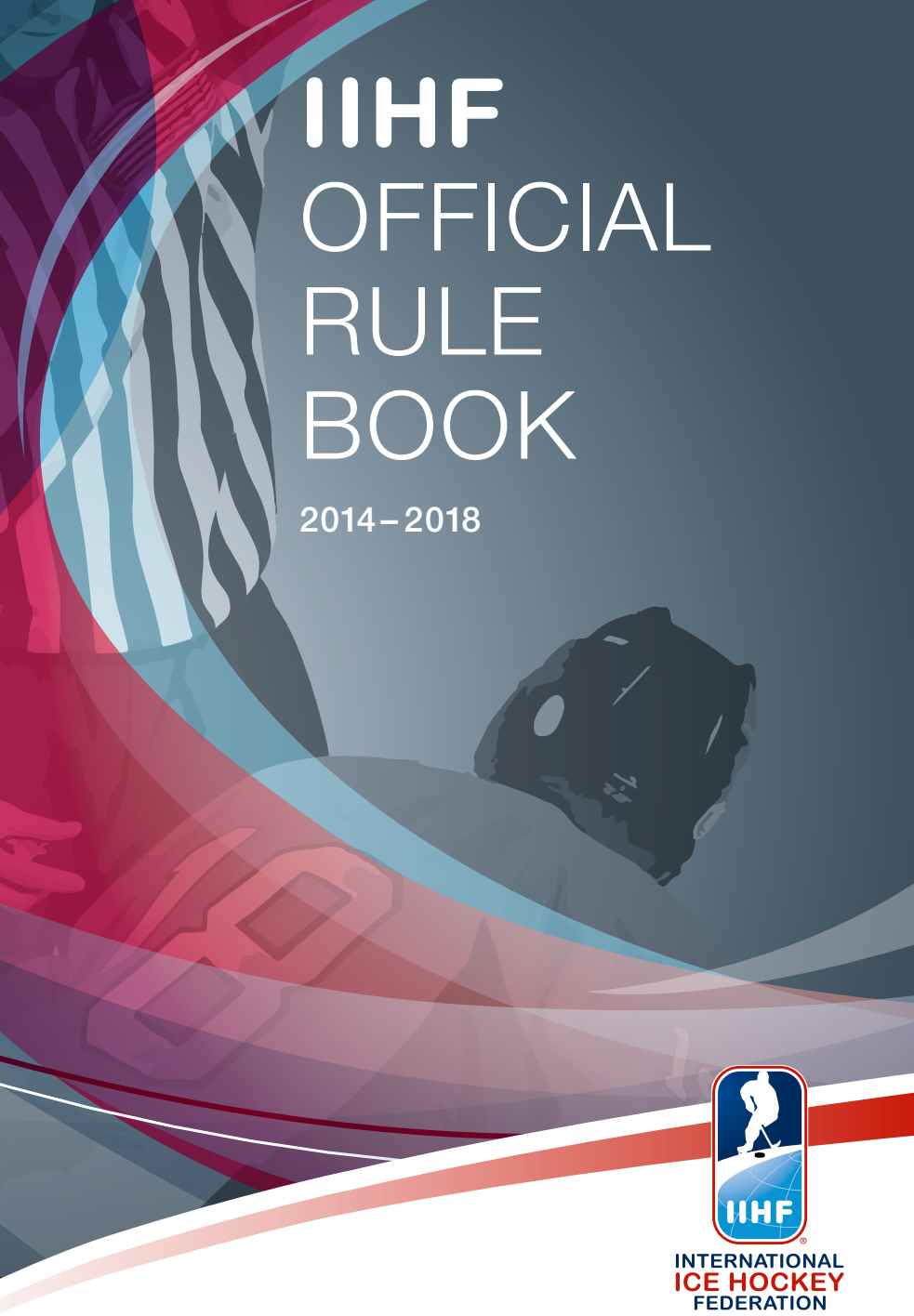
IIHF OFFICIAL RULE BOOK

2014–2018



INTERNATIONAL ICE HOCKEY FEDERATION

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September 2014

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2014–2018



INTERNATIONAL
ICE HOCKEY
FEDERATION

RULE 1	THE INTERNATIONAL ICE HOCKEY FEDERATION (IIHF) AS GOVERNING BODY	12

SECTION 1 – COMPETITION STANDARDS		**13**
RULE 2	GENDER PARTICIPATION	13
RULE 3	PLAYER ELIGIBILITY/AGE	13
RULE 4	ON-ICE OFFICIALS	13
RULE 5	PROPER AUTHORITIES AND DISCIPLINE	14
RULE 6	DOPING	14
RULE 7	TERMINOLOGY	14

SECTION 2 – THE RINK		**17**
RULE 8	ICE SURFACE/FIT TO PLAY	17
RULE 9	PLAYERS' BENCHES	17
RULE 10	PENALTY BOXES	19
RULE 11	OBJECTS ON ICE	19
RULE 12	STANDARD DIMENSIONS OF RINK	19
RULE 13	RINK BOARDS	20
RULE 14	PROTECTIVE GLASS	20
RULE 15	PROTECTIVE NETTING	21
RULE 16	DOORS	21
RULE 17	ICE SURFACE MARKINGS/ZONES	21
RULE 18	ICE SURFACE MARKINGS/FACEOFF CIRCLES AND SPOTS	22
RULE 19	ICE SURFACE MARKINGS/CREASES	23
RULE 20	GOAL NET	25

SECTION 3 – TEAMS AND PLAYERS		**26**
RULE 21	TEAM COMPOSITION	26
RULE 22	FORFEIT GAMES	26
RULE 23	INELIGIBLE PLAYER IN A GAME	26
RULE 24	PLAYERS DRESSED	27
RULE 25	TEAM PERSONNEL	27
RULE 26	TEAM OFFICIALS AND TECHNOLOGY	28
RULE 27	PLAYERS ON ICE DURING GAME ACTION	28
RULE 28	CAPTAIN AND ALTERNATE CAPTAINS	28

SECTION 4 – SKATERS' EQUIPMENT		**30**
RULE 29	DANGEROUS EQUIPMENT	30
RULE 30	ELBOW PADS	30
RULE 31	FACIAL PROTECTION	30
RULE 32	FLUORESCENT MATERIAL	31
RULE 33	GLOVES	31
RULE 34	HELMET	31
RULE 35	NECK AND THROAT PROTECTOR/SKATER	32

RULE 36	SHIN PADS	32
RULE 37	SKATES/SKATER	32
RULE 38	STICK/SKATER	32
RULE 39	TAPE	33
RULE 40	UNIFORMS/SKATER	33
RULE 41	MEASUREMENT OF A PLAYER'S EQUIPMENT	34
RULE 42	MEASUREMENT OF A SKATER'S STICK/ PENALTY-SHOT SHOOTOUT	35

SECTION 5 – PLAYING RULES/GENERAL		**37**
RULE 43	HOW THE GAME IS PLAYED	37
RULE 44	LENGTH OF PLAY	37
RULE 45	SCORECLOCK	37
RULE 46	WHISTLE	38
RULE 47	PUCK	38
RULE 48	WARMUP	38
RULE 49	PUCK IN PLAY	38
RULE 50	CHANGE OF ENDS	39
RULE 51	STARTING GAME ACTION	39
RULE 52	DETERMINING FACEOFF LOCATION/GENERAL	39
RULE 53	DETERMINING FACEOFF LOCATION/PENALTIES ASSESSED	40
RULE 54	DETERMINING FACEOFF LOCATION/INJURY	40
RULE 55	DETERMINING FACEOFF LOCATION/ DEFENDING ZONE	41
RULE 56	DETERMINING FACEOFF LOCATION/ CENTRE-ICE SPOT	41
RULE 57	DETERMINING FACEOFF LOCATION/ ATTACKING ZONE	42
RULE 58	PROCEDURE FOR CONDUCTING FACEOFFS	43
RULE 59	FALSE FACEOFFS	43
RULE 60	TELEVISION TIMEOUTS	44
RULE 61	TEAM TIMEOUT	44
RULE 62	OVERTIME PERIOD	45
RULE 63	PENALTY-SHOT SHOOTOUT	45

SECTION 6 – PLAYING RULES/STOPPAGES OF PLAY		**47**
RULE 64	INTERFERENCE BY SPECTATORS	47
RULE 65	ICING THE PUCK/HYBRID ICING	47
RULE 66	ICING THE PUCK/GAME SPECIFICS	48
RULE 67	PUCK OUT OF PLAY	49
RULE 68	PUCK ON DASHER	49
RULE 69	PUCK ON GOAL NET (BASE AND TOP)	49
RULE 70	PUCK OFF END NETTING	50
RULE 71	PUCK OUT OF SIGHT	50
RULE 72	PUCK OFF THE GOAL NET	51
RULE 73	PUCK STRIKING AN ON-ICE OFFICIAL	51

RULE 74	HAND PASS	51
RULE 75	HIGH STICKING THE PUCK/GAME ACTION	52
RULE 76	HIGH STICKING THE PUCK INTO THE GOAL NET	53
RULE 77	PROTECTIVE GLASS/DAMAGED	53
RULE 78	OFFSIDE	53
RULE 79	OFFSIDE SITUATIONS	54
RULE 80	FACEOFFS AFTER OFFSIDE	55
RULE 81	ONSIDE	55
RULE 82	DELAYED OFFSIDE	56
RULE 83	DELAYED OFFSIDE/HYBRID ICING	57
RULE 84	INTENTIONAL OFFSIDE	57
RULE 85	INJURED SKATER	58
RULE 86	INJURED ON-ICE OFFICIALS	58

SECTION 7 – PLAYING RULES/PLAYER CHANGES		**59**
RULE 87	DEFINING ON/OFF ICE	59
RULE 88	PLAYER CHANGE DURING GAME ACTION	59
RULE 89	ILLEGAL ACCESS OF OPPONENT'S PLAYERS' BENCH	59
RULE 90	PLAYERS' BENCH INSIDE BLUE LINE/OFFSIDE	59
RULE 91	PLAYER CHANGE DURING STOPPAGE	60
RULE 92	PLAYER CHANGE PROCEDURE	60
RULE 93	PLAYER CHANGE ON ICING CALLS	61

SECTION 8 – PLAYING RULES/GOALS		**62**
RULE 94	SCORING A GOAL	62
RULE 95	GOAL CREASE AS IT PERTAINS TO SCORING GOALS	63
RULE 96	GOALS WITH THE SKATE	63
RULE 97	DISALLOWING A GOAL/GAME ACTION	64
RULE 98	SCORING A GOAL/GOAL FRAME OFF	65
RULE 99	USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS	65

SECTION 9 – GAME PENALTIES/DURATION AND SITUATIONS		**67**
RULE 100	WHEN PENALTIES CAN BE CALLED	67
RULE 101	IMPLICATIONS OF PENALTIES	67
RULE 102	PENALTIES ON SCORECLOCK	68
RULE 103	PLAYING SHORT-HANDED	69
RULES 104–110	DURATION OF PENALTIES	69
RULE 104	DURATION OF PENALTIES/MINOR – BENCH MINOR	69
RULE 105	DURATION OF PENALTIES/MAJOR	69
RULE 106	DURATION OF PENALTIES/MINOR AND MAJOR	70
RULE 107	DURATION OF PENALTIES/MISCONDUCT	70
RULE 108	DURATION OF PENALTIES/MINOR AND MISCONDUCT	70
RULE 109	DURATION OF PENALTIES/GAME MISCONDUCT	71
RULE 110	DURATION OF PENALTIES/MATCH	71
RULE 111	PENALTY SITUATIONS	71

RULE 112	COINCIDENT PENALTIES	72
RULE 113	DELAYED START TIME OF PENALTIES	72
RULE 114	DELAYED PENALTY CALL	73
RULE 115	PENALTIES IN OVERTIME	74
SECTION 10 – DESCRIPTION OF GAME PENALTIES		**75**
RULE 116	ABUSE OF OFFICIALS	75
RULE 117	BENCH-MINOR	76
RULE 118	BITING	76
RULE 119	BOARDING	76
RULE 120	BROKEN STICK/PLAYING WITH – REPLACING	76
RULE 121	BUTT-ENDING	77
RULE 122	CHARGING	77
RULE 123	CHECKING FROM BEHIND	78
RULE 124	CHECKING TO THE HEAD OR NECK	78
RULE 125	CLIPPING	79
RULE 126	CLOSING HAND ON PUCK	79
RULE 127	CROSS-CHECKING	80
RULE 128	DANGEROUS EQUIPMENT	80
RULES 129–137	DELAY OF GAME	81
RULE 129	DELAY OF GAME/ADJUSTMENT OF EQUIPMENT	81
RULE 130	DELAY OF GAME/DISPLACED GOAL NET	81
RULE 131	DELAY OF GAME/FALLING ON THE PUCK	81
RULE 132	DELAY OF GAME/FREEZING THE PUCK UNNECESSARILY	82
RULE 133	DELAY OF GAME/GOAL CELEBRATION	82
RULE 134	DELAY OF GAME/LATE LINEUP	82
RULE 135	DELAY OF GAME/SHOOTING OR THROWING THE PUCK OUT OF PLAY	82
RULE 136	DELAY OF GAME/SUBSTITUTION AFTER AN ICING CALL	82
RULE 137	DELAY OF GAME/VIOLATION OF FACEOFF PROCEDURES	83
RULE 138	DIVING OR EMBELLISHMENT	83
RULE 139	ELBOWING	83
RULE 140	ENGAGING WITH SPECTATORS	83
RULE 141	FIGHTING	84
RULE 142	HEAD-BUTTING	85
RULE 143	HIGH-STICKING	85
RULE 144	HOLDING	85
RULE 145	HOLDING THE STICK	86
RULE 146	HOOKING	86
RULE 147	ILLEGAL STICK – STICK MEASUREMENT	86
RULE 148	INCORRECT ACCESS TO OR FROM PENALTY BOX	87
RULE 149	INJURED SKATER REFUSING TO LEAVE THE ICE	87
RULE 150	INTERFERENCE	87
RULE 151	INTERFERENCE ON A GOALTENDER	88

RULE 152	KICKING	89
RULE 153	KNEEING	89
RULE 154	LEAVING THE PENALTY BOX PREMATURELY	89
RULE 155	PLAYING WITHOUT A HELMET	90
RULE 156	PULLING HAIR, HELMET, CAGE	90
RULE 157	REFUSING TO START PLAY	90
RULE 158	ROUGHING	91
RULE 159	SLASHING	91
RULE 160	SLEW-FOOTING	91
RULE 161	SPEARING	92
RULE 162	SPITTING	92
RULE 163	TAUNTING	92
RULE 164	TEAM OFFICIAL ENTERING THE PLAYING AREA	92
RULE 165	THROWING A STICK OR OBJECT	92
RULE 166	TOO MANY MEN	93
RULE 167	TRIPPING	94
RULE 168	UNSPORTSMANLIKE CONDUCT	94
RULE 169	ILLEGAL HIT (WOMEN)	96

SECTION 11 – PENALTY SHOTS AND AWARDED GOALS		**97**
RULE 170	PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME	97
RULE 171	AWARDING A PENALTY SHOT/BREAKAWAY	97
RULE 172	AWARDING A PENALTY SHOT/INTERFERENCE OR THROWING OBJECTS	98
RULE 173	AWARDING A PENALTY SHOT/LAST TWO MINUTES OF REGULATION OR OVERTIME	98
RULE 174	AWARDING A PENALTY SHOT/PLAYER DISPLACING GOAL NET	99
RULE 175	AWARDING A PENALTY SHOT/SKATER FALLING ON PUCK	99
RULE 176	PENALTY-SHOT PROCEDURE/OVERVIEW	99
RULE 177	PENALTY-SHOT PROCEDURE/TAKING THE SHOT	100
RULE 178	PENALTY-SHOT PROCEDURE/SPECIFIC SITUATIONS	101
RULE 179	AWARDED GOALS	102
RULE 180	AWARDED GOALS/BLOCKING THE GOAL NET	102

SECTION 12 – RULES SPECIFIC TO GOALTENDERS		**103**
RULE 181	GOALTENDER WARMUP	103
RULE 182	GOALTENDER AS CAPTAIN OR ALTERNATE CAPTAIN	103
RULE 183	PROTECTION OF GOALTENDER	103
RULE 184	GOALTENDER AND GOAL CREASE	104
RULE 185	GOALTENDER AND GOAL CREASE/GOAL ALLOWED	104
RULE 186	GOALTENDER AND GOAL CREASE/GOAL DISALLOWED	104

RULE 187	GOALTENDER EQUIPMENT/GENERAL	105
RULE 188	BLOCKING GLOVE/GOALTENDER	106
RULE 189	CHEST AND ARM PROTECTION/GOALTENDER	106
RULE 190	FACEMASK/GOALTENDER	106
RULE 191	KNEE PROTECTION/GOALTENDER	106
RULE 192	NECK AND THROAT PROTECTOR/GOALTENDER	107
RULE 193	PADS/GOALTENDER	107
RULE 194	PANTS/GOALTENDER	107
RULE 195	SKATES/GOALTENDER	107
RULE 196	STICK/GOALTENDER	107
RULE 197	SWEATERS/GOALTENDER	108
RULE 198	THROAT PROTECTOR/GOALTENDER	108
RULE 199	UNIFORMS/GOALTENDER	109
RULE 200	GAME ACTION/GOALTENDER	109
RULE 201	THROWING THE PUCK FORWARD/GOALTENDER	109
RULE 202	GOALTENDER SUBSTITUTIONS	109
RULE 203	ILLEGAL SUBSTITUTION/GOALTENDER	110
RULE 204	FACEOFFS/GOALTENDER	110
RULE 205	ICING AND THE GOALTENDER	110
RULE 206	TEAM TIMEOUT AND THE GOALTENDER	111
RULE 207	GOALTENDER PENALTIES/OVERVIEW	111
RULE 208	GOALTENDER PENALTIES/DESCRIPTION	112
RULE 209	BEYOND CENTRE RED LINE/GOALTENDER	112
RULE 210	BROKEN STICK/GOALTENDER	112
RULE 211	DANGEROUS EQUIPMENT/GOALTENDER	113
RULES 212–217	DELAY OF GAME/GOALTENDER	113
RULE 212	DELAY OF GAME/GOALTENDER – ADJUSTMENT OF EQUIPMENT	113
RULE 213	DELAY OF GAME/GOALTENDER – DISPLACED GOAL FRAME	113
RULE 214	DELAY OF GAME/GOALTENDER – FREEZING THE PUCK ALONG BOARDS	114
RULE 215	DELAY OF GAME/GOALTENDER – GOING TO PLAYERS' BENCH DURING STOPPAGE	114
RULE 216	DELAY OF GAME/GOALTENDER – REMOVING FACEMASK	114
RULE 217	DELAY OF GAME/GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY	114
RULE 218	DROPPING THE PUCK ON GOAL NETTING/ GOALTENDER	115
RULE 219	FIGHTING/GOALTENDER	115
RULE 220	HOLDING THE PUCK IN GOAL CREASE/ GOALTENDER	115
RULE 221	HOLDING THE PUCK OUTSIDE GOAL CREASE/GOALTENDER	116
RULE 222	ILLEGALLY BLOCKING GOAL NET OR PILING SNOW/GOALTENDER	116

RULE 223	LEAVING GOAL CREASE DURING PLAYER CONFRONTATION/GOALTENDER	116
RULE 224	TOO MANY MEN – GOALTENDER	117
RULE 225	PENALTY SHOTS/FOULS BY A GOALTENDER	117
RULE 226	AWARDED GOALS/FOULS BY A GOALTENDER	117

SUMMARY OF PENALTIES **118**

APPENDIX 1 – RECORDING STATISTICS **122**

GOALS AND ASSISTS 122
EMPTY-NET GOAL 122
EVEN-STRENGTH GOAL 122
EXTRA-ATTACKER GOAL 122
FACEOFF WIN/LOSS 122
GAME-WINNING GOAL 122
GOALTENDER LOSS 123
GOALTENDER WIN 123
GOALS AGAINST 123
GOALS AGAINST AVERAGE 123
OWN GOAL 123
PENALTY MINUTES BY NUMBERS 123
PLUS/MINUS 123
POINTS 123
POWER-PLAY GOAL 123
SAVE PERCENTAGE 124
SHORT-HANDED GOAL 124
SHOT ON GOAL 124
SHUTOUT 124
TIME ON ICE 124

REFEREE AND LINESMEN SIGNALS **125**

REFEREE SIGNALS 126
REFEREE SIGNALS (WOMEN) 134
LINESMEN SIGNALS 135

INDEX **137**

NOTES **144**

RULE BOOK

RULE 1 – THE INTERNATIONAL ICE HOCKEY FEDERATION (IIHF) AS GOVERNING BODY

i. The IIHF consists of member nations which, when they join, recognize the need to participate under a codified system of rules based on sportsmanship, regardless of level of play or location of game.

ii. The rules of the IIHF are intended to promote skill and athleticism in a safe environment. Violations of these rules are dealt with during game action by on-ice officials. More serious violations may be further addressed after the game by proper authorities in accordance with IIHF By-Laws and Disciplinary Code.

iii. A player, official, team official, or member of any national association connected to competition manipulation will be disciplined based on the IIHF's Code of Conduct.

iv. Players who compete for their member national associations in an IIHF event do so with the understanding and respect of these rules and agree to abide by them at all times.

SECTION 1 – COMPETITION STANDARDS

OVERVIEW – Standards of play ensure fairness of competition at all levels. These rules recognize the need for a level playing field and the responsibility of member national associations, players, and officials to adhere to these standards.

RULE 2 – GENDER PARTICIPATION

i. For IIHF competitions, no male player may participate in a women's event, and no female player may participate in a men's event.

RULE 3 – PLAYER ELIGIBILITY/AGE

i. For age-specific tournaments, notably U18 and U20, there is both a minimum and a maximum age for player eligibility. The minimum age is 15.

ii. A player participating in the 2015 U20 must have been born between January 1, 1995 and December 31, 1999. For the 2016 U20, the dates are January 1, 1996 and December 31, 2000. For the 2017 U20, the dates are January 1, 1997 and December 31, 2001. For the 2018 U20, the dates are January 1, 1998 and December 31, 2002.

iii. A player participating in the 2015 U18 must have been born between January 1, 1997 and December 31, 1999. For the 2016 U18, the dates are January 1, 1998 and December 31, 2000. For the 2017 U18, the dates are January 1, 1999 and December 31, 2001. For the 2018 U18, the dates are January 1, 2000 and December 31, 2002.

RULE 4 – ON-ICE OFFICIALS

For all information regarding on-ice officials, their duties, equipment, etc., see the IIHF's Officiating Procedural Manual.

i. All decisions made by on-ice officials are based on their discretion in understanding, adjudicating, and interpreting this rule book in an unbiased manner.

ii. Either the three-official system (one referees and two linesmen) or the four-official system (two referees and two linesmen) is used in all IIHF championships, tournaments, and international games involving national teams. The duties of the referees and linesmen are the same in either system.

iii. Member national associations have the authority to use the two-man-official system (two on-ice officials working as both referees and linesmen) or other official system in games which are completely under their jurisdiction.

iv. The video-goal judge system is mandatory only for specific IIHF competitions.

RULE 5 – PROPER AUTHORITIES AND DISCIPLINE

i. "Proper Authorities" refers specifically to the immediate governing body of the game(s) being played. In addition to the on-ice officials, every game at IIHF championships and events is overseen by a referee supervisor and possibly a disciplinary panel or representative thereof. Actions which show a flagrant disregard for the rules of play may be dealt with after the game by proper authorities.
ii. The function and duty of proper authorities is outlined in the IIHF's Disciplinary Code.

RULE 6 – DOPING

i. Membership in the IIHF includes acceptance of the World Anti-Doping Code and a requirement that the policies, rules, and programs of member national associations are in compliance with the code.
ii. Protocol and details of doping standards and procedures are outlined in the IIHF's Medical Regulations.

RULE 7 – TERMINOLOGY

AGGRESSOR – A player in a confrontation who throws punches at an opponent who is either unwilling or unable to defend himself.

ATTACKING HALF/DEFENDING HALF – The division of the playing surface into two equal parts using the centre red line as the halfway point. The team that is closest to its own goal net is in the defending half while the team farther from its own goal is in the attacking half.

AT LEAST A MINOR – If a description of a penalty includes the phrase "at least a minor," this infraction can also be assessed as a major and automatic game misconduct or as a match penalty.

BREAKAWAY – Any situation during game action which meets all of these criteria: (1) An attacking player is in control of the puck or in obvious position to gain control of a loose puck and skate in alone on the goal-tender; (2) The attacking player has no opponent between him and the opposing goal net; (3) The puck is completely outside the defending zone blue line of the attacking player; (4) The attacking skater has a reasonable scoring opportunity.

BROKEN STICK – A stick that is not fully intact, has a broken blade or shaft, or is no longer whole.

CAGE (SKATER) – A full facemask, attached to the skater's helmet, which covers the entire face.

COACH – A coach is a team official in charge of all decisions related to how the team plays during a game, including team strategy, player changes, and naming players to serve goaltender penalties and bench-minor penalties and participate in the penalty-shot shootout. The act of coaching during a game (starting two hours before opening faceoff until the final buzzer of the game, including any overtime and/or penalty-shot shootout) involves any and all direct and/or indirect communication, through any means, with team officials and on-ice officials relating to any direct and/or indirect aspect of the game.

CONFRONTATION – Any incident in which opponents initiate physical contact in an unsportsmanlike manner.

CONTROL/POSSESSION OF THE PUCK – Control means extended possession of the puck.

– Control of the puck means a player who is stickhandling with the puck or using his hands or feet to maintain possession of the puck. If the puck is touched by another player or his equipment, or hits the goal or goes free in any manner, the player is no longer considered to be in control of the puck.
– Possession of the puck refers to the player who is stickhandling with the puck, intentionally directs the puck to a teammate, or freezes the puck. Any accidental contact or deflection off an opponent, goal frame, or boards does not constitute possession. The last skater to touch the puck is considered in possession of it, and he may be checked provided the contact is legal and occurs during or immediately after he has lost possession of the puck.

FACEMASK (GOALTENDER) – Either a skater's helmet with a cage attached or a goaltender's head and face protector.

GAME ACTION – Play when the scoreclock is running.

GOAL LINE/ICING LINE – The end red line that extends the width of the ice is divided into two parts. The section of that line between the goal posts is called the goal line, and the two sections that extend from the goal posts towards the side boards are called the icing line. For references to the entire line, the term icing line will be used.

MINOR/BENCH MINOR PENALTY – A minor penalty is a two-minute penalty assessed to a specific player. A bench minor is also a two-minute penalty assessed to the team without a specific player identified. Bench-minor penalties can be served by any skater, designated by the coach through the captain, who was on the ice at the time the whistle stopped play or otherwise specified by these rules.

ON-ICE OFFICIAL – Either a referee or linesman.

PLAYERS – Refers to both skaters (defencemen and forwards) and goaltenders.

PLAYING AREA – The three-dimensional area of the ice surface surrounded by the boards and protective glass but not limited to the height of the glass and boards.

PROPER AUTHORITIES – The governing or adjudicating body which oversees conduct of players and team officials during a game.

TEAM OFFICIAL – Any member of a team who is not a dressed player for a game, including (but not limited to) the coach, assistant coaches, equipment and training staff, etc.

TERRITORIAL ADVANTAGE – Any decision which moves a faceoff closer to the defending zone is made to ensure there is no territorial advantage to the offending team.

SECTION 2 – THE RINK

OVERVIEW – Ice hockey is played on an enclosed sheet of ice with markings specific to the rules of play. The rink must be made fair and safe for players and set up in a way which also considers spectator safety to be of paramount importance. The only markings allowed on any and all parts of the rink are those outlined in these rules or in the IIHF's Marketing Regulations.

For arena guidelines and facility requirements, see relevant manuals.

RULE 8 – ICE SURFACE/FIT TO PLAY

i. Ice hockey must be played on a white ice surface known as a rink. It must be of a quality deemed fit to play by the on-ice officials in charge of the game.

ii. The ice surface must be prepared with water and chemicals to a consistent quality in all areas and must be properly frozen by either a reliable system of refrigeration to ensure stable temperature and density or by natural causes.

iii. If, prior to or during the playing of a game, any section of the ice or rink becomes damaged, the on-ice officials will immediately stop the game and ensure the necessary repairs are made before game action resumes.

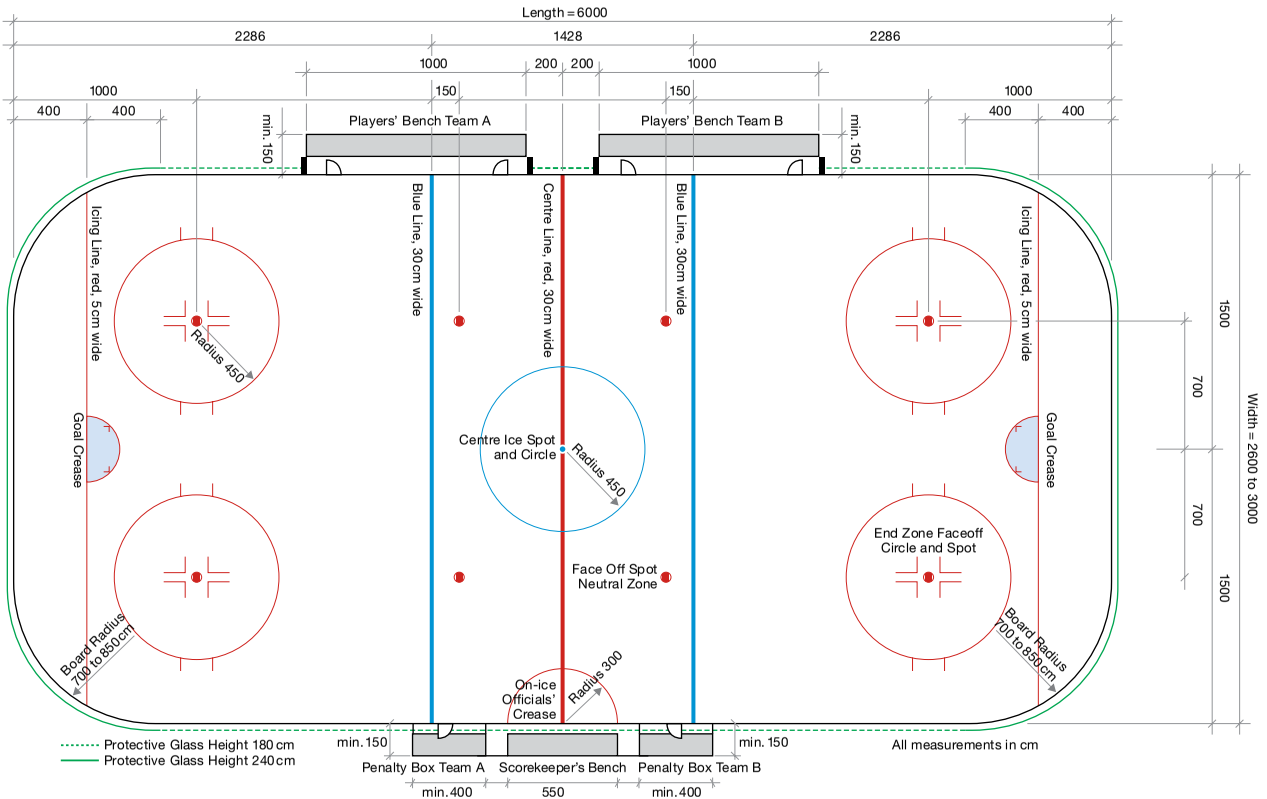
iv. If the repairs delay the game unduly, the referee has the option to send the teams to their respective dressing rooms until the rink is deemed fit to play. If the problem cannot be solved in a short period of time or if any section of the ice or rink is of a quality that makes playing the game dangerous, the referee has the right to postpone the game until such a time as the ice or rink can be properly made fit to play.

v. If any lengthy delay occurs within five minutes of the end of a period, the referee has the option to send the teams to their respective dressing rooms to begin the intermission immediately. The rest of the period will be played after the repairs and resurfacing of the ice has been completed and the full intermission time has elapsed. When play resumes, teams will defend the same goal as before play was postponed, and at the end of the period they will change ends and begin playing the ensuing period without delay.

vi. If the playing area is affected by fog or other opaque air, the referee will not permit game action to take place until the air in the arena is suitably clear for players and fans to experience a safe environment.

