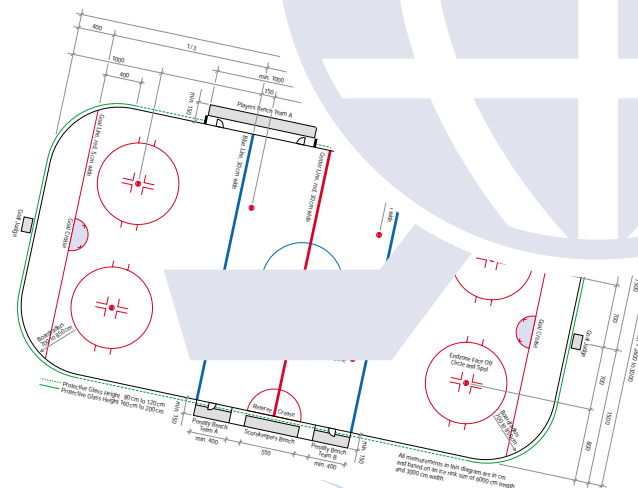
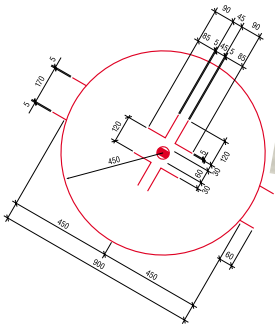




INTERNATIONAL ICE HOCKEY FEDERATION



International Ice Hockey Federation
Parking 11
8002 Zürich, Switzerland

as of November 1st, 2002
Brandschenkestrasse 50
8002 Zürich, Switzerland

Phone: +41 - 1 - 289 86 00
Fax: +41 - 1 - 289 86 20 (General Secretary)
Fax: +41 - 1 - 289 86 22 (PR/Marketing)
Fax: +41 - 1 - 289 86 26 (Continental Cup)
Fax: +41 - 1 - 289 86 29 (Sport)
e-mail: iihf@iihf.com
Internet: www.iihf.com

FAIR PLAY
AND RESPECT

Official Rule Book 2002-2006

INTERNATIONAL ICE HOCKEY FEDERATION



OFFICIAL RULE BOOK

2002 – 2006

September 2002

Second Edition

The International Ice Hockey Federation gratefully acknowledges the following photographers for their co-operation in this IIHF publication:

City Press Berlin
Jukka Rautio
Dave Sandford
Gerry Thomas

No part of this publication may be reproduced in the English language or translated and reproduced in any other language or transmitted in any form or by any means electronically or mechanically including photocopying, recording, or any information storage and retrieval system, without the prior permission in writing from the International Ice Hockey Federation.

SECTION 1 ICE RINK

100	DEFINITION	11
101	DIMENSIONS OF THE RINK	11
102	Boards	11
103	KICK PLATE	11
104	DOORS	11
105	PROTECTIVE GLASS.	13
106	END ZONE NETS.	13
110	DIVISION AND MARKING OF THE ICE SURFACE	13
111	GOAL LINES.	13
112	BLUE LINES.	13
113	CENTER LINE	13
114	FACE-OFF SPOTS AND CIRCLES	15
115	CENTER FACE-OFF SPOT AND CIRCLE.	15
116	FACE-OFF SPOTS IN NEUTRAL ZONE	15
117	END ZONE FACE-OFF SPOTS AND CIRCLES	15
118	REFEREE CREASE	17
119	GOAL CREASE.	17
130	GOALS	19
140	PLAYERS BENCHES	19
141	PENALTY BENCHES	19
142	GOAL JUDGE BENCHES	19
143	SCOREKEEPER BENCH.	19
150	SIGNAL AND TIMING DEVICES	21
151	SIREN	21
152	CLOCK	21
153	RED AND GREEN LIGHTS	21
160	PLAYERS DRESSING ROOMS	21
161	REFEREES AND LINESMEN DRESSING ROOMS	21
170	RINK LIGHTING	21
171	SMOKING IN THE ARENA.	21
172	MUSIC IN THE ARENA.	21

SECTION 2 TEAMS, PLAYERS AND THEIR EQUIPMENT

200	Players in Uniforms	23
201	CAPTAIN OF TEAM	23
210	EQUIPMENT	23
220	PLAYERS EQUIPMENT	23
221	PLAYERS SKATES	23
222	PLAYERS STICK	25
223	PLAYERS HELMET	25
224	PLAYERS VISOR	25
225	PLAYERS GLOVES	25
226	THROAT PROTECTOR	25
227	MOUTH GUARD	25
230	GOALKEEPER EQUIPMENT	27
231	GOALKEEPER SKATES	27
232	GOALKEEPER STICKS	27
233	GOALKEEPER GLOVES	27
233a)	BLOCKING GLOVE	27
233b)	CATCHING GLOVE	27
234	GOALKEEPER HELMET AND FULL FACE MASK	29
235	GOALKEEPER LEG GUARDS	29
240	UNIFORMS	29
250	PUCK	29
260	MEASUREMENT OF EQUIPMENT	31

SECTION 3 OFFICIALS AND THEIR DUTIES

300	APPOINTMENT OF OFFICIALS	33
310	GAME OFFICIALS	33
311	REFEREE AND LINESMEN EQUIPMENT	33
312	REFEREE DUTIES	33
313	LINESMEN DUTIES	33

320	OFF-ICE OFFICIALS	35
321	GOAL JUDGES	35
322	SCOREKEEPER	35
323	TIMEKEEPER	35
324	ANNOUNCER	35
325	PENALTY BENCH ATTENDANTS	35
330	VIDEO GOAL JUDGE	35
340	PROPER AUTHORITIES	35

