of Penalties

- (a) Should an infraction of the rules be committed by a player of the team in possession of the puck, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s).
- (b) Should an infraction of the rules which would call for a penalty, be committed by a player of a team not in possession of the puck the Referee shall signify the calling of a delayed penalty by raising the arm and, upon completion of the play by the team in possession, will immediately stop play and assess the penalty to the offending player.

"Completion of the play by the team in possession" in this rule means the puck must have come into the possession and control of an opposing player or has been 'frozen'. This does not mean a rebound off the goalkeeper, the goal or the boards or any accidental contact with the body or equipment of an opposing player.

### 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) The ensuing face-off shall take place at one of the face-off spots in the offending team's end zone.
  - (d) If the penalty to be assessed is a **MINOR** penalty, and a goal is scored on the play by the non-offending team, the **MINOR** penalty shall not be assessed, but all other **MINOR**, **MAJOR** or **MATCH** penalties shall be assessed in the normal manner whether or not a goal is scored or not.
  - (e) If, after the Referee has raised his arm, a goal is scored in any manner against the non-offending team as a result of an action of that team, the goal shall be allowed and a penalty shall be imposed in a normal manner.
  - (f) If, after the Referee has raised his arm and the non-offending team scores a goal, the goal will be allowed and the first **MINOR** penalty will not be assessed. All other penalties shall be assessed.

If the offending team is already shorthanded, the first **MINOR** penalty being served shall be terminated and all penalties being signalled shall be assessed in the normal manner.

## INTERPRETATION

1. If a shorthanded team is scored against while the referee has raised his arm indicating a penalty against the shorthanded team, the player in the penalty box will have their penalty expire, while the delayed penalty shall be assessed in the normal manner.
2. Should a **MINOR** penalty be signalled against a team already short-handed by reason of a **MAJOR** (or **MATCH**) penalty, but before the play can be stopped to assess the **MINOR** penalty, a goal is scored by the non-offending team, the signalled **MINOR** penalty shall not be imposed due to the scoring of the goal.
3. Should a penalty be signalled against a team already short-handed by reason of one or more **MINOR** penalties, and the signalled penalty would result in the awarding of a **PENALTY SHOT**, but before the Referee can stop play to award the **PENALTY SHOT**, the non-offending team scores a goal, then the signalled penalty (that would have resulted in a **PENALTY SHOT**) shall be assessed as a **MINOR (DOUBLE MINOR, MAJOR or MATCH)** penalty and the first of the **MINOR** penalties already being served shall automatically terminate.

## 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. But the Referee shall still assess a **MAJOR** plus any automatic **GAME MISCONDUCT** penalty to the offending player.*

- (g) Should the same offending player commit other fouls on the same play, either before or after the Referee has stopped play, the offending player shall serve such penalties consecutively.

## INTERPRETATION

1. This rule also applies to **BENCH MINOR** penalties. Two **BENCH MINOR** penalties to the same team on the same play shall be served by one player consecutively.

## SITUATIONS

### SITUATION 1

*Team A is assessed a **BENCH MINOR** penalty for Too Many Players. At the same stoppage of play, Team A requests a stick measurement of a Team B player and the stick is found to be legal, resulting in a second **BENCH MINOR** penalty to Team A.*

**Ruling:** *One player from Team A shall serve both **MINOR** penalties (1.5 + 1.5 minutes).*

## **SITUATION 2**

A player from Team A is assessed a delayed **MINOR** penalty for Hooking. On the stoppage of the play Team A is assessed a **BENCH MINOR** penalty.

**Ruling:** The player shall serve his **MINOR** Penalty. Team A shall designate another player to serve the **BENCH MINOR**.

(h) All **MINOR** and **BENCH MINOR** penalties occurring after a goal has been scored or during the stoppage of play when a **PENALTY SHOT** is being attempted, shall be served in the normal manner under this rule.

## **SITUATIONS**

### **SITUATION 1**

A delayed penalty is signalled on player from Team A and Team B has substituted its goalkeeper in favour 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.

### **SITUATION 2**

A delayed penalty is signalled on a player from Team A and Team B has substituted its goalkeeper in favour 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 3**

A delayed penalty is signalled on a player from Team A and Team B has substituted its goalkeeper in favour of an extra player. A player from Team B shoots the puck, it hits a Team A player, and deflects back down the floor into Team B goal.

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

### **SITUATION 4**

The Referee has signalled 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 a 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 5**

*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 6**

*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 8 minutes, during which the team will be short-handed. On the Official Game Sheet, 4 minutes (for the **MAJOR**) plus 10 minutes (for the **GAME MISCONDUCT**) plus 10 minutes (for the **MATCH** penalty) are recorded against the player for a total of 24 minutes.*

## **Rule 410 Supplementary Discipline**

- (a) In addition to the suspensions assessed under these rules, the League Authorities may, at the conclusion of the game, at their discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed before, during or after any game by a player or Team Official, whether or not such offense had been penalised by the Referee.



# SECTION FIVE – OFFICIALS

## Rule 501 Appointment of Officials

- (a) The official method of officiating IIHF games is with two Referees (2 referee system).
- (b) All Game Officials shall be controlled and assigned by the Tournament or by the NZIHA or its approved authorities.

For NZIHA Championship tournaments, the NZIHA Chief Referee or their nominee shall appoint all referees.

- (c) The Referees shall have full authority and final decision in all matters of dispute, and not subject to appeal during the course of a game.
- (d) All Referees shall wear black trousers, black and white striped sweaters designed for inline hockey, a facial visor and a black hockey helmet with chin strap properly fastened, elbow pads and shin and knee protection.

Referees shall wear the current NZIHA Officials crest on the chest of the sweater. A Referee shall not wear any badge indicating the qualification level of the Referee.

Referees shall be equipped with finger whistles and metal tape measures with a minimum length of 2m.

- (e) For tournament play, the Tournament Committee or Director shall appoint a Game Timekeeper, a Penalty Timekeeper, an Official Scorer and two Goal Judges.

## Rule 502 Referees

- (a) The “REFEREES” shall have general supervision of the game and shall have full control of all Game Officials and players before, during and after the game on and off the playing surface. In case of any dispute, the decision of the Referees shall be final.

The Officials shall enter the playing surface prior to warm ups and remain on the playing surface at the conclusion of each quarter until all players have left the playing surface. Penalties may be assessed at any time before, during and after the game.

- (b) The Referees shall order the teams onto the playing surface at the appointed time for the beginning of each game and at the start of each quarter.

If for any reason there should be more than fifteen minutes delay in the commencement of the game or any undue delay in resuming play for the following quarters, the Referees shall state in a report to the Tournament Authorities the cause of the delay and the team(s) at fault.

- (c) The Referees shall make a visual inspection of all players during the warm-up. If there is any lack of conformity to the regulations on mandatory equipment, the Referees shall ensure that the required equipment is in place.
- (d) The Referees shall, prior to the start of the game, see that the appointed Game Timekeeper, Penalty Timekeeper, Official Scorer and Goal Judges are in their respective places and that the timing and signalling equipment is in good working order.
- (e) A Referee shall impose such penalties as are prescribed by the rules for infractions thereof and the Referees shall have the final decision regarding all goals. A Referee shall consult with the other Referee and the Goal Judge, if necessary, before making a final decision.
- (f) A Referee shall report to the Official Scorer or Penalty Timekeeper all goals and assists legally scored and all penalties assessed and the reason for the assessment of such penalties.

A Referee shall report the reason for not allowing a goal every time the goal light is turned on in error during the course of play and every time a goal is illegally scored.

- (g) If the Referees cannot appear for a game or both referees are unable to continue due to illness or injury, the Managers or Coaches of the teams shall agree on the Referee(s). If they are unable to agree, they shall appoint a player from each team who shall act as Referee(s).

If the regularly appointed Referees appear during the progress of the game, they shall at once replace the temporary Referees.

- (h) After each game, the Referees shall check and sign the score sheet and return it to the Official Scorer.

Referees are required to report to the Tournament Authorities all **GAME MISCONDUCT** and **MATCH** penalties immediately following the game giving full details of the circumstances surrounding the incident.

## **Rule 503 Other Duties by the Referees**

- (a) The Referees shall stop play for any off-side infraction, when the puck goes outside the playing area, when it is interfered with by any ineligible person, when it is struck above the height of the shoulder, when it is passed to a teammate with the hand in the attacking zone and when the goal post has been displaced from

its normal position. When in the vicinity of the goal, the Referees shall stop play when the puck is observed entering the goal. The Referees shall stop play for off-sides occurring at the face-off circles and when there has been a premature substitution for a goalkeeper under Rule 205, for injured players under Rule 206 and for the interference by spectators under Rule 620.

- (b) A Referee shall conduct face-offs at all times.
- (c) If a Referee accidentally leaves the playing area or receives an incapacitating injury while play is in progress, play will be stopped immediately.

## Rule 504 Goal Judges

- (a) There may be one “GOAL JUDGE” at each end of the rink. They shall not be members of either team engaged in the game, nor shall they be replaced after the start of the game, unless it becomes apparent to the Referees that either Goal Judge makes unjust decisions, in which case, the Referees shall appoint a replacement.
- (b) The Goal Judges shall be stationed behind the goals during the progress of the game. They shall not change goals during the game.
- (c) In the event of a goal being claimed, the Goal Judge shall decide whether or not the puck has passed between the goal posts, under the crossbar and entirely over the goal line. The decision of the Goal Judge shall be “Goal” or “No Goal”, and may be overruled by the Referees.

**NOTE: Goal Judges are generally not required for NZIHA sanctioned games.**

## Rule 505 Penalty Timekeeper

- (a) The “PENALTY TIMEKEEPER” shall keep a correct record of all the penalties assessed by the Referees including the names of the penalised players, the infractions penalised, the duration of each penalty and the time at which each penalty was assessed. The Penalty Timekeeper shall record each **PENALTY SHOT** awarded and the result of the shot.
- (b) The Penalty Timekeeper shall check and ensure that the time served by all penalised players is correct. The Penalty Timekeeper shall be responsible for the correct posting of all **MINOR** and **MAJOR** penalties on the scoreboard and shall promptly notify the Referees of any discrepancy between the time recorded on the game clock and the correct official time.

The Penalty Timekeeper shall, upon request, inform a penalised player of any unexpired penalty time.

**MISCONDUCT** and coincident **MINOR** penalties shall not be recorded on the clock, but such penalised players shall be alerted and released at the first stoppage of play following the expiration of the penalties.

- (c) If a player leaves the penalty bench prior to the expiration of the penalty, the Penalty Timekeeper shall note the time and signal the Referees at the next stoppage of play.

## **Rule 506 Official Scorer**

- (a) The “OFFICIAL SCORER” shall obtain a list of eligible players from each team, prior to the start of the game.

The Official Scorer shall secure the names of the Captain of each team and note such on the Official Score Sheet.

- (b) The Official Scorer shall keep a correct record of all goals scored, and to whom credit shall be given for assists.

The Official Scorer shall also record the time of entry into the game of any substitute goalkeeper and shall record when a goal has been scored while the goalkeeper has been removed from the playing surface.

- (c) No requests for changes in any award of points shall be considered unless they are made at or prior to the conclusion of the game by the team Captain.
- (d) The Official Scorer shall prepare the Official Score Sheet for signature by the Officials and forward it to the Tournament Authorities.

## **Rule 507 Game Timekeeper**

- (a) The “GAME TIMEKEEPER” shall signal the Referees for the start of each quarter and the Referees shall start play promptly in accordance with the scheduled playing time. The Game Timekeeper shall record all official playing time.
- (b) If the rink is not equipped with an automatic sound device, or such sound device fails, the Game Timekeeper shall signal the end of play time by blowing a whistle.
- (c) The Game Timekeeper shall announce when one minute of actual playing time remains in each of the first three quarters and when two minutes remains in the last quarter.