RULE 9 – PLAYERS' BENCHES

i. Although the players' benches are not a part of the ice surface, they are considered a part of the rink and are subject to all rules pertaining to the ice surface.


Length = 6000
2286
1428
2286
1000
200
200
1000
1000
150
150
1000
400
400
400
400
min. 150
min. 150
Players' Bench Team A
Players' Bench Team B
Blue Line, 30cm wide
Centre Line, red, 30cm wide
Blue Line, 30cm wide
Icing Line, red, 5cm wide
Icing Line, red, 5cm wide
Radius 450
Goal Crease
Centre Ice Spot and Circle
Radius 450
Goal Crease
End Zone Faceoff Circle and Spot
Face Off Spot Neutral Zone
Board Radius 700 to 850cm
Board Radius 700 to 850cm
On-ice Officials' Crease
Radius 300
1500
700
700
1500
Width = 2600 to 3000
Protective Glass Height 180 cm
Protective Glass Height 240 cm
min. 150
min. 150
Penalty Box Team A
Scorekeeper's Bench
Penalty Box Team B
min. 400
550
min. 400
All measurements in cm

ii. The only people allowed on or at the players' benches are the dressed players and not more than eight team officials.
iii. Both players' benches must be of the same dimensions and quality, offering advantage to neither team in any manner.
iv. Each players' bench must start 2.0 metres (6' 6¾") from the centre red line and be 10 metres (32' 9¾") wide and 1.5 metres (5') deep.
v. Each players' bench must have two doors, one at either end.
vi. The players' benches must be located on the same side of the rink, opposite their respective penalty boxes and the scorekeeper's bench.
vii. Teams must use the same bench for the duration of a game.
viii. Players' benches must be enclosed on all three sides from spectators, the only open-air side being the one with direct access to the ice for the players themselves.
ix. The designated home team is entitled to its choice of players' bench.

RULE 10 – PENALTY BOXES

i. A penalty box, one for each team, must be situated on either side of the scorekeeper's bench and across from their respective players' benches. Each box must be of the same size and quality, offering advantage to neither team in any manner.
ii. Teams must use the penalty box opposite their players' bench and must use the same penalty box for the duration of a game.
iii. Each penalty box must have only one door for both entry and exit and must be operated only by the penalty-box attendant.
iv. Only the penalty-box attendant, penalized skaters, and game officials are allowed access to the penalty boxes.
v. Both penalty boxes must be situated in the neutral zone.

RULE 11 – OBJECTS ON ICE

i. The ice surface is intended only for players and on-ice officials. Any objects on the ice that are not directly related to them or their equipment, or the puck, are strictly forbidden. Any damage to the playing facilities by any means will result in the immediate stoppage of game action. Play will not resume until the ice is clear of these objects and the playing area ready for game action.

RULE 12 – STANDARD DIMENSIONS OF RINK

i. For top-level IIHF competitions, the recommended dimensions of the rink are 60 metres (197') long and 25–30 metres wide (82'–98' 5").
ii. The corners of the rink must be rounded in the arc of a circle with a radius of 7.0 to 8.5 metres (23'–28').
iii. In countries where the standards set out in Rules 12-i and 12-ii are not possible, other dimensions are allowed so long as they are approved by the IIHF before the competition or game is played.

RULE 13 – RINK BOARDS

i. The rink must be contained within an enclosure known as boards which are made out of sections of wood or plastic and be painted white.

ii. The space between the panels which comprise the boards should be no more than 3 mm (⅛").

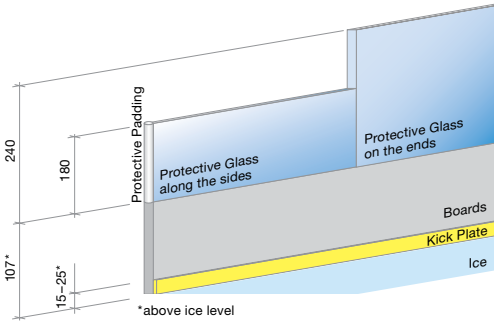
iii. The boards must be constructed in such a manner that the surface facing the ice must be smooth and free of any obstruction that could cause injury to players or unnaturally alter the course of a puck.

iv. The height of the boards should be 107 cm (42") from the ice surface.

v. Affixed to the bottom of the boards must be a yellow kick plate which extends around the entire circumference along the ice. It should be 15–25 cm (6"–10") high.

vi. Affixed to the top of the boards must be a blue dasher which extends around the entire circumference of the boards and marks the area where the boards end and the protective glass begins. The dasher should be 110 cm (43 5⁄16") from the concrete flooring under the ice.

RULE 14 – PROTECTIVE GLASS



All measurements in cm

*above ice level

i. Panes of Plexiglas or similar acrylic material that are 12 mm–15 mm (½"–⅝") thick and both transparent and of high durability must be inserted into and affixed to the top of the boards. The glass must be aligned using stanchions which allow the sections to be flexible. This is an obligatory component for IIHF competitions.

ii. The protective glass must be 2.4 metres (7' 10 ½") high behind the goals and must extend at least 4.0 metres (13' 1 ½") from the icing line towards the blue line. The glass must be 1.8 metres (5' 11") high along the sides except in front of the players' benches.

iii. There is no protective glass permitted in front of the players' benches, but there must be protective glass of similar height outlined in 14-ii behind and along the sides of the players' benches and penalty boxes. Where the glass deviates from the boards there must be protective padding extending its full height.

iv. The protective glass and fixtures used to hold the boards in position must be mounted on the side away from the playing surface.
v. The gaps between the panels of protective glass must not be more than 5 mm (3⁄16").
vi. No openings or holes are allowed anywhere along the full circumference of the protective glass with the exception of a round hole 10 cm (4") in width in front of the scorekeeper's bench.
vii. The protective glass must be installed in such a way that one sheet can be replaced without compromising the integrity of any others.

RULE 15 – PROTECTIVE NETTING

i. Protective netting of a suitable height must be suspended above the end-zone protective glass behind both goals and must extend around the rink at least to where the icing line meets the boards.
ii. Protective netting behind both goals is an obligatory component for IIHF competitions.

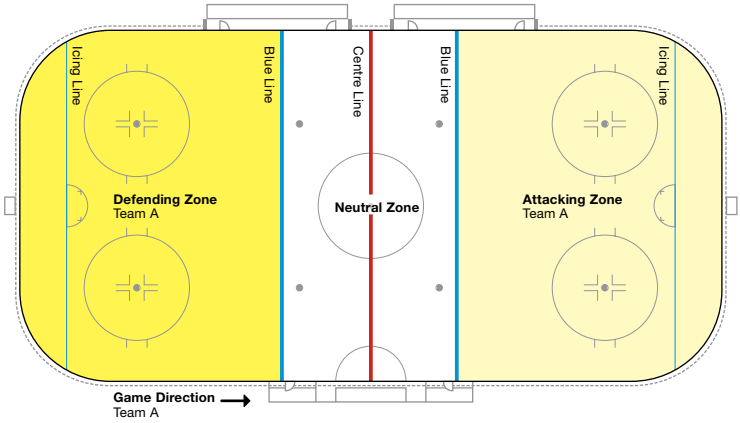
RULE 16 – DOORS

i. All doors allowing access to the ice surface must swing inwards, towards the spectator area.
ii. The gaps between the doors and the boards must not be more than 5 mm (3⁄16").

RULE 17 – ICE SURFACE MARKINGS/ZONES

i. The ice surface must be divided lengthwise by five lines marked on the ice surface, extending completely across and continuing vertically up the boards to the dasher: icing line, blue line, centre red line, blue line, icing line.
ii. The middle three lines mark the three zones of the rink and are referred to as the defending zone, the neutral zone, and the attacking zone. The zones will be established as such: icing line to blue line, blue line to blue line, blue line to icing line, as measured from the middle of each line.
iii. The centre red line divides the length of the rink exactly equally. It must be 30 cm (12") wide and extend up the kick plate and up the full height of the boards to the dasher. In case of advertising allowed on the boards, the lines must be marked at least on the kick plate.
iv. The two icing lines must be marked 4.0 metres (13' 1 ½") from the flat and middle sections of the end boards (i.e., not the curved sections) at both ends of the rink and must be 5 cm (2") wide.
v. The blue lines must be 22.86 metres (75') from the flat and middle sections of the end boards at both ends of the rink and be 30 cm (12") wide. They must extend up the kick plate and onto the boards. In case of advertising allowed on the boards, the lines must be marked at least on the kick plate.

vi. For open air rinks, all lines must be 5 cm (2") wide.



RULE 18 – ICE SURFACE MARKINGS/FACEOFF CIRCLES AND SPOTS

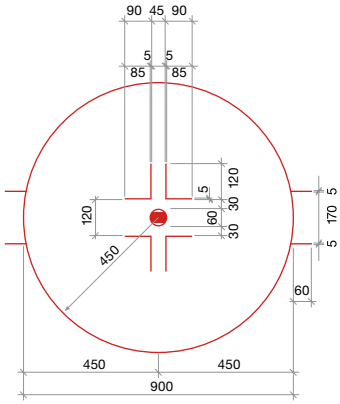
i. There must be nine faceoff spots on the ice. These are only places at which an on-ice official can drop the puck to begin game action.

ii. All faceoff spots must be red except for the one at centre ice which must be blue.

iii. A circular spot 30 cm (12") in diameter must be marked exactly in the centre of the ice surface. With this spot as a centre, a circle with a radius of 4.5 metres (14' 9 ¼") must be marked with a blue line 5 cm (2") wide. This constitutes the centre faceoff circle.

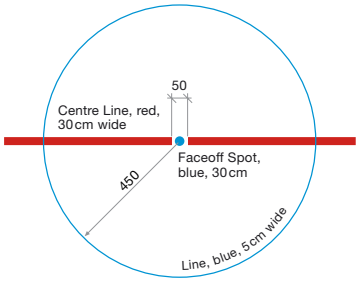
iv. A total of four faceoff spots 60 cm (24") in diameter must be marked in the neutral zone. There must be two such spots 1.5 metres (5') from each blue line. These faceoff spots should be the same distance from an imaginary straight line running from the centre of both goal lines as the end-zone faceoff spots.

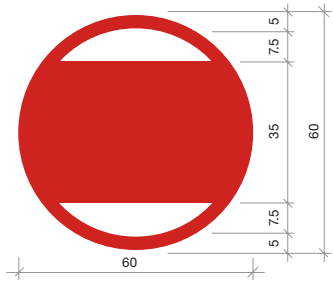
v. A total of four faceoff spots 60 cm (24") in diameter and red circles 5 cm (2") wide with a radius of 4.5 metres (14' 9 ¼") from the centre of the faceoff spot must be marked on the ice in both end zones and on both sides of each goal. On either side of the end zone faceoff spots must be marked a double "L".



All measurements in cm

vi. The location of the end zone faceoff spots must be fixed along a line 6 metres (19' 8 ½") from each icing line. Parallel to this, mark two points 7 metres (23') on both sides of a straight line drawn from the centre of one goal line to the other. Each point will be the centre of the end faceoff spot.



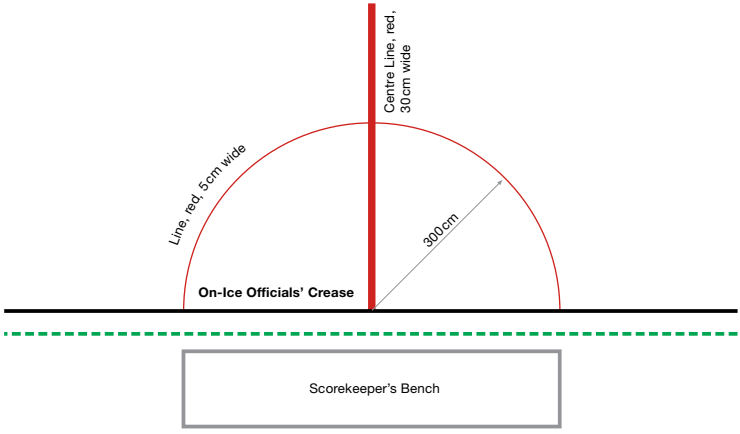


All measurements in cm

RULE 19 – ICE SURFACE MARKINGS/CREASES

i. There are three creases on the ice: one for each goaltender in front of either goal net and one at the boards by the scorekeeper's bench for on-ice officials.

ii. The red, on-ice officials' crease must be marked on the ice in a semi-circle 5 cm (2") wide with a radius of 3.0 metres (9' 10") immediately in front of the scorekeeper's bench. Players are not allowed in this area during stoppages of play when on-ice officials are in consultation with each other or reporting to off-ice officials.



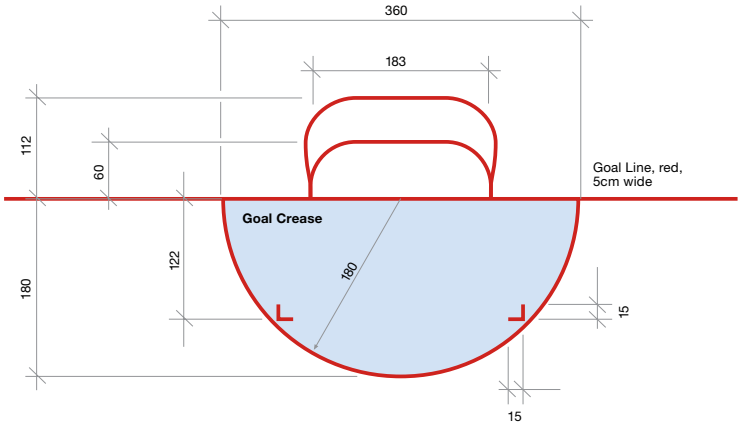
iii. In front of each goal net a goal-crease area must be marked by a red line, 5 cm (2") wide.

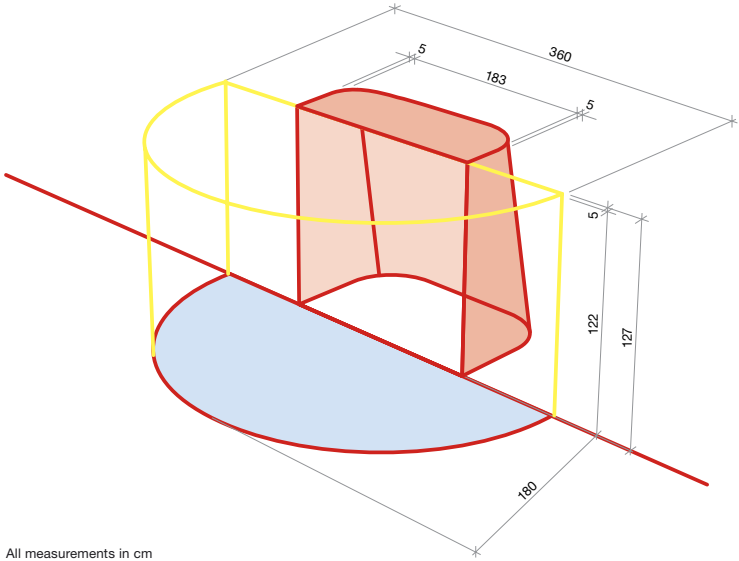
iv. The goal-crease area must be painted light blue, but inside the goal-net area from the goal line to the back of the goal net must be white.

v. The goal crease is a three-dimensional space and includes the air above the markings on ice up to the top of the crossbar.

vi. The goal crease must be marked as follows:
   1. A red semi-circle 180 cm (71") in radius and 5 cm (2") in width must be drawn using the centre of the goal line as the centre point;
   2. A red, “L”-shaped marking of 15 cm (6") in length (each line) must be added at each front corner;
   3. The location of the “L” is measured by drawing an imaginary line 122 cm (48') from the goal line to the edge of the semi-circle.

vii. The measurements of all creases must be taken from the outside edge of the lines such that the full thickness of the lines is considered part of the crease.





All measurements in cm

RULE 20 – GOAL NET

i. Each rink must have two goal nets, one at either end of the rink.
ii. The goal net is comprised of a goal frame and netting.
iii. The open end of the goal net must face centre ice.
iv. Each goal net must be located in the centre of the icing line at either end and must be installed in such manner as to remain stationary during the progress of the game. For top-level IIHF competitions, flexible goal pegs to hold the goal frame in place but which displace the goal net from its moorings upon significant contact are mandatory. These are strongly recommended for other competitions. The holes for the goal pegs must be located exactly on the icing line.
v. The goal posts must extend vertically 1.22 metres (4') above the ice surface and be 1.83 metres (6') apart (internal measurements). The goal posts and crossbar that form the tubular steel goal frame must be of a specified design with a diameter of 5 cm (2") and must be red.
vi. The goal posts and crossbar must be completed by a white frame inside the base of the goal frame along the ice and top extending from post to post towards the end boards and supporting the netting, the deepest point of which must be 0.60–1.12 metres (2'–3'8").
vii. A netting of durable white nylon cord must be attached securely over the entire back of the goal frame in such a manner as to trap the puck in the goal net after it has entered and to prevent the puck from entering the goal net in any way other than in front.
viii. On-ice officials are required to check the netting before the start of each period of play. If they find any damage to the netting, game action cannot begin until the necessary repairs have been made.
ix. The inside parts of the supports of the white frame, other than the goal posts and the crossbar, must be covered by white padding. The padding of the base frame must start not less than 10 cm (4") from the goal post and must be attached in a manner that does not restrict the puck from completely crossing the goal line.

SECTION 3 – TEAMS AND PLAYERS

OVERVIEW – A hockey game is contested between two teams which play under the direction of on-ice officials.

For consistency, all references in this rule book are in the masculine (he), but all rules apply equally to women's hockey except where noted.

RULE 21 – TEAM COMPOSITION

i. For a team to play a game it must be able to put on the ice at least five skaters and one goaltender at the beginning of the game.

RULE 22 – FORFEIT GAMES

i. If both teams are on the ice and one team refuses to play for any reason, the referee will warn the captain of the unwilling team that it must begin play within 30 seconds. If the team still refuses to play, the referee will assess it a bench-minor penalty. If there is a recurrence or continuance of the same incident, the referee will stop the game and report the incident to the proper authorities.

ii. If a team is not on the ice and fails to go on the ice to start play when ordered by the referee through the captain, manager, or coach, the referee will allow the refusing team not more than two minutes to resume play. If the team resumes play within those two minutes, it will be assessed a bench-minor penalty. If the team still refuses to go on the ice, the referee will stop the game and report the incident to the proper authorities.

iii. A team that refuses to begin play with the prescribed number of players on ice will forfeit the game to its opponent.

iv. A team will forfeit the game to its opponent if it cannot place the required number of players on the ice during the course of a game because of penalties and injuries.

v. If a team declines to participate in the penalty-shot shootout, its opponent will be awarded the win.

RULE 23 – INELIGIBLE PLAYER IN A GAME

i. A player must meet the criteria of both the IIHF and his member national association before he can play in a game. Specifically, he must meet the nationality and age requirements and be listed in the pre-tournament, pre-event, or pre-game roster of players as well as the game sheet.

ii. The determining factor for a player's eligibility is his name (not sweater number) being correctly listed in the lineup.

iii. No goal will be allowed by a team during a game if one of its players on the ice at the time his team scores is ineligible and the referee has

been notified of the error prior to the ensuing faceoff at centre ice immediately after the goal. All previous goals by the ineligible player's team will be allowed.

iv. If a player is assessed a penalty, and during the penalty he is found to be an ineligible player, he will be removed from the game and a skater designated by the coach through the captain must serve the remainder of the penalty.

v. If a player is found to be ineligible during a game he will be removed immediately without penalty.

vi. All cases regarding an ineligible player will be reported to the proper authorities.

RULE 24 – PLAYERS DRESSED

i. Sixty minutes before the start of the game, a representative from each team must provide the scorekeeper with a lineup (list of names and corresponding sweater numbers for players dressed), including the names of the captain and alternate captains.

ii. In IIHF tournaments, not later than two minutes before the start of a game, a representative from each team must confirm the lineup, but players may be added or deleted up to the opening faceoff.

iii. With the exception of a third goaltender, no changes or additions are allowed once the game has started.

iv. No staff member (coach, assistant coach, general manager, or other team official) is allowed onto the ice without the consent of an on-ice official except in the case of attending to an injured player.

v. Each team is allowed to dress a maximum of 20 skaters and two goaltenders for a game.

vi. All players must have a player's stick and player's skates and be wearing full equipment in order to be considered eligible to play in a game. Full equipment consists of sticks, skates, protective equipment, and team uniform.

vii. All protective equipment must be worn entirely under the uniform except gloves, helmets, and goaltender's pads.

viii. No player is allowed to warm up on ice at the end of a period or at any stoppage of play.

ix. Only eligible players are allowed to be listed on the lineup sheet and play in a game.

x. Players who are registered for a tournament or event but who are not listed on the game sheet are allowed to participate in the pre-game warmup.

RULE 25 – TEAM PERSONNEL

i. Every team must have at least one staff member behind the bench to act as coach and at least one qualified trainer or medical expert to treat players in case of injury.

RULE 26 – TEAM OFFICIALS AND TECHNOLOGY

i. No team official who stands at or near the players' bench during the game is allowed to utilize any form of technology except for radio-type contact with an assistant coach in the press box. This includes, but is not limited to, video apparatus, computers, smart phones, iPads, or other forms of electronic assistance or consultation.

RULE 27 – PLAYERS ON ICE DURING GAME ACTION

i. Game rules will not allow for a team to have fewer than four players (one goaltender and three skaters, resultant of penalties) or more than six players (one goaltender and five skaters or six skaters) on the ice during game action.

ii. Skaters may move about freely in any manner and play whatever positions they wish during game action, but the six standard positions of play are goaltender, left defence, right defence, centre, left wing, and right wing.

iii. Only one goaltender is allowed on the ice during game action at any one time. This goaltender may be removed and substituted by a skater. However, this replacement skater is not allowed to play under rules pertaining to a goaltender, notably in the matter of equipment, freezing the puck, and physical contact with opponents.

RULE 28 – CAPTAIN AND ALTERNATE CAPTAINS

i. Each team must appoint a captain and not more than two alternate captains from among the skaters listed on the game lineup. A team cannot forego the naming of a captain and instead designate three alternate captains for a game.

ii. A team cannot change its captain or alternate captains during a game. If a captain is ejected from a game or cannot play the entire game because of an injury, one of the alternate captains can assume his duties.

iii. The captain must wear the letter "C" and alternate captains must wear the letter "A" in a conspicuous position on the front of their sweater. The letter must be 8 cm (3 ⅛") high and in one contrasting colour to the sweater's primary colour.

iv. Only these designated skaters, if they are not penalized, are allowed to discuss with the referee any matter relating to the interpretation of rules during a game.

v. If both the captain and alternate captain are on the ice, only the captain is allowed to talk to the referee about a point of interpretation.

vi. If neither the captain nor an alternate captain is on the ice, he cannot come off the player's bench to discuss any situation with the referee unless requested to do so by an on-ice official. If he does come off the players' bench uninvited, he will be sent back by the referee, who

will then warn the head coach that a second violation will result in a misconduct penalty.

vii. A complaint concerning the merits of a penalty is not a matter relating to the interpretation of the rules and is not allowed. A player who argues a penalty call is subject to a misconduct penalty.

SECTION 4 – SKATERS' EQUIPMENT

OVERVIEW: Skaters' equipment consists of sticks, skates, protective equipment, and uniforms. All protective equipment, except gloves, helmets, and skates must be worn entirely underneath the uniform. Equipment must conform to safety standards and be used only to protect skaters, not to enhance or improve playing ability or to cause injury to an opponent. Full equipment, including helmets, must be worn properly during the pre-game warmup.

RULE 29 – DANGEROUS EQUIPMENT

i. Illegal equipment, equipment that does not conform to IIHF standards, and equipment deemed unacceptable for play are all classified as dangerous equipment and players utilizing such equipment are subject to penalties as outlined in Rule 128.

ii. A referee may request the measuring of any piece of equipment at any time. If he rules that it does not conform to IIHF standards in the rules set out below, it will be considered dangerous equipment and be confiscated.

iii. A player who uses dangerous equipment will be ruled off the ice and issued a warning by the referee. The player will not be allowed to participate in the game until the illegal equipment has been corrected or removed.

iv. Dangerous equipment includes wearing a visor in a way that may cause injury to an opponent, wearing non-approved equipment, using dangerous or illegal skates or stick, failing to wear equipment under the uniform (excepting gloves, helmet, and goaltender's pads), and cutting the palm out of one or both gloves.

RULE 30 – ELBOW PADS

i. Elbow pads must have a soft protective outer covering of sponge rubber or similar material of at least 1.27 cm (½") thickness.

RULE 31 – FACIAL PROTECTION

i. There are two permissible types of protection which can be attached to the front of a skater's helmet: cage and visor.

ii. A visor is attached to the helmet and must extend down to cover the eyes and the lower edge of the nose in frontal and lateral projections.

iii. Member national associations participating in an IIHF championship event must ensure that their players are equipped with a helmet manufactured specifically for ice hockey and that, as applicable, a visor or cage is properly attached to it.

iv. Male players born after December 31, 1974, must wear, as a minimum, a visor.

v. All female players must wear a helmet with cage.
vi. All players who are 18 years and younger, regardless what event or tournament they are participating in, must wear a cage constructed in such a way that neither the puck nor a stick blade can penetrate it.
vii. Skaters are not allowed to wear a coloured or tinted visor or cage.
viii. A skater whose visor or cage becomes cracked or broken is allowed to finish his shift, but upon leaving the ice he must repair or replace the damaged facial protection before being allowed back on the ice.

RULE 32 – FLUORESCENT MATERIAL

i. No fluorescent material is allowed on any part of the equipment, clothing, or uniforms of anyone on ice.

RULE 33 – GLOVES

i. A skater's gloves must cover the hand and wrist areas and be of appropriate design.
ii. The backs of the gloves must be of a soft material and have no other material or objects other than padding sewn into them.

RULE 34 – HELMET

i. During the pre-game warmup and the game itself (regulation time, overtime, and penalty-shot shootout), skaters must wear a certified helmet manufactured specifically for ice hockey with chin strap properly fastened.
ii. If a skater fails to wear a helmet during the pre-game warmup in an IIHF competition, the standby referee will report the rules violation to the proper authorities. In national competitions, the procedure must follow the national association rules.
iii. Skaters must wear their helmet so that the lower edge of the brim is not more than one finger-width above the eyebrows. Additionally, there should be only enough room between the chin strap and the chin to insert one finger.
iv. Should the helmet of a skater come off during game action, he must go directly to the players' bench. He is not allowed to touch the puck or participate in game action, and he is not allowed to put it back on securely while on the ice even if he is not participating in game action.
v. A skater is not allowed to deliberately knock off the helmet of an opponent expressly to force him to the bench or to eliminate him from game action.
vi. Skaters' helmets cannot have any design or writing on them except to provide a number corresponding to their sweater number or for officially-licensed advertising.

vii. Skaters must wear their helmets while sitting on the players' bench or in the penalty box except when the helmet is being cleaned or repaired.

RULE 35 – NECK AND THROAT PROTECTOR/SKATER

i. All players who are 18 years and younger, regardless what event or tournament they are participating in, must wear a neck and throat protector.

RULE 36 – SHIN PADS

i. Skaters' shin pads must be of a size that allows them to fit inside standard skaters' socks. No protrusions from or additions to the manufactured shin pads are allowed.

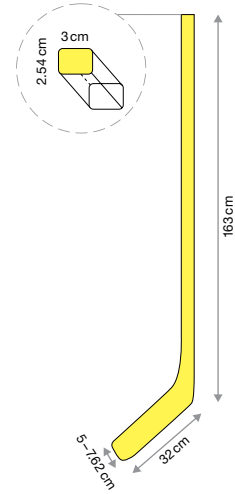
RULE 37 – SKATES/SKATER

i. Skates must consist of only four parts: boot, blade, blade holder, and laces.
ii. The boot must conform to the foot of the skater and not be unduly wide or long or have any attachments to it.
iii. The blade must be smooth from front to back and secured in the blade holder at all times. It cannot have a pick in the manner of figure skates.
iv. The front and back of the blade must be properly covered by the blade holder such that no part of either end protrudes. The blade must not extend in front of the toe or behind the heel of the boot in the manner of speed skates.
v. No mechanical attachment or any other device which might help a skater's speed or ability to skate is allowed.
vi. Laces may be of any non-fluorescent colour and tied in any manner, but they must not be so long that they touch the ice.