SECTION 4 PLAYING RULES

400	PLAYERS ON THE ICE	37
402	START OF GAME AND PERIODS	37
410	CHANGE OF PLAYERS AND GOALKEEPERS	37
411	CHANGE OF PLAYERS FROM THE PLAYERS BENCH DURING PLAY	37
412	CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY	39
413	CHANGE OF PLAYERS FROM THE PENALTY BENCH	39
415	CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY	39
416	INJURED PLAYERS	39
417	INJURED GOALKEEPERS	41
418	PREVENTION OF INFECTION	41
420	TIMING OF GAME	41
421	OVERTIME PERIOD	41
422	TIME OUT	41
430	OUTCOME OF THE GAME	41
440	FACE-OFFS	43
442	PROCEDURE FOR CONDUCTING FACE-OFFS	45
450	OFFSIDES	45
451	DELAYED OFFSIDE PROCEDURE	47
460	ICING THE PUCK	47

470	DEFINITION OF A GOAL	47
471	DISALLOWING A GOAL	49
472	GOALS AND ASSISTS AWARDED TO THE PLAYERS	49
480	PUCK OUT OF BOUNDS	49
481	PUCK ON THE NET	49
482	PUCK OUT OF SIGHT	49
483	ILLEGAL PUCK	49
484	PUCK STRIKING AN OFFICIAL	49
490	STOPPING/PASSING THE PUCK WITH HANDS	51
491	KICKING THE PUCK	51
492	HIGH STICKING THE PUCK	51
493	INTERFERENCE BY SPECTATORS	51

SECTION 5 PENALTIES

500	PENALTIES (DEFINITION AND PROCEDURES)	53
501	MINOR PENALTY	55
502	BENCH MINOR PENALTY	55
503	MAJOR PENALTY	55
504	MISCONDUCT PENALTY	55
505	GAME MISCONDUCT PENALTY	57
507	MATCH PENALTY	57
508	PENALTY SHOT	57
509	PENALTY SHOT PROCEDURE	59
510	SUPPLEMENTARY DISCIPLINE	59
511	GOALKEEPER PENALTY	59
512	COINCIDENTAL PENALTIES	61
513	DELAYED PENALTY	61
514	CALLING OF PENALTIES	63
	FOULS AGAINST PLAYERS	65
520	BOARDING	65
521	BUTT-ENDING	65
522	CHARGING	65
523	CHECKING FROM BEHIND	67
524	CLIPPING	67
525	CROSS-CHECKING	67
526	ELBOWING	69
527	EXCESSIVE ROUGHNESS	69

528	FISTICUFFS OR ROUGHING	71
529	HEAD-BUTTING	73
530	HIGH STICKING	73
531	HOLDING AN OPPONENT.	73
532	HOLDING THE STICK	73
533	HOOKING	75
534	INTERFERENCE.	75
535	KICKING	77
536	KNEEING	77
537	SLASHING	77
538	SPEARING.	79
539	TRIPPING	79
540	CHECKING TO THE HEAD AND NECK AREA.	81
	OTHER PENALTIES	81
550	ABUSE OF OFFICIALS AND UNSPORTSMANLIKE CONDUCT BY PLAYERS . . .	81
551	ABUSE OF OFFICIALS AND UNSPORTSMANLIKE CONDUCT BY TEAM OFFICIALS	83
554	DELAYING THE GAME	85
554a)	KEEPING THE PUCK IN MOTION.	85
554b)	DISPLACING THE GOAL	85
554c)	SHOOTING OR THROWING THE PUCK OUTSIDE THE PLAYING AREA . . .	87
554d)	ADJUSTMENT OF EQUIPMENT.	87
554e)	INJURED PLAYER REFUSING TO LEAVE THE ICE	87
554f)	MORE THAN ONE CHANGE AFTER GOAL SCORED	87
554g)	VIOLATION OF FACE-OFF PROCEDURES	87
555	ILLEGAL AND DANGEROUS EQUIPMENT	89
556	BROKEN STICK	91
557	FALLING ON THE PUCK BY A PLAYER.	91
558	FALLING ON THE PUCK BY A GOALKEEPER	93
559	HANDLING THE PUCK WITH HANDS BY A PLAYER.	93
560	HANDLING THE PUCK WITH HANDS BY A GOALKEEPER	93
561	INTERFERENCE WITH SPECTATORS	93
562	PLAYERS LEAVING THE PLAYERS BENCH OR PENALTY BENCH	95
563	PLAYERS LEAVING THE PENALTY BENCH	95
564	PLAYERS LEAVING THE BENCHES DURING AN ALTERCATION	95
565	TEAM OFFICIALS LEAVING THE PLAYERS BENCH	97
566	REFUSING TO START PLAY TEAM ON THE ICE	97
567	REFUSING TO START PLAY TEAM NOT ON THE ICE	97
568	THROWING A STICK OR ANY OBJECT OUT OF THE PLAYING AREA	97
569	THROWING A STICK OR ANY OBJECT WITHIN THE PLAYING AREA	99
570	THROWING A STICK OR ANY OBJECT ON A BREAKAWAY SITUATION . . .	99
571	PREVENTION OF INFECTION BY BLOOD	99
572	CAPTAIN, ALTERNATE CAPTAIN ATTITUDE	99

573	TOO MANY PLAYERS ON THE ICE	101
575	INFRINGEMENT OF CHANGE OF PLAYERS PROCEDURE	101
590	PENALTIES FOR GOALKEEPERS	101
591	GOALKEEPER BEYOND THE CENTER RED LINE.	101
592	GOALKEEPER GOING TO THE PLAYERS BENCH.	101
593	GOALKEEPER LEAVING THE GOAL CREASE DURING AN ALTERCATION.	101
594	GOALKEEPER DROPPING THE PUCK ON THE GOAL NETTING	101