## **INTERPRETATION**

1. During stop time, any loss of time on the game or penalty clocks due to a false face-off violation shall be replaced.

## **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 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-  
rink officials can determine the time adjustment, the game shall continue using the present time on the clock.*



# SECTION SIX – PLAYING RULES

## Rule 601 Abuse of Officials and Other Misconduct

(a) Any player who challenges or disputes the ruling of an Official, attempts to incite an opponent or create a disturbance during the game shall be assessed a **MINOR** penalty for unsportsmanlike conduct. If the player persists in such conduct a **MISCONDUCT** penalty shall be assessed and any further persistence by the same player shall result in the assessment of a **GAME MISCONDUCT** penalty.

In the case of a Coach or other Team Official a **BENCH MINOR** penalty shall be assessed first and if such conduct continues, a **GAME MISCONDUCT** penalty shall be assessed.

(b) Any player who shoots the puck after the whistle shall be assessed a **MINOR** penalty if, in the opinion of the Referees, the player had sufficient time after the whistle to refrain from taking the shot.

(c) If any player does any of the following, the team shall be assessed a **BENCH MINOR** penalty:

- 1) After being penalised, does not proceed directly to the penalty bench or dressing room when ordered to do so by a Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate).
- 2) Throws anything onto the playing surface from the players' bench or penalty bench.
- 3) Interferes with any Game Official, (non-physically) in the performance of their duties.

(d) If any player does any of the following, a **MISCONDUCT** penalty shall be assessed:

- 1) Uses obscene, profane or abusive language to any person before, during or after the game.
- 2) During a stoppage of play, intentionally shoots or throws the puck out of the reach of an Official who is retrieving it.
- 3) Enters and remains in the Referees Crease, when asked to leave, except for the purpose of skating to the penalty bench.
- 4) Touches or holds any Game Official with the hand or stick.
- 5) Intentionally bangs the boards, protective glass or goal with a stick at any time.

## **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.

(e) If any player does any of the following, a **GAME MISCONDUCT** penalty shall be assessed:

- 1) Persists in any course of conduct for which the player has previously been assessed a **MISCONDUCT** penalty.
- 2) Uses obscene gestures anywhere in the rink before, during or after the game.
- 3) Makes any racial remark or ethnic slur anywhere in the rink, before, during or after the game.

(f) If any player does any of the following, a **MATCH** penalty shall be assessed:

- 1) Deliberately inflicts physical harm to a Game Official or a Team Official in any manner or attempts to do so.
- 2) Behaves in any manner which is critically detrimental to the conducting of the game including spitting at an opponent, Game Official or Team Official.

## **SITUATIONS**

### **SITUATION ONE**

*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.*

(g) If any Team Official does any of the following, the team shall be assessed a **BENCH MINOR** penalty:

- 1) Bangs the boards with a stick or other instrument at any time.
- 2) Uses obscene, profane or abusive language to any person before, during or after the game.
- 3) Throws anything onto the playing surface from the players' bench.
- 4) Interferes with any Game Official, (non-physically) in the performance of their duties.
- 5) Attempts to incite an opponent into incurring a penalty.

(h) If any Team Official does any of the following, a **GAME MISCONDUCT** penalty shall be assessed:

- 1) Persists in any course of conduct for which the Team Official has previously been assessed a **BENCH MINOR** penalty.
- 2) Uses obscene gestures anywhere in the rink before, during or after the game.

- (i) If any Team Official does any of the following, a **MATCH** penalty shall be assessed:
  - 1) Deliberately inflicts physical harm to a Game Official, Team Official or player in any manner or attempts to do so.
  - 2) Behaves in any manner which is critically detrimental to the conducting of the game including spitting at an opponent, Game Official or Team Official.

#### **REFEREE PROCEDURE – Abuse of Game Officials by Team Officials**

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 a team official does not automatically follow the assessment of the **BENCH MINOR** penalty to the team in general. The prior conduct must have been committed by the team official in question.
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 4 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.

### **Rule 602 Adjustment to Clothing and Equipment**

- (a) Play shall not be stopped or delayed by reason of adjustment of clothing, equipment, skates, or sticks.

For a violation of this rule a **MINOR** penalty shall be assessed.

- (b) The onus of maintaining clothing and equipment in the proper condition shall be upon the player. If adjustments are required, the player shall retire from the playing surface and play shall continue uninterruptedly with a substitute.
- (c) No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required the goalkeeper shall retire from the playing surface and be replaced by the substitute or temporary goalkeeper immediately and no warm-up shall be permitted.

For a violation of this rule by a goalkeeper, a **MINOR** penalty shall be assessed.

## Rule 603 Attempt to Injure

- (a) A **MATCH** penalty shall be assessed to any player who deliberately attempts to injure an opponent, Official, Coach or Trainer in any manner and the circumstances shall be reported to the Tournament Authorities for further action. A substitute for the penalised player shall serve the 4 minute penalty.

## Rule 604 Body-Checking and Boarding

- (a) A **MINOR** or **MAJOR** penalty, at the discretion of the Referees, shall be assessed to any player who intentionally body-checks an opponent, with or without the puck.
- (b) A **MINOR** or **MAJOR** penalty, at the discretion of the Referees, shall be assessed to any player who makes physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.
- (c) A **MINOR** or **MAJOR** penalty, at the discretion of the Referees based upon the degree of violence of the impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards.

“Rolling” an opposing puck carrier along the boards where the player is attempting to go through too small an opening is not considered boarding.

- (d) When a player injures an opponent as the result of “Boarding” or “Body-Checking”, the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** or a **MATCH** penalty to the offending player.

### INTERPRETATION

1. Any overt or intentional contact that is designed to apply physical force to an opposing player (without trying to get the puck) shall be penalised under this rule. Accidental contact that occurs during the normal course of playing the puck shall not be penalised.
2. Body contact will occur and the Referee shall make judgement calls on the intent of the player who initiates the contact. The player who initiates contact shall be penalised if their intentions are to contact 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 penalised. a player shall not be penalised if their intention is to play the puck and he 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, the onus is on the opposing team players to skate around that player. Players are allowed to “hold their ground” any time that they have established their position. 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.
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 penalised. 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 penalised.

## Rule 605 Broken Stick

- (a) A player whose stick is broken may participate in the game provided the broken stick is dropped immediately. A **MINOR** penalty shall be assessed for an infraction of this rule.

A broken stick is one which, in the opinion of a Referee, is unfit for normal play.

### REFEREE 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.

### INTERPRETATION

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

- (b) If a player or goalkeeper whose stick is broken, does not immediately drop the broken portions and continue to play, a **MINOR** penalty shall be assessed.

- (c) A goalkeeper may not go to the players bench for a replacement stick during a stoppage of play, but must receive a replacement stick from a teammate. If the

goalkeeper goes to the player bench during a stoppage of play to replace his stick, and then returns back to resume play, a **MINOR** penalty shall be assessed. However, if the goalkeeper is changed for the substitute goalkeeper, no penalty shall be assessed.

(d) If a player participates in the play while taking a replacement stick to a player or goalkeeper, a **MINOR** penalty shall be assessed.

(e) If a player, whose stick is broken receives a stick during play from a teammate in the penalty bench, the receiving player shall be assessed a **MINOR** penalty.

## **SITUATIONS**

### **SITUATION 1**

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

**Ruling:** *The player receiving the stick is assessed a **MINOR** penalty, but the player on the penalty bench handing the stick to the player on the playing surface is not assessed a penalty.*

### **SITUATION 2**

*A player picks up a stick thrown on the playing surface 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 601 for throwing objects onto the rink surface.*

### **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 601 for throwing objects onto the rink surface.*

### **SITUATION 4**

*A goalkeeper picks up a goalkeeper's stick thrown onto the playing surface 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 601 for throwing objects onto the rink surface.*

### **SITUATION 5**

*A goalkeeper has lost his stick and his teammate, who is on the playing surface, attempts to shoot the stick back to him.*

**Ruling:** *No penalty shall be assessed to either the goalkeeper or player, unless the stick is shot in the direction of the puck, in which case a **PENALTY SHOT** may be assessed against the offending team.*

**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 A11 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 606 Charging and Checking From Behind

(a) A **MINOR** or **MAJOR** penalty, at the discretion of the Referees, shall be assessed to a player who runs, jumps into, or charges an opponent.

If more than two steps or strides are taken, it shall be considered "charging".

(b) A **MINOR** plus **MISCONDUCT** or **MAJOR** plus a **GAME MISCONDUCT**, at the discretion of the Referee, shall be assessed to a player who pushes or body-checks an opponent from behind.

**INTERPRETATION**

1. 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.
2. "Checking from behind" should be assessed in situations where a player is unaware of the imminent contact, and are in a position where they are unable to defend themselves. 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 the hit is about to occur. Such infraction may instead be classified as Boarding, Charging, Body Checking or Interference.
3. Any Checking from Behind assessed by the Referee **MUST** be accompanied by either a **MISCONDUCT** or **GAME MISCONDUCT** penalty.

## REFEREE PROCEDURE

1. Referees should look for players making contact with an opposing player who is parallel to the boards, or watch for when a player's head snaps back due to body contact from behind. Any hit making direct contact with the numbers on the back of an opponent's jersey should be penalised as checking from behind.

- (c) A **MINOR** penalty or a **MAJOR** penalty shall be assessed to a player who body-checks or charges a goalkeeper while the goalkeeper is within the goal crease or privileged area.

A goalkeeper is not "fair game" just because the goalkeeper is outside the privileged area. A penalty for interference or charging must be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper.

- (d) When a player injures an opponent as the result of "Charging" or "Checking from Behind", the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** penalty to the offending player.
- (e) Charging and Checking from Behind may also be treated as a **MATCH** penalty under attempt to injure or deliberate injury of an opponent.

## Rule 607 Cross-Checking and Butt-Ending

- (a) A **MINOR** or **MAJOR** penalty, at the discretion of the Referees, shall be assessed to a player who cross-checks an opponent.
- (b) A **DOUBLE MINOR** plus a **MISCONDUCT** penalty shall be assessed to a player who attempts to butt-end an opponent. A **MAJOR** plus a **GAME MISCONDUCT** penalty shall be assessed to a player who butt-ends an opponent.

Attempt to butt-end shall include all cases where a butt-end gesture is made regardless of whether body contact is made or not.

- (c) When a player injures an opponent as the result of "Cross-checking" or "Butt-ending", the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** penalty to the offending player.
- (d) Cross Checking and Butt-ending may also be treated as a **MATCH** penalty under attempt to injure or deliberate injury to an opponent.

## Rule 608 Deliberate Injury of Opponents and Head-Butting

- (a) A **MATCH** penalty shall be assessed to a player who deliberately injures an opponent in any manner and the circumstances shall be reported to the

Tournament Authorities for further action. A **MATCH** penalty shall be assessed to a player who deliberately injures a Team Official or Game Official in any manner and the circumstances shall be reported to the Tournament Authorities for further action.

- (b) No substitute shall be permitted to take the place of the penalised player until after four minutes actual playing time have elapsed, from the time the penalty was assessed.
- (c) A **MATCH** penalty shall be assessed to a player who deliberately head-butts an opponent, Team Official or Game Official, and the circumstances shall be reported to the Tournament Authorities for further action.

## Rule 609 Delaying the Game

- (a) 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 **MINOR** penalty shall be assessed for delaying the game according to this rule.

### INTERPRETATION

1. The intention of the player shooting or batting the puck is not at issue. An unintentional shot outside of the playing area will still be penalised as Delay of Game.
2. "Out of the playing area" means above the level of the glass or above the level of the protective netting. This includes a puck shot directly into the roof.

- (b) 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), no penalty shall be assessed.
- (c) 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) a **MINOR** penalty shall be assessed according to this rule.
- (d) 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 unless covered by this rule.
- (e) A **MINOR** penalty shall be assessed to a player or goalkeeper who delays the game by deliberately displacing the goal post from its normal position. Play shall be stopped immediately when the goal post has been displaced.

If a goalkeeper deliberately displaces the goal post or deliberately removes the helmet or face mask during the course of a breakaway by the attacking team, a

**PENALTY SHOT** shall be awarded to the non-offending team. The **PENALTY SHOT** shall be taken by the player last in possession of the puck.

## **INTERPRETATION**

1. The puck must be in the defensive zone of the offending team to award a goal in this situation. If the puck is not in the defensive zone then a **MINOR** penalty shall be assessed.