RULE 38 – STICK/SKATER

i. Sticks must be made of wood or other material approved by the IIHF. They must not have any projections, and all edges must be bevelled.
ii. The curvature of a skaters' stick blade must not exceed 1.5 cm (5⁄8"). The curve is determined by making a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade.
iii. A stick may have only one curve and one blade. Any double curvature of the blade as measured by a curve gauge will render the stick illegal.
iv. The shaft of the stick, from the top down to the start of the blade, must be straight.

v. The butt end of the stick must be covered by a form of protection. If the cap at the top of a metal stick has been removed or falls off, the stick will be considered dangerous equipment.
vi. It is forbidden to insert any material into the hollow shaft of a stick to alter its weight, substance, or purpose.
vii. Adhesive, non-fluorescent tape of any colour may be wrapped around the stick at any place. Fluorescent-painted sticks are not allowed.
viii. It is illegal to play with a broken stick. If a skater's stick breaks during game action, he must drop it immediately.
ix. At no time is a skater allowed to use a goaltender's stick.
x. At no time is a skater allowed to use more than one stick at a time.
xi. It is forbidden for a skater to use an opponent's stick, whether by picking it up from the ice or by grabbing it from an opponent's grip.
xii. The maximum length of the shaft of a stick is 163 cm (64") from the top of the shaft to the heel; the maximum width is 3 cm (1 3⁄16"); the maximum thickness is 2.54 cm (1").
xiii. The maximum length of the blade of a stick is 32 cm (12 ½") along the bottom, from the heel to the toe of the blade, and it must be between 5–7.62 cm (2"–3") high.
xiv. Special exemptions on the length of a stick will be permitted if: (1) the player is at least 2.0 metres (6' 6 ¾") tall; (2) an application is made to the IIHF in writing a suitable time before the player wishes to use the stick; (3) the height of the shaft does not exceed 165.1 cm (65").



RULE 39 – TAPE

i. Only tape that is rolled onto a stick is allowed for covering the blade. Any adhesive, peel-and stick tape is illegal.

RULE 40 – UNIFORMS/SKATER

i. All players of a team must be dressed uniformly in matching sweaters, pants, socks, and helmet.
ii. All sweaters of a team must be of the same design, including logo on the front, numbers on the sleeves and back, and nameplate on the back.
iii. Players are not allowed to tamper with their uniforms in any manner, whether by cutting any part of it, writing on it, or marking it.
iv. If, in the opinion of the referee, the uniform colours of the competing teams are so similar that there is the possibility of misidentifying players, it is the responsibility of the home team to change its sweaters.

v. The dominant colour of the uniform must cover approximately 80% of the sweater and socks, excluding names and numbers.
vi. Sweaters must be worn entirely outside of the pants.
vii. Sweaters must follow the contours of the player's body and not be excessively baggy.
viii. Sweaters must not extend length-wise past the end of the pants, and the sleeves must not extend past the fingers of the glove.
ix. Each player must wear a number that is 25–30 cm (10"–12") high on the back of the sweater and 10 cm (4") high on both sleeves. Numbers are limited to whole numbers from 1 to 99 (no fractions or decimals).
x. No two players on a team may use the same number in the same game.
xi. Players are not allowed to change or exchange sweater numbers once the game has started. They must wear their number for the game's entirety and throughout the tournament or event.
xii. The only exception to Rule 40-xi is if a player's sweater becomes stained with blood or becomes badly torn during a game. At that point, he may be told by an on-ice official to leave the ice and change into a designated sweater with another number and no nameplate.
xiii. A player whose hair is long enough to obscure the nameplate or number on the back of the sweater must fashion it in a ponytail or tuck the hair under the helmet.
xiv. Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed.
xv. In IIHF competitions, each player must wear his name on the upper portion of the back of his sweater, printed 10 cm (4") high, in block capital Roman letters of a font approved by the IIHF prior to the game or tournament.
xvi. All players on a team must wear the same uniforms and sweater numbers in the pre-game skate as they do during the game.
xvii. Players who do not comply with these provisions are not allowed to participate in the game.

RULE 41 – MEASUREMENT OF A PLAYER'S EQUIPMENT

i. A referee may request the measuring of any piece of equipment at any time. If he rules that it does not conform to IIHF standards in the rules set out here, it will be considered dangerous equipment and cannot be used during game action until it has been adjusted in accordance with these rules or with IIHF standards.
ii. No goal can be disallowed as a result of illegal equipment.
iii. The measuring of a skater's equipment is limited to sticks.
iv. The captain or alternate captain of a team is the only player who may make a formal complaint to the referee against the specific dimensions

of any opponent's equipment. He may do so at any stoppage of play or prior to the start of any period.

v. The referee will make the necessary measurement immediately. If the complaint is invalid, the requesting team will be assessed a bench-minor penalty. If the complaint is upheld, the offending player will be assessed a minor penalty and the illegal equipment will be returned to the player's bench by the referee.

vi. The request is limited to one measurement and one team at any stoppage of play, but a captain can make as many requests for measurement as he wants over the course of a game.

vii. If the captain of a team that is two men short in the last two minutes of the game or at any time in overtime requests an equipment measurement that is invalid, the referee will award a penalty shot against the requesting team. If the measurement is upheld, the offending player will be assessed a minor penalty.

viii. The player whose stick is to be measured must be holding the stick at the time the request is made. He may be on the bench or on the ice, but the referee must make visual confirmation that the stick in question belongs to the player.

ix. If a stick is deemed illegal, the offending skater must enter the penalty box immediately, and a teammate is allowed to bring him another stick. The referee will return the illegal stick to the team's players' bench, and if the team alters the stick to legal dimensions, it can be used again. As a result, it can also be measured again.

x. If the referee is unable to use the curve gauge for whatever reason to measure the curvature of a stick, the stick will be considered illegal and be removed from the game. However, no penalty will be assessed to either team.

xi. There can be a measurement of a player's or goaltender's stick anytime in overtime or the penalty-shot shootout or any time from the start of the game until its conclusion.

RULE 42 – MEASUREMENT OF A SKATER'S STICK/PENALTY-SHOT SHOOTOUT

i. A captain may request a stick measurement during a penalty-shot shootout.

ii. If the measurement is requested prior to a skater taking a shot and the stick is legal, the requesting team will incur a bench-minor penalty, and a skater from that team must go to the penalty box. He will be ineligible to participate in the penalty-shot shootout from that point forward. The skater whose stick was measured may then take his shot.

iii. If the measurement in Rule 42-ii shows the stick to be illegal, the skater who was about to take the shot must go to the penalty box and he will be ineligible to participate in the penalty-shot shootout from that point forward. Another skater will then be assigned to take the shot.

iv. Captains can request stick measurements between any and all shots of a penalty-shot shootout, but no more than one per “stoppage” (i.e., the time between shots) is permitted.

v. If the measurement occurs after a skater has taken his shot, the same outcomes from Rules 42-ii and 42-iii will be in effect. If the skater scores with what is ruled an invalid stick, the goal still counts.

SECTION 5 – PLAYING RULES/GENERAL

OVERVIEW – Rules form the very basis for playing a hockey game and must be respected and adhered to at all times. Although every effort has been made to outline all infractions on ice, on-ice officials have the right to assess penalties for other violations which they deem contrary to the spirit of fair play and the integrity of the sport in accordance with this rule book, but which are not set out in the rules below.

RULE 43 – HOW THE GAME IS PLAYED

i. A game consists of three periods of 20 minutes plus overtime and a penalty-shot shootout if required.
ii. Two teams compete to score the most goals in a game. The team that scores the superior number is declared the winner.
iii. To score a goal, a team must put the puck by legal means according to the rules into the goal net of its opponent (for exceptions see also Rules 179 and 180 re; Awarded Goals).
iv. Skaters control the puck on their stick and work their way down the ice by passing, shooting, and skating.
v. Bodychecking is an integral element of the game. It is the most common method of gaining control of the puck. For a bodycheck to be legal, it must meet a series of criteria specified by these rules.
vi. Players and team officials who violate the rules are punished by the on-ice officials or, in more serious cases, by the proper authorities.

RULE 44 – LENGTH OF PLAY

i. Regulation time consists of three periods of 20 minutes of game action, stop time.
ii. Periods are separated by a 15-minute intermission.
iii. Teams change ends to start each period.
iv. The ice must be resurfaced prior to the start of each period (excepting 5- and 10-minute overtime periods).
v. Overtime follows the third period when the score is tied after 60 minutes of regulation time and can consist of a 5-minute period, 10-minute period, or 20-minute period. In each case, these periods are played on a sudden-death basis (next goal wins). The penalty-shot shootout consists of three shots per team (if needed) followed by a sudden death, penalty-shot shootout if the score in the shootout is tied after three shots.

RULE 45 – SCORECLOCK

i. The scoreclock keeps time of the game and runs from the length of the period (20 minutes, 10 minutes, or 5 minutes) down to 0:00.

ii. The scoreclock is activated by the facing off of the puck by an on-ice official and is stopped by the whistle of an on-ice official.
iii. On-ice officials can consult with the video-goal judge in cases where additional time may have elapsed from the scoreclock – notably after a false faceoff or because of slow reaction by the timekeeper to a whistle – and make the necessary adjustments.

RULE 46 – WHISTLE

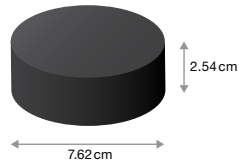
i. When an on-ice official blows his whistle to stop play, players must cease contact with their opponents and abandon the puck.
ii. If game action is in progress, play continues until an on-ice official blows his whistle to stop play.

RULE 47 – PUCK

i. The puck must be primarily black and be made of vulcanized rubber or other material approved by the IIHF.
ii. The puck must be 7.62 cm (3") in diameter and 2.54 cm (1") thick.
iii. The puck must weigh 156–170 grams (5.5–6.0 ounces).
iv. A printed logo, trademark, and advertising on the puck must not exceed 4.5 cm (1 ¾") in diameter of the area of each side of a puck or 35% of the area of each side of the puck. There may be printing on both sides of the puck.







RULE 48 – WARMUP

i. Physical contact between players on opposing teams is not allowed during the warmup and players are not allowed to skate over the centre red line during this time. Violations of these rules will be handled by the standby referee who oversees the warmup.
ii. Any violations of game rules that occur during the warmup cannot be enforced by on-ice officials because they are not on the ice to witness the violations first-hand, but these may be reviewed after the game by the proper authorities.

RULE 49 – PUCK IN PLAY

i. Game action will be stopped immediately if the puck is less than whole (i.e., fragmented or broken in any way).

ii. If a puck other than the one legally in play appears on the ice during game action, game action will not be stopped until a change of possession occurs or if the illegal puck is erroneously played in place of the game puck.
iii. The puck must be in motion or be played at all times. If either or both teams refuse to play the puck, the on-ice officials will stop play, and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when play was stopped.

RULE 50 – CHANGE OF ENDS

i. Teams must start a game defending the goal net nearest their players' bench.
ii. Teams must change ends for each succeeding regulation or 20-minute overtime period. Teams will not change ends when there is no resurfacing of the ice (i.e., when an overtime period is limited to 5 or 10 minutes), and teams will not change ends prior to the start of a penalty-shot shootout.
iii. For outdoor games, play will be stopped at the 10:00 mark of the third period so teams can change ends. In overtime periods, however, teams will not change ends.

RULE 51 – STARTING GAME ACTION

i. Game action must always begin with a faceoff conducted by an on-ice official.
ii. Every period starts with a faceoff at centre ice. Every other instance of starting play will begin with a faceoff only at one of the nine designated faceoff spots marked on the ice.

RULE 52 – DETERMINING FACEOFF LOCATION/GENERAL

i. When game action is stopped for any reason not specifically outlined below, the ensuing faceoff will take place at a faceoff spot in the zone nearest to where the puck was last played.
ii. If two rule violations by one team are the reason for a stoppage of play (i.e., high-sticking the puck and intentional offside), the ensuing faceoff will take place at a faceoff spot which provides the offending team no territorial advantage.
iii. If rule violations are committed by both teams, resulting in a stoppage of play (i.e., high-sticking the puck and intentional offside), the ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when play was stopped.
iv. When a stoppage of play is caused by an attacking skater in the attacking zone, the ensuing faceoff will take place in the neutral zone at the nearest faceoff spot unless the defending team incurred a penalty at the same time.

v. If a player lifts the puck high enough to hit the scoreclock or any obstacle above centre ice, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was lifted.

RULE 53 – DETERMINING FACEOFF LOCATION/PENALTIES ASSESSED

i. When players are penalized resulting in penalties to one team being placed on the scoreclock, the ensuing faceoff will take place at one of the two end zone faceoff spots in the end of the team that will play short-handed except:
   1. When a penalty is assessed after the scoring of a goal, the ensuing faceoff will take place at centre ice;
   2. When a penalty is assessed before the start or at end of a period, the ensuing faceoff will take place at centre ice;
   3. When the defending team is about to be penalized and an attacking skater enters the attacking zone beyond the outer edge of the end zone faceoff circles during a player confrontation, the ensuing faceoff will take place at one of the two faceoff spots outside the attacking zone;

ii. If a skater of the attacking team is assessed a penalty during a faceoff in the attacking zone, the faceoff will be moved to the defending zone of the team being penalized.

iii. If penalties are assessed to both teams during the same stoppage of play but at different instances and for different reasons, the faceoff will be in the defending zone of the team that committed the last of the fouls.

iv. When both teams incur penalties which are displayed on the score-clock, the ensuing faceoff will take place at the nearest faceoff spot in the zone where game action was stopped.

v. If an attacking player incurs a misconduct or game-misconduct penalty in his attacking zone, the ensuing faceoff will take place at the nearest faceoff spot to where game action was stopped.

RULE 54 – DETERMINING FACEOFF LOCATION/INJURY

i. When game action is stopped for an injured player, the ensuing faceoff will take place at a faceoff spot determined by the location of the puck and by which team is in possession of the puck at the time of the whistle.

ii. If the injured player's team has possession of the puck in the attacking zone, regardless of where the injured player is situated, the ensuing faceoff will take place at one of the faceoff spots outside the attacking zone blue line.

iii. If the injured player's team has possession of the puck in the neutral zone, regardless of where the injured player is situated, the ensuing

faceoff will take place at the faceoff spot between the blue lines nearest to where the puck was being played at the time of the whistle.

iv. If the injured player's team has possession of the puck in the defending zone, regardless of where the injured player is situated, the ensuing faceoff will take place at one of the faceoff spots in the defending zone.

v. If an on-ice official is injured, game action will be stopped immediately, unless there is a scoring opportunity, and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was being played at the time of the whistle.

RULE 55 – DETERMINING FACEOFF LOCATION/DEFENDING ZONE

i. When a player on the defending team freezes the puck along the boards in his defending zone, the ensuing faceoff will take place at the end faceoff spot on the side where the stoppage occurred.

ii. If an attacking skater shoots or passes the puck up ice and a defending skater deflects the puck in any way out of play in the neutral zone, the ensuing faceoff will take place in the neutral zone nearest to where the puck was deflected.

iii. If an attacking skater shoots or passes the puck up ice and a defending skater deflects the puck in any way out of play in his defending zone, the ensuing faceoff will take place at the end faceoff spot nearest to where the puck was deflected.

iv. If the attacking team commits an intentional offside, the ensuing faceoff will take place in its defending zone on the side where the offside occurred.

RULE 56 – DETERMINING FACEOFF LOCATION/CENTRE-ICE SPOT

i. Faceoffs will take place at the centre-ice faceoff spot under the following circumstances:
   1. At the start of a period;
   2. After a goal has been scored;
   3. After an error by the on-ice officials on an icing call;
   4. If skaters from both teams freeze the puck along the boards near the centre red line;
   5. For premature substitution of a goaltender after the offending team gains possession of the puck when game action is stopped in the attacking half of the ice, but only if play is beyond the centre red line. If play is stopped prior to the puck reaching the centre red line, the ensuing faceoff will take place at the nearest faceoff spot in the zone where play was stopped.

ii. When game action is stopped in the neutral zone for any reason not specifically attributable to either team, the ensuing faceoff will take place at the nearest faceoff spot between the blue lines. When it is unclear as to which of the five faceoff spots in the neutral zone is the

nearest, the spot that gives the home team the greatest territorial advantage in the neutral zone will be selected for the ensuing faceoff.

RULE 57 – DETERMINING FACEOFF LOCATION/ATTACKING ZONE

i. If a skater on the attacking team freezes the puck along the boards in the attacking zone in what the referee deems to be a clear attempt to stop play, the ensuing faceoff will take place outside the attacking blue line on the side where the stoppage occurred.

ii. If a skater on the attacking team shoots the puck over the protective glass inside the attacking blue line without the puck touching an opponent's body or stick, the ensuing faceoff will take place outside the blue line at the faceoff spot nearest to where the puck was shot.

iii. If a skater on the attacking team shoots the puck over the protective glass inside the attacking blue line, but the puck touches an opponent's body or stick, the ensuing faceoff will take place at the faceoff spot inside the blue line on the side where the puck was last touched.

iv. If a player takes a shot on goal from anywhere on the ice and the puck, without deflection, hits any part of the goal frame and goes out of play, the ensuing faceoff will take place in the attacking zone at the faceoff spot nearest to where the puck was shot.

v. When a skater of the attacking team scores a goal by a high stick, kicking motion, or any other method that is deemed illegal by the on-ice official or video-goal judge, the ensuing faceoff will take place outside the attacking blue line.

vi. When the puck enters the goal net as a result of a puck being deflected directly off an on-ice official, the ensuing faceoff will take place at the faceoff spot nearest to where the puck deflected off him.

vii. If an attacking skater knocks the goal net off its moorings in the attacking zone and makes no attempt to avoid doing so, the ensuing faceoff will take place at the faceoff spot in the neutral zone nearest to the attacking zone. However, if an attacking player is pushed into the goal frame by a defending player, the ensuing faceoff will take place at an end zone faceoff spot in the attacking zone.

viii. There are four instances when a whistle is blown inside the attacking blue line but the ensuing faceoff takes place outside the blue line:

    1. If one or both defencemen on ice or a player coming from the bench of the attacking team enters into the attacking zone beyond the outer edge of the end zone faceoff circle during a player confrontation;
    2. If a skater on the attacking team shoots or deflects the puck out of play without the puck touching the goal net or a player on the defending team in any way;
    3. If the attacking team high sticks the puck inside the attacking zone;
    4. If an attacking skater establishes position in the goal crease.

RULE 58 – PROCEDURE FOR CONDUCTING FACEOFFS

i. The on-ice official must drop the puck on one of the nine designated faceoff spots.
ii. Only one skater from each team is allowed to participate in a faceoff.
iii. The two skaters participating in the faceoff must be positioned squarely facing their opponent's goal, approximately one stick length apart, with the tip of the stick blade stationary on the white part of the faceoff spot.
iv. The on-ice official may drop the puck if only one player is ready for the faceoff provided all other skaters not involved in the faceoff are onside and in ready position.
v. When the faceoff is in the defending half of the ice, the skater of the defending team must place his stick on the ice first followed immediately by the skater of the attacking team.
vi. When the faceoff is at the centre-ice faceoff spot, the skater of the visiting team must place his stick on the ice first.
vii. All skaters not taking the faceoff must keep their skates outside the circle (contact with the line is permitted). A skater's stick may be inside the circle provided there is no contact with either an opponent or an opponent's stick.
viii. A skater must also keep his skates on his side of the hash marks (contact with the line is permitted). A skater's stick may be inside the area between the two hash marks provided there is no contact with either an opponent or an opponent's stick.
ix. All skaters must be on their side of the ice at a suitable distance removed from the skaters taking a faceoff between the blue lines. They must remain stationary and cannot skate freely during the faceoff procedure or influence or interfere with the faceoff procedure.
x. Once the skaters are in the set position for a faceoff, they cannot change positions.

RULE 59 – FALSE FACEOFFS

i. If one or both of the skaters taking the faceoff fail to take their proper position immediately when directed to do so, the on-ice official may order him or them replaced for the faceoff by a teammate on the ice.
ii. If one of the other skaters not taking the faceoff enters the faceoff circle prematurely, the on-ice official will stop the faceoff. The skater of the offending team taking the faceoff must be replaced.
iii. If one of the other skaters not taking the faceoff enters the faceoff circle prematurely, and the puck has already been dropped, game action will be stopped and the faceoff will be re-taken, unless the opposing team gains possession of the puck. If play is stopped, the skater of the offending team taking the faceoff must be replaced.
iv. No substitution of players is allowed after a false faceoff until the faceoff has been properly executed and game action begun, except when a penalty is assessed that affects the on-ice strength of either team.

v. If a skater wins a faceoff by kicking the puck to a teammate, game action will be stopped and the faceoff re-taken. The skater of the offending team taking the faceoff must be replaced.
vi. If a faceoff is won by a hand pass, play will be stopped and the faceoff re-taken, and the skater of the team which committed the hand pass must be replaced. If a skater gloves the puck on a faceoff and the opposing team gains possession, play will continue. Any on-ice official may make this call.
vii. Any team that incurs a second violation of faceoff procedures at the same faceoff will be assessed a bench-minor penalty.
viii. No faceoff may be won by virtue of a player knocking or batting the puck with his hand in the air immediately after it has been dropped by an on-ice official.
ix. If a skater's skate crosses the hash mark prior to the drop of the puck at a faceoff, it will be considered a faceoff violation.
x. Any contact with an opponent or his stick prior to the drop of the puck at a faceoff will be considered a faceoff violation.

RULE 60 – TELEVISION TIMEOUTS

i. An IIHF game that is televised is subject to two commercial timeouts per period.
ii. These timeouts occur after the whistle following the 14:00 mark and the 8:00 mark.
iii. Television timeouts cannot take place:
    1. After an icing call;
    2. During a power play;
    3. After a goal;
    4. If a penalty shot call has forced the stoppage.
iv. In the event that a commercial timeout is not taken during the prescribed time slot, it will be made up for at the first whistle in the next commercial break time slot. The second commercial will then be taken two whistles after the first commercial break is taken in this time slot. If there is another incident where the second commercial is missed, this procedure will continue to repeat itself until all breaks are taken. The only exception occurs when a five-minute (non-coincident) major penalty is called on a player. In this situation, the commercial break will occur at the prescribed time.
v. Television timeouts are not allowed during the overtime period.

RULE 61 – TEAM TIMEOUT

i. Each team is allowed one, 30-second timeout during a game (60 minutes of regulation time plus overtime).
ii. A skater designated by the coach or the coach himself may ask the referee for the team timeout during a stoppage in play.

iii. All players on ice are allowed to go to their respective benches during a team timeout.
iv. Both teams can take their timeout at the same stoppage of play, but the team taking the second timeout must notify the referee of its intentions before the end of the first timeout.
v. A team cannot call a timeout during the penalty-shot shootout, before a period has started, or after a period has ended.
vi. A team timeout cannot be called after player changes have been complete.
vii. A team timeout cannot be called after a false faceoff.
viii. A team timeout cannot be called during game action.

RULE 62 – OVERTIME PERIOD

i. A game which must have a winner (i.e., in which a tie score is not allowed) and which is tied after regulation time must be extended by one, sudden-death overtime period of 5, 10, or 20 minutes.
ii. For a 5- or 10-minute overtime period, there will be a three-minute pause after regulation time. There will be no resurfacing of the ice, and teams will defend the same goals as they did for the third period.
iii. In the case of a 20-minute overtime period, teams will go to their dressing rooms for a standard intermission while the ice is resurfaced, and teams will change ends from the third period.
iv. For rules pertaining to penalties in overtime and manpower adjustments, see Rule 115.

RULE 63 – PENALTY-SHOT SHOOTOUT

See also Rules 176–178 for Penalty-Shot Procedure.

i. If no goal is scored in the sudden-death overtime period, a penalty-shot shootout will be used to determine a winner.
ii. Prior to the start of the penalty-shot shootout, the entire centre section of the rink between end-zone faceoff spots will be dry-scraped by the ice-resurfacing machine.
iii. The referee will call the two captains to the on-ice officials' crease to call a coin toss. The winner has the choice to have his team shoot first or second.
iv. Goaltenders will defend the same goal net as in the overtime period.
v. Goaltenders from each team may be changed after each shot, but if a shot must be re-taken for any reason, the skater and goaltender must remain the same except in case of injury.
vi. Three different skaters from each team will take shots alternately (A,B,A,B,A,B). The skaters do not need to be named beforehand and can be changed any time up to the point when the referee blows his whistle to signal the start of a shot.
vii. Eligible to participate in the penalty-shot shootout are all players from both teams listed on the official game sheet except those serving

penalties which had not expired prior to the completion of the overtime period as well as players who had been assessed game-misconduct or match penalties. These players must remain in the penalty box or in the dressing room during the penalty-shot shootout.

viii. The team with the most goals after the first six shots is declared the winner of the game. If the game's outcome is known before all six shots have been taken, the remaining shots will be abandoned.

ix. If the score of the penalty-shot shootout is still tied after six shots, it will continue under a sudden-death format.

x. The sudden-death penalty-shot shootout will allow one skater from each team to take a shot until a winner is determined. Any skater, including those who participated in the first stage of the penalty-shot shootout, is eligible to shoot in as many rounds of the sudden-death format as may occur.

xi. The team that took the first shot during the penalty-shot shootout for the first three rounds will shoot second for the fourth and subsequent shots of the sudden-death format until a winner is determined.

xii. If, at the referee's urging, a coach does not send a skater out to take a shot, or if a skater declines to take a shot, the shot will be declared "no goal" and the opposing team will take its next shot.

xiii. If a team declines to participate in the penalty-shot shootout, its opponent will be awarded the win.

xiv. The referee is allowed to consult with the video-goal judge only if there is doubt as to whether the puck crossed the plane of the goal line on a shot. All other uses for video-goal judge are not applicable during the penalty-shot shootout.

SECTION 6 – PLAYING RULES/STOPPAGES OF PLAY

OVERVIEW – Game action begins once the puck is faced off by an on-ice official. It is stopped by a whistle from an on-ice official because of a violation of one of the rules set out below or by an event which prevents play from continuing (puck out of play, puck frozen, etc.)

RULE 64 – INTERFERENCE BY SPECTATORS

i. Any occurrence of spectator interference must be reported by the on-ice officials to the proper authorities.
ii. In the event that objects are thrown onto the ice by spectators and game action is compromised, play will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where play was stopped.
iii. In the event of a skater being held or interfered with by a spectator, play will be stopped.
iv. If the team of the skater interfered with is in possession of the puck, game action will continue until a change of possession occurs.

RULE 65 – ICING THE PUCK/HYBRID ICING

i. Should a player of a team equal or superior in numerical strength propel the puck in any manner (stick, glove, skate, body) from his own half of the ice to beyond the icing line of the opposing team – including off the boards or the protective glass – without the puck being touched by any player from either team in the offensive half of the ice before the puck crosses the icing line, an icing will be in effect.
ii. There are two decisions a linesman must make under hybrid icing rules. First, he must determine that the shot from a player's own side of centre ice will cross the icing line in the attacking zone. Second, he must determine whether a defending player or attacking player would be first to touch the puck.
iii. This second decision must be made no later than the instant the first of the players reaches the end zone faceoff spots, although the decision can be made earlier. The skates of the skaters are the determining factor.
iv. Should the puck be shot or propelled in such a way that it travels around the boards and slides back towards centre ice, the linesman will determine which player would be first to touch the puck. In this instance, the determining factor is not the end zone faceoff spots but the puck itself.
v. If there is no "race" for the puck, icing will be not called until a defending player crosses his defending blue line and the puck crosses the icing line.

vi. If the race for the puck is too close to determine which player from which team would touch the puck first, icing will be called.
vii. During an icing situation where play has been stopped, there must be strict enforcement of rules regarding avoidable contact.
viii. During an icing situation where the icing has been cancelled because an attacking player has gained positional advantage, players must compete within the rules pertaining to physical contact.

RULE 66 – ICING THE PUCK/GAME SPECIFICS

See also Rule 204 – Icing and the Goaltender

i. For the purposes of icing, the entire centre red line is part of the offensive half of the ice. Once a skater has "gained the line," he may shoot the puck the rest of the way down the ice without incurring an icing charge.
ii. To "gain the line," a player must make contact with the centre red line with the puck on his stick (not skate).
iii. Only a team that is playing short-handed (i.e., has fewer skaters on ice than its opponent) is allowed to shoot the puck from its own side of centre ice to beyond its opponent's icing line without incurring an icing call.
iv. Whether a team is short-handed or not is decided by the number of skaters on ice at the time the puck leaves the player's stick. If the penalty-box attendant has opened the door at the expiration of a penalty, but the player has not physically stepped onto the ice, he will be considered on the ice as far as interpretation of icing is concerned.
v. A team is not considered short-handed if the number of players on ice is fewer than allowed but that number is not the result of penalties.
vi. If the puck hits an on-ice official on its way down the ice, the icing will still be in effect. If, by virtue of hitting an on-ice official, the puck slows down and does not cross the icing line, the icing will be nullified.
vii. After an icing call, the ensuing faceoff will take place at the end zone faceoff spot of the offending team nearest to where the player shooting or directing the puck last touched it.
viii. If the on-ice officials have erred in calling an icing, the ensuing faceoff will take place at the centre-ice faceoff spot.
ix. If any of the following situations occur, icing will not be called:
    1. If the puck is iced directly by a skater participating in a faceoff;
    2. If any opposing skater, except the goaltender, is able to play the puck before it crosses the icing line (including skaters who slow down to ensure the puck crosses the icing line or who pretend to skate fast but don't make a genuine effort to get to the puck before it crosses the icing line);
    3. If a player making a line change ignores the puck to go to the bench instead of playing the puck, whether to avoid a penalty for too many men or any other reason;

4. If the puck touches any part of an opponent's body or equipment any time from when it is shot to when it crosses the icing line;
5. If a goaltender leaves his goal crease during an icing play or is outside his goal crease and moves in the direction of the puck;
6. If the puck hits the goal frame and crosses the icing line.

RULE 67 – PUCK OUT OF PLAY

i. When the puck is shot or deflected outside the playing area (including into the players' bench) or strikes any obstacles other than the boards or protective glass above the ice surface, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was shot or deflected, unless otherwise set out in these rules.
ii. When game action is stopped because a player's shot or pass hits a teammate on the players' bench who is leaning over the boards or whose body is over the ice surface, or the puck enters his team's players' bench through an open door, the ensuing faceoff will take place at the nearest faceoff spot in the zone from where the puck was shot which gives the offending team no territorial advantage.
iii. When game action is stopped because a player's shot or pass hits an opponent on the players' bench who is leaning over the boards or whose body is over the ice surface, or the puck enters the opponent's players' bench through an open door, the ensuing faceoff will take place in the neutral zone nearest to the opponent's players' bench which gives the offending team no territorial advantage.
iv. If the puck goes out of play directly from a faceoff, the faceoff will be conducted again from the same spot and no penalty will be assessed to any skater for delay of game.
v. The protective glass at either end of the players' benches connects to a stanchion which connects to a curved turnbuckle (protective glass inside the players' bench area). If the puck hits the stanchion, it is still in play, but if it hits the turnbuckle it is considered out of play.
vi. If the puck hits the netting behind either goal, it is considered out of play and normal rules for faceoffs apply so long as the whistle has stopped play (see also Rule 70-ix for exception).