SECTION 6 SPECIFIC RULES

SPECIFIC RULES FOR WOMEN	103
600 FULL FACE MASKS.	103
601 BODY-CHECKING	103
SPECIFIC RULES FOR JUNIORS UNDER 18 AND YOUNGER	103
650 FULL FACE MASKS.	103
651 THROAT PROTECTOR	103

ANNEX 1 ADVERTISING REGULATIONS. 105

ANNEX 2 COUNT-DOWN AND WARM-UP PROCEDURES 105

ANNEX 3 OFFICIAL ANNOUNCEMENTS. 107

A3.1	COMPULSORY ANNOUNCEMENTS	107
A3.2	PUBLIC INFORMATION	107

ANNEX 4 DUTIES OF THE OFFICIALS 108

A4.1 INCAPACITATED REFEREE OR LINESMAN BEFORE THE GAME 108

A4.2 INCAPACITATED REFEREE OR LINESMAN DURING THE GAME 108

A4.3 THREE OFFICIAL SYSTEM 108

A4.4 REFEREE DUTIES BEFORE THE GAME 108

A4.5 REFEREE DUTIES DURING THE GAME 108

A4.6 REFEREE DUTIES AFTER THE GAME 109

A4.7 LINESMEN DUTIES 109

A4.8 TWO OFFICIAL SYSTEM 110

A4.9 REFEREE DUTIES BEFORE THE GAME 110

A4.10 REFEREE DUTIES DURING THE GAME 110

A4.11 REFEREE DUTIES AFTER THE GAME 111

A4.20 OFF-ICE OFFICIALS. 111

A4.21 SCOREKEEPER DUTIES BEFORE THE GAME 111

A4.22 SCOREKEEPER DUTIES DURING THE GAME 111

A4.23 SCOREKEEPER DUTIES AFTER THE GAME 112

A4.24 TIMEKEEPER DUTIES 112

A4.25 ANNOUNCER DUTIES 112

A4.26 PENALTY BENCH ATTENDANTS DUTIES. 113

ANNEX 5 REFEREES AND LINESMEN SIGNALS 114

INDEX 122

SECTION 1 - ICE RINK

There shall be **no markings** on the ice, boards, protective glass, nets, goals, or on any surface in and around the players benches, penalty benches, goal judge benches or off-ice officials areas, except as specified under these rules or as provided in Annex 1 (Advertising Regulations).

100 - DEFINITION OF THE RINK

The game of ice hockey shall be played on a white ice surface known as a **RINK**.

101 - DIMENSIONS OF THE RINK

Maximum size: **61 m long** by **30 m wide**.

Minimum size: **56 m long** by **26 m wide**.

The corners shall be rounded in the arc of a circle with a radius of **7 to 8.5 m**.

► For IIHF competitions the size will be **60 to 61 m long** by **29 to 30 m wide**.

102 - BOARDS

- The rink shall be surrounded by a wooden or plastic wall known as the «**BOARDS**», which shall be white in colour.

- They shall be not less than **1.17 m** and not more than **1.22 m in height** above the level of the ice surface.

- The boards shall be constructed in such a manner that the surface facing the ice shall be smooth and free of any obstruction that could cause injury to the players, and the protective screens and gear used to hold the boards in position shall be mounted on the side away from the playing surface.

- The gaps between the panels shall be minimized to 3mm.

103 - KICK PLATE

At the lower part of the boards will be fixed a «**KICK PLATE**», **yellow** in colour, **15 to 25 cm in height**.

104 - DOORS

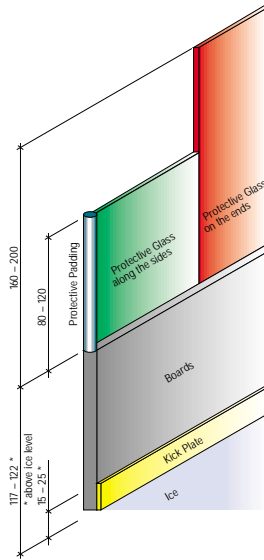
- All doors giving access to the ice surface must swing away from the ice surface.

- The gaps between the door and the board shall be minimized to 8 mm.

- For IIHF competitions, the protective glass and end zone nets are obligatory.

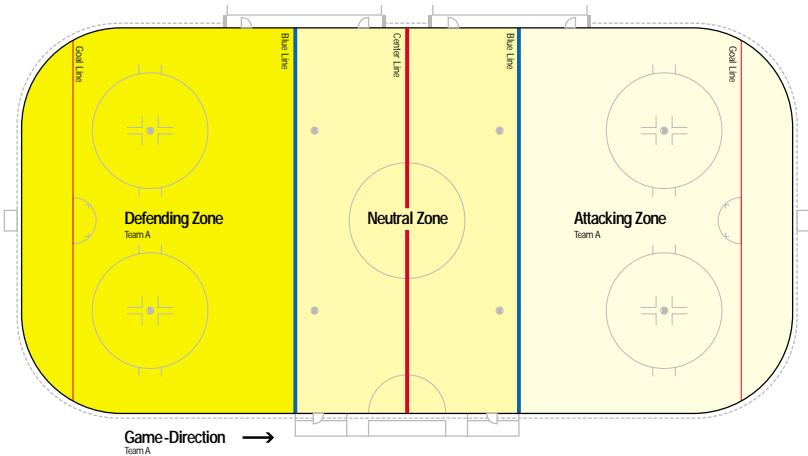
PROTECTIVE GLASS AND BOARDS

All measurements in cm.