(f) A **BENCH MINOR** penalty shall be assessed to any team which, after a warning by a Referee, fails to place the correct number of players on the playing surface, thereby causing a delay in any manner.

(g) A **MINOR** penalty shall be assessed to a player who, after a warning by a Referee, fails to maintain a proper position during the face-off.

## **SITUATIONS**

### **SITUATION 1**

*A player or goalkeeper shoots the puck outside playing area over the glass or protective netting/screen behind 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 or netting 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**

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 610 Elbowing and Kneeing**

- (a) A **MINOR** or **MAJOR** penalty shall be assessed to any player who uses the elbow or knee in such a manner as to foul an opponent, in any manner.
- (b) When a player injures an opponent as the result of “Elbowing” or “Kneeing”, the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** or a **MATCH** penalty to the offending player.

## **Rule 611 Face-Offs**

- (a) The puck shall be “faced-off” by a Referee dropping the puck onto the playing surface between the sticks of the two players facing-off. Players facing off shall stand facing their opponent’s end of the rink with the blade of their sticks in contact with the edge of the face-off spot. The attacking team player shall be the first player to place the stick on the playing surface.

If a player facing-off fails to take the proper position immediately when directed by the Official, the Official may order a replacement for that face-off by a teammate on the playing surface.

No other player shall be allowed to enter the face-off circle or come within 4.5 metres of the players facing-off the puck, and they must stand on-side on all face-offs.

When a player, other than the player facing-off, fails to maintain the proper position, the centre of the offending team shall be ejected from the face-off.

For a second violation of any of the provisions of this rule, a **MINOR** penalty shall be assessed to the player who commits the second violation.

No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is assessed during the face-off.

Playing time shall commence from the instant the puck is faced-off (dropped).

#### **INTERPRETATION**

1. A goalkeeper may not participate in a face-off.
2. The entire blade of the stick of the player taking the face-off does not have to be flat on the floor. It is sufficient that the tip of the blade touches the floor.
3. Only the skates of the players not participating in the face-off must be outside the face-off circle or behind the two restraining lines (hash marks). Sticks may be past the lines.
4. 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.
5. 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.

- (b) If, after a warning by the Official, either of the players fails to take the proper position for the face-off promptly, the Official shall be entitled to conduct the face-off regardless of such default.
- (c) During the conduct of any face-off, no player shall make any physical contact with an opponent except in the course of playing the puck after the face-off has been completed.

For a violation of this rule a Referee shall assess a **MINOR** penalty to the player whose action caused the physical contact.

“Conduct of any face-off” commences when the Official designates the spot of the face-off and takes up a position to drop the puck.

- (d) No face-off shall be conducted at a location other than at the centre face-off spot, the end zone face-off spots or the high zone face-off spots.
- (e) When a stoppage of play occurs between the end zone face-off spots and the near end of the rink, the ensuing face-off shall take place at the end face-off spot on the side where the stoppage occurred, unless otherwise provided in these rules.

#### **INTERPRETATION**

1. When the puck is frozen by the Goalkeeper the end zone face-off shall take place at the end zone face-off spot on the side of the rink that where the puck was shot from.

- (f) When a stoppage of play has been caused by any player of the attacking team in the Attacking Zone, the ensuing face-off shall take place at the nearest high zone face-off spot. This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's goal without any intervening action by the defending team, or a stoppage of play caused by a player of the attacking team shooting the puck which deflects off the boards and/or goal frame and goes out of play without any intervening action by the defending team.
- (g) When a stoppage of play has been caused by any player of the defending team in their own zone, and the stoppage is not covered by any other rule, the ensuing face-off shall take place at the nearest face-off spot that does not disadvantage the attacking team. This includes a stoppage of play caused by a defending player deflecting the puck out of play.

#### **INTERPRETATION**

1. 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 high zone face-off spot in the attacking zone. However, if the player did not have an opportunity to avoid contact with the goal net (for example, they were forced into the goal by a defending player), the face-off is to take place at the end zone face off spot of his attacking zone.

- (h) When a violation of a rule has been committed or a stoppage of play has been caused by players of both teams, the ensuing face-off shall take place on the face-off spot nearest to where the puck was last played.

- (i) When a penalty resulting in a penalty being recorded on the clock against one team, the ensuing face-off shall be conducted at one of the face-off spots in the offending team's end zone. The only exceptions are:

- 1) When a penalty is assessed after the scoring of a goal face-off at center face-off spot.
- 2) When a penalty is assessed at the end (or start) of a period face-off at center face-off spot.
- 3) When the defending team is about to be penalised and after a stoppage of play any attacking defenseman proceeds past the imaginary line between the end zone face-off spots to join an altercation, as outlined in Rule 611(l).

#### **INTERPRETATION**

1. 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 one of the two end zone face-off spots in the offending team's end zone.
2. If only an attacking player has been assessed a penalty in the attacking zone, the face-off shall take place at one of the two face-off spots in the offending team's end zone regardless of which team was responsible for the stoppage of play.

3. If a player from each team is assessed a **MINOR** penalty, the face-off shall take place at the face-off spot nearest to where the puck was when play was stopped.

- (j) When a goal is legally scored, the ensuing face-off shall be conducted at the centre face-off spot.
- (k) When a goal is scored illegally by batting the puck in with the hand, kicking the puck in, or in any other illegal fashion, the face-off shall take place at one of the high zone face-off spots in the attacking zone.
- (l) Following a stoppage of play, should one or both defensemen who are the point players or any player coming from the bench of the attacking team, move towards the opposition goal and proceed past the imaginary line between the end zone face-off spots during an altercation, gathering or “scrum,” the ensuing face-off shall take place at the high-zone face-off spot.

#### **INTERPRETATION**

- 1. If the puck strikes an official and goes out of the playing area, the face-off shall take place at the nearest face-off spot.
- 2. In choosing the nearest face-off spot, game officials should follow the policy not to give the team that committed the rule violation territorial advantage. The center face-off spot may be used to accomplish this.

(m) When the game is stopped for any reason not specifically covered in the Official Playing Rules, the ensuing face-off shall take place on the face-off spot nearest to where the puck was last played.

#### **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**

*Play was stopped in the defending zone due to an infraction by 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 3**

*An attacking player is assessed a penalty in his attacking zone. The following face-off shall take place at one of the two end zone face off spots of the offending team. However, before play resumes a defending team player commits a foul and is assessed a penalty.*

**Ruling:** The face-off shall take place at one of the two end zone face-offs spots of the team committing the original penalty.

#### **SITUATION 4**

An attacking team player is assessed a **MISCONDUCT** penalty in his attacking zone.

**Ruling:** The face-off shall take place at one of the face off spot in the zone nearest to location of the puck when the play was stopped (No penalty on the clock).

#### **SITUATION 5**

The Referee 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 Referee 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.

### **REFEREE PROCEDURE**

1. The procedure for conducting a face-off remains the same when a face-off takes place at any of the nine designated face-off spots.
2. The Referee shall not telegraph the drop by raising his arm and then throwing the puck down.
3. The Referee conducting the face-off shall not drop the puck until he is sure that his partner has returned to his correct position.
4. The Referee conducting the face-off shall be aware that the correct numbers of players are on the floor before he drops the puck.
5. If a player taking a face-off does not properly line up with the markings on the rink, the official can remove the player from the face-off with no warning.
6. The Referee should use the five seconds after blowing the whistle to communicate with the players and correct their positioning.
7. If a player taking a face-off makes contact with an opposing player before the puck is dropped, the official may remove the player from the face-off with no warning.
8. If a player enters or is in the circle once the Referee and the two players are ready for the face-off, the Referee may remove the player taking the face-off and replace him with a teammate with no warning.
9. If a player is removed from a face-off, the Referee 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 floor and he shall come for the face-off immediately.

10. 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.
11. 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.
12. The back Referee shall watch for players entering the circle behind the Referee taking the face-off. If the back Referee observes a face-off infraction (player(s) in the circle), he shall blow the whistle and notify the Referee taking the face-off. This only applies against a team that has not yet received a warning. If it is the second violation it will result in a penalty.
13. A Referee shall not remove the second player on the same team from a face-off. Instead this will result in a penalty.
14. The Referee may drop the puck if only one player is in position.
15. If a problem occurs during the end zone face-off, the back Referee may move over to assist the other Referee and warn the players. In this situation, the back Referee shall blow his whistle to warn the other Referee that he is moving over. After warning the team that caused the problem, the Referee shall move back to his normal position.
16. 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 penalise the team that had the player removed and warn the other team.
17. When a team has been penalised, the process of a warning and the assessment of a penalty begin again.
18. Once a team has been penalised during the face-off, both teams may change players.

## Rule 612 Falling on Puck

- (a) A **MINOR** penalty shall be assessed to a player, other than a goalkeeper, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or the boards.

Any player who drops to block a shot shall not be penalised if the puck is shot under the player or becomes lodged in any clothing or equipment. A **MINOR** penalty shall be assessed to any player who uses the hands to obtain such stoppage.

- (b) A **MINOR** penalty shall be assessed to a goalkeeper who falls on or gathers the puck into the body, when the body is entirely outside the boundaries of the

privileged area or who falls on or gathers the puck into the body, when the body is entirely outside the goal crease and the puck is behind the goal line.

A **MINOR** penalty shall be assessed to a goalkeeper who holds the puck against any part of the goal or the boards.

- (c) No defending player, except the goalkeeper, shall be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease.

For a violation of this rule, play shall be immediately stopped and a **PENALTY SHOT** shall be awarded to the non-offending team. However, if the goalkeeper has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the **PENALTY SHOT**.

This rule shall be interpreted so that a **PENALTY SHOT** shall be awarded only when the puck is in the goal crease at the instant the infraction occurs. However, in cases where the puck is outside the goal crease, Rule 612(a) may still be applied and a **MINOR** penalty assessed, even though no **PENALTY SHOT** is awarded.

## **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 613 Fighting**

- (a) A **GAME MISCONDUCT** penalty or a **MATCH** penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game.
- (b) A **MINOR** or a **DOUBLE MINOR** penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempt punch. However, at the

discretion of the Referees, a **MATCH** penalty shall be assessed if such player continues the altercation.

The Referees are provided very wide latitude in the penalties which may be assessed under this rule. This is done intentionally to enable the Referees to differentiate between the obvious degree of responsibility of the participants either for starting the fight or persisting in continuing the fight.

Referees are directed to employ every means provided by these rules to prevent "brawling".

- (c) A **GAME MISCONDUCT** penalty shall be assessed to any player or goalkeeper who is the first to intervene in an altercation already in progress. This penalty is in addition to any other penalty incurred in the same incident.
- (d) A **GAME MISCONDUCT** penalty shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.
- (e) A **MINOR** penalty shall be assessed to a goalkeeper who leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

#### **REFEREE PROCEDURE**

1. Where there have been multiple instances of 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.
4. Where multiple penalties including **MISCONDUCT** or **GAME MISCONDUCT** penalties are assessed, the Referee may take the penalised players to the Penalty box until the proper penalties have been assessed.
5. The Referees should be aware of the third man coming into the scrum between the original two players.

#### **INTERPRETATION**

1. Penalties may be called for fighting even though the players still have their gloves on.

2. In a situation involving punches being thrown, it is possible that one player may be assessed a **MATCH** penalty and the other a **MAJOR** plus a **GAME MISCONDUCT** penalty.
3. A **MINOR, DOUBLE MINOR** or **MAJOR** penalty plus **GAME MISCONDUCT** penalty may be assessed for Roughing.
4. Whenever a **MATCH** penalty is assessed for Fighting, 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.
5. A player cannot be assessed a **MATCH** penalty plus a **GAME MISCONDUCT** penalty for continuing a fight.
6. Two players may be assessed **MATCH** penalties for Fighting without having an aggressor or instigator. 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.
7. 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. 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 involved in the original fight.
8. Knocking or pulling an opponent's helmet off or out of the normal worn position shall be penalised as "Roughing".

## **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 614 Goals and Assists**

It is the responsibility of the Referee to award goals and assists, and such decision is final.

In cases of an obvious error in awarding a goal or an assist which has been announced, it should be corrected promptly by the Officials. Changes shall not be made on the scoring summary after the Referees have signed the Official Score Sheet.

- (a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line.