RULE 68 – PUCK ON DASHER

i. If the puck comes to rest along the dasher anywhere inside the rink during game action, it will be considered in play and players can gain possession of it by any usual and allowable means.

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

i. When the puck lands on the outside of the goal net (at either the base along the back of the goal net or on the top) for longer than the flow

of the game permits, or if it is frozen against the goal net by opposing players, the referee will stop play.

ii. If the stoppage is caused by a defending player, the ensuing faceoff will take place at the nearest end zone faceoff spot.

iii. If the stoppage is caused by an attacking skater, the ensuing faceoff will take place at the nearest faceoff spot outside the blue line.

iv. A player who, during the course of continuous action, is able to knock the puck off the goal net, at either the base along the back of the goal net or at the top, game action will continue.

v. If in the act of batting the puck off the top of the goal net the player makes contact between stick and puck, the usual rules for high-sticking the puck will apply.

RULE 70 – PUCK OFF END NETTING

i. If the puck is shot from inside the attacking zone and hits the end netting directly from the shot, the ensuing faceoff will take place outside the attacking zone blue line.

ii. If the puck is shot from inside the attacking zone and hits the end netting as a result of a deflection by the defending team, the ensuing faceoff will take place at the nearest faceoff spot in the attacking zone to where the shot was taken.

iii. If the puck is shot from outside the attacking zone and hits the end netting directly by the shot, the ensuing faceoff will take place at the nearest faceoff spot to where the shot was taken which provides the offending team no territorial advantage.

iv. If the shot in Rule 70-iii is made in the neutral zone, the ensuing faceoff will take place at the nearest faceoff spot to where the shot was taken which provides the offending team no territorial advantage.

v. If the shot in Rule 70-iii is made in the defending zone, the ensuing faceoff will take place at the nearest faceoff spot in the defending zone.

vi. If the puck is shot from outside the attacking zone and hits the end netting as a result of a deflection by the defending team, the ensuing faceoff will take place at the nearest faceoff spot to where the deflection was made which provides the offending team no territorial advantage.

vii. If in Rule 70-vi the puck is deflected in the defending zone, the ensuing faceoff will be in the defending zone.

viii. If in Rule 70-vi the puck is deflected in the neutral zone, the ensuing faceoff will take place in the neutral zone nearest to the deflection which provides the offending team no territorial advantage.

ix. If the puck hits the end netting but there is no whistle, game action will continue as if it had hit the protective glass.

RULE 71 – PUCK OUT OF SIGHT

i. As soon as the referee loses sight of the puck he will blow his whistle to stop play. The ensuing faceoff will take place at the nearest faceoff

spot to where play was stopped, unless otherwise provided for in these rules.

RULE 72 – PUCK OFF THE GOAL NET

i. If a puck is shot by an attacking skater and hits any part of the goal frame or goal net and goes out of play directly, without touching an opponent in any way, the ensuing faceoff will take place in the attacking zone. If the puck is deflected before or after hitting the goal frame or goal net by a player of the defending team, the ensuing faceoff will take place at the end faceoff spot nearest to where the shot was taken.

RULE 73 – PUCK STRIKING AN ON-ICE OFFICIAL

i. Game action will not be stopped because the puck touches an on-ice official during the regular course of play except when:
   1. The puck enters the goal net as a result of that contact;
   2. The puck goes out of play as a result of that contact;
   3. An on-ice official is injured.

ii. If the attacking team scores a goal because the puck deflects or bounces directly off an on-ice official, the goal will not be allowed and the ensuing faceoff will take place at the nearest faceoff spot to where the puck made contact with the on-ice official.

iii. If the puck hits an on-ice official and is subsequently put into the goal net in any legal manner, the goal will be allowed.

iv. If the puck leaves the playing area after hitting an on-ice official in the neutral zone, the ensuing faceoff will take place at the faceoff spot in the neutral zone nearest to where the puck made contact with the on-ice official.

v. If the puck leaves the playing area after hitting an on-ice official in either end zone, the ensuing faceoff will take place at the faceoff spot in the end zone nearest to where the puck made contact with the on-ice official.

RULE 74 – HAND PASS

i. A skater is not allowed to catch the puck in his palm and skate with it, either to avoid a check or to maintain possession of the puck.

ii. When a hand-pass violation occurs, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the infraction occurred or where the teammate gained possession of the puck, whichever provides the offending team with less territorial advantage.

iii. A hand pass is allowed in the defending zone provided that both the skater receiving the pass and the puck are still inside that defending zone.

iv. If a skater in his defending zone deliberately directs the puck with a glove or arm to a teammate or has allowed his team to gain an advantage in any zone other than the defending zone, game action will be stopped and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the hand pass originated.
v. A skater in the neutral zone is not allowed to make a hand pass to a teammate in their defending zone. In this instance, the referee will stop play and the ensuing faceoff will take place at the nearest faceoff spot in the defending zone.
vi. If the puck enters the goal net as a result of either being gloved by an attacking skater or being deflected into the goal net by any player in any manner after the initial contact with the glove, the goal will not be allowed and the ensuing faceoff will take place outside the blue line at the faceoff spot closest to where the hand pass was initiated by the offending team and which provides no territorial advantage to that team.
vii. If a defending player bats or gloves the puck into his own goal, the goal will be allowed.

RULE 75 – HIGH STICKING THE PUCK/GAME ACTION

i. If a player touches the puck with his stick above the height above his shoulder, and either he or a teammate is the next player to come into possession and control of the puck, or the puck is batted out of play, game action will be stopped.
ii. If this infraction occurs in the attacking zone, and the teammate subsequently comes into possession and control of the puck in the attacking zone, the ensuing faceoff will take place outside the blue line on the side nearest to where the teammate gained control.
iii. If this infraction occurs in the attacking zone, and the teammate subsequently gains control of the puck in either the neutral zone or defending zone, the ensuing faceoff will take place at a faceoff spot closest to where the puck was controlled that provides less territorial advantage to the offending team.
iv. If this infraction occurs in the neutral zone, the ensuing faceoff will take place in the defending zone on the side nearest to where the teammate subsequently came into possession and control of the puck.
v. If this infraction occurs in the defending zone, the ensuing faceoff will take place in the defending end on the side nearest to where the teammate subsequently came into possession and control of the puck.
vi. High sticking the puck during game action is determined by the player's shoulder (whereas the allowable height for deflecting a puck into the goal net is the crossbar).
vii. If a player touches the puck in any manner with his stick above the height of his shoulder, and an opponent is the next player to play the puck, game action will continue.
viii. If a player hits the puck with a high stick and knocks the puck into his own goal, the goal will be credited to the opposition.

ix. The 'lacrosse-like' manoeuvre whereby a skater cradles the puck on the blade of his stick is permitted provided he does not raise his stick (and, by extension, the puck) above the height of his shoulder at any time during the motion. If the puck and stick are above the height of the shoulder at any time during the manoeuvre, game action will be stopped.

x. If a player on the team in possession of the puck makes contact with the puck with a high stick during a delayed-penalty situation against the opposing team, the ensuing faceoff will take place at one of the two end zone faceoff spots of the team being penalized.

RULE 76 – HIGH STICKING THE PUCK INTO THE GOAL NET

See also Rule 97-ii

i. No goal will be allowed if an attacking skater directs, deflects, or bats the puck into the goal net in any way with his stick above the height of the crossbar, even if the puck subsequently deflects off any player, the goaltender, or an on-ice official, or bounces off the ice and in.

ii. The determining factor is where the puck makes contact with the stick in relation to the crossbar. If that part of the stick making contact with the puck is at or below the crossbar, the goal will be allowed.

RULE 77 – PROTECTIVE GLASS/DAMAGED

i. If any section or part of the protective glass is damaged during the course of game action, play will be stopped immediately and will not resume until it has been repaired.

RULE 78 – OFFSIDE

i. The only offside line is the attacking blue line. Skaters of the attacking team cannot cross this line before the puck without incurring an offside.

ii. The entire width of the blue line is considered part of the zone the puck is in.

iii. If the puck is outside the attacking blue line, it is not considered inside the attacking zone until it is completely over the blue line.

iv. If the puck is in the attacking zone, it is not considered outside the blue line until it is completely over the blue line.

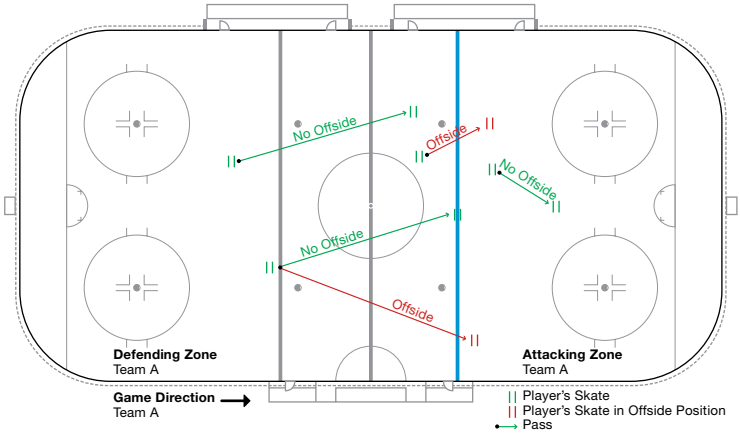
v. If a skater on the attacking team is inside the attacking zone and the puck is in the neutral zone, the puck is not considered in the attacking zone until it is completely over the blue line.

vi. Offside is determined by the position of the skates of the attacking team at the attacking blue line in relation to the puck. An attacking skater is offside when both skates are completely over the blue line in the attacking zone before the puck is completely over the blue line.

This includes the three-dimensional position of the puck. If the puck is in the air directly above the plane of the blue line before any attacking skater, the play is onside.

vii. Skaters' skates are interpreted only in two dimensions. Any skate that is in the air is considered not on any side of the blue line until it touches the ice.

viii. To be onside, a skater may have one skate inside the blue line as long as one is on or outside the blue line touching the ice.



RULE 79 – OFFSIDE SITUATIONS

i. If an attacking skater shoots or passes the puck which hits a teammate who preceded the puck into the attacking zone, game action will be stopped and an offside called. The ensuing faceoff will take place at the nearest faceoff spot to where the pass or shot originated which provides the offending team less territorial advantage.

ii. If an attacking skater shoots the puck from outside the attacking zone, and it goes out of play in the attacking zone while a teammate preceded the puck into that zone, game action will be stopped and an offside called. The ensuing faceoff will take place at the nearest faceoff spot to where the pass or shot originated which provides the offending team less territorial advantage.

iii. If a player from the defending team is in his defending zone and clears the zone with a shot or pass which hits an on-ice official outside the blue line and bounces back inside while a skater from the attacking team is still inside the blue line, the play will be considered a delayed offside.

iv. If a skater makes a pass from outside his defending zone to a teammate with both skates inside the attacking zone, the play will be called as offside and the ensuing faceoff will take place in the neutral zone at the nearest faceoff spot to where the pass was made which provides the offending team less territorial advantage.

v. If a player makes a pass from inside his defending zone to a teammate inside the attacking zone, the play will be called as offside and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the pass was made.

vi. If an attacking skater is inside the attacking zone but he stickhandles or controls the puck outside that zone or zig-zags back and forth over that attacking zone blue line, the play is considered offside, and the ensuing faceoff will take place in the neutral zone at the nearest faceoff spot to where the puck was situated at the time of the whistle.

RULE 80 – FACEOFFS AFTER OFFSIDE

i. If an offside occurs, game action will be stopped and a faceoff will take place as follows:
   1. At the nearest neutral zone faceoff spot, if the puck was carried over the blue line by an attacking skater while a teammate was inside the blue line in advance of the puck;
   2. At the centre ice faceoff spot if the pass or shot originated between centre red line and the attacking blue line;
   3. At a neutral zone faceoff spot nearest the defending zone if the pass or shot originated between the defending blue line and the centre red line;
   4. At an end faceoff spot in the defending zone of the offending team if a skater intentionally caused an offside;
   5. At an end zone faceoff spot in the defending zone of the offending team if the puck was passed or shot by an attacking skater from his defending zone;
   6. At the faceoff spot nearest to where the puck was shot if the shot or pass that created a delayed offside goes out of play;
   7. At a faceoff spot in the defending zone if the defending team is about to incur a penalty on a delayed offside play;

RULE 81 – ONSIDE

i. If the puck carrier maintains control of the puck while his skates cross the blue line ahead of the puck, he is considered onside provided that he first had control of the puck with both skates in the neutral zone and that he kept the puck on his stick until the puck fully crossed the blue line.

ii. If a skater receives a pass and his stick and one skate are over the blue line but one skate is the neutral zone touching the ice, the play is onside.

iii. If a skater from the defending team who is in the neutral zone or attacking zone moves the puck back inside his defending zone (by stickhandling, passing, or kicking the puck) while skaters from the attacking team are in that zone, the play is onside.

RULE 82 – DELAYED OFFSIDE

i. If an attacking skater precedes the puck into the attacking zone but does not touch the puck, the on-ice official will raise his arm to signal a delayed offside. Game action will continue if the defending team gains possession of the puck and the attacking skater makes no effort to gain possession of the puck or force the defending puck carrier further back in his end and instead leaves the attacking zone such that at least one skate makes contact with the blue line.

ii. The attacking zone must be completely clear of attacking skaters or the defending team must have moved the puck outside its blue line before the linesman can cancel the offside. At that point, the attacking team is free to try to gain possession of the puck or re-enter the attacking zone.

iii. If a delayed offside results in a stoppage of play, the ensuing faceoff will take place outside the blue line of the defending team at the nearest faceoff spot to where the puck was situated at the time of the whistle.

iv. If, during a delayed offside, the defending team makes no effort to move the puck out of its end and the attacking team makes no attempt to clear the zone, game action will be stopped and an offside will be called. The ensuing faceoff will take place outside the blue line of the defending team at the nearest faceoff spot to where the puck was situated at the time of the whistle.

v. If, during a delayed offside, the defending team puts the puck into its own goal net, the goal will be allowed.

vi. During a delayed offside, the defending team is allowed to take the puck behind its own goal net in the process of clearing the zone as long as there is no attempt to delay the game.

vii. If the puck is shot into the attacking zone resulting in a delayed offside, but, as a result of this shot, the puck enters the defending team's net (either directly or off the goalkeeper, a player, or an official or after bouncing off the protective glass or the boards), the goal will not be allowed because the shot was offside. The fact that the attacking team may have cleared the zone prior to the puck entering the goal net is immaterial.

viii. If, during a delayed offside, a player from the defending team shoots the puck directly out of play, rules pertaining to delay of game will be applied and the appropriate penalty assessed.

ix. If the situation in Rule 82-viii occurs but the puck deflects off the glass or a teammate, but does not cross the blue line, no penalty will be assessed but the ensuing faceoff will be in the neutral zone because of the delayed offside.

x. If the situation in Rule 82-viii occurs but the puck deflects off the glass or a teammate but does cross the blue line, no penalty will be assessed but the ensuing faceoff will be in the defending zone on the side where the puck was shot or deflected.

xi. If, during a delayed offside, the attacking team shoots the puck over the blue line and the puck deflects off a player of the defending team

and out of play, the ensuing faceoff will take place at the nearest faceoff spot in the zone from where the puck was shot.

xii. Rules for a delayed penalty supersede rules for delayed offside. If the attacking team causes a whistle on a delayed offside while the defending team is going to be penalized, the faceoff still takes place in the defending zone as per usual rules for faceoffs following penalties.

RULE 83 – DELAYED OFFSIDE/HYBRID ICING

i. If a skater who is trying to nullify an icing call advances over the attacking blue line before the puck, creating a delayed offside, icing will be called as per hybrid icing rules. If the linesman determines the skater who is offside would be first to touch the puck, an offside will be called.

ii. If the player touches the puck in Rule 83-i prior to the icing call for a delayed offside, the ensuing faceoff will take place at the faceoff spot nearest to where the puck was shot.

RULE 84 – INTENTIONAL OFFSIDE

i. An offside is ruled intentional when the attacking team commits an action intended to deliberately cause a stoppage of play.

ii. The ensuing faceoff will take place in the defending zone of the team committing the intentional offside.

iii. A delayed offside will be ruled an intentional offside if:
    1. The puck is shot at or near the goal net by the attacking team during the course of the delayed offside, forcing the goaltender to make a save;
    2. The attacking team touches the puck or tries to gain possession of the puck during the delayed offside by either playing the puck or trying to check a defending skater in possession of the puck;
    3. The attacking team scores a goal on a play which created the delayed offside (i.e., the shoot-in goes into the goal net), in which case the goal will not be allowed;
    4. The attacking team makes no effort to clear the attacking zone to cancel the offside.

iv. If the puck is shot into the attacking zone, resulting in a delayed offside, and the puck enters the goal net in any manner, the goal will not count unless it was scored by the deliberate action of a defending player. The ensuing faceoff will take place in the defending zone of the team committing the intentional offside.

v. If, while the attacking team is clearing the attacking zone, the puck accidentally hits an attacking skater inside that zone, offside will be called but not be ruled intentional.

RULE 85 – INJURED SKATER

i. If it is obvious that a skater has sustained a serious injury, on-ice officials will stop play immediately and summon the appropriate medical personnel to the ice.
ii. In all other cases, if a skater is injured and cannot continue to play or go to the bench, game action will continue until his team has gained possession of the puck, unless his team is in a scoring position.
iii. If a skater is injured at the same time he is assessed a penalty, he is allowed to go to the dressing room. If he has been assessed a minor, major, or match penalty, his team must immediately put a substitute skater in the penalty box to serve the penalty in full.
iv. If the injured penalized skater is able to return prior to the expiration of his penalty, he must go to the penalty box to serve the remaining time himself.
v. When game action is stopped because of an injury to a skater, he must leave the ice and cannot return until after play has resumed.

RULE 86 – INJURED ON-ICE OFFICIALS

i. In the case where an on-ice official suffers an injury during game action, play will be stopped immediately (unless one team has a scoring opportunity) to assess the severity of the injury and attend to the injured on-ice official. If the problem can be treated immediately, the injured on-ice official will skate to the players' bench of the home team or be attended to by medical personnel of the home team.
ii. If a referee is injured and is unable to continue, the remaining referee (under the four-official system) will be the sole referee. In a three-official system, one of the linesmen, selected by the referee supervisor, the injured referee, or the team leaders, will assume the referee's duties.
iii. If a linesman is injured and is unable to continue in either a four-official or three-official system, he will be replaced if the referee(s) deems it necessary.
iv. If the game is being played with standby officials, the appropriate official will enter the game when he has dressed and is ready, but the game will continue in the interim.

SECTION 7 – PLAYING RULES/PLAYER CHANGES

OVERVIEW – Players can be changed during a game in two ways: during a stoppage of play and during game action. In either case, specific rules apply as to how these changes may be carried out and under what circumstances they may not be carried out.

RULE 87 – DEFINING ON/OFF ICE

i. A player who has one skate on the ice and one skate off the ice at the players' bench is considered off the ice unless he plays the puck or engages in any action with an opponent or has both skates on the ice.

RULE 88 – PLAYER CHANGE DURING GAME ACTION

i. Player changes may occur at any time during game action provided that the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way.

ii. If an oncoming player leaves the 1.5 metre (5') zone and participates in game action before the departing player has at least one skate off the ice at the players' bench, the team will be assessed a penalty for too many men.

iii. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a penalty for too many men will be assessed.

iv. If player changes are made during game action and the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way, no penalty for too many men will be assessed.

RULE 89 – ILLEGAL ACCESS OF OPPONENT'S PLAYERS' BENCH

i. At no time is a player allowed to use the players' bench of the opposition during a game except accidentally.

RULE 90 – PLAYERS' BENCH INSIDE BLUE LINE/OFFSIDE

i. If, during a delayed offside, an attacking player in the attacking zone leaves the ice at his players' bench which extends into the attacking zone, he will be considered off the ice provided his replacement comes onto the ice in the neutral zone. If his replacement comes onto the ice in the attacking zone and the delayed offside is still in effect, the replacement must clear the attacking zone. If the remaining

attacking players have cleared the attacking zone and the linesman has cancelled the delayed offside, the replacement will be onside.

RULE 91 – PLAYER CHANGE DURING STOPPAGE

i. The changing of one or more players constitutes a player change.
ii. The home team is entitled to "last change". This means the visiting coach must put his players out on the ice first, after which time the home coach must do so as per the procedure set out below. If either team does not make its changes promptly, the referee will not permit the change.
iii. Failure by either team to comply, or tardiness to comply, or deliberate error in complying with this rule will result first in a warning from the referee and then a bench-minor penalty for delay of game.
iv. Once player changes have been made, a team is not allowed to alter its lineup on ice until after play has started after a legal faceoff.
v. Teams are not allowed to make player changes after a false faceoff.
vi. If, after player changes are made and before a legal faceoff, one or both teams incur penalties which alter the on-ice manpower of either team, teams may make further player changes.
vii. Players from the players' bench can come onto the ice after a goal only for the purpose of making changes, and not more players than those changing can come onto the ice to celebrate.

RULE 92 – PLAYER CHANGE PROCEDURE

i. The following procedure must be followed for player changes:
    1. Immediately after a stoppage of play, the referee signals to the coach of the visiting team to make his player changes;
    2. The vising team has five seconds to make its changes;
    3. The referee raises his arm to indicate that the visiting team may no longer make player changes;
    4. With his arm still up, the referee signals to the coach of the home team to make his player changes;
    5. After five seconds, the referee drops his arm to indicate that the home team may no longer make changes;
    6. As soon as the referee drops his arm, the linesman conducting the faceoff blows his whistle to indicate that both teams have no more than five seconds to line up for the faceoff;
    7. At the end of the five seconds (sooner if the facing-off skaters are ready), the linesman drops the puck. It is the responsibility of the linesman to ensure that all skaters come into proper position for the faceoff;
    8. When a team attempts to make a player change after its allotted time, the referee will send the player(s) back to the bench and issue a warning to the coach. Any subsequent infraction of this procedure will result a bench-minor penalty for delay of game.

RULE 93 – PLAYER CHANGE ON ICING CALLS

i. A team that incurs an icing call is not allowed to make player changes prior to the ensuing faceoff. The rule applies to those players who were on the ice the moment the puck left the player's stick to produce the icing.

ii. If a team attempts to change players after it has iced the puck, the referee will issue a warning for the first offense and then assess a bench-minor penalty for delay of game for subsequent offenses.

iii. Should a team that ices the puck utilize its team timeout at this stoppage of play, it is still not allowed to make any player substitutions.

iv. A team is allowed to make a player substitution:
    1. To replace a goaltender who had been substituted for an extra player;
    2. To replace an injured player or goaltender;
    3. If either team incurs a penalty which alters on-ice manpower, the team icing the puck is allowed to make player changes, but the ensuing faceoff will take place in the defending zone of the team incurring the penalty.

v. A skater who breaks his stick on a play that is called for icing will be allowed to go to his players' bench to get a new one.

SECTION 8 – PLAYING RULES/GOALS

OVERVIEW – Specific rules apply for how goals can be scored and under what circumstances they can be disallowed.

RULE 94 – SCORING A GOAL

i. A goal is scored when a team has shot or directed the puck into the goal net and entirely over the plane of the goal line during game action and is deemed legal by the referee and/or video-goal judge (for exceptions to this rule, see Rule 99-vii).
ii. A goal is scored when the puck is put between the goal posts below the crossbar and entirely across the plane of the goal line.
iii. A goal is scored when the puck is shot, kicked, directed, or put into the goal net in any way by a defending player.
iv. A goal is scored when the puck is deflected into the goal net by accidentally striking any part of a skater's body from a shot of a teammate.
v. The puck must be whole when it crosses the plane of the goal line.
vi. Any puck shot into the goal net during a stoppage in play is not considered a goal.
vii. A goal is considered official once a faceoff has taken place at centre ice following that goal. Video evidence obtained after the ensuing faceoff which indicates the goal should not have been allowed is not admissible.
viii. Only one goal can be awarded to one team at any single instance during a game. In the case of a goal being scored without a stoppage of play and subsequently another goal is scored by either team, at which time video review shows the initial play to have been a goal, the second goal is nullified, the first goal is counted, and time is put back on the scoreclock (both playing time and, where applicable, penalty time) to indicate when the first goal was scored.
ix. If, upon further review in situation Rule 94-viii, the initial goal is ruled illegal by the video-goal judge, the subsequent goal will count and the scoreclock will not be adjusted.
x. Any penalties which occur during the two goals in Rule 94-viii or after the whistle after the second goal will be assessed except the first minor penalty to the team scored upon (as per rules regarding the nullifying of penalties when a goal is scored during a delayed penalty).
xi. The 'lacrosse-like' manoeuvre whereby a skater whips the puck into the goal net is permitted provided he does not raise his stick above the height of his shoulder at any time during the motion (see also Rule 75-ix).
xii. If a puck is deflected into the goal net by the stick or body of an attacking skater who has established position while the goaltender is in his crease prior to the puck entering the three-dimensional space

of the crease, the goal will not count and the ensuing faceoff will take place at a faceoff spot outside the blue line.

xiii. If a skater's skates are not in the goal crease in 94-xii, but his stick is, then any goal scored off the stick will be allowed provided the stick is not interfering with the goaltender's ability to play his position. If the stick is interfering, the goal will not be allowed, and the ensuing faceoff will take place at a faceoff spot outside the blue line.

xiv. For a goal to be legal, the puck must cross the plane of the goal line prior to the expiration of a period. If the scoreclock is not functioning, the video-goal judge can be consulted. In all other cases, the decision by the on-ice officials will be final.

xv. If the penalty-box attendant fails to open the penalty-box door when a penalty expires, thus delaying a player's re-entry to the ice, and during this time the opposing team scores a goal, the goal will be allowed.

RULE 95 – GOAL CREASE AS IT PERTAINS TO SCORING GOALS

i. If a skater of the attacking team is pushed, shoved, or fouled by a defending skater to cause him to be in the goal crease when the puck enters the goal net, the goal will be allowed unless the attacking skater had sufficient time to get out of the goal crease.

ii. If the puck is loose in the goal crease and put into in the goal net by the stick of an attacking skater, the goal will be allowed.

iii. If an attacking skater is in the goal crease at the moment the puck crosses the plane of the goal line and his position in no way affects the goaltender's ability to make a save or play his position properly, the goal will be allowed.

iv. If a goaltender is outside his goal crease and an attacking skater prevents the goaltender from returning to his crease or prevents the goaltender from playing his position properly while a goal is scored, the goal will not be allowed, and the attacking skater will be assessed a minor penalty for interference.

v. The goal crease is three-dimensional and all crease rules pertain not only to the blue ice but to the air space above the blue ice to the height of the crossbar.

RULE 96 – GOALS WITH THE SKATE

i. No goal will be allowed if the puck enters the goal net as a result of a noticeable kicking motion by an attacking player.

ii. A noticeable kicking motion is a movement of the skate along the ice or in pendulum motion as a means of propelling the puck into the goal net.

iii. If an attacking skater kicks at a puck and it is subsequently shot into the goal net by either that skater or a teammate after the goaltender has made a save, the goal will be allowed.

iv. If an attacking skater kicks the puck and it deflects directly off the goaltender or his equipment, or off a player from either team and into the goal net, the goal will not be allowed.
v. If a skater turns his skate in any manner with the intention of having the puck deflect off it, and the puck enters the goal net as a result of that deflection, the goal will be allowed so long as there was no noticeable kicking motion.
vi. If an attacking skater tries to kick the puck from his skate up to his stick but fails to gain possession of the puck with his stick before the puck enters the goal net, the goal will not be allowed because a noticeable kicking motion propelled the puck into the goal net.
vii. If an attacking skater is jostling with an opponent and during this time he propels the puck into the goal net with a noticeable kicking motion while trying to maintain his balance, the goal will not be allowed. The noticeable kicking motion is the sole criterion, not the jostling with an opponent.
viii. If an attacking skater has the puck on his stick and kicks his stick to propel the puck into the goal net, the goal will not be allowed.

RULE 97 – DISALLOWING A GOAL/GAME ACTION

See also Rules 184–186 for rules pertaining to the goaltender and goal crease violations.

i. No goal will be allowed if an attacking skater kicks, throws, gloves, or otherwise directs the puck into the goal net with any part of his body or by any means other than his stick even if the puck is further deflected by a player or on-ice official after initial contact.
ii. No goal will be allowed if an attacking skater directs, deflects, or bats the puck into the goal net in any way with his stick above the height of the crossbar, even if the puck subsequently deflects off any player, the goaltender, or an on-ice official, or bounces off the ice and in. The determining factor is where the puck makes contact with the stick in relation to the crossbar. If that part of the stick making contact with the puck is at or below the crossbar, the goal will be allowed.
iii. No goal will be allowed if the puck is directly deflected into the goal net off an on-ice official even if the puck subsequently deflects off a skater from either team or the goaltender. If the puck hits an on-ice official and is subsequently put into the goal net in any legal manner, the goal will be allowed.
iv. No goal will be allowed if the puck is under a defending player who is pushed by an attacking player, together with the puck, into the goal net.
v. No goal will be allowed if a skater enters the game illegally from his own players' bench and his team scores a goal while he is on the ice.
vi. If a skater leaves the penalty box early by his own error or an error of the penalty-box attendant, and the skater's team scores a goal while he is on the ice or has been substituted, the goal will not count and the skater must return to the penalty box to serve the remaining time

of his penalty. If other penalties are assessed during this time, they must be served as well.

vii. A referee has the right to consult the linesmen for incidents leading up to the scoring of a goal. Should a linesman witness a foul which carries with it a major penalty, game-misconduct penalty, match penalty, or unsportsmanlike-conduct penalty committed by an attacking player and which goes undetected by the referee immediately prior to a goal, the linesman can report the incident, and the referee may decide to disallow the goal and assess penalties.

viii. No goal will be allowed if the puck has completely crossed the plane of the goal line after the period has expired.

ix. No goal will be allowed if the referee has blown his whistle to stop play before the puck crosses the plane of the goal line. Such a play is not subject to review by the video-goal judge.