- On open air rinks, all of the lines and face-off spots outlined in Rules 112 and 113 shall be marked by two lines 5 cm wide.
- In case of advertising allowed on the boards, the lines shall at least be marked on the kick plate.
- The entire width of the line shall be considered as part of the zone that the puck is in.

DIVISION OF ICE SURFACE



105 - PROTECTIVE GLASS

- The protective glass located above the boards shall be **160 cm to 200 cm in height** on the ends and shall extend 4 m from the goal line towards the neutral zone, and **80 cm to 120 cm in height** along the sides, except in front of the players benches.

-The gaps between the glass panels shall be minimized to 8 mm.

-At any interruption of the protective glass there shall be protective padding to prevent the injury of the players.

-No openings are allowed in the protective glass

106 - END ZONE NETS

Protective nets must be suspended above the end zone boards and glass.

110 - DIVISION AND MARKING OF THE ICE SURFACE

The ice surface will be divided in its length by **five lines** marked on the ice and extending completely across the rink and continuing vertically up the side of the boards.

111 - GOAL LINES

Lines shall be marked **4 m** from each end of the rink, **5 cm wide** and **red** in colour, known as the:

GOAL LINES

112 - BLUE LINES

The ice area between the two goal lines shall be divided in three equal parts by lines 30 cm wide and **blue** in colour known as the:

BLUE LINES

These lines will determine the **three Zones**, defined as follows:

- **for one team**, the zone in which their goal is situated is the:

DEFENDING ZONE

- the central zone is the:

NEUTRAL ZONE

- the farthest zone is the:

ATTACKING ZONE

113 - CENTER LINE

A line known as the **CENTER LINE** shall be located in the middle of the rink. It shall be **30 cm** wide and **red** in colour.

114 - FACE-OFF SPOTS AND CIRCLES

All spots and circles are marked on the ice surface in order to position the players for a face-off as ordered by the officials at the beginning of the game, at the beginning of each period and after each stoppage of play.

115 - CENTER FACE-OFF SPOT AND CIRCLE

A circular **blue spot, 30 cm in diameter**, shall be marked exactly in the center of the rink.

With this spot as a center, a **circle with a radius of 4.5 m** shall be marked with a **blue line 5 cm wide**.

116 - FACE-OFF SPOTS IN NEUTRAL ZONE

Two red spots, 60 cm in diameter, shall be marked in the neutral zone, **1.5 m** from each blue line as illustrated on the opposite page.

117 - END ZONE FACE-OFF SPOTS AND CIRCLES

Face-off spots and circles shall be marked on the ice in both end zones and on both sides of each goal as illustrated on the opposite page.

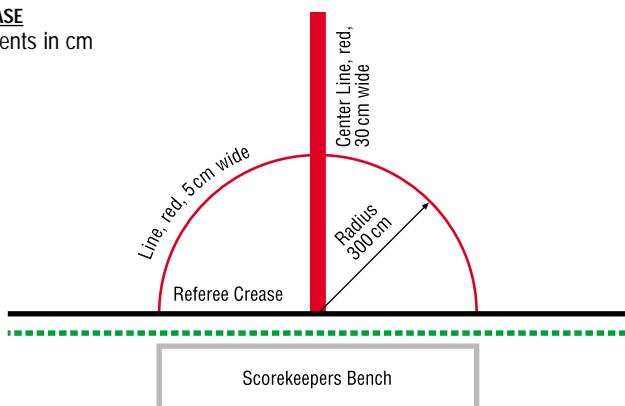
► The **face-off spots** will be **60 cm** in diameter, **red** in colour, as illustrated on the opposite page.

On opposite sides of the end zone face-off spots shall be marked **double "L"**, as illustrated on the opposite page.

► The **circles** will have a **radius of 4.5 m** from the center of the face-off spots and marked with a **red line, 5 cm wide**.

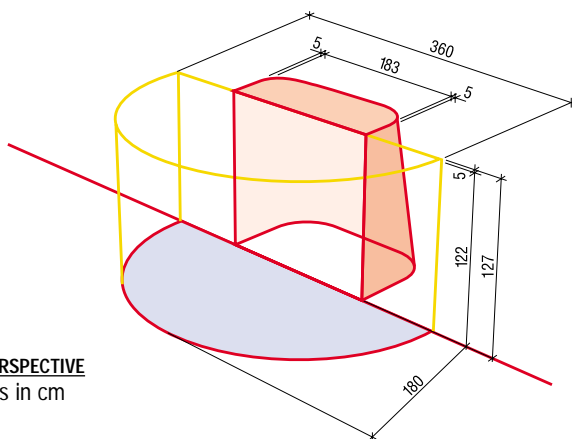
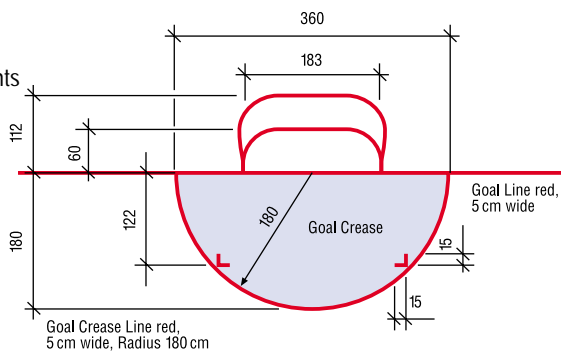
REFEREE CREASE

All measurements in cm



GOAL CREASE

All measurements in cm



GOAL CREASE PERSPECTIVE

All measurements in cm

118 - REFEREE CREASE

An area known as the **REFEREE CREASE** shall be marked on the ice in a semi-circle by a **red line, 5 cm wide**, and with a radius of **3 m**, immediately in front of the Scorekeepers Bench, as illustrated on the opposite page.