A “goal” shall be credited in the scoring records to a player who shall have propelled the puck into the opponent’s goal. Each “goal” shall count as one point in the player’s record.

An “assist” shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be credited on any goal.

Only one point can be credited to any one player for any one goal scored.

#### **INTERPRETATION**

1. No goal shall be allowed unless the puck crosses the goal line in one piece.
2. No goal shall be allowed if the puck enters the goal net when the period has ended and the game clock reads 0:00.
3. If the Referee has stopped play before the puck goes over the goal line, the goal cannot be allowed and cannot be reviewed.
4. No assist can be credited to a player when the Referee awards a goal when the puck has not entered the goal net.

- (b) A goal shall be scored if the puck is put into the goal in any way by a player of the defending team. The player of the attacking team who last played the puck shall be credited with the goal, but no assist shall be awarded.

- (c) If an attacking player kicks the puck and the puck goes directly into the goal or is deflected into the goal by any player, including the goalkeeper, the goal shall not be allowed.

- (d) If the puck shall have been deflected into the goal from the shot of an attacking player by striking any part of any player, **including skates**, the goal shall be allowed. The player who deflected the puck shall be credited with the goal.

However, the goal shall not be allowed if the puck has been deliberately kicked, thrown, or otherwise deliberately directed by an attacking player into the goal by any means other than a stick.

### INTERPRETATION

1. An attacking player may not deliberately direct the puck with any part of the body into the goal net. No goal shall be allowed in this situation even if the puck has been further deflected into the net, unless a player has directed the puck into his own goal net.
2. 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.
3. If the puck hits an attacking player anywhere on their body and goes into the net , and the contact was unintentional, the goal shall be allowed.

(e) If a goal is scored as a result of a puck being deflected directly into the goal off an Official, the goal shall not be allowed.

### INTERPRETATION

1. 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.
2. No goal shall be allowed if a puck hits an official and then deflects off of a player or goalkeeper into the goal net.

(f) Should a player legally propel the puck into the goal crease of the opposing team and the puck becomes loose in the goal crease and available to a player of the attacking team, any goal scored on the play shall be allowed.

**See: Rule 619 – Interference**

(g) Any goal scored, other than as covered by the Official Playing Rules, shall not be allowed.

### REFEREE PROCEDURE

1. If the puck enters the net, the Referee shall blow his whistle and indicate toward the goal net.
2. During stop time, if the puck enters the net before the buzzer sounds at the end of the game (0:01) and the Referee allows the goal to count, it is not necessary for the Referee to conduct a face-off at centre. The Referee shall ensure that the Scorekeeper records the goal at 0:01 on the Official Game Sheet.
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.
4. If the puck is not seen in the net, but the Referees know it is definitely over the goal line (i.e. in the glove) the goal shall be allowed.

5. Where the puck is under the body of a player or goalkeeper and the Referee cannot see it over the goal line no goal shall be allowed.
6. It is possible to have a situation where the puck is not seen, but all other factors indicate the puck had to be in the net. In this case the goal shall be allowed.

## **SITUATIONS**

### **SITUATION 1**

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

**Ruling:** *No goal shall be allowed.*

### **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 deliberate kicking action.*

### **SITUATION 3**

*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 provided that the attacking player has not interfered with or impeded the movements of the goalkeeper, in which case a **MINOR** penalty for Goalkeeper Interference shall be assessed.*

### **SITUATION 4**

*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 5**

*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 6**

*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.*

**SITUATION 7**

*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 8**

*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 9**

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

**Ruling:** *The play shall be stopped for a hand pass as the defending player does not have control of the puck. No goal shall be allowed.*

**SITUATION 10**

*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 11**

*The puck is shot into the goal net but comes out and play continues, goes up the floor 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 12**

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

**Ruling:** *Assists shall be awarded to A8 and A9.*

**SITUATION 13**

*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 14**

*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 15**

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 takes the puck from 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 16**

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.

## Rule 615 Handling Puck with Hands

- (a) If a player, other than a goalkeeper, closes the hand on the puck, play shall be stopped and a face-off shall follow; however, if the puck is dropped immediately, play shall be allowed to continue.

If a goalkeeper holds the puck with the hand for more than three seconds, play shall be stopped and a face-off shall follow, however, after an initial warning by a Referee, a goalkeeper who holds the puck unnecessarily shall be assessed a **MINOR** penalty for delaying the game.

**INTERPRETATION**

1. 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.

- (b) A goalkeeper shall not intentionally drop the puck into the pads or onto the goal net or deliberately pile obstacles at the goal that, in the opinion of a Referee, would tend to prevent the scoring of a goal.

The object of this rule is to keep the puck in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage shall be penalised.

For a violation of this rule, a **MINOR** penalty shall be assessed to the offending player.

- (c) If a goalkeeper throws the puck forward toward the opponent's goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be conducted at the nearest end zone face-off spot of the offending team.

**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.

- (d) If a defending player, other than the goalkeeper, picks up the puck in the goal crease from the playing surface with the hands, or holds the puck while it is in the goal crease, the play shall be stopped immediately and a **PENALTY SHOT** shall be awarded to the non-offending team.

If the above situation occurs while the goalkeeper is off the playing surface, a goal shall be awarded to the non-offending team.

- (e) A player shall be permitted to stop or "bat" the puck in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the puck has been deliberately directed to a teammate in the Attacking Zone, in which case the play shall be stopped and the puck faced off at the nearest high zone face-off spot.

## **INTERPRETATION**

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

- (f) A goal that is scored as the result of the puck being propelled by the hand of an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

## **SITUATIONS**

### **SITUATION 1**

*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 for a hand pass as the defending player does not have control of the puck. No goal shall be allowed.*

### **SITUATION 2**

*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 for a hand pass violation.*

### **SITUATION 3**

*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 has control of the puck. The act of the puck hitting the player does not mean that the puck was played.*

**SITUATION 4**

*A player in his defending zone bats the puck with his hand from his own defending zone towards the attacking zone. The puck contacts an opposing player in the attacking zone (he does not control or play the puck) and then is taken by a player (in the attacking zone) of the team originally batting the puck.*

**Ruling:** *Play shall be stopped for a hand pass violation. The face-off shall take place at the end zone face off spot of the team whose player originally bats the puck.*

**SITUATION 5**

*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 6**

*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.*

**SITUATION 7**

*A defending player closes his hand on the puck in the air within his own goalkeeper's goal crease but below the crossbar.*

**Ruling:** *The Referee shall award a **PENALTY SHOT** to the non-offending team. The goal crease extends upwards from the rink surface to the height of the crossbar. The fact that the puck was not on the floor at the time it was covered with the hand is irrelevant.*

**REFEREE PROCEDURE**

1. If the puck is passed with the hand in the attacking zone, 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.

**Rule 616 High Sticks**

- (a) The carrying of the stick above the normal height of the shoulders is prohibited. The Referees shall assess a **MINOR** or a **MAJOR** penalty to any player who strikes an opponent with a stick so carried.

The use of the "slap shot" is permitted in all age grades.

## INTERPRETATION

1. A player, who in the act of shooting the puck on either the normal windup (back swing) or follow through of a shooting motion, contacts an opponent above the height of the shoulders, shall be assessed, at the discretion of the Referee, a penalty in accordance of the Rule 616 - High Sticks. Note that this is a change to the previous interpretation of this rule.
2. Play shall not be stopped if a player bats at the puck in the air with their stick, misses the puck, and does not make contact with any other player.

(b) When a player injures an opponent as the result of “high sticking”, at the referees discretion, a **MINOR, DOUBLE MINOR** or **MAJOR** plus a **GAME MISCONDUCT** penalty may be assessed to the offending player.

(c) A goal scored by an attacking player who strikes the puck with the stick which is carried above the height of the goal frame crossbar shall not be allowed.

## INTERPRETATION

1. 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.

(d) Batting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs play shall be stopped and the ensuing face-off shall take place at an end zone face-off spot of the offending player’s team unless:

- 1) The puck is batted to an opponent, in which case the play shall continue.
- 2) A player of the defending team shall bat the puck into the player’s own goal, in which case the goal shall be allowed.

## INTERPRETATION

1. When play is stopped because of a player striking the puck with a high stick, the face-off shall take place according to Rule 616(d), regardless of the fact that the stoppage of play was due to the puck leaving the playing area. No penalty for Delay of Game can be assessed in this situation, as the play is considered over due to the high stick, not due to the puck leaving the playing area.

## REFEREE PROCEDURE

1. If a player contacts the puck with a high stick, the Referee shall make an initial High Sticking signal indicating a violation.
2. 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 High Sticking signal.

- (e) High Sticking may also be treated as a **MATCH** penalty under attempt to injure or deliberate injure to an opponent.

### **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**

*A player of the team in possession of the puck contacts the puck with a high stick during the period of a delayed whistle due to a penalty by the team not in possession of the puck.*

**Ruling:** *If a player of either team plays the puck, there shall be a stoppage of play. The face-off shall take place at one of the two end zone face-off spots of the team to be assessed the penalty.*

## **Rule 617 Holding**

- (a) A **MINOR** penalty shall be assessed to a player who holds an opponent with the hands, legs, feet, stick, or in any other way.
- (b) A **MINOR** or **MAJOR** penalty shall be assessed to any player who grabs or holds the face mask of an opponent with the hand.
- (c) When a player injures an opponent as the result of holding the face mask the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** penalty to the offending player.
- (d) A player who holds an opponent's stick with his hands or in any other manner shall be assessed a **MINOR** Penalty for "Holding the Stick".

## REFEREE PROCEDURE

1. When assessing a penalty for Holding the Referee should look for where a player removes one hand from his stick in order to gain an advantage over an opposing player. Players are allowed to use a free hand to “push” the opposing player but are not permitted to “grab” or “hold” the opponent with their free hand.

## Rule 618 Hooking

- (a) A **MINOR** penalty shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with the stick.
- (b) When a player injures an opponent as the result of “hooking”, the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** penalty to the offending player.
- (c) When a player, in control of the puck on the opponent’s side of the centre red line and having no opponent to pass other than the goalkeeper, is hooked or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a **PENALTY SHOT** shall be awarded to the non-offending team. The Referee, however, shall not stop the play until the attacking team has lost possession of the puck to the defending team.

NOTE: The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent’s side of the centre red line. By “control of the puck” is meant the act of propelling the puck with the stick. If, while it is being propelled, the puck is touched by another player or his equipment or hits the goal or goes free, the player shall no longer be considered to be “in control of the puck”

- (d) If the goalkeeper has been removed from the playing surface and a player, who has the puck under control and is in the attacking zone has no opponent to pass, is hooked or otherwise fouled directly from behind, thus preventing a reasonable scoring opportunity, the Referee shall stop play and award a goal to the non-offending team.

## REFEREE PROCEDURE

1. When assessing a Hooking penalty, Referees should look for the following:
  - (a) If the stick makes contact with the gloves;
  - (b) If the stick becomes parallel to the floor and makes contact with the body of the opposing player. This indicates no intention to play the puck and may indicate a Hooking penalty is necessary.

## Rule 619 Interference

- (a) A **MINOR** penalty shall be assessed to any player who interferes with or impedes the progress of an opponent who is not in possession of the puck, deliberately knocks a stick out of an opponent's hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it or shoots a stick or other object towards an opponent.

The last player to touch the puck shall be considered to be the player in possession.

- (b) A **MINOR** penalty shall be assessed to any player on the players or the penalty bench who, by means of the stick or body, interferes with the movements of the puck or an opponent on the playing surface during the progress of play.
- (c) A **MINOR** penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the goalkeeper while the goalkeeper is in the goal crease area.
- (d) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, and the puck should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed.
- (e) When the goalkeeper has been removed from the playing surface and any member of his or her team not legally on the playing surface interferes by means of the body, stick, or any other object with the movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.