RULE 98 – SCORING A GOAL/GOAL FRAME OFF

i. If a defending player displaces his own goal frame and the opposing team scores a goal, the goal will be allowed provided:
   1. The opponent was in the act of shooting prior to the goal frame being displaced;
   2. The referee determines the puck would have entered the goal net had the goal frame been in its normal position.

ii. A goal will be awarded if a goaltender has been removed from the ice for an extra skater and a teammate displaces the goal frame from its normal position when an attacking skater is on a breakaway.

iii. The goal frame is considered displaced if:
   1. Either of the two goal pegs is not in its respective hole;
   2. It has come off one or both pegs;
   3. One or both of the goal posts are not flat on the ice.

iv. For all other goal frames which do not utilize pegs, the goal posts must be flat on the ice and on the goal line at the time the puck enters the goal net for a goal to be allowed.

v. If the position of the goal net is altered in any way during game action, play will be stopped if the goal net does not return to its normal position. If the goal net returns to its normal position, game action will continue.

vi. No goal will be allowed if the goal frame is displaced before the puck crosses the plane of the goal line unless provided by Rule 98-i.

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

i. The video-goal judge may consult with the referee only at the request of the referee or by request of the video-goal judge himself. He is consulted primarily to determine the legitimacy of a goal.

ii. If a goal is scored or appears to have been scored, the referee will make his call immediately and then, if necessary, consult the video-goal

judge. It will be up to the video-goal judge to confirm the referee's call or, if there is proper evidence, refute it.

iii. In the case where video review is inconclusive, the referee's original call will stand.

iv. If the video-goal judge requests consultation with the referee on a potential goal that no on-ice official acknowledged, the opinion of the video-goal judge will be the decisive one.

v. If neither the on-ice officials nor the video-goal judge reviews a possible goal at the next stoppage of play, further review is not permitted after the ensuing faceoff.

vi. If there is no indication from the referees or video-goal judge to review a questionable play immediately following the end of a period, no review can be conducted once the players have left the ice.

vii. The following are the only situations subject to review by the video-goal judge (see Rule 45-iii for other uses):
    1. Puck crossing the plane of the goal line;
    2. Puck in the goal net prior to the goal frame being displaced;
    3. Puck entering the goal net prior to or after the expiration of a period;
    4. Puck directed into the goal net by hand or kicked into the goal net;
    5. Puck deflected into the goal net off an on-ice official;
    6. Puck struck with a high stick above the height of the crossbar by an attacking skater prior to entering the goal net.

SECTION 9 – GAME PENALTIES/DURATION AND SITUATIONS

OVERVIEW – Game penalties are assessed at the discretion of the on-ice officials.

For all infractions related to goaltenders, see Section 12 – Rules Specific to Goaltenders.

RULE 100 – WHEN PENALTIES CAN BE CALLED

i. Penalties can be called at any time during the playing of a game. This constitutes the 60 minutes of regulation play, the overtime, penalty-shot shootout, stoppages in play, and the departure of the teams from the ice to the dressing rooms.
ii. An on-ice official must witness first-hand any infraction if a penalty is to be assessed and incorporated into the official game sheet. This includes events before, during, and after the playing of the game.
iii. "Before" the game constitutes the minutes prior to the opening faceoff when the on-ice officials and players are on the ice but game action has yet to begin.
iv. Any violations of the rules committed during the pre-game skate or underneath the stands cannot be punished by the assessment of penalties during the game as the on-ice officials were not participating in events at the time. Instead, these violations will be noted by the standby referee and dealt with, if necessary, by the proper authorities.
v. No player or team official is allowed to enter the dressing room of the on-ice officials during the course of or immediately following the game. Any violation of this rule will be reported to the proper authorities.

RULE 101 – IMPLICATIONS OF PENALTIES

i. In the two-referee system, no player can be penalized by both referees for the same infraction, but the same player can be penalized by both referees for two distinct infractions.
ii. If a team being penalized is in possession of the puck, game action will be stopped immediately. If the opposing team is in possession of the puck, game action will continue until the penalized team gains control of the puck.
iii. If, during the delayed penalty, the team in possession of the puck scores into its opponent's goal, the first minor penalty will be cancelled. If a double-minor penalty were to be assessed, one minor penalty is cancelled and the other imposed. If a major, misconduct, or match penalty were to be imposed, these will still be assessed even if a goal is scored.

iv. If, during the delayed penalty, two or more minor penalties were to be assessed to more than one player and a goal is scored, the referee will ask the captain of the penalized team which penalty to cancel. The second and subsequent penalties will still be imposed. The order of the penalties assessed will not be taken into consideration.
v. If an attacking skater on a breakaway is fouled by an opponent to the degree that warrants a major and automatic game-misconduct penalty, the penalties will be imposed on the opponent regardless if the resultant penalty shot is successful or not.
vi. Upon being penalized, a skater must proceed directly to the penalty box or dressing room unless instructed otherwise by an on-ice official. Failure to do so will result in an additional bench-minor penalty.
vii. If one team is assessed more than one penalty of the same duration which affects on-ice manpower, the captain must inform the referee of the order the penalties are to be served in case further penalties result in one penalized skater being allowed to leave the penalty box before others.
viii. A skater must go to his dressing room if he is assessed a misconduct penalty in the third period which would prevent him from participating in the overtime and penalty-shot shootout.

RULE 102 – PENALTIES ON SCORECLOCK

i. Penalties are said to have expired at the exact time of the penalty on the scoreclock plus the length of the penalty. For instance, if a minor penalty is called at 4:58, it expires at 2:58. If a major penalty is assessed at 13:05, it expires at 8:05, whether or not the skater steps on the ice at that exact second. For coincident minor penalties and misconduct penalties, the skater is allowed to return to the ice only at the first whistle after the penalty time has been served.
ii. Only penalties displayed on the scoreclock allow a team to gain extra skaters during game action when they expire. Penalties not displayed on the scoreclock include coincident minors or majors, misconducts, game misconducts, and coincident match penalties.
iii. Penalties which must be displayed on the scoreclock include minors, double minors, majors, and match.
iv. Penalties with a delayed start time will be displayed on the scoreclock only when their time has started.
v. In the case of misconduct penalties, the skater is allowed to return to the ice only after the first whistle after the expiration of his penalty.
vi. In the case of more than one penalty to a team, skaters are allowed to return to the ice only when their own penalty has expired. A skater who comes onto the ice after a teammate's penalty has expired – not his own – will be subject to further penalty.

RULE 103 – PLAYING SHORT-HANDED

i. A team is short-handed by virtue of having fewer players on the ice as a result of one or more penalties during game action than its opponent.

ii. If the opposition scores a goal while a team is short-handed, the penalized skater can return to the ice immediately if the penalty being served is a minor or bench-minor penalty which makes the team short-handed.

RULES 104 –110 – DURATION OF PENALTIES

SUMMARY (for one player)

Minor/Bench-minor penalty = 2 minutes on scoreclock (2 PIMs)

Major penalty = 5 minutes on scoreclock + automatic game misconduct, time not on scoreclock (25 PIMs)

Minor + Major penalty = 5 minutes on scoreclock, then 2 minutes on scoreclock + automatic game misconduct, time not on scoreclock (27 PIMs)

Misconduct penalty = 10 minutes, time not on scoreclock (10 PIMs)

Minor + Misconduct penalty = 2 minutes on scoreclock + 10 minutes, time not on scoreclock (12 PIMs)

Minor + Game Misconduct penalty = 2 minutes on scoreclock + balance of the game, time not on scoreclock (22 PIMs)

Game Misconduct penalty = balance of the game, time not on scoreclock (20 PIMs)

Match penalty = 5 minutes on scoreclock + balance of the game, time not on scoreclock (25 PIMs) + automatic one-game suspension

RULE 104 – DURATION OF PENALTIES/MINOR – BENCH MINOR

i. A minor penalty constitutes two minutes of playing time and must be served in full by the penalized skater. No substitution of this skater is allowed in on-ice manpower. If the opposition scores during the ensuing power play, the first minor penalty is considered over and the skater can leave the penalty box.

ii. If a team scores a goal on a penalty shot during a power play, the penalized skater is not allowed to return to the ice.

RULE 105 – DURATION OF PENALTIES/MAJOR

i. A major penalty constitutes five minutes of playing time and carries with it an automatic game-misconduct penalty. No substitution of this player is allowed in on-ice manpower for the five minutes. The penalized player must go to the dressing room, and a teammate designated by the coach through the captain must serve the penalty in full, regardless of how many goals the opposition scores. Once the five minutes has expired, the team may replace the skater for the game misconduct portion of the penalty. A review of the

penalty by the proper authorities is automatically conducted after the game.

RULE 106 – DURATION OF PENALTIES/MINOR AND MAJOR

i. When a skater is assessed a minor and major penalty (and automatic game-misconduct penalty) at the same time, the major penalty is served first after which the minor penalty begins. The penalized player must go to the dressing room, and a player designated by the coach through the captain must serve the assessed penalties.

ii. When a minor and major penalty are imposed at the same time on two skaters of the same team while the team is already short-handed, the minor penalty is considered the first to be served and the start of the major penalty will not begin until the first penalty has expired. The penalized skater with the major penalty must go to the dressing room, and a player designated by the coach through the captain must serve the assessed penalties.

RULE 107 – DURATION OF PENALTIES/MISCONDUCT

i. A misconduct penalty constitutes ten minutes of playing time, but immediate substitution in on-ice manpower is allowed. The skater must serve his misconduct in full unless he is injured, in which case a teammate designated by the coach through the captain must sit in the penalty box in his place. The skater is not allowed to leave the penalty box until the first whistle after ten minutes of playing time has elapsed.

ii. If a player is assessed a second misconduct any time during a game, it will become an automatic game-misconduct penalty instead. He must go to the dressing room but may be substituted immediately on ice, and no teammate has to serve his penalty.

iii. If a goaltender is assessed a misconduct penalty, it must be served by a skater on the ice at the time of the whistle to stop play who is designated by the coach through the captain.

RULE 108 – DURATION OF PENALTIES/MINOR AND MISCONDUCT

i. When a skater is assessed a minor and misconduct penalty at the same time, the penalized team must immediately put an additional skater in the penalty box to serve the minor penalty. No substitution of this skater is allowed in on-ice manpower. At the expiration of that penalty, the teammate may leave the penalty box but the skater who committed the infractions must remain in the penalty box to serve the misconduct penalty. Even though a teammate serves the minor penalty, the misconduct penalty does not begin until the expiration of any lesser penalties.

RULE 109 – DURATION OF PENALTIES/GAME MISCONDUCT

i. A game-misconduct penalty requires the penalized player or team official to go to the dressing room, but immediate substitution on ice is allowed.

ii. A player who receives two game-misconduct penalties in the same game or different games of a tournament or event is automatically suspended for one further game.

RULE 110 – DURATION OF PENALTIES/MATCH

i. A match penalty results in the immediate expulsion of the player or team official from the game and a five-minute penalty served by a teammate designated by the coach through the captain. No substitution of this skater is allowed in on-ice manpower until after the expiration of the five minutes.

ii. A match penalty carries with it an automatic (and minimum) one-game suspension.

RULE 111 – PENALTY SITUATIONS

i. Only penalties that are displayed on the scoreclock affect on-ice manpower (except penalties which have a delayed start time).

ii. For a penalized skater to return to the game as a result of an opponent's goal, his team must be short-handed by a minor or bench-minor penalty at the time of the goal (not counting a delayed penalty). In the case where more than one skater is penalized, the first minor or bench-minor penalty will terminate (unless it were a coincident minor or bench-minor penalty with an opposing skater, in which case the next minor or bench-minor penalty will be cancelled).

iii. If there is a delayed-penalty call for a minor or bench-minor penalty against a team already short-handed by reason of a major or match penalty, and the opposition scores before the play can be stopped to assess the new penalty, that signalled penalty will be cancelled because of the goal.

iv. If a delayed penalty is about to be called against a skater which will result in a minor, major and automatic game misconduct, or match penalty but the opposing team scores during the delayed penalty, the minor penalty is cancelled but the major and game misconduct or match penalty will still be assessed. The skater must go to the dressing room while a teammate designated by the coach through the captain serves the major or match penalty.

v. If a team incurs two or more penalties of the same duration at the same stoppage, the captain of that team must notify the referee before the start of game action which skater will be first out of the penalty box (either after the scoring of a power-play goal by the opposition or at the expiration of the penalties when the skaters leave the penalty box). The referee will inform the scorekeeper accordingly.

RULE 112 – COINCIDENT PENALTIES

See also IIHF Case Book – Coincident Penalties

i. When an equal number of minor, major, or match penalties of the same duration are assessed to both teams at the same stoppage of play, the penalties are considered coincident penalties.

ii. When penalties are assessed to both teams at the same stoppage of play, the referee will cancel as many penalties of equal duration (minor, bench minor, double minor, major and automatic game misconduct, match) to each team as possible.

iii. If teams are playing 5-on-5 and only one minor or bench-minor penalty is assessed to each team, teams will play 4-on-4. The two players must go to the penalty box without substitution, and they can return to the ice at the expiry of the penalties.

iv. If one or both penalized players in Rule 112-iii are assessed a misconduct penalty in addition to a minor penalty, teams will play 4-on-4 and an additional skater will have to go to the penalty box to serve the minor penalty while the penalized player will serve the entire 12 minutes. The player serving the minor penalty can return to the ice at the expiry of that penalty.

v. When penalties as in Rule 112-i are assessed and one team is short-handed, immediate substitution is allowed for an equal number of coincident penalties of equal duration to each team and will not have a bearing on delayed start time of penalties (see Rule 113).

vi. If teams are playing with manpower that is not 5-on-5, there is no further reduction of manpower on ice as a result of penalties of equal duration and number which can cancel each other.

vii. If multiple penalties are assessed to both teams, equal numbers of minor, major (and automatic game misconduct), and match penalties will be cancelled as per rules for coincident penalties. Any differential in penalty times will be displayed on the scoreclock, and players will serve the time accordingly. They will not be allowed to return until the first stoppage in play after the expiry of their penalties.

viii. Players who receive major or match penalties which are coincident penalties must go to their dressing room but no teammate is required in the penalty box unless one of the penalties appears on the score-clock.

ix. Where goaltenders are involved, see Rules 207-ii and 207-iv.

x. In the application of coincident penalties, minor and bench-minor penalties are considered the same.

RULE 113 – DELAYED START TIME OF PENALTIES

i. No team may have fewer than three skaters on ice at any time during game action.

ii. Players must always return to the ice in the order of the expiry of their own penalties.

iii. If a third or subsequent player of any team is assessed a penalty during regulation time which requires him to go to the penalty box, and two teammates are already serving penalties, the penalty time of the third player or any subsequent players will not start until the penalty time of one of the first two players has elapsed. The third or subsequent skaters must still proceed to the penalty box as soon as their penalties have been assessed, but they can be replaced on the ice by a substitute until their penalty time begins.

iv. Once the first penalty of three or more players has elapsed, the skater cannot return to the ice until the first whistle on or after the expiration of his penalty.

RULE 114 – DELAYED PENALTY CALL

i. For most penalties, a player from the offending team must be in control of the puck for game action to be stopped and the penalties assessed.

ii. A touch of the puck or glancing contact between stick and puck does not constitute control unless that contact results in a goal for the team being penalized.

iii. If the offending team is not in control of the puck, the referee will raise his arm signifying his intention to call a penalty, but he will not stop game action until:
    1. The offending team has gained control of the puck;
    2. The puck is frozen;
    3. The puck goes out of play;
    4. The team in control commits a foul of its own;
    5. Either team ices the puck.
    6. Other reasons specified by these rules.

iv. If the team in control of the puck during a delayed-penalty situation scores into its own goal, the goal will be credited to the opposition, but the penalty will still be assessed.

v. A team being penalized during a delayed-penalty situation cannot score a goal by its own means.

vi. If, after the referee has raised his arm, a goal is scored by the team in control of the puck, the goal is allowed and the first minor penalty – if more than one is intended to be called – is cancelled. All additional penalties will be assessed.

vii. If the team being penalized is already short-handed and its opponent scores a goal during a delayed-penalty call, the earlier minor penalty being served is automatically terminated and all new penalties being signalled will be assessed.

viii. If there is a delayed penalty to a team for a minor or bench-minor penalty, and that team is already short-handed with a major or match penalty, and the opposition scores, the delayed penalty will be cancelled but the major or match penalty remains on the scoreclock.

ix. If a team incurs a penalty and scores a goal on the same play so quickly that the referee does not have time to blow his whistle before

the puck enters the goal net, he can still nullify the goal and assess the penalty after stopping play.

RULE 115 – PENALTIES IN OVERTIME

i. Regardless of the length of the overtime, it must be played four skaters and one goaltender a side if there were no penalties carried over from the end of regulation time or assessed prior to the start of the overtime period which affect the on-ice manpower of either team.
ii. If a team incurs a minor penalty in overtime, the teams will play 4-on-3.
iii. Coincident penalties in overtime do not affect on-ice strength.
iv. If a team is penalized such that a two-man advantage occurs, the offending team will remain at three skaters while the opposing team will be allowed a fifth skater. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will be adjusted to either 4-on-4 or 4-on-3.
v. If there is either a 5-on-4 or 4-on-3 manpower advantage at the end of regulation time, the overtime will begin with teams playing 4-on-3.
vi. If there is a 5-on-3 manpower advantage at the end of regulation time, the overtime will begin with teams playing 5-on-3. With the expiration of penalties, due to continuous action, on-ice manpower may get to 5-on-4 or 5-on-5. At the first stoppage of play, on-ice manpower will be adjusted to 4-on-4 or 4-on-3.
vii. If teams are playing 4-on-4 at the end of regulation time with skaters in the penalty box serving non-coincident penalties, overtime starts 4-on-4 and skaters exit the penalty box as normal to 5-on-4 and 5-on-5. At the first stoppage of play, manpower will be adjusted to 4-on-3 or 4-on-4.
viii. If teams are playing 4-on-4 at the end of regulation time with skaters in the penalty box serving coincident penalties, overtime starts 4-on-4.
ix. If teams are playing 3-on-3 at the end of regulation time, overtime starts 3-on-3. After on-ice manpower reaches 5-on-4 or 5-on-5, at the first stoppage of play manpower will be adjusted to 4-on-3 or 4-on-4.

SECTION 10 – DESCRIPTION OF GAME PENALTIES

OVERVIEW – These are definitions, explanations, and interpretations of fouls during a game (which constitutes 60 minutes of regulation time, overtime, penalty-shot shootout, and the time immediately after the end of the game when players leave the ice and go to their respective dressing rooms).

RULE 116 – ABUSE OF OFFICIALS

DEFINITION: An attempt by a player or team official to usurp the power of an on-ice official, demean or degrade an on-ice official, call into question the integrity or ability of an on-ice official, or physically confront an on-ice official.

i. Minor Penalty
   1. A player who bangs the protective glass in protest of an on-ice official's decision;
   2. A player who bangs the boards with his stick or other objects to protest an on-ice official's decision.

ii. Bench-Minor Penalty
   1. An unidentifiable player or team official who uses obscene, profane, or abusive language or uses the name of any official coupled with any vociferous remarks;
   2. A penalized player who does not go directly to the penalty box or dressing room as instructed by an on-ice official;
   3. A team official who bangs the boards with a stick or other object to protest an on-ice official's decision.

iii. Misconduct Penalty
   1. A player who challenges or disputes the ruling of an on-ice official;
   2. A player who shoots the puck intentionally out of reach of an on-ice official who is retrieving it;
   3. A player who enters or remains in the on-ice officials' crease while they are in consultation with each other or reporting to off-ice officials;
   4. A captain or alternate captain, on ice or off, who complains to an on-ice official about how he is conducting the game, interpreting the rules, or handling game action;
   5. A player who bangs the boards with his stick or other objects to protest an on-ice official's decision for which they have been already been assessed a minor or bench- minor penalty;
   6. A player who bangs the protective glass in protest of an on-ice official's decision for which he has been already been assessed a minor penalty.

iv. Game-Misconduct Penalty
   1. A player or coach who uses obscene, profane, or abusive language directed to an on-ice official for which they have been

already been assessed a minor or bench-minor penalty. When this conduct occurs after expiration of the game, on or off the ice, the game-misconduct penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.

v. Match Penalty
   1. A player or team official who makes contact in any way with an on-ice official and is detrimental to the conducting of a game;
   2. A player who swings his stick at an on-ice official.

RULE 117 – BENCH-MINOR

DEFINITION: Conduct detrimental to the game or violation of the rules from the players' bench from either an identifiable or unidentifiable player or team official.

i. An infraction emanating from the players' bench is punishable by a bench-minor penalty.
ii. Any action on ice that warrants a misconduct or game misconduct penalty is punished equally if it comes from an identifiable player or team official at the player's bench.
iii. A bench-minor penalty can be served by any skater who was on the ice at the time the whistle stopped play or otherwise provided by these rules.
iv. If the head coach of a penalized team refuses to designate a skater to serve a bench-minor penalty or a penalty to a goaltender, the referee will name a skater of his choice.

RULE 118 – BITING

DEFINITION: A player who bites any part of an opponent's body.

i. A player who bites an opponent will be assessed a match penalty.

RULE 119 – BOARDING

DEFINITION: A player who bodychecks, elbows, charges, or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards.

i. A boarding penalty is punishable by at least a minor penalty.
ii. A player who injures or recklessly endangers an opponent as a result of boarding will be assessed either a major and game-misconduct penalty or a match penalty.
iii. "Rolling" an opponent in possession of the puck along the boards who is trying to squeeze by a player is not considered boarding.

RULE 120 – BROKEN STICK/PLAYING WITH – REPLACING

DEFINITION: A stick that is not fully intact, has a broken blade or shaft, or is no longer whole is considered broken and, as such, illegal.

i. A player must drop a broken stick immediately. If he participates in game action with a broken stick he will be assessed a minor penalty.
ii. A skater who uses a goaltender's stick during game action will be assessed a minor penalty.
iii. A player whose stick is broken is forbidden to receive a stick thrown onto the ice from either the players' bench or from a spectator, but he may receive a stick from a teammate on the ice at the time without having to proceed to his players' bench to obtain a new one. This exchange, however, must be made hand-to-hand. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty.
iv. Rule 120-iii includes situations where a skater has lost an intact stick and a teammate is trying to get it to him.
v. At no time is a skater allowed to grab an opponent's stick: (1) from an opponent on ice who may either be holding the stick or who may have dropped it to the ice; (2) from an opponent sitting on his players' bench; (3) from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.
vi. A skater who participates in game action while taking a replacement stick to a skater or goaltender will be assessed a minor penalty.
vii. If a player receives a stick during game action from a teammate in the penalty box, the player receiving the stick will be assessed a minor penalty.
viii. A skater who does not have a skater's stick in his hands may still participate in game action.

RULE 121 – BUTT-ENDING

DEFINITION: A player who slides the top hand on his stick down the shaft to create a dangerous protrusion which he drives into the body of an opponent.

i. An attempt to butt-end is punishable by a double minor and misconduct penalty.
ii. A player who butt-ends an opponent will be assessed either a major and automatic game-misconduct penalty or a match penalty.
iii. A player who injures or recklessly endangers an opponent by butt-ending will be assessed a match penalty.

RULE 122 – CHARGING

DEFINITION: A player who, after skating towards an opponent, checks him with unnecessary force or runs at or jumps into an opponent.

i. A player who checks an opponent with unnecessary force or runs at or jumps into an opponent will be assessed at least a minor penalty.
ii. A player who makes physical contact with an opponent after the whistle has been blown but who had sufficient time to avoid such contact will be assessed at least a minor penalty for charging.

iii. A goaltender is not "fair game" simply because he is outside of the goal crease. A minor penalty for interference or charging is warranted where an opponent makes unnecessary contact with a goaltender.
iv. A player who injures or recklessly endangers an opponent as a result of charging will be assessed a major penalty and automatic game-misconduct penalty or match penalty.

RULE 123 – CHECKING FROM BEHIND

DEFINITION: A player who delivers a check to a vulnerable player who is not aware of the impending hit or who is unable to protect or defend himself from such a hit. The point of contact is the back of the body.

i. A player who hits an opponent from behind into the boards, the goal frame, or in open ice in any manner will be assessed at least a minor and misconduct penalty.
ii. A player who recklessly endangers an opponent as a result of checking from behind will be assessed a major penalty and game-misconduct penalty.
iii. A player who injures an opponent as a result of checking from behind will be assessed a match penalty.
iv. If the skater being checked turns his back towards an opponent and puts himself in a vulnerable position immediately before a check to create a checking from behind situation, no penalty for checking from behind will be assessed (although other penalties might still be assessed).

RULE 124 – CHECKING TO THE HEAD OR NECK

DEFINITION: A player who directs a hit of any sort, with any part of his body or equipment, to the head or neck of an opposing player or drives or forces the head of an opposing player into the protective glass or boards. This rule supersedes all similar actions regarding hits to the head and neck except those related to fighting.

i. There is no such thing as a clean hit to the head. Whether accidental or intentional, every direct hit to the head or neck of an opponent will be penalized.
ii. A player who directs a check to the head or neck of an opponent will be assessed one of: (1) a minor penalty and misconduct penalty; (2) a major penalty and automatic game-misconduct penalty; (3) a match penalty.
iii. A player who injures or recklessly endangers an opponent as a result of checking to the head or neck will be assessed a match penalty.
iv. A penalty for checking to the head or neck will be assessed if one of the following occurs when a player checks an opponent:
    1. The skater directs a hit with any part of his body or equipment to the head or neck of an opponent;
    2. The skater drives or forces the head of an opponent into the protective glass or boards by using any part of his upper body;

3. The skater extends and directs any part of his upper body to make contact with the head or neck of an opponent;
4. The skater extends his body upward or outward in order to reach his opponent or uses any part of the upper body to make contact with an opponent's head or neck;
5. The skater jumps (leaves his skates) to deliver a blow to the head or neck of an opponent.

v. If a skater skates with his head up, is in possession of the puck, and is expecting a check, an opponent does not have the right to hit him in the head or neck.

vi. If the primary force of a blow is initially to the body area and then contact slides up to the head or neck area, a penalty for checking to the head or neck will not be assessed.

vii. A skater who delivers a check to an opponent who is skating with the puck with his head down in the direction of the skater, and does not use an upward motion or drive his body up into the opponent, will not be penalized for checking to the head or neck.

viii. If a skater maintains his position in the normal course of game action as an opponent runs into him, the ensuing contact will not be considered checking to the head or neck unless conditions in Rules 124-iv or 124-v are violated.

RULE 125 – CLIPPING

DEFINITION: Clipping is the act of a player who lowers his body with the express intention of delivering a check to an opponent's knee area.

i. A player who delivers a check in a clipping manner or lowers his own body to deliver a check to an opponent's knee area will be assessed at least a minor penalty.

ii. A player who crouches down near the boards to avoid being body-checked and who, as a result, causes an opponent to tumble over him, will be assessed at least a minor penalty.

iii. A player who injures or recklessly endangers an opponent by a clipping action will be assessed a major penalty and game-misconduct penalty or match penalty.

RULE 126 – CLOSING HAND ON PUCK

DEFINITION: Although a skater may bat at the puck with his glove or catch it and place it on the ice immediately, he is not allowed to palm the puck (i.e., keep it in his glove), hold it for longer than it takes to put it on the ice, or skate with it in his glove.

i. A skater who catches the puck and holds it while stationary or skates with it in his glove either to avoid an opponent or to gain clear possession of it will be assessed a minor penalty for closing his hand on the puck.

ii. A skater who picks the puck up from the ice with his glove or hand outside his own goal crease during game action will be assessed a minor penalty.

iii. A skater who covers the puck with his glove on the ice outside his own goal crease will be assessed a minor penalty.
iv. If a skater picks the puck up from the ice with his glove, conceals, or covers the puck with his glove on the ice inside the three-dimensional area of his own goal crease while his goaltender is on the ice, a penalty shot will be awarded to the opposition.

RULE 127 – CROSS-CHECKING

DEFINITION: A player who delivers a check to the body of an opponent with both hands on the stick and no part of the stick on the ice.

i. A player who cross-checks an opponent will be assessed at least a minor penalty.
ii. A player who injures or recklessly endangers an opponent by cross-checking will be assessed a major penalty and automatic game-misconduct penalty or match penalty.

RULE 128 – DANGEROUS EQUIPMENT

DEFINITION: Pads and protective equipment made of any material likely to cause injury are considered dangerous, and their use is strictly prohibited.

i. A referee can prohibit the use of any player equipment he feels might cause injury.
ii. The team of a player who participates in game action with illegal equipment will first be issued a warning by the referee. Failure to comply with the warning to adjust, replace, or secure any equipment as per the referee's instructions will mean any player from that team subsequently violating rules for dangerous equipment will be assessed a misconduct penalty.
iii. If a referee deems a skater's stick to be dangerous, the stick must be removed from the game without penalty. If the skater subsequently uses the stick, he will be assessed a misconduct penalty.
iv. The referee can request that a player remove any personal accessories regarded as dangerous. If these personal accessories are difficult to remove, the player should tape them or put them safely under his game sweater in such way that they are no longer dangerous. The player will be required to leave the ice during this process and a warning will be issued to his team. Failure to comply with the warning as per the referee's instructions will mean any player from that team subsequently violating rules for personal accessories will be assessed a misconduct penalty.
v. Included in dangerous equipment is a cracked or damaged cage or visor. Although a player is allowed to finish his shift with such damage, it must be fixed or replaced prior to his next shift. Failure to do so will result first in a warning from the referee and then a misconduct penalty.

RULES 129–137 – DELAY OF GAME

DEFINITION: An act either intentional or accidental which slows the game, forces game action to be stopped, or hinders the start of game action.

RULE 129 – DELAY OF GAME/ADJUSTMENT OF EQUIPMENT

i. A player who stops game action or delays the start of game action to repair or adjust his equipment will be assessed a minor penalty.

RULE 130 – DELAY OF GAME/DISPLACED GOAL NET

i. A player who deliberately displaces the goal net from its normal position will be assessed a minor penalty.
ii. If a player deliberately displaces his own goal net from its normal position during the last two minutes of regulation time, or at any time in overtime, the referee will award the opposing team a penalty shot.
iii. If a player deliberately displaces his own goal net from its normal position when an attacking skater is on a breakaway, the referee will award the opposing team a penalty shot.
iv. If, when a goaltender has been removed from the ice, a teammate displaces their goal net from its normal position when an attacking skater is on a breakaway, the referee will award a goal to the opposing team.
v. If the goal net becomes displaced during game action as a result of some action by the attacking team as the defending team gains possession of the puck with a clear chance to move up ice, there will be no whistle until puck possession changes again. If the defending team moves up ice and scores a goal, the goal will be allowed.
vi. If possession in Rule 130-v changes inside the defending team's blue line, the ensuing faceoff will occur at one of the faceoff spots in the neutral zone nearest the defending team's blue line.
vii. If possession in Rule 130-v changes in the neutral zone or attacking zone of the defending team, the ensuing faceoff will occur at the nearest faceoff spot to where play was stopped.