119 - GOAL CREASE

In front of each goal a **GOAL CREASE** area shall be marked by a **red line, 5 cm wide**, as illustrated on the opposite page.

The goal crease area shall be painted **light blue**.

► In the rule interpretation, the goal crease shall be considered as a **volume** which is defined by the crease markings and extending vertically **1.27 m** to the top of the goal frame.

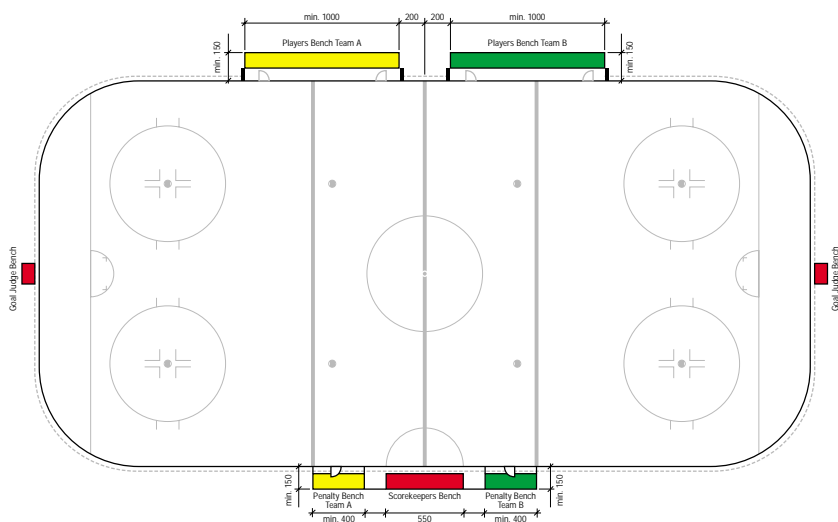
- 1. Goal posts and nets shall be set in such manner as to remain stationary during the progress of the game.
- 2. For Olympic Games, IIHF World Senior A Men and Women ,Division 1, Junior Under 20 , Junior Under 18 championships, **flexible goal pegs** are mandatory and are strongly recommended for other competitions.



- 1. Each players bench must have two doors, one of which must be in the NEUTRAL ZONE.
 - 2. The players benches must be protected from access by persons other than the players and the six team officials.
- Report to the proper authorities.

PLAYERS BENCHES AND PENALTY BENCHES

All measurements in cm



130 - GOALS

- The goals shall be located in the center of the goal lines.
- The goals posts shall extend vertically **1.22 m above** the ice surface and be **1.83 m apart** (internal measurements). The horizontal crossbar binding the posts shall be of approved design and material with an external diameter of **5 cm**. The posts and crossbar will be painted **red**.
- The goals will be completed by a frame supporting the nets, the deepest point of which shall not be more than **1.12 m** or less than **0.60 m**. It will be painted **white**, except for the exterior part of the base plate, which shall be painted **red**.
- A net shall be attached to the back of the goal frame, constructed to keep the puck within the confines of the goal.
- The inside parts of the supports, other than the goal posts and the crossbar, will be covered by white padding. The padding of the base plate will start not less than **10 cms** from the goal post.

140 - PLAYERS BENCHES

- Each rink shall be provided with two identical benches, exclusively for the use of players in uniform and officials of both teams.
- The benches will be on the same side of the rink, immediately along the ice but opposite to the penalty benches, separated by a substantial distance or by other facilities, and convenient to the dressing rooms.
- Each bench shall begin **2 m** from the center line with a minimum length of **10 m** and a minimum width of **1m50**.
- Each bench shall accommodate:
 - **16 players and 6 team officials**.

141 - PENALTY BENCHES

- Each rink shall be provided with two benches to be known as the penalty benches for a minimum of:
 - **5 players each**.
- They will be located on both sides of the Scorekeepers desk and opposite to the players benches and will have minimum length of **4 m** and a minimum width of **1m50**.
- Access to the penalty benches shall be restricted to persons other than the penalized players and the penalty bench attendants.

142 - GOAL JUDGES BENCHES

Properly protected cages to eliminate interference with the Goal Judge's activities shall be placed at each end of the rink behind the board and glass in the area of the goal.

143 – SCOREKEEPER BENCH

Between the penalty benches will be located the Scorekeeper bench which will have a length of **5,5 m** to accommodate **6 people**.



➤ Electronic scoreboards with video text are recommended for IIHF competitions.

➤ 1. The red light shall be connected to the timing device in such a manner so that, when the period has ended, it would be impossible for the Goal Judge to turn it on.

➤ 2. At the end of a period, the fact that the Goal Judge is not be able to turn on the red light on does not necessarily mean that a goal is not valid. The determining factor is whether or not the puck is completely over the goal line and in the goal before the period ends.

➤ 3. The purpose of the green light is to enable the Referee and Linesmen to observe the goal and light in the same sight line and know exactly when the period ends.

➤ No one, except as authorised by the association concerned, shall be allowed to enter the Officials dressing room during the course of or immediately following the game. In case of an infraction to this rule:

➤ Report to the proper authorities.

➤ 1. If, in the opinion of the Referee, there is not sufficient light to continue the game, he shall have the authority to postpone the remainder of the game or a take time-out, pending improvement of the lighting situation.