### REFEREE PROCEDURE

1. The attention of the Referees is directed particularly to three types of offensive interference which shall be penalised:
  - (a) When the defending team secures possession of the puck in its own zone and the other members of the same team run interference for the puck/carrier by forming a protective screen against fore-checkers.
  - (b) When a player facing-off obstructs an opponent after the face-off when the opponent is not in possession of the puck.
  - (c) When the puck carrier makes a drop pass and follows through so as to make body contact with an opposing player.
2. Play shall not be stopped if an attacking player is inside the goal crease. Instead, the referee should strictly enforce Rule 619(c).
3. If a player interferes with (makes contact with the goalkeeper) or impedes the movement of the goalkeeper (prevents the goalkeeper from moving into open space) and the puck subsequently enters the goal net, the goal shall be disallowed.

4. Referees are instructed to use a “no harm no foul” interpretation on attacking players skating through the goal crease.

#### **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 (and the goalkeeper is not merely attempting to draw a penalty), that player shall be assessed a **MINOR** penalty for Goalkeeper Interference.
3. When an attacking player has shot the puck into the attacking zone and the defenseman who is backing into 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 shall be assessed.

### **Rule 620 Interference by Spectators**

- (a) In the event of a player being held or interfered with by a spectator, the Referee shall immediately stop the play, unless the team of the player being interfered with is in possession of the puck at the time, in which case the play shall be allowed to be completed. The ensuing faceoff shall take place at the nearest face-off spot to where the puck was last played.
- (b) Any player who physically interferes with a spectator shall be assessed a **GAME MISCONDUCT** penalty and the circumstances shall be reported to the Tournament Authorities for further action.
- (c) In the event that objects are thrown onto the playing surface which interfere with the progress of the game, the Referees shall stop the play and the ensuing face-off shall take place at the nearest face-off spot to where the puck was last played.

### **Rule 621 Kicking Player**

- (a) A **MINOR** or **MAJOR** penalty, at the discretion of the referee, shall be assessed to a player who kicks an opponent.
- (b) When a player injures an opponent as the result of “kicking” the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** penalty to the offending player.
- (c) Kicking may also be treated as a **MATCH** penalty under attempt to injure or deliberate injury to an opponent.

## Rule 622 Kicking Puck

- (a) Kicking the puck shall be permitted in all zones; however, a goal that is scored as the result of the puck being kicked by an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

## Rule 623 Leaving Player or Penalty Benches

- (a) No player may leave the players' bench or penalty bench at any time during an altercation. Substitutions made prior to the start of the altercation shall not be penalised under this rule provided the players so substituting do not enter the altercation.

A **DOUBLE MINOR** penalty plus a **GAME MISCONDUCT** penalty shall be assessed to the player who was the first to leave the players' or penalty bench during an altercation. If players of both teams leave their respective benches at the same time, the first identifiable player of each team shall be penalised under this rule. If the player has left the penalty bench then a teammate shall serve any unexpired time in their penalty.

For the purposes of determining which player was the first to leave the players bench during an altercation, the Referees may consult with the other Game Officials.

Any player who leaves the players bench during an altercation and is assessed a **MINOR, MAJOR** or **MISCONDUCT** penalty for such actions, shall also be assessed a **GAME MISCONDUCT** penalty.

Other players who leave the player bench or penalty bench during an altercation shall be assessed a **MISCONDUCT** penalty (maximum 5 per team).

If a player shall illegally enter the game, any goal scored by that team while the illegal player is on the playing surface shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

- (b) Except at the end of each quarter or upon the expiration of a penalty, no player may leave the penalty bench, at any time.

A penalised player who leaves the penalty bench prior to the expiration of the penalty, whether play is in progress or not, shall be assessed an additional **MINOR** penalty after serving the unexpired penalty time.

When a player leaves the penalty bench prior to the expiration of the penalty, the Penalty Timekeeper shall note the time and verbally alert the Referees who shall stop play when the offending player's team gains possession and control of the puck.

In the case of a player returning to the playing surface prior to the expiration of the penalty, through an error of the Penalty Timekeeper, the player is not to serve an additional penalty, but must serve the unexpired time.

When a penalised player returns to the playing surface from the penalty bench prior to the expiration of the penalty, any goal scored by that team, while the player is illegally on the playing surface, shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

- (c) If a player of the attacking team in possession of the puck shall be in position as to have no opposing player to pass other than the goalkeeper, and is interfered with by a player who has entered the game illegally, the attacking player shall be awarded a **PENALTY SHOT**.

If the opposing goalkeeper is off the playing surface and the attacking player is interfered with by an illegal player, a goal shall be awarded to the non-offending team.

- (d) If a Team Official steps onto the playing surface without the permission of a Referee, the Referee shall assess a **BENCH MINOR** penalty to the team of the offending Coach.

#### **INTERPRETATION**

1. No penalty shall be assessed to a doctor (or designate) who is coming on the playing surface during the stoppage of play to attend to an injured player without the Referee's permission.

- (e) During any face-off, if a team starts with fewer players than entitled to, any player subsequently entering the game shall not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless the puck is first played by another player in the Attacking Zone.

## **Rule 624 Off-Sides**

- (a) Players of the attacking team may precede the puck over the centre red line, provided that the puck is carried over the centre line.
- (b) When the puck is passed over the centre red line, the puck must precede the attacking player(s) over the centre line.

A player who precedes a pass over the centre red line is not eligible to play the puck until:

- 1) The puck is first touched by a teammate who did not precede it over the centre line or by an opponent.
- 2) The puck is first touched by an opponent.
- 3) The player who has preceded the puck over the centre red line "tags up" by making skate contact with the centre line.

For a violation of this rule, play shall be stopped and a face-off conducted at the face-off spot nearest to where the pass originated.

### **REFEREE PROCEDURE**

1. If the Referee makes an error on an offside play and stops play, the face-off should still take place at the high zone face-off spot closest to where the play stopped.

### **INTERPRETATION**

1. When a penalty is over and the penalty box door opens (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 red line to come on to the floor would not change that he is in offside. As soon as the penalty bench door opens the player is considered to be on the floor.
2. When an attacking player is off-side and deliberately plays the puck in order to intentionally cause a stoppage, it shall be classified as an intentional offside and the resulting face-off shall take place in one of the two end zone face-off spots of the offending team.

- (c) When the team that is shorthanded clears the puck out of their Defending zone, or if the puck in any other way gets out of the shorthanded teams Defending Zone, beyond the centre red line, all players on the power play team must clear their Attacking Zone by making skate contact with the centre red line.

The referee in the attacking zone of the team with the man advantage shall signal by pointing toward the power play team's zone until all players have cleared the Attacking Zone.

Once the Attacking Zone is completely cleared of attacking players on the power play, the referees shall drop the signal and the attacking team may re-enter the opponents Defending Zone.

For an infraction of this rule, the Referees shall stop the play immediately when the puck re-enters the Defending Zone of the shorthanded team, unless the puck is bought back or passed back into the Defending Zone of the shorthanded team by the shorthanded team itself. The ensuing face-off shall take place at the nearest End Zone face-off spot of the offending team.

### **INTERPRETATION**

1. All attacking players must clear the attacking zone **AT THE SAME TIME** in order to be eligible to re-enter the zone.
2. If the attacking team is still in the process of clearing the zone, and a player in their own zone takes a shot on net while his teammates have not yet cleared the

attacking zone, the play shall be whistled down as off-side. The off-side applies at the time the shot crosses the red line. The fact that the attacking team may have cleared the zone prior to the puck hitting the goalkeeper or entering the goal has no bearing on this ruling. The only way an attacking team can score a goal on a delayed off-side situation is if the defending team shoots or puts the puck into their own net without action or contact by the offending team.

3. If, during a delayed off-side, an attacking player in the attacking zone decides to proceed to his players' bench (which extends into the attacking zone) to be replaced by a teammate, he shall be considered to have cleared the zone provided he is completely off the floor and his replacement comes onto the floor in the defensive zone. If his replacement comes onto the floor in the attacking zone, he too must clear the attacking zone. If the remaining attacking players have cleared the attacking zone and the Referee has lowered his arm for the delayed off-side, he shall be considered on-side.

## **SITUATIONS**

### **SITUATION 1**

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

**Ruling:** *It is not offside.*

### **SITUATION 2**

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

**Ruling:** *It is not offside.*

### **SITUATION 3**

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

**Ruling:** *It is offside because the skate must be in contact with the playing surface.*

### **SITUATION 4**

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

**Ruling:** *It is offside.*

### **SITUATION 5**

*A player in the defensive zone shoots the puck down the floor and another player from the same team precedes the puck across the red line but does not play the puck.*

**Ruling:** *The player is in a delayed offside position. When the player touches up (makes contact with the red line) or the other team plays the puck he will then be eligible to play the puck.*

**SITUATION 6**

*A player has one skate in the defensive zone and one skate on the red line at the instant that the puck completely crosses the red line.*

**Ruling:** *It is not offside.*

**SITUATION 7**

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

**Ruling:** *It is offside. A player shall have at least one skate in the defensive zone or on the red line before propelling the puck into the attacking zone.*

**SITUATION 8**

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

**Ruling:** *It is not offside.*

**SITUATION 9**

*An attacking player has both skates completely in the attacking zone, while an opposing player has possession of the puck shoots or passes or carries the puck back into his defending zone and the attacking player gains possession of the puck.*

**Ruling:** *It is not offside.*

**SITUATION 10**

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

**Ruling:** *It is not offside.*

**SITUATION 11**

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

**Ruling:** *It is not offside as his skates have made contact with the red line.*

**Rule 625 Passes**

- (a) The puck may be passed by any player to any player of the same team within the same zone.

Whenever the puck is passed from the Defending Zone and crosses over the centre red line before being touched by the attacking team, Rule 624(b) Off-Sides, applies.

- (b) When a **MINOR** or **MAJOR** penalty expires during play, any penalised player or the immediate substitute, either from the penalty bench or the players' bench, entering the game shall not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless:

- 1) The puck is first played by another player in the Attacking Zone.
- 2) The player who has preceded the puck over the centre red line "tags up" by making skate contact with the centre line.

## Rule 626 Puck Must be Kept in Motion

- (a) The puck must be kept in motion at all times. Play shall not be stopped because the puck is frozen along the boards by two or more opposing players, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck a **MINOR** penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.

### INTERPRETATION

1. The Referee shall order the players to move the puck, and give ample time for the players to "dig out" the puck before blowing the play dead.

- (b) The team in possession of the puck in its own defending zone shall advance the puck towards the opposing goal except:

- 1) To carry the puck behind their own goal once;
- 2) If a player is prevented from doing so by players of the opposing team;
- 3) If the team is short-handed.

For the first infraction, the referee shall assess a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team. For the second infraction, the offending player shall be assessed a **MINOR** penalty for Delay-of-Game.

- (c) The puck shall not be stopped behind a team's defending goal by the player(s) in possession and control of the puck longer than three (3) seconds. For the first infraction, the referee shall stop play and issue a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team. For a second infraction during the same period, the offending player shall be assessed a **MINOR** penalty for Delay of Game.

## **REFEREE PROCEDURE**

1. The purpose of this rule is to prevent players from intentionally running down the clock and delaying the game. Referees are instructed to take a “common sense” approach to this rule.
2. If a team is looking for options or organising a breakout from their own zone, no penalty should be assessed. If a team is clearly not engaging in delaying tactics, no penalty should be assessed.
3. The Referee should avoid making use of this rule unless they are sure that the offending team is attempting to run down the clock or delay the game.

## **Rule 627 Puck or Player Out of Bounds or Unplayable**

- (a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards, glass or wire, it shall be faced-off at the nearest face-off spot to where it was last played.

When the puck becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest face-off spot to where it was last played.

## **INTERPRETATION**

1. If the puck hits a turnbuckle, stanchion, or post that forms part of the rink or boards, and the puck changes direction due to hitting the turnbuckle, stanchion or post, play shall be stopped and the face-off conduct at the nearest face-off spot to where the puck was shot from.

- (b) When the puck becomes lodged in the netting on the outside of the goal or if it is frozen between opposing players, the Referees shall stop play and face-off the puck at the nearest face-off spot to where it was last played unless, in the opinion of the Referees the stoppage was caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.

The defending team and/or the attacking team may play the puck off the net at any time. However, should the puck remain on the net for longer than three seconds, play shall be stopped and the face-off shall take place at the nearest end zone face-off spot, except when the stoppage is caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.

If the puck comes to rest on top of the goal frame, the play shall be stopped immediately.