RULE 131 – DELAY OF GAME/FALLING ON THE PUCK

i. A skater who falls on, holds, or gathers the puck into his body or equipment to create a stoppage in play will be assessed a minor penalty. If, however, a puck becomes lodged in a skater's skates or equipment as he blocks a shot or pass, game action will be stopped but no penalty assessed.
ii. A skater who uses his hands to conceal the puck in his palm or equipment to force a whistle will be assessed a minor penalty.

RULE 132 – DELAY OF GAME/FREEZING THE PUCK UNNECESSARILY

i. A skater who holds or freezes the puck with his stick, skates, or body along the boards or in open ice when not being pressured by an opponent will be assessed a minor penalty.

RULE 133 – DELAY OF GAME/GOAL CELEBRATION

i. Players from the players' bench can come onto the ice after a goal only for the purpose of making changes, and not more players than those changing can come onto the ice to celebrate. Violation of this rule will result in a warning to both teams by the referee, and further violation will result in a bench-minor penalty.

RULE 134 – DELAY OF GAME/LATE LINEUP

i. A coach who does not send out the required number of players in a timely manner to start a period, including overtime, will be assessed a bench-minor penalty.

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

i. A player who shoots, throws, or bats the puck directly out of the playing area from inside his defending zone anywhere in the rink (except where there is no protective glass) during game action, without any deflection, will be assessed a minor penalty. The determining factor will be the position of the puck when it is played.
ii. No penalty will be assessed if a player shoots the puck directly over the boards at the players' benches but not over the protective glass behind the players' benches.
iii. A player who deliberately shoots the puck out of play anywhere on the ice during play or after a stoppage will be assessed a minor penalty.
iv. A player who lifts the puck from the defending zone and hits the scoreclock or roof above centre ice, causing a stoppage of play, will not be assessed a penalty.

RULE 136 – DELAY OF GAME/SUBSTITUTION AFTER AN ICING CALL

i. A team charged with icing cannot substitute any of its players except:
    1. To replace a goaltender who had been substituted for an extra skater;
    2. To replace an injured player or goaltender;
    3. If either team incurs a penalty which alters on-ice manpower, the team icing the puck is allowed to make player changes, but the ensuing faceoff will take place in the defending zone of the team incurring the penalty.

ii. A coach who attempts to make an illegal substitution after an icing call, forcing a delay in the game while the referee or linesmen organizes the correct lineup, will be issued a warning by the referee for the first violation. A coach who attempts for a second time to make substitutions for the purpose of delaying the ensuing faceoff will be assessed a bench-minor penalty.

RULE 137 – DELAY OF GAME/VIOLATION OF FACEOFF PROCEDURES

i. When a skater not taking the faceoff enters the faceoff circle before the puck is dropped, the skater on his team taking the faceoff must be replaced. For a second violation by any skater on that team at the same faceoff, the offending team will be assessed a bench-minor penalty.
ii. When a skater taking the faceoff has been removed from the faceoff by an on-ice official and another skater of the same team delays taking up his proper position after a warning, the offending team will be assessed a bench-minor penalty.
iii. A skater who lines up for a faceoff in an offside position or improperly in any way and, after a warning from an on-ice official continues to line up offside or improperly, will be assessed a minor penalty.

RULE 138 – DIVING OR EMBELLISHMENT

DEFINITION: A player who blatantly embellishes a fall or fakes an injury in attempt to draw a penalty by his action.

i. A player who embellishes a foul or pretends to have been fouled by an opponent will be assessed a minor penalty.

RULE 139 – ELBOWING

DEFINITION: A player who uses his elbow to foul an opponent.

i. A player elbowing an opponent will be assessed at least a minor penalty.
ii. A player who injures or recklessly endangers an opponent by elbowing will be assessed a major penalty and automatic game-misconduct penalty or match penalty.

RULE 140 – ENGAGING WITH SPECTATORS

DEFINITION: A player or team official who makes physical contact with a spectator during the course of a game, including stoppages in play and intermissions.

i. A player or team official who physically confronts, retaliates, or engages with a spectator will be assessed a match penalty.

RULE 141 – FIGHTING

DEFINITION: A player who punches an opponent during game action, after a whistle, or any time during the regular course of a game during a prolonged player confrontation.

i. A player who starts a fight will be assessed a match penalty.

ii. A player who in any way retaliates to being punched will be assessed at least a minor penalty.

iii. A player who removes his glove(s) or helmet with the intention of engaging in a confrontation with an opponent will be assessed a misconduct penalty in addition to any other penalties.

iv. If there is a clear instigator and aggressor in a fight, that player will be assessed a minor penalty as the aggressor in addition to any other penalties he may incur.

v. If there is no clear instigator or aggressor in a fight, both players can be assessed match penalties.

vi. A player who is on the ice and is the first to intervene in a fight already in progress (third man in) between two opposing players will be assessed, in additional to any other penalties incurred during the incident, a game-misconduct penalty. The degree of intervention is the criterion for interpretation of enforcement.

vii. A player who tries to fight or continues to fight after he has been ordered by the referee to stop, or who resists a linesman who is trying to circumvent the continuation of a fight, will be assessed a double minor penalty or a major penalty and automatic game-misconduct penalty or a match penalty.

viii. If a fight involves one player on the ice with another player off it, both players will be assessed a misconduct penalty or a game-misconduct penalty or a match penalty.

ix. A team official who is involved in a fight, on ice or off, will be assessed either a game-misconduct penalty or a match penalty.

x. The first player to leave the players' bench or penalty box during a player confrontation on ice will be assessed a double-minor penalty and an automatic game-misconduct penalty. Any other players who leave the players' bench during a player confrontation will be assessed a misconduct penalty. Any other skaters who leave the penalty box during a player confrontation will be assessed a minor and game-misconduct penalties. These penalties will be served at the expiration of all previous penalties. The act alone of leaving either the players' bench or penalty box constitutes a violation of these rules, even if the players do not engage in fighting once they are on the ice.

xi. Player substitutions (i.e., line changes) made prior to a player confrontation are allowed, but any player subsequently becoming involved in a player confrontation will be penalized as if he left players' bench or penalty box to participate in that confrontation.

xii. If players of both teams leave their respective benches at the same time, or if players from one team leave their players' bench after

seeing players from the other team do so, the first identifiable player of each team will be penalized under this rule.

xiii. A maximum of five misconduct and/or game-misconduct penalties per team can be assessed under this rule.

xiv. A player cannot be assessed both a match penalty and a game-misconduct penalty for continuing a fight.

RULE 142 – HEAD-BUTTING

DEFINITION: A player who uses his head, with or without his helmet on, to strike an opponent.

i. A player who either attempts to head-butt or succeeds in head-butting an opponent will be assessed a match penalty.

RULE 143 – HIGH-STICKING

DEFINITION: A player who carries his stick or any part of it above the height of his shoulders and who strikes an opponent with any part of it.

i. A player who makes contact with an opponent with a high stick will be assessed at least a minor penalty.

ii. A player who injures an opponent accidentally by a high-sticking foul will be assessed a double-minor penalty.

iii. A player who injures an opponent by a careless high-sticking foul will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.

iv. A player who makes contact with any part of an opponent's upper body while winding up to shoot or following through on a shot or pass is subject to all penalties for high-sticking.

RULE 144 – HOLDING

DEFINITION: A player who impedes the movement of an opponent with one or both hands, arms, legs, or in any other way to prevent him from skating freely.

i. A player who holds an opponent will be assessed a minor penalty.

ii. There are three common methods of holding:

    1. A player who grabs an opponent with one or both arms with the sole intent of preventing that opponent from skating freely with or without the puck;
    2. A player who uses the boards to pin an opponent using his arms or upper or lower body to prevent that opponent from moving away from the boards and who makes no attempt to play the puck;
    3. A player who grabs the sweater of an opponent to restrain his free movement or to slow him down.

RULE 145 – HOLDING THE STICK

DEFINITION: A player who grabs an opponent's stick with one hand or two to prevent him from skating, playing the puck, or otherwise playing the game freely, or any act of preventing an opponent from using his stick.

i. A player who holds an opponent's stick will be assessed a minor penalty.

RULE 146 – HOOKING

DEFINITION: A player who uses his stick to impede the progress or interfere with an opponent, with or without the puck.

i. A player who hooks an opponent will be assessed at least a minor penalty.
ii. There are four common methods of hooking:
    1. A player who hooks the arm, hand, or glove of an opponent who is about to make a pass or take a shot;
    2. A player who makes contact with any part of an opponent's body using his stick during a one-on-one competition for the puck;
    3. A player who uses his stick against an opponent's body to prevent an opponent from maintaining puck possession;
    4. A player who uses his stick to prevent an opponent from skating freely.
iii. A player who injures or recklessly endangers an opponent by hooking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 147 – ILLEGAL STICK – STICK MEASUREMENT

DEFINITION: Players must use legal sticks that conform to IIHF standards.

i. The captain of a team may request a stick measurement at any stoppage of play. If the measurement determines a stick to be illegal, the offending player will be assessed a minor penalty and the stick will be returned to the players' bench by the referee.
ii. The player whose stick is to be measured must be in possession of the stick at the time of the request. He may be on the bench or on the ice, but the referee must make visual confirmation that the stick in question belongs to the player.
iii. If the measurement determines that the stick is legal, the team requesting the measurement will be assessed a bench-minor penalty for delay of game. The penalty must be served by anyone on the ice at the time the measurement was requested.
iv. There is no limit to the number of stick-measurement requests a team may make in a game, but only one measurement per stoppage of play is allowed and by only one team.
v. If a player refuses to surrender his stick or destroys his stick or any part of his equipment for measurement when requested to do so by the referee, this equipment will be regarded as illegal and the player will be assessed a minor and misconduct penalty.

vi. A stick measurement can be requested after a goal in regulation time, but if the stick is deemed illegal the goal will still be allowed. The same rule applies for overtime and the penalty-shot shootout.

RULE 148 – INCORRECT ACCESS TO OR FROM PENALTY BOX

DEFINITION: A skater who fails to enter or leave the penalty box by way of the ice surface.

i. A skater who uses a part of the arena other than the ice surface to enter or exit the penalty box will be assessed a minor penalty.

RULE 149 – INJURED SKATER REFUSING TO LEAVE THE ICE

DEFINITION: A skater who is unable to continue to play or incapable of leaving the ice of his own ability must leave the ice if game action is stopped to attend to his injuries.

i. A skater who is injured and requires medical attention on ice is required to go to the bench, once able, at least until after the ensuing faceoff. A skater who refuses to comply will be assessed a minor penalty. If he still refuses to leave after being assessed a minor penalty, he will be assessed a further misconduct penalty.
ii. A skater who is bleeding is not allowed to return to the game until his wounds have been sufficiently bandaged or stitched to prevent the free flow of blood. If he returns without proper protection or with blood-stained equipment of any sort, he will be assessed a minor penalty.
iii. A skater who lies on the ice either feigning an injury or refusing to get up off the ice will be assessed a minor penalty.

RULE 150 – INTERFERENCE

DEFINITION: A player who obstructs or prevents an opponent without possession of the puck from skating, receiving a pass, or moving about the ice freely.

i. A player who interferes with an opponent will be assessed a minor penalty.
ii. Interference during game action can constitute any of the following:
    1. A skater who hinders an opponent from moving up ice;
    2. A skater who blocks an opponent from moving freely into the attacking zone, especially in the case where he forces the opponent to go around him by sticking out his hip on a shoot-in;
    3. A skater who prevents an opponent from checking a teammate of that skater in possession of the puck or who moves into an opponent's path without first having established body position (i.e., playing a pick);
    4. A skater who blocks an opponent from getting into position to receive a pass;

5. A skater who wins a faceoff but prevents his opponent from advancing to the puck (faceoff interference);
6. A player on either of the players' benches or in the penalty box who, by means of his stick or his body, reaches onto the ice and interferes with the movement of the puck or of an opponent during game action;
7. A skater who moves laterally to impede the progress of an opponent without first having established body position;
8. A player who prevents an opponent from picking up a piece of equipment from the ice (stick, glove, helmet) by pushing it away from the opponent.

iii. Skaters in front of the goal net are given leeway for penalties such as interference, cross-checking, hooking, holding, tripping, and slashing so long as the efforts to establish position in front or to remove that skater from in front do not cross the lines of a fair battle for territory. Violations in this area include: knocking down an opponent who does not have the puck; pulling at an opponent's sweater; placing a stick between an opponent's legs in a "corkscrew" manoeuvre; cross-checking an opponent violently; slashing at the back of an opponent's legs.

iv. Situations which are not classified as interference include:
1. A skater is entitled to the ice he occupies so long as he maintains his skating speed and body position between an opponent and loose puck. If he slows down, he risks interfering with his opponent;
2. A skater is entitled to stand his ground and is not required to move if an opponent wishes to skate through that area of the ice;
3. A skater may block an opponent so long as he is in front of the opponent and moving in the same direction;
4. A skater can use his body position to force an opponent to take a less direct route to the puck, so long as he doesn't use a hand or arm to hold or block the opponent.

v. A player who checks an opponent who is not in possession of the puck will be assessed a minor penalty for interference.

vi. Two skaters who jostle for position as they skate to a loose puck are within their rights to do so, but if one uses his stick, arm, or skate to obstruct his opponent's ability to skate to the puck, he will be assessed a minor penalty for interference.

vii. A player who injures or recklessly endangers an opponent by interference will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 151 – INTERFERENCE ON A GOALTENDER

DEFINITION: A player who uses any means to prevent a goaltender from playing his position.

i. A skater who, by means of his stick or his body, interferes with or impedes the progress of a goaltender who is in his goal crease, or

who prevents the goaltender from playing his position, will be assessed a minor penalty.

ii. If an attacking skater in possession of the puck, skating forwards or backwards, makes contact with the goaltender in the goal crease, and the puck enters the goal net, the goal will not be allowed and the attacking skater will be assessed at least a minor penalty. This rule also applies to penalty shots and penalty-shot shootouts.

iii. An attacking skater who positions himself facing the opposing goaltender and engages in actions such as waving his arms or stick in front of the goaltender's face for the purpose of distracting the goaltender as opposed to positioning himself to try to make a play, regardless whether the attacking skater is positioned inside or outside of the goal crease, will be assessed a minor penalty.

iv. An opponent who prevents or blocks a goaltender from returning to his goal crease or bumps him unduly while the goaltender plays the puck behind his goal net will be assessed a minor penalty.

v. An attacking skater may skate through the goal crease during game action so long as he doesn't make contact with the goaltender. If he does makes contact, or if the goaltender makes contact while backing up in his goal crease, the attacking skater will be assessed a minor penalty.

RULE 152 – KICKING

DEFINITION: A player who generates a swinging motion with his skate directed at any part of an opponent's body.

i. A player who kicks or attempts to kick an opponent will be assessed a match penalty.

RULE 153 – KNEEING

DEFINITION: A skater who extends his knee for the purpose of making contact with an opponent.

i. A skater who uses his knee to make contact with an opponent will be assessed at least a minor penalty.

ii. A skater who injures or recklessly endangers an opponent by kneeing will be assessed a major penalty and automatic game-misconduct penalty or match penalty.

RULE 154 – LEAVING THE PENALTY BOX PREMATURELY

DEFINITION: Only the penalty-box attendant is allowed to open and close the door to the penalty box during a game. A skater is not allowed to leave the penalty box except at the end of a period or after the expiration of his penalty.

i. A penalized skater who leaves the penalty box by his own error prior to the expiration of his penalty will be assessed a minor penalty in addition to having to serve the remainder of his existing penalty.

ii. A skater who leaves the penalty box prematurely because of an error by the penalty-box attendant will not be penalized, but he must return to the penalty box to serve the remaining time of his penalty.
iii. A skater who leaves the penalty box prior to the expiration of his penalty for the purpose of challenging the ruling of an on-ice official will be assessed a minor penalty and game-misconduct penalty.
iv. A skater who leaves the penalty box prior to the expiration of his penalty for the purpose of entering a confrontation or joining or precipitating a fight will be assessed a minor penalty and game-misconduct penalty.

RULE 155 – PLAYING WITHOUT A HELMET

DEFINITION: A skater who participates in game action without a helmet properly secured to his head.

i. A skater whose helmet comes off during game action and who does not proceed to his players' bench immediately will be assessed a minor penalty.

RULE 156 – PULLING HAIR, HELMET, CAGE

DEFINITION: A player who grabs or holds the cage or helmet or pulls the hair of an opponent.

i. A player who grabs or holds the cage or helmet, or pulls the hair of an opponent, will be assessed either a minor penalty or a major and game-misconduct penalty.

RULE 157 – REFUSING TO START PLAY

DEFINITION: No team is allowed to ignore the referee's call to start play.

i. If both teams are on the ice and one team refuses to play for any reason, the referee will warn the captain of the unwilling team and allow that team not more than 30 seconds to resume play. If the team still refuses to play, the referee will assess a bench-minor penalty.
ii. If there is a recurrence of the same incident, the referee will stop the game, and the incident will be reported to the proper authorities who have the power to forfeit the game to the opponent.
iii. If a team is not on the ice and fails to go on the ice to start playing when ordered to do so by the referee through the captain, manager or coach, the referee will allow to the refusing team two minutes to begin play. If the team resumes play within these two minutes, it will be assessed a bench-minor penalty. If the team refuses to go on the ice, the referee will stop the game, and the incident will be reported by the referee to the proper authorities who have the power to forfeit the game to the opponent.

RULE 158 – ROUGHING

DEFINITION: A player who jostles or strikes an opponent during the game.

i. A player involved in a confrontation with an opponent will be assessed a minor, double minor, or major and automatic game-misconduct penalty.
ii. A player who deliberately knocks the helmet off an opponent's head in order to force him out of play will be assessed a minor penalty.
iii. A player who persists in continuing to be involved in roughing is subject to rules for fighting.
iv. A player who removes his gloves to engage in a confrontation with an opponent will be assessed a misconduct penalty.

RULE 159 – SLASHING

DEFINITION: A player who swings his stick, with one hand or two, at any part of an opponent's body or equipment. Contact to the opponent is not necessary for the penalty to be assessed.

i. Tapping the stick of the puck carrier is not considered slashing if it is limited to hitting the stick for the sole purpose of trying to make the opponent lose possession of the puck. Forceful contact, especially if it results in breaking either the opponent's stick or the player's own stick, is considered slashing.
ii. A player who slashes an opponent will be assessed at least a minor penalty.
iii. A player who injures or recklessly endangers an opponent by slashing will be assessed a major penalty and game-misconduct penalty or a match penalty.
iv. A player who swings his stick at another player during a confrontation will be assessed a major penalty and game-misconduct penalty or match penalty.
v. A player who swings wildly at the puck, on ice or in the air, with the object of intimidating an opponent will be assessed at least a minor penalty.
vi. A player who lifts his stick between an opponent's legs for the purpose of making contact with the groin will be assessed either a major penalty and game-misconduct penalty or a match penalty.

RULE 160 – SLEW-FOOTING

DEFINITION: A player who dangerously kicks an opponent's foot or skate from behind or who pulls an opponent backwards while at the same time knocking or kicking his feet from under him.

i. A player who slew-foots an opponent will be assessed a match penalty.

RULE 161 – SPEARING

DEFINITION: A player who stabs an opponent or attempts to stab an opponent with the end of the stick blade, whether or not the stick is being carried with one or both hands. Contact to the opponent is not necessary for the penalty to be assessed.

i. A player who attempts to spear an opponent will be assessed a double minor and misconduct penalty.
ii. A player who spears an opponent will be assessed a major penalty and automatic game-misconduct penalty or match penalty.
iii. A player who injures or recklessly endangers an opponent by spearing will be assessed a match penalty.

RULE 162 – SPITTING

DEFINITION: A player who spits on or at an opponent, spectator, or anyone in the rink during a game.

i. A player or team official who spits on or at an opponent or anyone in the rink during a game will be assessed a match penalty.
ii. A bleeding player who intentionally wipes blood from his body onto an opponent or anyone in the rink will be assessed a match penalty for spitting.

RULE 163 – TAUNTING

DEFINITION: A skater who celebrates a goal or enervates the opposition while skating past the opposing players' bench with celebratory, derisive, or mocking gestures or provocative words intended to taunt or incite his opponents.

i. Excessive celebrations or taunting of opponents on their players' bench in any manner will result in a misconduct penalty.

RULE 164 – TEAM OFFICIAL ENTERING THE PLAYING AREA

DEFINITION: It is forbidden for a team official to step onto the ice during a game without consent from an on-ice official.

i. Where an injury has occurred to a player and there is a stoppage of play, a team doctor (or other medical personnel) may go onto the ice to attend to the injured player without waiting for the referee's consent.
ii. A team official who steps onto the ice any time between the start of a period and its conclusion (excepting Rule 164-i) will be assessed a game-misconduct penalty.

RULE 165 – THROWING A STICK OR OBJECT

DEFINITION: A player or team official who throws a stick or any other object within or without the playing area.

i. A player who throws a stick or part of it or any other object out of the playing area will be assessed a game-misconduct penalty.
ii. A player can slide or direct any stick or any part of it, or any object, away from his immediate area on ice so long as his actions do not interfere with an opponent. However, a player on the ice who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in the neutral or attacking zone, will be assessed a minor penalty.
iii. A player or team official on the players' bench or penalty box who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in the neutral or attacking zone, will be assessed a minor penalty or bench-minor penalty.
iv. If a player or team official commits any of these actions in Rule 165-ii or 165-iii in his defending zone, the referee will award the opponent's team a penalty shot.
v. The position of the puck or puck carrier at the moment when the throwing occurs is the determining factor to assess a minor penalty or bench-minor penalty or a penalty shot.
vi. When a player or team official throws a stick or any part of it or any other object at an attacking skater who is on a breakaway, the referee will award a penalty shot to the skater.
vii. If a goaltender has been substituted for an extra skater, leaving his team's goal net empty, and a teammate or team official throws a stick or any part of it or any other object at the puck or puck carrier in the neutral zone or the defending zone with the empty net, thereby preventing the puck carrier from having a clear shot, a goal will be awarded to the attacking team. The goaltender is considered off ice once his replacement has one skate on the ice.

RULE 166 – TOO MANY MEN

DEFINITION: A team is allowed a maximum of one goaltender and five skaters or six skaters on the ice. However, a bench-minor penalty for too many men can be incurred any time a team has one or more skaters on the ice than it is allowed.

i. "On the ice" means that both skates must be on the ice. If a player has one skate on the ice and one over the boards or off the ice, at his players' bench or the penalty box, he is considered off the ice. However, if he is off the ice under this definition, he is not allowed to play the puck, make contact with an opponent, or participate in game action in any way.
ii. A player coming onto the ice must wait until the departing player is within 1.5 metres (5') of his respective players' bench.
iii. Player changes during game action and during stoppages must take place only at the players' bench. Changing on-ice manpower using any other entrance or exit is illegal and will result in a bench-minor penalty for too many men.

iv. A team which has on the ice more than the number of players to which it is entitled during game action will be assessed a bench-minor penalty for too many men.
v. If, during a player change during game action, a player coming onto the ice or coming off the ice plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the ice within the 1.5 metre (5') zone, a bench-minor a penalty for too many men will be assessed.
vi. If player changes are made during game action and (1) the changing players are within 1.5 metres (5') of the boards across the width of his respective players' bench and (2) the changing players are not involved in game action in any way, no penalty for too many men will be assessed.
vii. A bench-minor penalty for too many men must be served by a skater on the ice at the time of the whistle to assess the penalty.

RULE 167 – TRIPPING

DEFINITION: A player who knocks an opponent to the ice using his stick, foot, or leg.

i. A player who trips an opponent by any means will be assessed at least a minor penalty.
ii. If a player chases an opponent who is in possession of the puck and lunges along the ice, knocking the puck away with his stick and subsequently causing that player to fall, no penalty will be assessed.
iii. A player in Rule 167-ii who fails to make contact first with the puck, and causes the opponent to fall, will be assessed a minor penalty for tripping.
iv. A player who injures or recklessly endangers an opponent by tripping will be assessed a major penalty and game-misconduct penalty or match penalty.

RULE 168 – UNSPORTSMANLIKE CONDUCT

DEFINITION: A player or team official who commits a violation of the rules pertaining to sportsmanship, fair play, and respect.

i. Minor Penalty
    1. An identifiable player who commits a violation of the rules of sportsmanship, fair play, and respect will be assessed a minor penalty.
    2. An identifiable player who uses obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink will be assessed a minor penalty.
    3. An identifiable player who celebrates with or congratulates a teammate after an injury to an opponent will be assessed a minor penalty.

4. An attacking skater who sprays a goaltender who freezes the puck for a whistle will be assessed a minor penalty.

ii. Bench-Minor Penalty
   1. A bench-minor penalty will be assessed if an unidentifiable player or team official commits a violation of the rules of sportsmanship, fair play, and respect.
   2. A bench-minor penalty will be assessed if an unidentifiable player or team official celebrates with or congratulates a teammate after an injury to an opponent.
   3. A bench-minor penalty will be assessed if an unidentifiable player or any team official uses obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink.
   4. A bench-minor penalty will be assessed if an unidentified player or team official who is off the ice throws a stick or any other object onto the ice.

iii. Misconduct Penalty
   1. A player who shoots the puck after a whistle or end of a period will be assessed a misconduct penalty.
   2. If a violation is flagrant or if a player continues his unsportsmanlike conduct, he may be assessed a misconduct penalty.
   3. A player who persists in using obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink for which he has already been assessed a minor or bench-minor penalty will be assessed a further misconduct penalty.
   4. A penalized player who fails to go directly and immediately to the penalty box following a fight or player confrontation will be assessed a misconduct penalty.
   5. A player who persists in inciting an opponent into taking a penalty will be assessed a misconduct penalty.
   6. A player who enters the opponent's players' bench for any reason other than accidental will be assessed a misconduct penalty in addition to any other penalties he may incur during such an incident.

iv. Game-Misconduct Penalty
   1. A team official who persists in any action for which he has been assessed a minor, bench minor, or misconduct penalty will be assessed a game-misconduct penalty.
   2. A player or coach who uses obscene, profane, or abusive language directed to any person on the ice or anywhere in the rink for which he has already been assessed a minor or bench-minor penalty will be assessed a game-misconduct penalty. When this type of conduct occurs after expiration of the game, on or off the ice, the game-misconduct penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.

v. Bench-Minor and Game-Misconduct Penalties
   1. An identifiable player or team official who is off the ice and throws a stick or any other object onto the ice will be assessed bench-minor and game-misconduct penalties.

vi. Match Penalty
    1. A player or team official who threatens, makes racial or ethnic slurs, spits, smears blood, or makes sexual remarks to any person will be assessed a match penalty.
    2. A player or team official who makes any obscene gesture to any person on the ice or anywhere in the rink before, during, or after the game will be assessed a match penalty.
    3. A player who swings his stick at a spectator or anyone other than an opponent will be assessed a match penalty.

RULE 169 – ILLEGAL HIT (WOMEN)

DEFINITION – In women's hockey, a player is not allowed to deliver a bodycheck to an opponent.

i. An illegal hit in women's hockey refers to bodychecking an opponent.
ii. A player who bodychecks an opponent will be assessed one of: (1) a minor penalty; (2) a major penalty and automatic game-misconduct penalty; (3) a match penalty.
iii. A player who injures or recklessly endangers an opponent by body-checking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.
iv. If two players are in pursuit of the puck, they are reasonably allowed to push and lean into each other provided that possession of the puck remains the sole object of the two players.
v. If two or more players are fighting for possession of the puck, they are not allowed to use the boards to make contact with an opponent to eliminate her from the play, push her into the boards, or pin her along the boards. All of these actions indicate an absence of interest in gaining possession of the puck.
vi. A player who is stationary is entitled to that area of the ice. It is up to the opponent to avoid body contact with such a player. If that player is stationed between the opponent and the puck, the opponent is obliged to skate around the stationary player.
vii. If a player with the puck is skating directly at an opponent who is stationary, it is the obligation of the puck carrier to avoid contact. But, if the puck carrier does make every effort to avoid contact and the opponent moves into the puck carrier, that opponent will be assessed a minor penalty for bodychecking.

SECTION 11 – PENALTY SHOTS AND AWARDED GOALS

OVERVIEW – In situations where a member of the defending team uses illegal means to deny an opponent a reasonable scoring chance, with the goaltender on the ice, the referee has the option to award the opponent a penalty shot. In situations where a member of the defending team uses illegal means to deny an opponent a reasonable scoring chance, with the goaltender off the ice, the referee has the option to award the opponent a goal.

The intention of these rules is to restore a reasonable scoring opportunity which was mitigated by a foul from behind by an opponent or by a clear breach of rules which would otherwise have resulted in a reasonable scoring opportunity or a goal.

RULE 170 – PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME

i. The taking of a penalty shot and the game action of the penalty-shot shootout are considered part of the game. Any penalty that might normally be assessed to players during game action are equally applicable during a penalty shot or a penalty-shot shootout.

RULE 171 – AWARDING A PENALTY SHOT/BREAKAWAY

i. If an attacking skater is on a breakaway and is fouled by an opponent from behind, or by the opposing goaltender, the skater will be awarded a penalty shot.
ii. If the skater loses control or possession of the puck after being fouled, the referee will stop game action and award a penalty shot.
iii. If the skater is fouled but still manages to maintain possession of the puck, the referee will delay the penalty call and allow the skater to complete his action.
iv. If the fouled skater manages to score, the penalty shot will be cancelled. If the penalty being assessed was a minor penalty, it will also be cancelled by the goal, but if the penalty being assessed was a misconduct, major and automatic game misconduct, or match penalty, these will still be assessed.
v. If the referee signals a penalty shot, and before the play is whistled because of a goal or to call the penalty shot another foul is assessed to the same team, the additional penalty will be assessed regardless if the player scores on either the play or the subsequent penalty shot.
vi. If a foul occurs near the end of any period (regulation or overtime) and time expires on the scoreclock before the referee can award the penalty shot, the shot will still be taken.

RULE 172 – AWARDING A PENALTY SHOT/INTERFERENCE OR THROWING OBJECTS

i. If a player or team official shoots or directs a discarded or broken stick or other piece of equipment or object at the puck or puck carrier while play is in the defending zone of the player committing the foul, the referee will award a penalty shot.

ii. If a player or any team official illegally enters the game from the players' bench or any other part of the arena and interferes with an attacking skater who is on a breakaway, the referee will award the opposing team a penalty shot.

iii. If a player or team official throws or shoots a stick or any part of it or any object, or who directs (with any part of his body) a stick or part of it or any object, in the direction of the puck or puck carrier who is on a breakaway, the referee will award the opposing team a penalty shot.

iv. If a player on the ice throws or directs a stick or any part of it or any object at the puck or puck carrier in his defending zone, the referee will award the opposing team a penalty shot.

v. If a player or team official on the players' bench or in the penalty box throws or directs a stick or any part of it or any object at the puck or puck carrier in his defending zone, the referee will award the opposing team a penalty shot.