➤ 2. If one team is handicapped to a greater extent by the failure of lights, and in the opinion of the Referee the game should not be cancelled, he shall have the authority to alternate the teams so that each team will play the same amount of time in each end of the rink.



➤ Music may be played during the warm-up and during any stoppage of play.

150 - SIGNAL AND TIMING DEVICES

151 - SIREN

Each rink shall be provided with a siren or other suitable sound device to be used by the Timekeeper.

152 - CLOCK

Each rink shall have an **electric clock (scoreboard)** in order to provide spectators, players and officials with accurately information concerning:

- **names of both teams,**
- **time played in any period, counting up** in minutes and seconds from 0.00 to 20.00,
- **penalty time remaining** to be served for at least two players on each team counting down from the total number of minutes to 0,
- **score,**
- **time-outs, counting down** from 30 to 0 seconds,
- **intermission time, counting down** from 15 to 0 minutes.

153 - RED AND GREEN LIGHTS

Behind each goal there shall be:

- A **red light** to be lit by the Goal Judge when a goal is scored,
- A **green light** to be lit automatically by the electric clock when the Timekeeper stops the clock and at the end of each period.

160 - PLAYERS DRESSING ROOMS

Each team shall be provided with a suitable room with sufficient space for **25 team officials and players** and their equipment, equipped with benches, sanitary toilet and showers.

161 - REFEREES AND LINESMEN DRESSING ROOM

A separate dressing room equipped with chairs or benches, sanitary toilet and shower must be provided for the exclusive use of the Referees and Linesmen.

170 - RINK LIGHTING

All rinks shall be sufficiently well illuminated so that the players, officials and spectators may conveniently follow the play at all times.

171 - SMOKING IN THE ARENA

In enclosed rinks, smoking shall be prohibited in the playing and spectator areas, as well as in the dressing rooms and all the facilities where the players are involved.

172 - MUSIC IN THE ARENA

- **No music** shall be played while the game is in progress, or during the time-outs.
- Compressed air horns and whistles are forbidden in the ice rink.

- 1. **No changes** or additions shall be permitted to the list once the game has started.
- 2. If, during the game, a team cannot place the correct number of players on the ice because of penalties or injuries, the Referee shall declare the game a **forfeit**.
 - **Report** to the proper authorities.

- 1. It is not permitted to appoint a goalkeeper, Playing Coach or Manager as a Captain or Alternate Captain.
- 2. If a Captain or Alternate Captain is not on the ice, they cannot come off the bench to discuss any situation with the Referee, unless invited by the Referee.
 - **Bench Minor penalty** (see Rule 572)
- 3. If both the Captain and Alternate Captain are on the ice, only the Captain has the privilege of conversing with the Referee.
- 4. Players that do not wear a "C" or "A" on their jersey will not be granted the privileges of conversing with the Referee.



- The official playing rules specify the use of protective equipment out of concern for the orderly playing of the game, and for the safety, health and welfare of participants. However, such rules do not imply a guaranty by the IIHF that that the use of such equipment will provide protection from injury. It is the responsibility of the player to ensure that the equipment used conforms, where specified, with the official playing rules.
- For advertising and/or brand identification on the players equipment, see Annex 1.



PLAYERS SKATE

SECTION 2 - TEAMS, PLAYERS AND EQUIPMENT

200 - PLAYERS IN UNIFORM

Before the game, the Manager or Coach of each team shall provide the Referee or Score-keeper with a list of names and numbers of eligible players and goalkeepers, including the names of the Captain and Alternate Captains.

Each team shall be allowed a maximum of:

- **20 players, and**
- **2 goalkeepers,**
- **for a total of 22.**

201 - CAPTAIN OF TEAM

Each team shall appoint a **Captain** and no more than **two Alternate Captains**.

The Captain **must** wear the letter «**C**» and Alternate Captains must wear the letter «**A**», **8 cm in height** and in a contrasting colour, in a conspicuous position on the front of their sweater.

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

► **Important:** A complaint concerning a penalty is NOT a matter relating to the interpretation of the rules and will be penalized.

► **Minor penalty** (see Rule 572)

210 - EQUIPMENT

a) Players and goalkeepers equipment shall consists of sticks, skates, protective equipment and uniforms.

b) All protective equipment, except gloves, helmets and goalkeepers leg guards, must be worn entirely underneath the uniform.

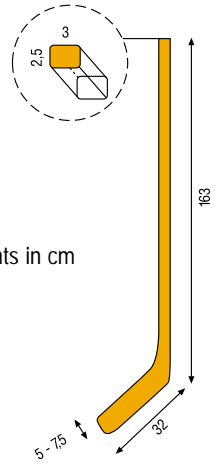
c) All infractions related to the wearing of equipment will be penalized under Rule 555.

220 - PLAYERS EQUIPMENT

221- PLAYERS SKATES

The players must wear **ICE HOCKEY SKATES** with **safety blades**.

► The players stick blade may be **curved**, and the curvature shall be restricted in such a way that the distance of a perpendicular line, measured from a straight line drawn from any point at the heel to the end of the blade, shall not exceed **1.5 cm**.



PLAYERS STICK
All measurements in cm

PLAYERS HELMET



PLAYERS VISOR



► Rule 227 applies for players;

- Born in 1983 – for season 2002–2003
- Born in 1984 – for season 2003–2004
- Born in 1985 – for season 2004–2005
- Born in 1986 – for season 2005–2006

222 - PLAYERS STICK

Sticks shall be made of wood or other material approved by the IIHF, such as aluminium or plastic.

It must not have any projections and all edges must be bevelled.

Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.