## **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 make 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.
2. The puck must come to a complete rest on top of the goal frame before the whistle is blown. If the puck is still moving and will possibly roll off the top of the net then the play should not be blown dead.

## **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) A **MINOR** penalty shall be assessed to a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.

(d) If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by the hand or stick.

(e) In temporary rinks, all players on the playing surface must remain within the confines of the playing surface while the puck is in play. The play shall be stopped immediately whenever a player jumps over the boundary and out of bounds.

If, in the opinion of a Referee, a player intentionally jumps out of bounds for the purpose of obtaining a stoppage of play, a **MINOR** penalty for delaying the game shall be assessed.

## **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.*

## **Rule 628 Puck Out of Sight and Illegal Puck**

- (a) Should a scramble take place, or a player accidentally fall on the puck and it is out of the sight of the Referees, play shall be stopped immediately.

The ensuing face-off shall take place at the nearest face-off spot, unless otherwise provided for in the rules.

- (b) If, at any time during play, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.
- (c) When the puck hits the goalkeepers mask the referees shall use their discretion whether to stop the game or not, depending on the condition of the goalkeeper.

## **Rule 629 Puck Striking Official**

- (a) Play shall not be stopped because the puck touches a referee anywhere on the rink. However, if the puck hits the referee and deflects into the goal net, the goal shall be disallowed.

## **Rule 630 Refusing to Start Play**

- (a) If, when both teams are on the playing surface, one team for any reason shall refuse to play when ordered to do so by the Referees, the Captain shall be warned and the team so refusing shall be allowed thirty seconds to begin the game or resume play. If, at the end of that time the team shall still refuse to play, the Referees shall assess a **BENCH MINOR** penalty to the offending team.

Should there be a recurrence of the same incident, the Referees shall suspend the game, and the circumstances shall be reported to the Tournament Authorities for further action.

- (b) If a team, when ordered to do so by a Referee, fails to go onto the playing surface promptly, it shall be assessed a **BENCH MINOR** penalty.

If after the assessment of a **BENCH MINOR** penalty, the team shall still refuse to go onto the playing surface and start play within two minutes, the Referees shall

declare the game a forfeit and the score shall be recorded as either 1-0 or the current score, whichever is more advantageous for the non-offending team.

## Rule 631 Slashing

- (a) A **MINOR** or **MAJOR** penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick.

Referees should penalize as “slashing” any player who swings the stick at an opponent (whether in or out of range) without actually making contact or when a player on the pretext of playing the puck makes a wild swing at the puck with the intent to intimidate an opponent.

- (b) When a player injures an opponent as the result of “slashing”, the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** penalty to the offending player. Slashing may also be treated as a **MATCH** penalty under attempt to injure or deliberate injury to an opponent.
- (c) Any player who swings the stick at another player during the course of an altercation shall be subject to a **MATCH** penalty, and the circumstances shall be reported to the Tournament Authorities for further action.
- (d) A **MINOR** penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper, in the goal crease, who has covered or caught the puck, regardless of whether or not the Referees have stopped the play.

## Rule 632 Spearing

- (a) A **DOUBLE MINOR** plus a **MISCONDUCT** penalty, shall be assessed to a player who attempts to spear an opponent. A **MAJOR** plus a **GAME MISCONDUCT** penalty shall be assessed a player who spears an opponent.

Attempt to Spear shall include all cases where a Spearing gesture is made regardless of whether body contact is made or not.

- (b) When a player injures an opponent as the result of “Spearing”, the Referee shall assess a **MAJOR** plus a **GAME MISCONDUCT** penalty to the offending player.
- (c) Spearing may also be treated as a **MATCH** penalty under attempt to injure or deliberate injury to an opponent.

## Rule 633 Start of Game and Periods

- (a) The game shall start at the time scheduled by a face-off at the centre face-off spot and shall be promptly resumed for each quarter in the same manner.
- (b) During the pre-game warm-up and before each half, each team shall confine its activity to its own end of the rink. All players must wear full equipment during warm-ups. Teams are not required to wear full equipment during the post-game handshake.
- (c) It is recommended that when both teams are to leave the playing surface through a common exit, the team whose players bench closest to the exit leaves first. The home team should enter the playing surface first.
- (d) When a team fails to appear on the playing surface without a proper justification, an Official shall warn the team that it must enter the playing surface immediately. If the team fails to do so promptly, the Referees shall assess a **BENCH MINOR** penalty for Delaying the Game.

## Rule 634 Throwing Stick

- (a) When any player or Team Official of the defending team deliberately throws or shoots a stick or any other object at the puck in the Defending Zone, the Referees shall allow the play to be completed and if a goal is not scored, a **PENALTY SHOT** shall be awarded to the fouled player. If, however, the goal is unattended and the attacking player has no defending player to pass and has a chance to score on an open goal, and a stick or any other object is thrown or shot at the puck by a member of the defending team, thereby preventing a shot on the open goal, a goal shall be awarded to the non-offending team.

### INTERPRETATION

1. If the goalkeeper is on the floor, no goal will be awarded.
2. If a goalkeeper is on the floor 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.

- (b) A **MINOR** penalty shall be assessed to any player on the playing surface who throws or shoots a stick or any other object in the direction of the puck in their attacking zone.

When a player discards a broken stick by tossing it to the side of the rink (and not over the boards) in such a way that shall not interfere with play or an opposing player, no penalty shall be assessed for doing so.

- (c) A **MISCONDUCT** penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area.

A **GAME MISCONDUCT** penalty shall be assessed to any player who deliberately throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

## **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 the Team A player who has a delayed penalty shall go to the penalty bench to serve his penalty.*

## **Rule 635 Time of Match and Time-Outs**

- (a) A game shall consist of **four 10 minute running time quarters**. Tournaments have the jurisdiction to set the length of each quarter based on the amount of time designated to complete the game.

If at any time during the last two minutes of the fourth quarter, or any overtime, the score is tied or within one goal, then the remainder of the game shall be played stoppage time.

To start the game, teams shall defend the goal furthest from their players' bench and shall defend that goal for the first half. A two minute rest period shall be taken between halves after which the teams shall change ends. A one minute rest shall be taken between other quarters.

- (b) The team scoring the greater number of goals during the four quarters shall be declared the winner.
- (c) The Referees may order the game to be suspended anytime the playing area is deemed to be in an unsafe condition. The game shall remain suspended until such condition is corrected. Referees are particularly cautioned about wet playing surfaces and should take the overly cautious approach when determining whether or not playing conditions are safe.

If any unusual delay occurs during the first half, the Referees may order the intermission to take place immediately and the balance of the half shall be completed upon the resumption of play with the teams defending the same goals, after which the teams shall change ends and resume play of the second half without delay.

- (d) Each team shall be permitted to take one time-out of a one-minute duration per game which must be taken during a stoppage of play. If running time is played, the clock shall be stopped during a time out. The clock shall be restarted upon the conducting of the ensuing face-off.

During a time-out all players on the playing surface may proceed to their respective players' bench. Any penalised player must remain in the penalty bench during a time-out.

A time-out may not be used to warm-up a goalkeeper.

#### **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.

### **Rule 636 Tied Games**

- (a) If, at the end of the game, the score is tied, the game shall be declared a tie.
- (b) In NZIHA Tournament and Play-Off games in which it is necessary to determine a winner for advancement, an overtime period shall be played. The following shall take place:
- 1) A two minute rest period shall follow.
  - 2) The teams shall change ends.**
  - 3) A five minute "sudden victory" overtime period shall be played.
  - 4) The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.

If no team scores during the overtime period, a Game Winning Shots shall take place as follows:

- 1) The home team shall have the choice of having the first or second player shooting.
- 2) The procedure will begin with **three (3) different shooters** from each team taking alternate shots. The players do not need to be named beforehand.
- 3) Eligible to participate in the Game Winning Shots will be all players from both teams listed on the official game sheet except any player with an unexpired penalty, or that is serving a **GAME MISCONDUCT** penalty.
- 4) The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- 5) If the result is still tied after three (3) shots by each team the procedure shall continue with a tie-break shoot-out by one (1) player of each team, with the same or new players with the other team starting to take the tie-break shots.

The same player can also be used for each shot by a team in the tie-break shoot-out.

- 6) The game shall be finished as soon as a duel of two (2) players brings the decisive result.
- 7) The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
- 8) Only the decisive goal will count in the result of the game. It shall be credited to the player who scored.

Goals scored during Game Winning Shots shall not count toward a player's statistics except the game winner shall count. Goals scored against a goalkeeper shall not count toward a Goalkeeper's statistics. Goalkeepers shall receive either a win or a loss based on the result of the Game Winning Shots.

All rules applicable during the taking of a **PENALTY SHOT** shall also apply during Game Winning Shots.

- (c) Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.

#### **STANDINGS TIE-BREAKING PROCEDURE**

If two or more teams are tied in points at final standings, the standing of the teams is determined in the following order:

- (1) The winner of the game between the teams;
- (2) The better goal difference in the direct games amongst the tied teams.
- (3) The highest number of goals scored by the teams.

## **Rule 637 Tripping**

- (a) A **MINOR** penalty shall be assessed to any player who places the stick, leg, knee, foot, arm, hand, or elbow in such a manner that it causes an opponent to trip or fall.

When a player injures an opponent as the result of tripping, the Referee will assess a **MAJOR** Penalty plus a **GAME MISCONDUCT** Penalty to the offending player.

If, in the opinion of a Referee, a player is unquestionably hook-checking the puck and obtains possession of it, thereby tripping the opposing player, no penalty shall be assessed.

Accidental trips that occur simultaneously with the whistle shall not be penalised. Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall shall be assessed a **MINOR** penalty.

## INTERPRETATION

1. A player who is guilty of “Tripping” does not have to have an intention to trip the opposing player. The fact that they have tripped the opposing player is sufficient.

(b) When a player, in possession and control of the puck in the Attacking Zone and having no opponent to pass other than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a **PENALTY SHOT** shall be awarded to the non-offending team. The Referees shall not stop the play until the attacking team has lost possession and control of the puck to the defending team.

The intent of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent’s side of the centre red line.

“Possession and control” of the puck means the act of propelling the puck with a stick. If, while it is being propelled, the puck is touched by another player, hits the goal or goes free, the player shall no longer be considered to be “in possession and control” of the puck.

(c) If, when the opposing goalkeeper has been removed from the playing surface, a player in possession and control of the puck is tripped or otherwise fouled with no opposing player to pass, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the non-offending team.

## Rule 638 Roughing

(a) At the discretion of the Referees, a **MINOR** or **DOUBLE MINOR** penalty may be assessed to any player who uses unnecessary roughness against an opponent.

(b) A **MINOR** penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the puck.

It is not the intent to penalise incidental contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck shall not be considered to be roughing.

However, this does not allow the player who is not in possession of the puck to throw the body into an opponent to achieve possession.

## INTERPRETATION

1. A **MINOR**, **DOUBLE MINOR** or **MAJOR** penalty plus **GAME MISCONDUCT** penalty may be assessed for Roughing.

2. Knocking or pulling an opponent's helmet off or out of the normal worn position shall be penalised as "Roughing".

#### **REFEREE PROCEDURE**

1. If a situation involves pushing and shoving after the whistle, the Referee may assess **MINOR** penalties for Roughing. If incidents continue at future stoppages, the Referee may assess **MISCONDUCT** penalties.
2. Where multiple penalties are assessed the Referee may take the penalised players to the Penalty box until the proper penalties have been assessed.
3. The Referee shall be aware of the third man coming into the scrum between the original two players.
4. Where a player hits an opposing player in the face of head with his glove, a Roughing penalty should be assessed.