RULE 173 – AWARDING A PENALTY SHOT/LAST TWO MINUTES OF REGULATION OR OVERTIME

i. If a player deliberately displaces his goal frame from its normal position during the last two minutes of regulation time or at any time in overtime, the referee will award the opposing team a penalty shot.

ii. If in the last two minutes of regulation time or at any time in overtime, a team makes a deliberate illegal substitution to create a too-many-men situation, a penalty shot will be awarded to the opposition.

iii. Deliberate illegal substitution occurs when a team intentionally sends extra players onto the ice during game action for the purpose of gaining an advantage, causing a stoppage in play, or preventing a goal.

iv. Incorrect substitution during game action will not be considered deliberate illegal substitution, the offending team will be assessed a bench-minor penalty unless this becomes a tactic as in Rule 173-iii.

v. If a captain of a team that is two men short in the last two minutes of regulation time or at any time in overtime requests an equipment measurement that is not upheld, the referee will award a penalty shot against the team requesting the measurement.

RULE 174 – AWARDING A PENALTY SHOT/PLAYER DISPLACING GOAL NET

i. If a player deliberately displaces his goal frame from its normal position when an attacking skater is on a breakaway, the referee will award the opposing team a penalty shot.

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

i. If a skater falls on, holds, gathers the puck into his body, picks up the puck with his hands, or conceals the puck with his hands from the ice in the defending zone goal crease, the referee will award the opposing team a penalty shot.

RULE 176 – PENALTY-SHOT PROCEDURE/OVERVIEW

i. In cases where a skater is fouled in a manner that warrants a penalty shot, the skater fouled must take the penalty shot. If he is injured and unable to take the shot, any non-penalized skater who was on the ice at the time of the infraction may take it.
ii. For the purposes of the penalty-shot procedure, "injured" means that a team doctor must confirm with the referee that the skater is physically unable to take the penalty shot. If, in the opinion of the referee, the skater is faking an injury, subsequent punishment may be meted out by the proper authorities against the skater and/or coach.
iii. In cases where the skater fouled is not identifiable, the coach of the team taking the penalty shot can designate any skater who was on the ice at the time of the infraction to take the shot so long as that skater was not about to be penalized.
iv. If a penalty shot is awarded for a reason other than a foul against a specific skater, the coach of the team taking the penalty shot may designate any skater on the ice at the time of the infraction to take the shot so long as that skater was not about to be penalized.
v. The coach of the defending team is allowed to change goaltenders prior to a penalty shot, but the incoming goaltender is not allowed a warmup of any kind.
vi. Should two penalty shots be awarded to the same team at the same stoppage of play (for two separate fouls), only one goal can be scored. Should the first penalty shot result in a goal, the second penalty shot is automatically cancelled, but the appropriate penalty is assessed for the second infraction. If the first shot is unsuccessful, the second shot is taken. The order of the penalty shots will be decided by the order of the infractions during game action.
vii. Only a goaltender or backup goaltender is allowed to be the goaltender during a penalty shot or penalty-shot shootout.
viii. A skater is only allowed to be the goaltender during a penalty shot or penalty-shot shootout if both the starting goaltender and the backup

goaltender are injured or serving penalties which have removed them from the game.

RULE 177 – PENALTY-SHOT PROCEDURE/TAKING THE SHOT

i. The players of both teams must skate to their respective benches and leave the ice surface entirely, remaining there during the taking of the penalty shot. Only the goaltender defending the shot, the skater taking the shot, and the on-ice officials are allowed to be on the ice.
ii. The referee places the puck on the centre-ice faceoff spot.
iii. The skater taking the shot must be on his own side of centre ice prior to the start of the penalty shot.
iv. The goaltender must stay in his goal crease until the skater has touched the puck at centre ice. If the goaltender comes out of his goal crease before that instance, the referee will raise his arm and allow the shot to be taken. If the skater scores, the goal will stand. If he does not score, he will be allowed to re-take the penalty shot, and the goaltender will be issued a warning. If the goaltender leaves his goal crease a subsequent time against this skater on this shot, he will be assessed a misconduct penalty and a player designated by the coach through the captain must go to the penalty box. If he does not score, the player will be allowed to re-take the shot. For a third violation, a goal will be awarded to the skater taking the penalty shot.
v. If a goaltender commits a foul against a skater during a penalty shot and no goal is scored, the goaltender will be assessed the relevant penalty and a player designated by the coach through the captain must go to the penalty box. The skater will be allowed to re-take the shot. If a goaltender commits a foul for a second time against this skater on this shot, and no goal is scored, the referee will assess a misconduct penalty to the goaltender and another player designated by the coach through the captain must go to the penalty box. The skater will re-take the shot. For a third violation against this skater on this shot, if no goal is scored, a goal will be awarded.
vi. The penalty shot officially begins when the referee blows his whistle for the skater to start the shot. The skater must, within a reasonable time of hearing the referee's whistle, play the puck and proceed towards his opponent's goal line in continuous motion and attempt to score.
vii. If the skater misses the puck and does not touch the puck on his way past it as it sits on the centre-ice faceoff spot, he can return and continue with the penalty shot. As soon as the skater touches the puck in any manner, the penalty shot can be said to have started.
viii. Once the puck has left the skater's stick and the shooting motion or attempt has been completed, the penalty shot is considered over. No goal can be scored by a second shot of any kind.
ix. The skater is allowed to use the full width of the ice so long as he demonstrates continuous forward movement of the puck towards the goal net.

x. The penalty shot is considered complete once:
    1. The puck leaves the skater's stick as a result of shooting;
    2. The goaltender has made a save;
    3. The skater has not kept the puck in continuous forward movement;
    4. The puck touches the boards anywhere between the centre red line and icing line and does not go directly into the goal net;
    5. The puck advances past the icing line for any reason or in any way;
    6. A goal is scored.

xi. If a skater mishandles the puck or falls, but the puck continues in a forward motion, he may catch up to it, regain possession, and continue his shot in the normal manner.

xii. If a goal is scored on a penalty shot, the ensuing faceoff will take place at centre ice. If no goal is scored, the ensuing faceoff will take place at the nearest end zone faceoff spot to where the penalty shot was attempted.

RULE 178 – PENALTY-SHOT PROCEDURE/SPECIFIC SITUATIONS

i. If a player from the opposing team interferes with or distracts a skater taking the penalty shot, and because of such action the shot fails, the referee will allow the skater to re-take the penalty shot and assess a misconduct penalty to the offending player.

ii. If a team official from the players' bench of the defending team interferes with or distracts a skater taking the penalty shot, and because of such action the shot fails, the referee will allow the skater to re-take the penalty shot and assess a game-misconduct penalty to the offending official.

iii. The 'spin-o-rama' move in which a skater makes a 360-degree turn as he approaches the goal net is not allowed.

iv. The 'lacrosse-like' manoeuvre in which a skater flips the puck onto the blade of his stick and skates with it in this fashion is not allowed.

v. When a skater and goaltender have been selected by their respective coaches to take a shot and defend the goal net against this shot, neither can be changed if the shot must be re-taken due to a violation of rules or a foul committed by the goaltender unless one or both sustained an injury. In this case, the coach may designate another skater to take the shot or the backup goaltender to defend the goal net.

vi. During the course of a penalty shot or penalty-shot shootout, when the puck enters the goal net and the goal frame comes off its moorings or is not in the correct position as a result of the goaltender's action or of the goaltender "trying to make the save," the goal will be allowed without video-goal judge review.

vii. During the course of a penalty shot or penalty-shot shootout, if the goal net comes off its moorings or is not in the correct position as a result of the goaltender's action or the goaltender "trying to make the save," and the puck does not go into the goal net, no goal will be awarded.

viii. Any methods used by the skater taking a penalty shot or penalty-shot shootout in order to distract the goaltender will result in the shot being considered complete, and no goal will be awarded.
ix. If a spectator interferes with the penalty shot so that either the skater is unable to take his shot properly or the goaltender is unable to play his position properly, the referee will rule the shot to be re-taken.
x. If a penalty-shot goal is scored during a power-play situation, the penalized skater will not be allowed to return to the ice.
xi. The penalty shot will be taken with the scoreclock frozen at the time of the whistle. It does not run during the penalty-shot process.

RULE 179 – AWARDED GOALS

i. For the referee to award a goal to a team without the puck going into the goal net, the defending goaltender must have been removed from the ice for an extra skater prior to the infraction.
ii. A goal will be awarded if a goaltender has been removed from the ice and the puck is in the three-dimensional space of the goal crease and a skater from his team deliberately:
    1. Falls on, holds, or gathers the puck into his body;
    2. Picks up the puck with his hands;
    3. Covers his hand on the puck.
iii. A goal will be awarded if a goaltender has been removed from the ice and an attacking skater who is on a breakaway is fouled from behind to prevent a clear opportunity to score.
iv. A goal will be awarded if a goaltender has been removed from the ice and a skater of his team displaces the goal frame from its normal position when an attacking skater is on a breakaway.
v. A goal will be awarded if a goaltender has been removed from the ice and a player or any team official from his team illegally enters the game from the players' bench or any other part of the arena and interferes with an attacking skater on a breakaway
vi. A goal will be awarded if a goaltender has been removed from the ice and a player or team official from the players' bench or penalty box, by means of his stick or any other object or any part of his body, interferes with the movement of the puck outside the opponent's defending zone blue line.

RULE 180 – AWARDED GOALS/BLOCKING THE GOAL NET

i. If a player leaves any object in front of his goal net and the puck hits such objects, preventing the puck from entering the goal net while the goaltender is off the ice having been substituted, a goal will be awarded.
ii. If a goaltender leaves his stick or other equipment or piles snow or other objects in front of his goal net prior to coming off the ice to be substituted by a skater, and any of such obstacles prevent the puck from entering the goal net, a goal will be awarded.

SECTION 12 – RULES SPECIFIC TO GOALTENDERS

OVERVIEW – This section includes all rules and regulations which pertain to goaltenders. Any reference to "goaltender" refers equally to "backup goaltender".

RULE 181 – GOALTENDER WARMUP

i. Once the puck has been faced off to start a game, any goaltender subsequently entering the game is not allowed a warmup at any time (see Rule 202-vii for exception).

ii. "Goaltender" refers to the starting goaltender re-entering the game at any point, the backup goaltender, a third goaltender, or a skater who is forced to dress and play the position of goaltender.

RULE 182 – GOALTENDER AS CAPTAIN OR ALTERNATE CAPTAIN

i. A goaltender cannot be captain or alternate captain for his team during a game.

RULE 183 – PROTECTION OF GOALTENDER

i. At no time is contact initiated by a skater with an opposing goaltender acceptable. As a result, the goaltender can never be reasonably responsible for expecting a bodycheck. Contact, whether incidental or otherwise, may be with a stick or any part of the body.

ii. A penalty will be assessed in every case where a skater makes unnecessary contact with an opposing goaltender. Incidental contact is allowed when the goaltender is in the act of playing the puck outside his goal crease, provided the attacking skater makes a reasonable effort to minimize or avoid such contact.

iii. If an attacking skater is pushed, shoved, or fouled by an opponent so as to cause him to come into contact with the goaltender, such contact is not deemed to be contact initiated by the attacking skater, provided the attacking skater has made a reasonable effort to avoid the contact.

iv. An attacking skater is not allowed to jab, poke, or slash the goaltender's glove whether it is on the ice or in the air after the goaltender has made a save.

v. An attacking skater is not allowed to knock the goaltender's stick out of his hand by any means.

vi. A goaltender outside of his goal crease is not allowed to interfere with an attacking skater who is attempting to play the puck or to check an opponent.

RULE 184 – GOALTENDER AND GOAL CREASE

OVERVIEW – The goaltender's ability to play his position is based on his ability to move freely in his goal crease. Although an attacking skater is allowed to skate through the goal crease, he runs the risk of incurring a penalty or nullifying a goal by doing so. Furthermore, any contact the attacking skater initiates with a goaltender, either directly or by pushing an opponent into the goaltender, also runs the risk of incurring a penalty or nullifying a goal.

i. If an attacking skater establishes position in the goal crease, play will be stopped and the ensuing faceoff will take place at the nearest faceoff spot in the neutral zone.
ii. An attacking skater who commits a foul on a goaltender, regardless of the goaltender's ability to play his position or where the puck is being played, will be assessed at least a minor penalty.
iii. If a goaltender is outside his goal crease and an attacking skater prevents the goaltender from returning to his crease or prevents the goaltender from playing his position properly while a goal is scored, the goal will not be allowed, and the attacking skater will be assessed a minor penalty for interference.
iv. If an attacking skater is in the goal crease and visually obstructs the goaltender's ability to play his position when the puck enters the net, no goal will be allowed and no penalty will be assessed.

RULE 185 – GOALTENDER AND GOAL CREASE/GOAL ALLOWED

i. If an attacking skater is in the goal crease at the moment the puck crosses the plane of the goal line and in no way affects the goaltender's ability to make a save or play his position properly, the goal will be allowed.
ii. If a skater of the attacking team is pushed, shoved, or fouled by a defending skater to cause him to be in the goal crease when the puck enters the goal net, the goal will be allowed unless the attacking skater had sufficient time to get out of the goal crease.
iii. An attacking skater who makes incidental contact with a goaltender out of his goal crease while both try to gain possession of the puck will not be penalized. If a goal is scored at this time, the goal will be allowed.
iv. If an attacking skater establishes position outside the goal crease but in front of the goaltender, obscuring the goaltender's sightline but making no contact, and a goal is scored, it will be allowed (unless there is a violation of Rule 151-iii).

RULE 186 – GOALTENDER AND GOAL CREASE/GOAL DISALLOWED

i. If an attacking skater makes contact with a goaltender in the goal crease during game action, he will be assessed a minor penalty for interference. If a goal is scored at this time, it will not be allowed.

ii. An attacking skater who makes intentional contact with a goaltender during game action will be assessed a minor penalty for interference. If a goal is scored at this time, it will not be allowed.
iii. If an attacking skater pushes an opponent in any way during game action which causes that opponent to make contact with his own goaltender, and a goal is scored at this time, it will not be allowed.
iv. If an attacking skater establishes position inside the goal crease, obscuring the goaltender's sightline but making no contact, and a goal is scored, it will not be allowed.
v. An attacking skater who makes contact other than incidental with a goaltender who is out of his goal crease during game action will be assessed a minor penalty for interference. If a goal is scored at this time, it will not be allowed.

RULE 187 – GOALTENDER EQUIPMENT/GENERAL

Measurements and dimensions of all goaltender equipment are specified under separate document.

i. All protective equipment must be worn entirely under the uniform except gloves, facemask, and goaltender's pads.
ii. The measurement of goaltender's equipment, with the exception of the stick, may be requested only immediately after the end of the first or second period.
iii. With the exception of skates and stick, equipment worn by the goaltender must be constructed solely for the purpose of protecting the head and body and must not include any garment or addition which gives the goaltender undue assistance in tending goal or "making himself bigger".
iv. Abdominal aprons, extending down the front of the thighs on the outside of the pants, are prohibited.
v. Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed on any equipment.
vi. The referee can request that a goaltender remove any personal accessories should the accessories be regarded as dangerous. If these personal accessories are difficult to remove, the goaltender should tape them or put them safely under his game sweater in such way that they are no longer dangerous. In this case, the goaltender will be required to leave the ice during this process, and a warning will be issued to his team.
vii. For a second violation of Rule 187-vi, the referee will assess a misconduct penalty to the offending goaltender.

RULE 188 – BLOCKING GLOVE/GOALTENDER

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

RULE 189 – CHEST AND ARM PROTECTION/GOALTENDER

i. No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.
ii. Layering at the elbow is allowed to add protection but not to add stopping area.
iii. Shoulder cap protectors must follow the contour of the shoulder cap without becoming a projection or extension beyond or above the shoulder or shoulder cap.
iv. On each side, the shoulder clavicle protectors are not to extend or project above or beyond the shoulder or shoulder cap or extend beyond the armpit. No insert is allowed between the shoulder clavicle protector and the chest pad that might elevate the shoulder clavicle protector.
v. If, when the goaltender assumes the normal crouch position, the shoulder or shoulder cap protection is pushed above the contour of the shoulder, the chest pad will be considered illegal.

RULE 190 – FACEMASK/GOALTENDER

i. Goaltenders must wear a facemask at all times during game action. The facemask must be constructed in such a way that a puck cannot enter through the openings.
ii. All goaltenders 18 years and younger, regardless what event or tournament they are participating in, must wear a facemask constructed in such a way that neither a puck nor a stick blade can enter through the openings.
iii. A goaltender is allowed to wear a facemask of a different colour and design than that of his teammates.
iv. The backup goaltender is not required to wear his helmet and facemask when he crosses the ice to return to his players' bench after intermission.

RULE 191 – KNEE PROTECTION/GOALTENDER

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

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

RULE 192 – NECK AND THROAT PROTECTOR/GOALTENDER

i. All goaltenders 18 years and younger must wear a neck and throat protector regardless what event or tournament they are playing in.

RULE 193 – PADS/GOALTENDER

i. A piece of any material covering the space between the ice and the bottom of the goaltender pads in front of the skates is not allowed.
ii. Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed. The pads, however, can be of any non-fluorescent colours.
iii. No attachments such as plastic puck foils are allowed to any part of the pads.

RULE 194 – PANTS/GOALTENDER

i. Goaltender pants are produced by an IIHF supplier to specific IIHF guidelines. These may not be altered in any way without consent from an IIHF representative.
ii. No internal or external padding is allowed on the pants leg or waist to provide protection (i.e., no ridges, inside or out).
iii. If the goaltender is wearing his pants shells loosely, allowing him to close the open space between his legs above his pads when he is in the crouch position, the shells will be considered illegal.
iv. Thigh protectors inside the pants must follow the contour of the leg. Square thigh protectors are considered illegal.

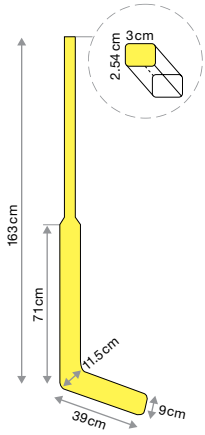
RULE 195 – SKATES/GOALTENDER

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

RULE 196 – STICK/GOALTENDER

i. A goaltender's stick must be made of wood or other material approved by the IIHF. It must not have any projections, and all edges must be bevelled.

ii. The shaft, from the butt end to the blade, must be straight.
iii. The butt end of a goaltender's stick must have a form of protection. If the cap at the top of a metal stick has been removed or falls off, the stick will be considered dangerous equipment.
iv. It is forbidden to insert any material into the hollow shaft of the stick to alter its weight, substance, or purpose.
v. Adhesive, non-fluorescent tape of any colour may be wrapped around the stick at any place. Fluorescent-painted sticks are not allowed.
vi. The maximum length of the shaft of a goaltender's stick is 163 cm (64") from the top of the shaft to the heel; the maximum width is 3 cm (1 3⁄16"); the maximum thickness is 2.54 cm (1").
vii. The shaft consists of two parts. The lower section (shank) down to the heel must not be more than 71 cm (30") long and not more than 9 cm (3 ½") wide. Both parts of the shaft must be straight.
viii. The maximum length of the blade is 39 cm (15 3⁄8") along the bottom, from the heel to the toe. The maximum height is 9 cm (3 ½") except the heel which can be 11.5 cm (4 ½"). The maximum curvature of the blade is 1.5 cm (5⁄8").



RULE 197 – SWEATERS/GOALTENDER

i. Goaltender sweaters are produced by an IIHF supplier to specific IIHF guidelines. These cannot be altered in any way without consent from an IIHF representative.
ii. No "tying down" of the sweater is allowed at the wrists if this creates a tension across the sweater such that a webbing effect occurs in the armpit.
iii. No other tie-downs or additions are allowed anywhere on the sweater to create a webbing effect.
iv. A sweater is illegal if its length is such that it covers any area between the goaltender's legs.
v. The sleeves must not extend past the fingers of the catching and blocking gloves.

RULE 198 – THROAT PROTECTOR/GOALTENDER

i. A goaltender is allowed to attach a throat protector to the chin of his facemask. It must be made of a material that will not cause injury.

RULE 199 – UNIFORMS/GOALTENDER

i. A goaltender is allowed to wear a facemask of a different colour and design than that of his teammates
ii. A goaltender is allowed to use skates and gloves of a different colour than that of his teammates.

RULE 200 – GAME ACTION/GOALTENDER

i. If a goaltender is hit in the facemask by a shot during game action, the referee may stop play if there is no immediate scoring chance.
ii. If a goaltender's facemask comes off during game action with his team in possession of the puck, the referee will stop play immediately. The ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when game action was stopped.
iii. If a goaltender's facemask comes off during game action with the opposing team in possession of the puck, the referee will stop play if there is no immediate scoring chance. The ensuing faceoff will take place at one of the defending team's faceoff spots.
iv. If a goaltender's facemask comes off during game action and the puck enters the goal net before the referee blows his whistle to stop game action, the goal will be allowed.
v. If the puck hits a goaltender's facemask and goes into the goal net, the goal will be allowed.

RULE 201 – THROWING THE PUCK FORWARD/GOALTENDER

i. If a goaltender has the puck in either glove and places it on the ice in front of him and propels the puck forward with his stick, skate, or any other part of his body or equipment, no penalty will be assessed.
ii. If a goaltender throws the puck forward and the puck is first played by a teammate, the referee will stop play, and the ensuing faceoff will take place in the end zone of the offending team at the nearest faceoff spot to where the throwing occurred.
iii. If a goaltender throws the puck forward and the puck is first played by an opponent, game action will be allowed to continue.

RULE 202 – GOALTENDER SUBSTITUTIONS

i. If a goaltender must go to his players' bench during a stoppage in play for any reason, he must be substituted unless the stoppage is for a team or television timeout. He cannot delay the start of game action to adjust, fix, or replace equipment.
ii. If he has a broken stick or wishes to replace his stick for any reason, he must stay in the goal crease and ask a teammate to make the change.
iii. When a goaltender substitution is made during a stoppage of play or a timeout, the goaltender who left the game cannot re-enter the game until play has resumed.

iv. The goaltender on ice and substitute goaltender are allowed to change during game action just as skaters do, but they are subject to the same rules for "changing on the fly".
v. No warmup is ever allowed for a substitute or incoming goaltender (see Rule 202-vii for exception).
vi. If a goaltender sustains an injury or becomes ill, he must be ready to play immediately after receiving quick medical attention on ice. If the injury causes undue delay, the injured goaltender must leave the game and be replaced, although he may subsequently return at any time.
vii. If, during the course of a game, both goaltenders of a team are unable to play, the team will be allowed to dress a skater from the players' bench to play as a goaltender. He has ten minutes in which to dress and be ready to play, but if he is ready prior to ten minutes he is allowed to use the remaining time for warmup on ice.
viii. If the situation in Rule 202-vii occurs, neither of the two regular goaltenders is allowed to return to the game.
ix. In IIHF competitions where three goaltenders are registered and one of the two goaltenders on the game sheet is incapacitated, the applicable IIHF By-Law applies.

RULE 203 – ILLEGAL SUBSTITUTION/GOALTENDER

DEFINITION: A skater coming onto the ice to replace a goaltender must wait until the goaltender is within 1.5 metres (5') of his players' bench.

i. If a goaltender proceeds to his players' bench for the purpose of being substituted for an extra skater, but the substitution is made prematurely, the referee will stop play when the offending team gains possession of the puck.
ii. When play is stopped in the attacking half of the ice, the ensuing faceoff will take place at the centre-ice faceoff spot.
iii. When play is stopped in the defending half of the ice, the ensuing faceoff will take place at the nearest faceoff spot in the zone where play was stopped which provides the offending team no territorial advantage.

RULE 204 – FACEOFFS/GOALTENDER

i. A goaltender cannot participate in a faceoff.

RULE 205 – ICING AND THE GOALTENDER

i. If a goaltender leaves his goal crease or is situated outside his goal crease when icing is signalled, and he makes a move in the direction of the puck, the icing call will be cancelled even if he returns to his crease.
ii. If a goaltender is outside his goal crease when the puck is shot down the ice and icing is signalled, icing will be in effect if he moves back into his goal crease immediately.

iii. If a goaltender is outside his goal crease when the puck is shot down the ice and icing is signalled, no icing will called if he makes no attempt to move back into his goal crease immediately.
iv. If a goaltender is on his way to the players' bench during game action and an icing is signalled, icing will be called if he makes no attempt to play the puck and either continues to the players' bench or returns directly to his goal crease without attempting to play the puck.
v. If a goaltender is on his way to the players' bench during game action and an icing is signalled, no icing will be called if he plays or attempts to play the puck.

RULE 206 – TEAM TIMEOUT AND THE GOALTENDER

i. A goaltender is allowed to go to his players' bench only during a team or television timeout.

RULE 207 – GOALTENDER PENALTIES/OVERVIEW

i. A goaltender who fouls an attacking skater will be assessed at least a minor penalty.
ii. A goaltender never serves a penalty or penalties assessed to him or his team which requires him to sit in the penalty box.
iii. Any additional penalties which are assessed to a goaltender at the same stoppage of play apply and must be served by a skater on his team who was on the ice at the time play was stopped to assess the penalty (provided that skater did not incur penalties himself).
iv. A skater who serves a penalty for a goaltender must have been on the ice at the time of the whistle to assess the penalty.
v. For a first misconduct penalty to a goaltender, he continues to play. This penalty must be served by a teammate who was on the ice at the time game action was stopped (provided that skater did not incur penalties himself).
vi. A goaltender who is assessed a second misconduct penalty in a game (which results in an automatic game-misconduct penalty) must leave the game and be replaced by the backup goaltender.
vii. For major, game-misconduct, and match penalties, the goaltender himself is ejected.
viii. In case of major or match penalties to a goaltender, the five-minute penalty must be served by a skater on his team who was on the ice at the time play was stopped (provided that skater did not incur penalties himself).
ix. In any instance when a goaltender is ejected from a game, the backup goaltender must be the first option to replace the ejected goaltender before a skater can dress as a goaltender.
x. When a goaltender is assessed more than one minor or major penalty at the same stoppage of play, one skater of his team designated by the coach through the captain who was on the ice at the time the

play was stopped can serve any and all of these penalties (provided that skater did not incur penalties himself).

xi. If a goaltender is assessed both a minor penalty and misconduct penalty at the same time, one skater who was on the ice at the time game action was stopped must serve the minor penalty and a second skater who was on the ice at the time game action was stopped must serve the full 12 minutes. Both players must be designated by the coach through the captain.

RULE 208 – GOALTENDER PENALTIES/DESCRIPTION

i. A goaltender is subject to all penalties outlined in Section 10 – Description of Game Penalties. Additionally, there are rules specific to his position on ice, his equipment, and his role in the game as outlined below.

RULE 209 – BEYOND CENTRE RED LINE/GOALTENDER

DEFINITION: A goaltender is not allowed to participate in game action across the centre red line at any time.

i. A minor penalty will be assessed for violation of this rule.
ii. Both skates must be over the centre red line for a penalty to be assessed.
iii. A goaltender who participates in team celebrations in the attacking half of the ice following a goal will be assessed a minor penalty.
iv. This rule is superseded by rules for fighting if the goaltender skates over the centre red line to engage in a confrontation.

RULE 210 – BROKEN STICK/GOALTENDER

DEFINITION: A stick that is not fully intact, has a broken blade or shaft, or is no longer whole is considered broken and, as such, illegal.

i. A goaltender must drop a broken stick immediately. If he participates in game action with a broken stick he will be assessed a minor penalty.
ii. A goaltender whose stick is broken is forbidden to receive a stick thrown onto the ice from either the players' bench or from a spectator, but he may receive a stick from a teammate on the ice at the time without having to proceed to his players' bench to obtain a new one. This exchange, however, must be made hand-to-hand. See also Rule 120-iii and 120-iv.
iii. A goaltender who skates to his players' bench during a stoppage of play to replace his stick, and then returns to his goal crease, will be assessed a minor penalty. However, if he is substituted until play has resumed, no penalty will be assessed.
iv. A goaltender is allowed to go to the players' bench and change his stick during game action.

v. At no time is a goaltender allowed to grab an opponent's stick: (1) from an opponent on ice who may either be holding the stick or who may have dropped it to the ice; (2) from an opponent sitting on his players' bench; (3) from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.
vi. If a goaltender whose stick is broken receives a stick during game action from a teammate in the penalty box, the goaltender receiving the stick will be assessed a minor penalty.
vii. A goaltender may use a skater's stick.
viii. A goaltender cannot use more than one stick at any one time.

RULE 211 – DANGEROUS EQUIPMENT/GOALTENDER

DEFINITION: A goaltender's equipment must conform to safety standards, be of acceptable quality and working order, and be worn inside his uniform (except gloves, facemask, and pads).

i. The team of a goaltender who participates in game action with illegal equipment will first be issued a warning by the referee. Failure to comply with the warning to adjust, replace, or secure any equipment as per the referee's instructions will mean any player from that team subsequently violating rules for dangerous equipment will be assessed a misconduct penalty.

RULES 212–217 – DELAY OF GAME/GOALTENDER

DEFINITION: An intentional act to slow the game, force play to be stopped, or hinder the start of play.

RULE 212 – DELAY OF GAME/GOALTENDER – ADJUSTMENT OF EQUIPMENT

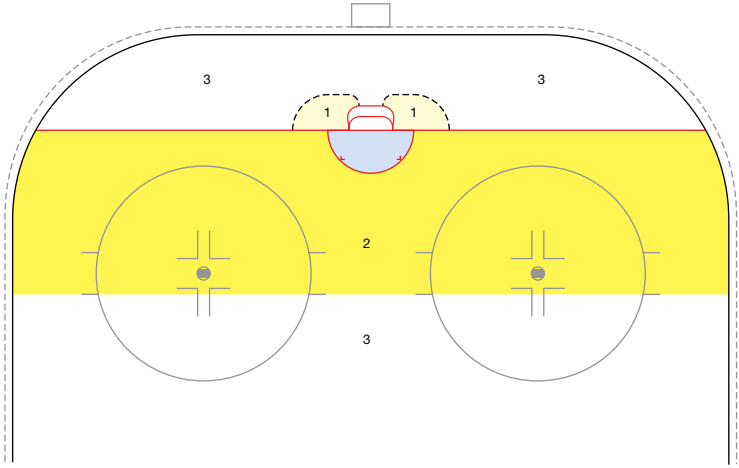
i. A goaltender who stops game action or delays the start of game action to repair or adjust his equipment will be assessed a minor penalty.