Dimensions:

- **Shaft:** maximum length - **163 cm** from the heel to the end of the shaft
maximum width - **3 cm**
maximum thickness - **2.5 cm**
the shaft must be **straight**
- **Blade:** maximum length - **32 cm** from the heel to the end of the shaft
maximum width - **7.5 cm**
minimum width - **5 cm**

223 - PLAYERS HELMET

a - During the game and during the pre-game warm-up, all players must wear a hockey helmet that meets approved international standards, with chin strap properly fastened.

► A helmet shall be worn so that the lower edge of the helmet is not more than one finger-width above the eyebrows, and there should only be enough room between the strap and the chin to insert one finger.

b - Should the helmet of a player come off while play is in progress, the player may not be permitted to participate in the play except if he replaces the helmet on his head with the chin strap properly fastened.

► If the player continues to play without his helmet properly fastened he will be penalized under Rule 555 e.

224 - PLAYERS VISOR

Players born **after December 31, 1974** shall wear, as a minimum, a visor that meets approved international standards.

► The visor shall extend down to cover the eyes and the lower edge of the nose in frontal and lateral projections.

225 - PLAYERS GLOVES

The players gloves must cover hand and wrist and their palm must not be removed to permit the use of bare hands.

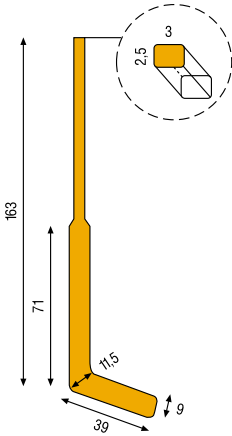
226 - THROAT PROTECTOR

It is recommended that all players wear a neck protector.

227 - MOUTH GUARD

- It is recommended that all players wear a custom made mouth guard.

- All players in the age category under 20 ,and not wearing a full face mask, must wear a custom made mouth guard.



► The goalkeeper's stick blade may be **curved**, and the curvature shall be restricted in such a way that the distance of a perpendicular line, measured from a straight line drawn from any point at the heel to the end of the blade, shall not exceed **1.5 cm**.



GOALKEEPERS STICK
All measurements in cm

GOALKEEPER FULL FACE MASK

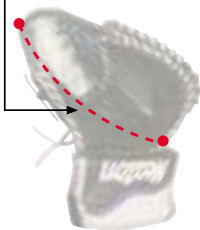
BLOCKER GLOVE



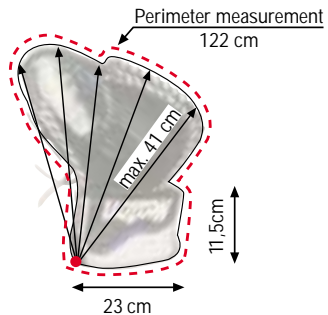
GOALKEEPERS SKATE



Inside-Perimeter measurement 48 cm



CATCHING GLOVE



230 - GOALKEEPERS EQUIPMENT

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

► Abdominal aprons, extending down the front of the thighs on the outside of the pants, are prohibited.

231 - GOALKEEPERS SKATES

The goalkeeper shall wear special **Goalkeepers skates** of approved design.

232 - GOALKEEPERS STICKS

The stick shall be made of wood or other material approved by the IIHF, such as aluminium or plastic.

It must not have any projections and all edges must be bevelled.

Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.

Dimensions:

- **Shaft:** maximum length - **163 cm** from the heel
maximum width - **3 cm**
maximum thickness - **2.5 cm**
 - Widened part of the shaft:
maximum length - **71 cm** from the heel and not more than **9 cm** wide
- The shaft must be **straight**.
- **Blade:** maximum length - **39 cm** from the heel
maximum width - **9 cm**, except at the heel where it must not exceed **11.5 cm**

233 - GOALKEEPERS GLOVES

233a) - BLOCKING GLOVE

The maximum outside dimensions of the protective padding attached to the back, forming part of a blocking glove, shall measure:

- **41 cm** in length
- **21 cm** in width

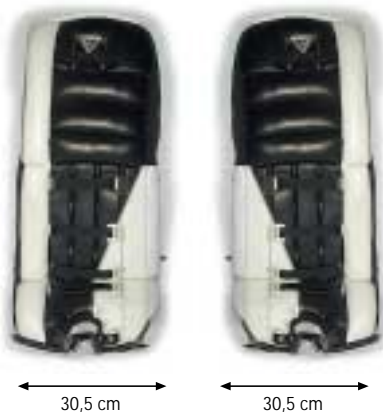
233b) - CATCHING GLOVE

The maximum outside dimensions of the catching glove shall measure:

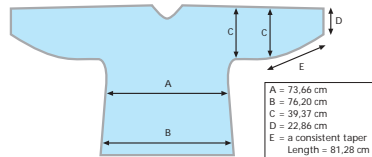
- **41 cm** in length
- **23 cm** in width in any part of the wrist cuff which will have a minimum height of **11.5 cm**.
- Distance from the heel along the pocket to the top of the T trap : **48 cm**.
- Maximum perimeter of **122 cm**



HELMET OFF GOALKEEPER

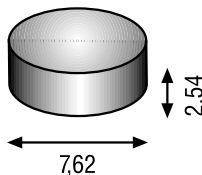


LEG GUARDS



GOALKEEPER JERSEY MEASUREMENTS

- 1. Any player that does not comply with these provisions shall **not be permitted to participate** in the game.
- 2. If, in the opinion of the Referee, the uniform colours of the competing teams are so similar that there is the possibility of miscalling a penalty, it is the responsibility of the **home team** to change their sweaters, if ordered to do so by the Referee.
- 3. If a player's hair is long and obscures the name plate or number on the sweater, the hair must be worn in a pony tail or under the helmet.