# **APPENDIX**

### ***Examples Goals Scored Against a Short-Handed Team***

- |    | <b><u>Team A</u></b>                                                                                                                                                                                                                                                                                                                                                                                 |  | <b><u>Team B</u></b>                      |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|-------------------------------------------|
| 1. | A6 - 1.5 minutes at 3:00<br>A9 - 1.5 minutes at 3:30                                                                                                                                                                                                                                                                                                                                                 |  | B11 - 1.5 minutes at 3:00<br>Goal at 4:00 |
|    | <ul style="list-style-type: none"> <li>• At 3:00 teams play 4 on 4.</li> <li>• At 3:30 teams play 3 on 4.</li> <li>• A9 returns at 4:00.</li> </ul>                                                                                                                                                                                                                                                  |  |                                           |
| 2. | A6 - 1.5 minutes at 3:30<br>A9 - 1.5 minutes at 4:00                                                                                                                                                                                                                                                                                                                                                 |  | B11 - 1.5 minutes at 3:00<br>Goal at 4:30 |
|    | <ul style="list-style-type: none"> <li>• A6 returns at 4:30.</li> </ul>                                                                                                                                                                                                                                                                                                                              |  |                                           |
| 3. | A6 – 1.5 minutes at 3:00<br>A9 – 4 minutes + GM at 3:30                                                                                                                                                                                                                                                                                                                                              |  | B11 – 1.5 minutes at 3:00<br>Goal at 4:00 |
|    | <ul style="list-style-type: none"> <li>• At 3:00 teams play 4 on 4.</li> <li>• At 3:30 teams play 3 on 4.</li> <li>• A9 is out of the game.</li> <li>• Team A must put a substitute player in the penalty bench to serve the 4 minutes time penalty for A9.</li> <li>• No player returns at 4:00 as the full Major penalty must be served.</li> </ul>                                                |  |                                           |
| 4. | A6 – 4 minutes + GM at 3:00<br>A9 – 1.5 minutes at 3:30                                                                                                                                                                                                                                                                                                                                              |  | B11 – 1.5 minutes at 3:00<br>Goal at 4:00 |
|    | <ul style="list-style-type: none"> <li>• At 3:00 teams play 3 on 3.</li> <li>• A6 is out of the game.</li> <li>• Team A must put a substitute player in the penalty bench to serve the 4 minutes time penalty for A6.</li> <li>• At 3:30 teams play 3 on 3.</li> <li>• No player returns at 4:00 as the Major penalty is still being served.</li> </ul>                                              |  |                                           |
| 5. | A6 – 4 minutes + GM at 3:00<br>A9 – 1.5 minutes at 3:00                                                                                                                                                                                                                                                                                                                                              |  | B11 – 1.5 minutes at 3:00<br>Goal at 4:00 |
|    | <ul style="list-style-type: none"> <li>• At 3:00 teams play 3 on 4.</li> <li>• A6 is out of the game.</li> <li>• Team A must put a substitute player in the penalty bench to serve the 4 minutes time penalty for A6.</li> <li>• No player returns at 4:00 as the Minor penalties are coincidental. The only penalty making Team A shorthanded is the Major which must be served in full.</li> </ul> |  |                                           |

**Team A**

**Team B**

6.           A6 - 1.5 + 4 minutes + GM   at 4:00           Goal at 3:15  
              A9 - 1.5 minutes                           at 4:00
- A6 is out of the game.
  - Team A must put a substitute player in the penalty bench to serve penalties for A6 .
  - A9 returns at 3:15 as the Minor to A9 is the first penalty being served.
7.           A6 - 1.5 + 4 minutes + GM   at 4:00  
              A9 - 1.5 minutes                           at 6:10           Goal at 9:15
- A6 is out of the game.
  - Team A must put a substitute player in the penalty bench to serve penalties for A6.
  - Substitute player for A6 returns at 9:15 as his Minor is served before the Minor to A9.
8.           A4 - 4 minutes + GM       at 3:00  
              A11 - 4 minutes + GM       at 3:10  
              A12 - 1.5 minutes                       at 4:00           Goal at 4:30
- A4 and A11 are out of the game.
  - Team A must put a substitute players in the penalty bench to serve the 4 minute time penalties for A4 and A11.
  - No player returns as the Minor to A12 is not being served at the time of goal.
9.           A4 - 1.5 minutes at 10:00                       B2 - 1.5 minutes   at 11:00  
              A5 - 1.5 minutes at 10:30                       Goal                       at 11:40  
              A9 - 1.5 minutes at 11:00
- At 11:00 the Minors to B2 and A9 cancel out.
  - Both A4 and A5 return on the goal at 11:40.

**Team A****Team B**

10. A9 - 4 minutes + GM at 3:00 B11 - 1.5 + 1.5 minutes at 3:30  
A6 - 1.5 minutes at 3:30 Goal at 4:30

- Player A9 out of the play.
- Team A must put a substitute player in the penalty bench to serve 4 minutes for A9.
- At 3:30 teams play 3 on 3.
- At 3:30 A6 Minor and one Minor to B11 cancel out.
- Team B must put a player in the penalty bench to serve the extra Minor for B11.
- B11 returns on the first stoppage after 6:30.
- No player returns.

11. A6 - 4 minutes + GM at 3:00 B11 - 4 minutes + GM at 3:30  
A9 - 1.5 minutes at 3:30 Goal at 8:00

- A6 and B11 are out of the game.
- Team A and Team B must put a substitute player in the penalty bench to serve the 4 minute penalties for A6 and B11.
- At 3.30 teams play 3 on 3.
- A9 Minor and B11 Majors do not cancel out.
- A9 returns at 8:00.

12. A - 1.5 + 1.5 minutes at 12:00 B3 - 1.5 minutes at 12:00  
A9 - 1.5 minutes at 13:15 Goal at 13:20

- At 12:00 Team A must put a substitute in the penalty bench to serve one Minor for A as one Minor for A and Minor for B3 cancel out.
- The substitute for A returns at 13:20 on goal by Team B.
- A returns on first stoppage after 14:50.

13. A - 1.5 minutes at 3:30 B11 - 1.5 minutes at 3:30  
Goal at 4:00 B14 - 4 minutes + GM at 3:30  
B19 - 1.5 minutes at 3:30

- B14 is out of the game.
- Team B must put a substitute player in the penalty bench to serve the 4 minute time penalty for B14.
- At 3:30 teams play 4 on 3 as A 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 floor but play remains 4 on 3.



**Team A**

**Team B**

3. A15 – 1.5 min at 3:00

B12 – 1.5 min at 3:30

A23 – 1.5 min at 4:00

Goal at 4:10

**Ruling:** Nobody returns as the teams are playing 3 on 3 until the B12 penalty expires.

4. A15 – 4 min at 3:00

A23 – 1.5 min at 3:30

B12 – 1.5 min at 4:00

Goal at 4:30

**Ruling:** Nobody returns as the teams are playing 3 on 3.

5. A15 – 1.5 min at 3:00

A23 – 1.5 min at 3:15

B12 – 1.5 min at 3:00

Goal at 4:30

**Ruling:** A23 returns at 4:30.

6. A15 – 1.5 min at 3:00

A23 – 1.5 min at 4:00

B12 – 1.5 min at 3:30

B3 – 1.5 min (S)

Goal at 4:20

**Ruling:** Signalled penalty to B3 is not assessed. Neither team is shorthanded at the time the goal is scored.

7. A15 – 1.5 min at 3:00

A23 – 1.5 min at 4:00

B12 – 1.5 min at 3:30

A6 – 1.5 min (S)

Goal at 4:30

**Ruling:** A15 returns at 4:30 as their penalty has expired. The minor penalty to A6 is not assessed as neither team is shorthanded at the time the goal is scored.

**Team A**

**Team B**

8. A15 – 1.5 min at 3:00  
A23 – 1.5 min at 4:00

B12 – 1.5 min at 3:30  
Goal at 4:55

**Ruling:** A15 returns at 4:55 as their Minor penalty is completed.  
Teams are at equal strength at the time of the goal. B12 may return at 5:00.

9. A15 – 1.5 min at 3:00  
A23 – 1.5 min at 3:30

B12 – 1.5 min at 4:00  
Goal at 4:30

**Ruling:** A15 returns as their penalty has finished. The teams remain 3 on 3.

10. A15 – 1.5 min at 3:30  
A23 – 4 min at 4:00

B12 – 1.5 min at 3:00  
Goal at 4:40

**Ruling:** A15 returns, the teams play 4 on 3 as the penalty to A23 is ongoing.

11. A15 – 4 min at 3:00  
A23 – 1.5 min at 4:00

B12 – 4 min at 3:30  
Goal at 4:30

**Ruling:** Nobody returns as neither team is shorthanded at the time of the goal.

12. A15 – 1.5 min at 3:00  
A23 – 4 min at 3:30  
A6 – 1.5 min (S)

B12 – 1.5 min at 3:00  
Goal at 4:30

**Ruling:** The penalty to A6 is not assessed (unless it is a Major or Match penalty).  
Team A is not short handed by reason of a Minor penalty so no player returns.

### ***Examples of Goalkeeper Penalties***

#### **Team A**

#### **Team B**

1.     A1 (goalkeeper) 1.5 + 10 minutes at 3:00  
       A1 (goalkeeper) 1.5 + 10 minutes at 3:30
  - At 3:00 Team A shall put two players who were on the floor in the penalty bench to serve the goalkeeper's penalties: One for 1.5 minutes and the second for 11.5 minutes.
  - At 3:30 Team A shall put another player who was on the floor 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 1.5 + 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 4.
  - The second Minor for the goalkeeper will start at 4:30 unless a goal is scored.
  - The player serving the first Minor penalty for the goalkeeper shall return at the first stoppage after 4:30.
  - A total of 33 minutes (1.5 + 10 + 1.5 + 20) shall be recorded against A1 (goalkeeper) on the Official Game Sheet.
  
2.     A30 (goalkeeper) 1.5 minutes at 3:00  
       A30 (goalkeeper) 1.5 minutes at 3:30
  - At 3:00 teams play 4 on 3.
  - Team A shall put a player who was on the floor in the penalty bench to serve the first Minor penalty.
  - At 3:30 the Team A shall put another player who was on the floor in the penalty bench to serve the second Minor penalty.
  - At 3:30 teams still play 4 on 3.
  - The player serving the first Minor penalty shall return at the first stoppage after 4:30 (if no goal is scored).
  - All penalties shall be recorded against A30 on the Official Game Sheet.

**Team A**

**Team B**

3. A30 (goalkeeper) 1.5 minutes at 3:00  
A30 (goalkeeper) 10 minutes at 3:30
  - At 3:00 teams play 4 on 3.
  - Team A shall put a player who was on the floor in the penalty box to serve the Minor penalty.
  - At 3:30 Team A shall put another player who was on the floor in the penalty box to serve the Misconduct penalty.
  - At 3:30 teams play 4 on 3.
  - The second penalty (Misconduct) starts at 3.30.
  - The player serving the Minor penalty shall return on the floor at 4:30 (if no goal is scored).
  - The player serving the Misconduct penalty shall return to the floor at the first stoppage of play after 3.30 in the next period.
  - All penalties shall be recorded against the A30 on the Official Game Sheet.
  
4. A30 (goalkeeper) 10 minutes at 3:00  
A30 (goalkeeper) 1.5 minutes at 3:30
  - At 3:00 teams play 4 on 4.
  - Team A shall put a player who was on the floor in the penalty box to serve the Misconduct penalty.
  - At 3:30 Team A shall put another player who was on the floor in the penalty box to serve the Minor penalty.
  - At 3:30 teams play 4 on 3.
  - The Minor penalty starts at 3:30.
  - The player serving the Minor penalty shall return on the floor at 5:00 (if no goal is scored).
  - The player serving the Misconduct penalty shall return to the floor after the first stoppage of play after 3.00 in the next period.
  - All penalties shall be recorded against A30 on the Official Game Sheet.