RULE 213 – DELAY OF GAME/GOALTENDER – DISPLACED GOAL FRAME

i. A goaltender who deliberately displaces the goal frame from its normal position will be assessed a minor penalty.
ii. If a goaltender displaces the goal frame from its normal position in the last two minutes of regulation time or at any time in overtime, a penalty shot will be awarded to the opposition.
iii. If a goaltender displaces the goal frame from its normal position during a penalty shot or during a penalty-shot shootout, a goal will be awarded unless Rule 178-vi or 178-vii applies.

RULE 214 – DELAY OF GAME/GOALTENDER – FREEZING THE PUCK ALONG BOARDS

i. A goaltender who holds or plays the puck with his stick, skates, or body along the boards in such a manner as to cause a stoppage of play will be assessed a minor penalty, even if he is being checked.



1 Goaltender is allowed to freeze the puck only when the goaltender's body remains at least partially in the goal crease.

2 Goaltender is allowed to freeze the puck only when he is pressured.

3 Goaltender is not allowed to freeze the puck.

RULE 215 – DELAY OF GAME/GOALTENDER – GOING TO PLAYERS' BENCH DURING STOPPAGE

i. A goaltender who goes to his players' bench during a stoppage of play that is not a television timeout or a team timeout, except to be replaced, will be assessed a bench-minor penalty.

RULE 216 – DELAY OF GAME/GOALTENDER – REMOVING FACEMASK

i. A goaltender who deliberately removes his facemask during game action in order to stop play will be assessed a minor penalty.

RULE 217 – DELAY OF GAME/GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY

i. A goaltender who shoots, throws, or bats the puck directly out of the playing area from inside his defending zone anywhere in the rink (except where there is no protective glass) during game action, without any deflection will be assessed a minor penalty. The determining factor will be the position of the puck when it is played.

ii. A goaltender will not be penalized if he deflects the puck over the protective glass while making a save, but if he makes a save and in the same motion bats or swats the puck out of play, he will be assessed a minor penalty.
iii. A goaltender who deliberately shoots the puck out of play anywhere on the ice during game action or a stoppage will be assessed a minor penalty.

RULE 218 – DROPPING THE PUCK ON GOAL NETTING/ GOALTENDER

DEFINITION: A goaltender is not allowed to drop the puck on top of the goal netting or on the back of the goal net to cause a stoppage in play.

i. A goaltender who deliberately drops the puck onto the goal netting or on the back of the goal net to cause a stoppage of play will be assessed a minor penalty.
ii. If the puck bounces onto the goal netting, a goaltender is allowed to cover the puck with his glove to prevent an opponent from playing it.

RULE 219 – FIGHTING/GOALTENDER

DEFINITION: Hitting an opponent with gloves on or removing gloves to engage in fisticuffs.

i. A goaltender who uses his blocker glove to punch an opponent in the head, neck, or face will be assessed a match penalty.
ii. A goaltender who removes his glove and blocker to engage in a confrontation with an opponent will be assessed a misconduct penalty in addition to any other penalties.
iii. A goaltender who starts a fight will be assessed a match penalty.

RULE 220 – HOLDING THE PUCK IN GOAL CREASE/GOALTENDER

DEFINITION: After making a save, a goaltender is allowed to freeze the puck in his goal crease so long as he is being pressured by an opponent. If he is not being pressured and has time to make a play safely to a teammate, he is obliged to do so.

i. Unless he is being pressured by an opponent, a goaltender who holds the puck more for than three seconds will be assessed a minor penalty.
ii. A goaltender who is not under pressure and deliberately drops the puck into his pads, body, or equipment in order to gain a stoppage in play will be assessed a minor penalty.

RULE 221 – HOLDING THE PUCK OUTSIDE GOAL CREASE/ GOALTENDER

DEFINITION: A goaltender is not allowed to fall on the puck to cause a stoppage in play in certain situations if his body is outside the goal crease.

i. A goaltender whose body is entirely outside the goal crease, and when the puck is behind the icing line or beyond the hash marks, falls on or gathers the puck into his body, or holds or places the puck against any part of the goal net or the boards, will be assessed a minor penalty whether or not he is being pressured by an opponent.

ii. A goaltender who falls on or gathers the puck into his body in the area between the icing line and the hash marks of the end zone faceoff circles will be assessed a minor penalty unless he is being pressured by at least one opponent.

RULE 222 – ILLEGALLY BLOCKING GOAL NET OR PILING SNOW/GOALTENDER

DEFINITION: A goaltender is not allowed to leave his stick or other equipment or pile snow or other objects in front of his goal net which prevents the puck from entering the goal net. It is his responsibility to keep his goal crease clear of obstacles.

i. A goaltender will be assessed a minor penalty if he leaves his stick or other equipment or piles snow or other objects in front of his goal net, and any of such obstacles prevents the puck from entering the goal net while he is on the ice.

RULE 223 – LEAVING GOAL CREASE DURING PLAYER CONFRONTATION/GOALTENDER

DEFINITION: A goaltender must remain in his goal crease during a player confrontation on ice except if that confrontation moves into his goal crease.

i. A goaltender who leaves the immediate vicinity of his goal crease to participate in any way in a confrontation will be assessed a minor penalty.

ii. A goaltender who is outside of his goal crease (i.e., to play the puck behind the goal net, to go to the players' bench) and becomes involved in a player confrontation will not be assessed a penalty for leaving his goal crease, but he is subject to other penalties based on his actions during that confrontation.

iii. If a player confrontation takes place in his goal crease, the goaltender can leave his goal crease without penalty. Additionally, he must leave his goal crease or skate to a corner or any area in his defending zone nearest to his goal crease which is not part of a player confrontation if instructed to do so by an on-ice official.

RULE 224 – TOO MANY MEN – GOALTENDER

DEFINITION: A goaltender cannot play the puck or make contact with an opponent when leaving the ice if the substituting player has already come onto the ice.

i. All rules apply to a goaltender for too many men as they do for skaters (see Rule 166).

ii. At no time during game action is a team allowed to have two goaltenders on the ice except for the time it takes one goaltender to change with another goaltender "on the fly".

RULE 225 – PENALTY SHOTS/FOULS BY A GOALTENDER

i. If a goaltender commits a foul on an attacking skater who is on a breakaway, the referee will award the opposing team a penalty shot regardless if the foul takes place from behind or not.

ii. If a goaltender deliberately displaces the goal frame from its normal position during the last two minutes of regulation time, or at any time in overtime, the referee will award the opposing team a penalty shot.

iii. If a goaltender deliberately displaces the goal frame from its normal position when an attacking skater is on a breakaway, the referee will award the attacking skater a penalty shot.

iv. If a backup goaltender enters the game illegally and interferes with an attacking skater who is on a breakaway, the referee will stop play and award the opposing team a penalty shot. If the player scores a goal prior to the whistle, the goal will stand and the penalty shot will be cancelled.

v. If a goaltender removes his facemask when an attacking skater is on a breakaway, the referee will stop play and award the opponent a penalty shot.

RULE 226 – AWARDED GOALS/FOULS BY A GOALTENDER

i. If, during the course of a penalty shot, the goaltender moves or dislodges the goal frame, a goal will be awarded unless otherwise provided by these rules (see Rule 178-vi and 178-vii).

ii. A goal will be awarded if a goaltender removes his facemask during a penalty shot or penalty-shot shootout.

iii. If a goaltender commits a foul against a skater during a penalty shot and no goal is scored, the goaltender will be assessed the relevant penalty and a player designated by the coach through the captain must go to the penalty box. The skater will be allowed to re-take the shot. If a goaltender commits a foul for a second time against this skater on this shot, and no goal is scored, the referee will assess a misconduct penalty to the goaltender and another player designated by the coach through the captain must go to the penalty box. The skater will re-take the shot. For a third violation against this skater on this shot, if no goal in scored, a goal will be awarded.

SUMMARY OF PENALTIES

PENALTY	RULE	STANDARD
Abuse of Officials	116	Minor/Bench minor
Abuse of Officials – intentional contact	116	Match (MP)
Bench minor	117	Bench Minor
Biting	118	Match (MP)
Boarding	119	Minor
Broken Stick/Playing with Replacing	120	Minor
Butt-ending	121	Double Minor + Misconduct
Charging	122	Minor
Checking from Behind	123	Minor + Misconduct
Checking to the Head or Neck	124	Minor + Misconduct
Clipping	125	Minor
Closing hand on puck	126	Minor
Cross-checking	127	Minor
Dangerous equipment	128	Warning/Misconduct
Delay of Game	129–137	Minor/Bench minor
** Displaced goal frame	130	Minor
** Falling on the puck	131/172	Minor
** Freezing the Puck	132	Minor
**Goal Celebration	133	Warning/Minor
** Late Lineup	134	Minor
** Shooting/Throwing Puck out of Play	135	Minor
** Substitution after Icing	136	Warning/Minor
** Violation of Faceoff Procedures	137	Warning/Minor
Diving or Embellishment	138	Minor
Elbowing	139	Minor
Engaging with spectators	140	Match (MP)
Fighting	141	Major + GM
** Removing gloves	141	Misconduct
** First player off players' bench	141	Double minor + GM
** Other players beavng players' bench	141	Misconduct
** Other players leaving penalty box	141	Minor + GM
Head-butting	142	Match (MP)
High-sticking	143	Minor/Double Minor
** Accidental Injury	143	Double minor
Holding	144	Minor
Holding the stick	145	Minor
Hooking	146	Minor
Illegal Stick/Stick Measurement	147	Minor/Bench minor
Incorrect access to/from penalty box	148	Minor
Injured Skater Refusing to Leave Ice	149	Minor
Interference (on Skater)	150	Minor

ADDITIONAL OPTIONS	INJURED PLAYER
Misconduct/GM	
Misconduct/GM	
Major + GM/MP	Major + GM/MP
Major + GM/MP	Match
Major + GM/MP	Major + GM/MP
Major + GM/MP	Match
Major + GM/MP	Match
Major + GM/MP	Match
Penalty Shot	
Major + GM/MP	Major + GM/MP
Penalty Shot	
Penalty Shot	
Major + GM/MP	Major + GM/MP
MP	
Major + GM/MP	Major + GM/MP
Major + GM/MP	Major + GM/MP
Misconduct	
Misconduct	
	Major + GM/MP

PENALTY	RULE	STANDARD
Interference (on Goaltender)	151	Minor
Kicking	152	Match (MP)
Kneeing	153	Minor
Leaving Penalty Box Prematurely	154	Minor
Playing without helmet	155	Minor
Pulling Hair, Helmet, Cage	156	Minor
Refusing to Start Play	157	Bench Minor
Roughing	158	Minor/Double Minor
Slashing	159	Minor
Slew-footing	160	Match (MP)
Spearing	161	Double Minor + Misconduct
Spitting	162/169	Match
Taunting	163	Misconduct
Team Official Entering Playing Area	164	Game misconduct (GM)
Throwing a Stick or Object	165	Minor/Bench minor
** From the Bench	165	Additionnal GM
Too Many Men	166	Bench Minor
Tripping	167	Minor
Unsportsmanlike Conduct	168	Minor/Bench Minor
Illegal Hit (Women)	169	Minor

GM = Game Misconduct

MP = Match Penalty

ADDITIONAL OPTIONS	INJURED PLAYER
	Major + GM/MP
Major + GM/MP	MP
Minor + GM	
Major + GM	
Stop play	
Major + GM	
Major + GM/MP	Major + GM/MP
Major + GM/MP	MP
Penalty Shot	
Penalty Shot	
Major + GM/MP	Major + GM/MP
Misconduct/GM	MP
Major + GM/MP	Major + GM/MP

APPENDIX 1 – RECORDING STATISTICS

See also IIHF Case Book – Scoring a Goal

GOALS AND ASSISTS

i. A goal will be credited in the scoring records to the player who propelled the puck into the opponent's net or to whomever on the offensive team was the last player to touch the puck before it entered the attacking net.
ii. When a goal has been scored, a maximum of two assists can be credited to the player(s) who last touched the puck before the scorer. If no player other than the scorer touched the puck prior to the start of possession by the attacking team, the goal will be marked as "unassisted".
iii. The player who scores the winning goal in a penalty-shot shootout will be the only player to be credited with a goal during the PSS.
iv. The first name to appear after the goalscorer's refers to the first assist or the last player to touch the puck before the scorer.
v. Each goal and all assists will count as one point in the player's statistical record.
vi. No assists are added to goals which : (a) do not enter the net (awarded goals); (b) are credited from the penalty-shot shootout; (b) are counted as a result of an "own goal". (see definition OWN GOAL)

EMPTY-NET GOAL

A goal scored while the opposing goaltender is on his players' bench and not on ice tending the goal. The goaltender is not credited with a goal allowed if he is on the players' bench.

EVEN-STRENGTH GOAL

A goal scored when both teams have the same number of skaters on the ice.

EXTRA-ATTACKER GOAL

A goal scored by a team whose goaltender is on the players' bench in favour of an extra skater.

FACEOFF WIN/LOSS

Determined by the team that gains immediate possession of the puck after a faceoff.

GAME-WINNING GOAL

In a game, the goal scored which represents one more than the total scored by the opposition (i.e., if a team wins a game 5–2, the player who scores the third goal is credited with the game-winning goal); In a penalty-shot shootout, it is the decisive goal in the shootout (i.e., if a team

wins the shootout, 2–0, the player who scored the first goal is credited with the winning goal)

GOALTENDER LOSS
The goaltender who surrenders the game-winning goal (i.e., if a team loses 6–4, the goaltender who surrendered the fifth goal is credited with the loss).

GOALTENDER WIN
The goaltender who is in goal when the winning team scores the game-winning goal (i.e., if a team wins 6–4, the goaltender who is in goal for the winning team when it scores the fifth goal is credited with the win).

GOALS AGAINST
Goals allowed by a goaltender while he is on the ice. Empty-net goals are not charged to a goaltender. A goaltender who surrenders the winning goal during a penalty-shot shootout will also be charged with one shot on goal and one goal allowed.

GOALS AGAINST AVERAGE
Calculated by dividing the number of goals a goaltender allows by minutes played and multiplying this number by 60 (the length of a regulation game).

OWN GOAL
A goal scored by virtue of a defending player shooting the puck directly into his own goal net. A puck that deflects off the stick or any part of a defending player's body and enters the goal net is not considered an own goal.

PENALTY MINUTES BY NUMBERS
Minor penalty = 2 pim
Major penalty = 5 pim
Misconduct penalty = 10 pim
Game Misconduct penalty = 20 pim
Match Penalty = 25 pim

PLUS/MINUS
Calculated by subtracting the number of goals scored against his team while a player is on the ice (not including power-play goals to either team) from the number of goals scored by his team while a player is on the ice.

POINTS
Calculated by adding goals and assists.

POWER-PLAY GOAL
A goal scored by a team that has one or more skaters on ice than its opponent at the time the goal was scored.

SAVE PERCENTAGE
Calculated by dividing the number of goals a goaltender allows by the total shots he has faced.

SHORT-HANDED GOAL
A goal scored by a team that has one or fewer skaters on ice than its opponent at the time the goal was scored.

SHOT ON GOAL
Any time a puck is directed to the goal and either goes into the net or would have gone into the net had the goaltender (or defensive teammate) not made a save.

SHUTOUT
A game in which a goaltender does not surrender a goal during the course of a full game. If two goaltenders combine to earn a shutout, neither gets credit for a shutout in his own statistical report but the team is credited with a shutout. If a goalie loses 1–0 in overtime or a penalty-shot shootout, he does not get credit with a shutout.

TIME ON ICE
The amount of time a player is on the ice during game action (i.e., when the clock is running).

REFEREE AND LINESMEN SIGNALS

REFEREE SIGNALS



RULE 61 – TEAM TIMEOUT
Using both hands to form a “T” in front of the chest.



RULE 74 – HAND PASS
Using open palm of hand in a pushing motion.



RULE 84-i – ATTACKING PLAYER IN THE GOAL CREASE
Semi-circular motion by one arm at chest height made parallel to the ice surface, simulating the goal crease, and then extending the other arm horizontally with the hand pointing in the direction of the neutral zone.



RULE 92 – PLAYER CHANGE SIGNAL
The referee allows a five second period to the visiting team to make a player(s) change. After the five seconds, the referee shall raise his arm, which indicates that the visiting team may no longer change any player and the home team has five seconds to change players.



RULE 94 – GOAL SCORED
An extension of the arm pointing at the goal to indicate the puck has entered the net.



RULES 107 AND 109 – MIS-CONDUCT PENALTY AND GAME MISCONDUCT PENALTY
Both hands on the hips.



RULE 110 – MATCH PENALTY
Place the palm of one hand on top of the helmet.



RULE 114 – DELAYED PENALTY IN EFFECT
Extended the non-whistle arm fully above the head. It is acceptable to point at the player first and then extend the arm above the head.



RULE 119 – BOARDING
Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.



RULE 121 – BUTT-ENDING
A cross motion of the forearms, one moving under the other. Upper hand is open and the lower hand a clenched fist.



RULE 122 – CHARGING
Rotating clenched fists around one another in front of the chest.



RULE 123 – CHECKING FROM BEHIND
A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



RULE 124 – CHECKING TO THE HEAD OR NECK
The side movement of the open palm of the hand towards the side of the head.



RULE 125 – CLIPPING
Striking leg with either hand below the knee from behind, keeping both skates on the ice.



RULE 127 – CROSS-CHECKING
A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about a half a metre.



RULE 139 – ELBOWING
Tapping either elbow with the opposite hand.



RULES 129–137 AND 212–217 – DELAYING THE GAME
Placing the non-whistle hand, open palm, across the chest and extended from the shoulder out from the body.



RULE 143 – HIGH STICKING
Holding both fists clenched, one immediately above the other at the height of the forehead.



RULE 144 – HOLDING
Grasping either wrist with the other hand in front of the chest.



RULE 145 – HOLDING THE STICK

Two-stage signal involving the holding signal followed by an indication using two hands to hold a stick in a normal manner.



RULE 146 – HOOKING

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



RULES 150–151 – INTERFERENCE
Crossed arms with closed fists stationary in front of the chest.



RULE 153 – KNEEING
Tapping either knee with the palm of the hand, while keeping both skates on the ice.



RULE 158 – ROUGHING
Fist clenched and arm extended out to the side of the body.



RULE 159 – SLASHING
A chopping motion with the edge of one hand across the opposite forearm.



WASH OUT
A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down. For the referee, this is used to signal no goal, no hand pass, or no high-sticking. For linesmen, it is used to signal no icing and no offside.



RULE 161 – SPEARING
Jabbing motion with both hands thrusting out immediately in front of the body and then hands lowered to the side of the body.



RULE 167 – TRIPPING
Striking leg with a moving follow through motion with either hand below the knee, keeping both skates on the ice.



RULE 170 – PENALTY SHOT
Arms crossed above the head.

REFEREE SIGNALS (WOMEN)



RULE 169 – ILLEGAL HIT (WOMEN)

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

LINESMEN SIGNALS



RULE 65 – ICING THE PUCK

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



RULE 78 – OFFSIDE

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



RULE 82 – DELAYED OFFSIDE

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



RULE 166 – TOO MANY MEN
Indication with six fingers (one hand open) in front of the chest.

INDEX

INDEX	RULE
ABUSE OF OFFICIALS	116
AWARDED GOALS	179
AWARDED GOALS/BLOCKING THE GOAL NET	180
AWARDED GOALS/FOULS BY A GOALTENDER	226
AWARDING A PENALTY SHOT/BREAKAWAY	171
AWARDING A PENALTY SHOT/INTERFERENCE OR THROWING OBJECTS	172
AWARDING A PENALTY SHOT/LAST TWO MINUTES OF REGULATION OR OVERTIME	173
AWARDING A PENALTY SHOT/PLAYER DISPLACING GOAL NET	174
AWARDING A PENALTY SHOT/SKATER FALLING ON PUCK	175
BENCH-MINOR	117
BEYOND CENTRE RED LINE/GOALTENDER	209
BITING	118
BLOCKING GLOVE/GOALTENDER	188
BOARDING	119
BROKEN STICK/GOALTENDER	210
BROKEN STICK/PLAYING WITH – REPLACING	120
BUTT-ENDING	121
CAPTAIN AND ALTERNATE CAPTAINS	28
CHANGE OF ENDS	50
CHARGING	122
CHECKING FROM BEHIND	123
CHECKING TO THE HEAD OR NECK	124
CHEST AND ARM PROTECTION/GOALTENDER	189
CLIPPING	125
CLOSING HAND ON PUCK	126
COINCIDENT PENALTIES	112
CROSS-CHECKING	127
DANGEROUS EQUIPMENT (DEFINITION)	29
DANGEROUS EQUIPMENT (PENALTY)	128
DANGEROUS EQUIPMENT/GOALTENDER	211
DEFINING ON/OFF ICE	87
DELAY OF GAME/ADJUSTMENT OF EQUIPMENT	129
DELAY OF GAME/DISPLACED GOAL FRAME	130
DELAY OF GAME/FALLING ON THE PUCK	131
DELAY OF GAME/FREEZING THE PUCK UNNECESSARILY	132
DELAY OF GAME/GOAL CELEBRATION	133
DELAY OF GAME/GOALTENDER – ADJUSTMENT OF EQUIPMENT	212
DELAY OF GAME/GOALTENDER – DISPLACED GOAL NET	213
DELAY OF GAME/GOALTENDER – FREEZING THE PUCK ALONG BOARDS	214
DELAY OF GAME/GOALTENDER – GOING TO PLAYERS' BENCH DURING STOPPAGE	215
DELAY OF GAME/GOALTENDER – REMOVING FACEMASK	216

INDEX	RULE
DELAY OF GAME/GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY	217
DELAY OF GAME/LATE LINEUP	134
DELAY OF GAME/SHOOTING OR THROWING THE PUCK OUT OF PLAY	135
DELAY OF GAME/SUBSTITUTION AFTER AN ICING CALL	136
DELAY OF GAME/VIOLATION OF FACEOFF PROCEDURES	137
DELAYED OFFSIDE	82
DELAYED OFFSIDE/HYBRID ICING	83
DELAYED PENALTY CALL	114
DELAYED START TIME OF PENALTIES	113
DETERMINING FACEOFF LOCATION/ATTACKING ZONE	57
DETERMINING FACEOFF LOCATION/CENTRE-ICE SPOT	56
DETERMINING FACEOFF LOCATION/DEFENDING ZONE	55
DETERMINING FACEOFF LOCATION/GENERAL	52
DETERMINING FACEOFF LOCATION/INJURY	54
DETERMINING FACEOFF LOCATION/PENALTIES ASSESSED	53
DISALLOWING A GOAL/GAME ACTION	97
DIVING OR EMBELLISHMENT	138
DOORS	16
DOPING	6
DROPPING THE PUCK ON GOAL NETTING/GOALTENDER	218
DURATION OF PENALTIES/GAME MISCONDUCT	109
DURATION OF PENALTIES/MAJOR	105
DURATION OF PENALTIES/MATCH	110
DURATION OF PENALTIES/MINOR AND MAJOR	106
DURATION OF PENALTIES/MINOR AND MISCONDUCT	108
DURATION OF PENALTIES/MINOR – BENCH MINOR	104
DURATION OF PENALTIES/MISCONDUCT	107
ELBOW PADS	30
ELBOWING	139
ENGAGING WITH SPECTATORS	140
FACEMASK/GOALTENDER	190
FACEOFFS AFTER OFFSIDE	80
FACEOFFS/GOALTENDER	204
FACIAL PROTECTION	31
FALSE FACEOFFS	59
FIGHTING	141
FIGHTING/GOALTENDER	219
FLUORESCENT MATERIAL	32
FORFEIT GAMES	22
GAME ACTION/GOALTENDER	200
GENDER PARTICIPATION	2
GLOVES	33
GOAL CREASE AS IT PERTAINS TO SCORING GOALS	95
GOAL NET	20

INDEX	RULE
GOALS WITH THE SKATE	96
GOALTENDER AND GOAL CREASE	184
GOALTENDER AND GOAL CREASE/GOAL ALLOWED	185
GOALTENDER AND GOAL CREASE/GOAL DISALLOWED	186
GOALTENDER AS CAPTAIN OR ALTERNATE CAPTAIN	182
GOALTENDER EQUIPMENT/GENERAL	187
GOALTENDER PENALTIES/DESCRIPTION	208
GOALTENDER PENALTIES/OVERVIEW	207
GOALTENDER SUBSTITUTIONS	202
GOALTENDER WARMUP	181
HAND PASS	74
HEAD-BUTTING	142
HELMET	34
HIGH STICKING THE PUCK INTO THE GOAL NET	76
HIGH STICKING THE PUCK/GAME ACTION	75
HIGH-STICKING	143
HOLDING	144
HOLDING THE PUCK IN GOAL CREASE/GOALTENDER	220
HOLDING THE PUCK OUTSIDE GOAL CREASE/ GOALTENDER	221
HOLDING THE STICK	145
HOOKING	146
HOW THE GAME IS PLAYED	43
ICE SURFACE MARKINGS/CREASES	19
ICE SURFACE MARKINGS/FACEOFF CIRCLES AND SPOTS	18
ICE SURFACE MARKINGS/ZONES	17
ICE SURFACE/FIT TO PLAY	8
ICING AND THE GOALTENDER	205
ICING THE PUCK/GAME SPECIFICS	66
ICING THE PUCK/HYBRID	65
ILLEGAL ACCESS OF OPPONENT'S PLAYERS' BENCH	89
ILLEGAL HIT (WOMEN)	169
ILLEGAL STICK – STICK MEASUREMENT	147
ILLEGAL SUBSTITUTION/GOALTENDER	203
ILLEGALLY BLOCKING GOAL NET OR PILING SNOW/GOALTENDER	222
IMPLICATIONS OF PENALTIES	101
INCORRECT ACCESS TO OR FROM PENALTY BOX	148
INELIGIBLE PLAYER IN A GAME	23
INJURED ON-ICE OFFICIALS	86
INJURED SKATER	85
INJURED SKATER REFUSING TO LEAVE THE ICE	149
INTENTIONAL OFFSIDE	84
INTERFERENCE	150
INTERFERENCE BY SPECTATORS	64
INTERFERENCE ON A GOALTENDER	151

INDEX	RULE
INTERNATIONAL ICE HOCKEY FEDERATION (IIHF) AS GOVERNING BODY	1
KICKING	152
KNEE PROTECTION/GOALTENDER	191
KNEEING	153
LEAVING GOAL CREASE DURING PLAYER CONFRONTATION/GOALTENDER	223
LEAVING THE PENALTY BOX PREMATURELY	154
LENGTH OF PLAY	44
MEASUREMENT OF A PLAYER'S EQUIPMENT	41
MEASUREMENT OF A SKATER'S STICK/PENALTY-SHOT SHOOTOUT	42
NECK AND THROAT PROTECTOR/GOALTENDER	192
NECK AND THROAT PROTECTOR/SKATER	35
OBJECTS ON ICE	11
OFFSIDE	78
OFFSIDE SITUATIONS	79
ON-ICE OFFICIALS	4
ONSIDE	81
OVERTIME PERIOD	62
PADS/GOALTENDER	193
PANTS/GOALTENDER	194
PENALTIES IN OVERTIME	115
PENALTIES ON SCORECLOCK	102
PENALTY BOXES	10
PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME	170
PENALTY SHOTS/FOULS BY A GOALTENDER	225
PENALTY SITUATIONS	111
PENALTY-SHOT PROCEDURE/OVERVIEW	176
PENALTY-SHOT PROCEDURE/SPECIFIC SITUATIONS	178
PENALTY-SHOT PROCEDURE/TAKING THE SHOT	177
PENALTY-SHOT SHOOTOUT	63
PLAYER CHANGE DURING GAME ACTION	88
PLAYER CHANGE DURING STOPPAGE	91
PLAYER CHANGE ON ICING CALLS	93
PLAYER CHANGE PROCEDURE	92
PLAYER ELIGIBILITY/AGE	3
PLAYERS DRESSED	24
PLAYERS ON ICE DURING GAME ACTION	27
PLAYERS' BENCH INSIDE BLUE LINE/OFFSIDE	90
PLAYERS' BENCHES	9
PLAYING SHORT-HANDED	103
PLAYING WITHOUT A HELMET	155
PROCEDURE FOR CONDUCTING FACEOFFS	58
PROPER AUTHORITIES AND DISCIPLINE	5

INDEX	RULE
PROTECTION OF GOALTENDER	183
PROTECTIVE GLASS	14
PROTECTIVE GLASS/DAMAGED	77
PROTECTIVE NETTING	15
PUCK	47
PUCK IN PLAY	49
PUCK OFF END NETTING	70
PUCK OFF THE GOAL NET	72
PUCK ON DASHER	68
PUCK ON GOAL NET (BASE AND TOP)	69
PUCK OUT OF PLAY	67
PUCK OUT OF SIGHT	71
PUCK STRIKING AN ON-ICE OFFICIAL	73
PULLING HAIR, HELMET, CAGE	156
REFUSING TO START PLAY	157
RINK BOARDS	13
ROUGHING	158
SCORECLOCK	45
SCORING A GOAL	94
SCORING A GOAL/GOAL FRAME OFF	98
SHIN PADS	36
SKATES/GOALTENDER	195
SKATES/SKATER	37
SLASHING	159
SLEW-FOOTING	160
SPEARING	161
SPITTING	162
STANDARD DIMENSIONS OF RINK	12
STARTING GAME ACTION	51
STICK/GOALTENDER	196
STICK/SKATER	38
SWEATERS/GOALTENDER	197
TAPE	39
TAUNTING	163
TEAM COMPOSITION	21
TEAM OFFICIAL ENTERING THE PLAYING AREA	164
TEAM OFFICIALS AND TECHNOLOGY	26
TEAM PERSONNEL	25
TEAM TIMEOUT	61
TEAM TIMEOUT AND THE GOALTENDER	205
TELEVISION TIMEOUTS	60
TERMINOLOGY	7
THROAT PROTECTOR/GOALTENDER	198
THROWING A STICK OR OBJECT	165
THROWING THE PUCK FORWARD/GOALTENDER	201
TOO MANY MEN	166

INDEX	RULE
TOO MANY MEN – GOALTENDER	224
TRIPPING	167
UNIFORMS/GOALTENDER	199
UNIFORMS/SKATER	40
UNSPORTSMANLIKE CONDUCT	168
USE OF VIDEO-GOAL JUDGE TO DETERMINE GOALS	99
WARMUP	48
WHEN PENALTIES CAN BE CALLED	100
WHISTLE	46

NOTES

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