### ***Examples of Coincidental Minor Penalties***

- |    | <b><u>Team A</u></b>                                                                                                                                                                                                                                                                                                    | <b><u>Team B</u></b>            |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|
| 1. | A6 - 1.5 minutes at 3:00<br><ul style="list-style-type: none"><li>At 3:00 both teams play 4 on 4</li></ul>                                                                                                                                                                                                              | B11 - 1.5 minutes at 3:00       |
| 2. | A6 - 1.5 + 1.5 minutes at 3:00<br><ul style="list-style-type: none"><li>At 3:00 teams play 4 on 3. A6 must stay in penalty bench until both penalties expire.</li><li>Team A must place a substitute for A6 in the penalty bench to serve one Minor.</li><li>One Minor to B11 and one Minor to A6 cancel out.</li></ul> | B11 - 1.5 minutes at 3:00       |
| 3. | A6 - 1.5 minutes at 3:00<br>A9 - 1.5 minutes at 3:30<br><ul style="list-style-type: none"><li>At 3:30 teams play 4 on 3 as Minors to A9 and B11 cancel out.</li></ul>                                                                                                                                                   | B11 - 1.5 minutes at 3:30       |
| 4. | A6 - 1.5 minutes at 3:00<br>A9 - 1.5 minutes at 3:30<br>A10 - 1.5 minutes at 3:30<br><ul style="list-style-type: none"><li>At 3:30 teams play 4 on 3 as penalty to B11 cancels one Minor to either A9 or A10 (captain's choice).</li></ul>                                                                              | B11 - 1.5 minutes at 3:30       |
| 5. | A6 - 1.5 minutes at 3:00<br>A9 - 1.5 minutes at 3:15<br><ul style="list-style-type: none"><li>At 3:15 teams play 4 on 3 as Minors to A9 and B12 cancel out.</li></ul>                                                                                                                                                   | B12 - 1.5 + 10 minutes at 3:15  |
| 6. | A6 - 1.5 minutes at 3:00<br>A9 - 1.5 + 1.5 minutes at 4:00<br><ul style="list-style-type: none"><li>At 4:00 teams play 4 on 3 as double Minors to A9 and B12 cancel out.</li></ul>                                                                                                                                      | B12 - 1.5 + 1.5 minutes at 4:00 |

**Team A****Team B**

7. A6 - 1.5 minutes at 3:00  
A9 - 1.5 minutes at 3:00  
B11 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 as the one Minor to B11 cancels out a Minor to either A6 or A9 (captain's choice)
8. A6 - 1.5 minutes at 3:00  
A9 - 1.5 minutes at 3:30  
B11 - 1.5 + 1.5 minutes at 3:30
- At 3:30 teams play 3 on 3 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 - 1.5 + 10 minutes at 3:00  
B11 - 1.5 + 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 floor at the first stoppage after 4:30
  - A6 and B11 return to the floor on the first stoppage of play after 4:30 of the next period (after serving 11.5 minutes each).
10. A6 - 1.5 minutes at 9:00  
A9 - 1.5 minutes at 9:20  
A10 - 1.5 minutes at 9:20  
B4 - 1.5 minutes at 9:20  
B5 - 1.5 minutes at 9:20
- At 9:20 teams play 4 on 3 as Minors to A9 and A10 and B4 and B5 all cancel out.
11. A6 - 1.5 + 1.5 minutes at 3:00  
A9 - 1.5 + 1.5 minutes at 3:00  
B11 - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 for 3 minutes as the Double Minor to B11 cancels out a Double Minor to either A6 or A9 (captain's choice).
12. A6 - 1.5 minutes at 3:00  
A9 - 1.5 + 1.5 minutes at 3:00  
B11 - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 as the double Minors to A9 and B11 cancel out.
13. A6 - 1.5 minutes at 3:00  
A9 - 1.5 minutes at 3:00  
A - 1.5 + 1.5 minutes at 3:00  
B11 - 1.5 + 1.5 minutes at 3:00  
B12 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 as the double Minors to A and B11 cancel out and the Minor to B12 cancels out the Minor to either A6 or A9 (captain's choice)
14. A6 - 1.5 minutes at 3:00  
A9 - 1.5 + 1.5 minutes at 3:00  
A10 - 1.5 + 1.5 minutes at 3:00  
B11 - 1.5 + 1.5 + 1.5 minutes at 3:00  
B12 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 as the Minors to B11 and B12 cancel out the Minors to A9 and A10.

**Team A****Team B**

15. A6 - 1.5 minutes at 3:00 B11 - 1.5 + 1.5 minutes at 3:00  
A9 - 1.5 + 1.5 + 1.5 minutes at 3:00 B12 - 1.5 + 1.5 minutes at 3:00  
A7 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 as the Minors to B11 and B12 cancel out the Minors to A9 and either A6 or A7 (captain's choice)
16. A6 - 1.5 minutes at 3:00 B11 - 1.5 + 1.5 + 1.5 minutes at 3:00  
A9 - 1.5 + 1.5 minutes at 3:00 B12 - 1.5 + 1.5 minutes at 3:00  
A - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 4 on 4 as all Minors for both teams cancel out.
17. A6 - 1.5 minutes at 3:00 B - 1.5 minutes at 3:00  
A3 - 1.5 + 1.5 minutes at 3:00 B9 - 1.5 minutes at 3:00  
A5 - 1.5 minutes at 3:00 B2 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3, as the three Minors to Team B cancel out A3's double Minor and Minor to either A6 or A5 (captain's choice)
18. A5 - 1.5 minutes at 3:00 B - 1.5 minutes at 3:00  
A6 - 1.5 + 1.5 minutes at 3:00 B9 - 1.5 minutes at 3:00  
A - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 for 3 minutes as the Minors to A5 and A cancel out the Minors to B and B9.
19. A5 - 1.5 + 1.5 minutes at 3:00 B8 - 1.5 + 1.5 minutes at 3:00  
A6 - 1.5 minutes at 3:00 B9 - 1.5 + 1.5 minutes at 3:00  
A7 - 1.5 + 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 4 on 3 as the Minors to B8 and B9 cancel out the Minors to A6 and A7.
20. A6 - 1.5 minutes at 3:00 B11 - 1.5 + 1.5 minutes at 3:00  
A9 - 1.5 minutes at 3:00
- Teams play 4 on 4 as the double Minor to B11 cancels out the Minors to A6 and A9.
21. A6 - 1.5 minutes at 3:00 B - 1.5 minutes at 3:00  
A9 - 1.5 minutes at 3:00 B2 - 1.5 minutes at 3:00
- At 3:00 teams play 4 on 4 as all four Minors cancel out.
22. A6 - 1.5 + 1.5 minutes at 3:00 B - 1.5 + 1.5 minutes at 3:00
- At 3:00 teams play 4 on 4 as all four Minors cancel out.

**Team A****Team B**

23. A6 - 1.5 + 10 minutes at 3:00  
A9 - 1.5 + 1.5 minutes at 3:00  
B11 - 1.5 minutes at 3:00
- Teams play 4 on 3.
  - A6 and B11 Minors cancel out.
  - Team A short-handed one player (A9) for 3 minutes.
  - A9 returns to the floor at 6:00.
  - A6 returns on the first stoppage of play after 4:30 in the next period and B11 returns on the first stoppage of play after 4:30 in the current period.
24. A6 – Penalty Shot at 3:00  
A9 - 1.5 minutes at 3:00  
B11 - 1.5 minutes at 3:00
- Teams play 4 on 4.
25. A15 – 1.5 minutes at 4:00  
A1 – 1.5 minutes at 4:30  
A2 – 1.5 + 1.5 minutes at 5:00  
B10 – 1.5 minutes at 4:20  
B21 – 1.5 minutes at 5:00
- At 4:20 teams play 3 on 3.
  - At 4:30 teams play 3 on 3.
  - At 5:00 teams play 3 on 3.
  - At 5:00 B21 Minor cancels out one A2 Minor.
  - Team A shall put substitute player for A2.
  - At 7:00 the Minor penalty for substitute A2 starts 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.
  - A2 leaves the penalty bench on the first stoppage after 10:00.
  - B21 leaves the penalty bench on the first stoppage after 7:20.
26. A6 – 1.5 minutes at 3:00  
A7 – 1.5 minutes at 3:30  
B9 – 1.5 minutes + GM at 3:30
- At 3:00 teams play 4 on 3.
  - At 3:30 teams play 4 on 3.
  - B9 shall go to the dressing room for the balance of the game.
  - Team B 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***

- |    | <b>Team A</b>                                                                                                                                                                                                                     | <b>Team B</b>               |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|
| 1. | A3 - 4 minutes + GM at 3:00                                                                                                                                                                                                       | B1 - 4 minutes + GM at 3:00 |
|    | <ul style="list-style-type: none"><li>▪ At 3:00 teams play 4 on 4.</li><li>▪ Teams do not need to put substitute players in the penalty bench because A3 and B1 are out of the game and the penalties are coincidental.</li></ul> |                             |
| 2. | A1 (goalkeeper) - 4 minutes + GM at 3:00                                                                                                                                                                                          | B1 – 4 minutes + GM at 3:00 |
|    | <ul style="list-style-type: none"><li>▪ At 3:00 teams play 4 on 4.</li><li>▪ Teams do not need to put substitute players in the penalty bench because A1 and B1 are out of the game and the penalties are coincidental.</li></ul> |                             |

### ***Examples of Combined Coincidental Minor and Major Penalties***

- |    | <b><u>Team A</u></b>                                                                                                                                                                                                                                                                                              | <b><u>Team B</u></b>                                                                                |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| 1. | A6 - 1.5 minutes                      at 3:00<br>A9 - 4 minutes + GM                      at 3:30                                                                                                                                                                                                                 | B14 - 4 minutes + GM at 3:30                                                                        |
|    | <ul style="list-style-type: none"><li>▪ At 3:30 teams play 4 on 3 as the Majors plus GM to A9 and B14 cancel out.</li><li>▪ Teams do not need to put substitute players in the penalty bench because A9 and B14 are out of the game and the penalties are coincidental.</li></ul>                                 |                                                                                                     |
| 2. | A6 - 1.5 minutes                      at 3:00<br>A7 - 1.5 + 4 minutes + GM                      at 4:00                                                                                                                                                                                                           | B19 - 1.5 + 4 minutes + GM at 4:00                                                                  |
|    | <ul style="list-style-type: none"><li>▪ At 4:00 teams play 4 on 3 as the Minor plus Major plus GM to both A7 and B19 cancel out.</li><li>▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game and the penalties are coincidental.</li></ul>                  |                                                                                                     |
| 3. | A6 - 1.5 minutes                      at 3:00<br>A5 - 1.5 minutes                      at 4:00<br>A7 - 4 minutes + GM                      at 4:00                                                                                                                                                                | B11 - 1.5 minutes                      at 4:00<br>B19 - 4 minutes + GM                      at 4:00 |
|    | <ul style="list-style-type: none"><li>▪ At 4:00 teams play 4 on 3 as the Minors to A5 and B11 and the Majors plus GM to A and B19 all cancel out.</li><li>▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game and the penalties are coincidental.</li></ul> |                                                                                                     |





**Team A**

**Team B**

3. A6 - 1.5 minutes at 3:00

B2 - 1.5 + 1.5 minutes at 3:00

B2 - 1.5 minutes at 3:30 (while in the penalty bench)

- At 3:00 teams play 4 on 3.
- Team B shall put substitute in the penalty bench to serve the extra Minor for B2.
- At 3:30 teams shall play 4 on 3 as the Minor to B2 (at 3:30 while he is in the penalty bench) is added to the time of the substitute.
- The Team B substitute shall serve 3 minutes total and could return to the floor at 6:00.
- If Team A scored no goals teams shall play 4 on 3 until 6:00.
- B2 shall serve the total time for all three of his penalties (4.5 minutes) and shall return on the first stoppage of play after 7:30.

4. A6 - 4 minutes + GM at 3:00

A7 (substitute for A6) - 1.5 minutes at 3:30 (while in the penalty bench)

A7 (substitute for A6) - 10 minutes at 4:00 (while in the penalty bench)

- A6 is out of the game.
- Team A shall put substitute (A7) in the penalty bench to serve the 4 minute penalty for A6.
- At 3:00 teams play 4 on 3.
- At 3:30 A7 is assessed an additional Minor penalty while in the penalty bench.
- Teams play 4 on 3.
- A7 Minor penalty shall start at 7:00 after the expiration of the 4 minute time penalty (delayed penalty).
- At 4:00 A7 is assessed a Misconduct penalty.
- Teams play 4 on 3.
- At 4:00 Team A shall put another substitute in the penalty bench to serve the Minor penalty for A7 which was assessed at 3:30.
- The A7 Misconduct penalty shall start at 8:30 (delayed penalty).
- If no further penalties are assessed to Team A and no goal is scored after expiration of the 4 minute penalty, at 8:30 teams will play 4 on 4.