Puck

All measurements in cm

234 - GOALKEEPERS HELMET AND FACE MASK

a) All goalkeepers must wear a **face mask** with a hockey helmet, or a goalkeepers full face head protector, which meet approved international standards.

➤ Goalkeepers face masks must be constructed in such a way that a puck may not get through it.

b) Should the helmet and /or face mask come off while play is in progress ,the Referee shall stop play.

c) Should a **hard** shot hit the goalkeeper's face mask while play is in progress ,the Referee shall stop play.

235 - GOALKEEPERS LEG GUARDS

The goalkeepers leg guards shall not exceed **30,5 cm** wide when on the leg of the goalkeeper.

➤ Aprons or plate covering the space between the ice and the bottom of the leg guards in front of the skates is not permitted.

240 - UNIFORMS

All players from each team shall be **dressed uniformly** in sweaters, pants, stockings and helmet (except for the goalkeeper who is permitted to wear a helmet of a different colour to the rest of the team).

➤ The **basic colour** must cover approximately **80 per cent** of each part of the equipment, excluding names and numbers.

➤ Sweaters, including the sleeves, and stockings shall be of the same colour.

➤ Sweaters shall be worn outside of the pants.

➤ Each player shall wear an individual number **20 to 25 cm high** on the **back of the sweater and 8 cm high on both sleeves**. Numbers are limited to the numbers **1 to 99**.

In IIHF competitions, each player shall wear his name on the upper portion of the back of his sweater, printed **8 cm high**, in block capital Roman letters.

250 - PUCK

The «**PUCK**» shall be made of vulcanized rubber or other material approved by the IIHF and be primarily black in colour.

The dimensions of a puck shall not exceed:

- Diameter - **7.62 cm**
- Thickness - **2.54 cm**
- Weight - **156 to 170 gms**

260 - MEASUREMENT OF EQUIPMENT

a) The Referee may, at any time and at his own discretion, measure any equipment.

b) The Captain of a team may make a formal complaint against specific dimension of any equipment. The Referee shall make the necessary measurement immediately. However, no goal shall be disallowed as a result of any measurement.

➤ If the complaint is not sustained, the requesting team shall be penalized.

➤ **Bench Minor penalty** (see Rule 555)

➤ If the complaint is sustained, the guilty player shall be penalized.

➤ **Minor penalty** (see Rule 555)

Such request shall be limited to one team at any stoppage of play.

➤ The measurement of goalkeepers equipment, with the exception of the stick, may only be requested immediately at the end of any period.

► National Associations have the authority to use the **Two Official System** in games which are completely under their jurisdiction.



SECTION 3 - OFFICIALS AND THEIR DUTIES

300 - APPOINTMENT OF OFFICIALS

For all international games, the following officials shall be appointed:

GAME OFFICIALS - One Referee
- Two Linesmen

OFF-ICE OFFICIALS - Two Goal Judges
- One Scorekeeper (with up to two assistants)
- One Timekeeper
- One Announcer
- Two Penalty Bench Attendants
- One Video Goal Judge
(may be required at IIHF championships)

310 - GAME OFFICIALS

311 - REFEREE AND LINESMEN EQUIPMENT

All Referees and Linesmen shall be dressed in black trousers and official sweaters. The Referee will wear red armbands, 8 cm wide, on the upper part of each sleeve (only in the three official system).

They must wear skates and a black hockey helmet with a visor, and shall be equipped with an approved whistle and metal tape measure with a minimum 2 m length.

312 - REFEREE DUTIES

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

313 - LINESMEN DUTIES

The Linesmen shall be responsible mainly for the infractions concerning the lines (offsides, icing the puck).

They shall face-off the puck in most circumstances and will assist the Referee in conducting the game.

The complete duties of the Referee and Linesmen are outlined in Annex 4.

- ▶ 1. The Goal Judges shall wear officials sweaters.
- ▶ 2. If, after the start of the game, it becomes apparent that a Goal Judge is guilty of giving unjust decisions, the Referee may appoint another Goal Judge.

▶ See also Video Goal Judge in IIHF Sports Regulations



REFEREE DISCUSSING WITH VIDEO GOAL JUDGE

320 - OFF-ICE OFFICIALS

321 - GOAL JUDGE

a) There shall be one goal judge stationed behind each goal. The Goal Judges shall not change goals during the game. In IIHF competitions they may not be nationals of either team engaged in the game.

b) The Goal Judge shall decide only if **the puck has passed between the goal posts and completely over the goal line**, and will then give the appropriate signal.

c) The **Referee** may consult with the Goal Judge, but the Referee **shall give the final** decision in matters of a disputed goal.

322 - SCOREKEEPER

The complete duties of the Scorekeeper are outlined in Annex 4.21 to 4.23.

323 - TIMEKEEPER

The complete duties of the Timekeeper are outlined in Annex 4.24.

324 - ANNOUNCER

The complete duties of the Announcer are outlined in Annex 4.25.

325 - PENALTY BENCH ATTENDANT

There shall be one Penalty Bench Attendant per team penalty bench. The complete duties of the Penalty Bench Attendant are outlined in Annex 4.26.

330 - VIDEO GOAL JUDGE

A play be reviewed **only at the request of the Referee or the Video Goal Judge**.

The following situations are subject to review by the Video Goal Judge:

- puck crossing the goal line,
- puck in the net prior to the goal frame being displaced,
- puck in the net prior to or after the expiration of time at the end of a period,
- puck **directed** into the net by hand or kicked into the net,
- puck deflected into the net off of an official,
- puck struck with a high stick above the height of crossbar by an attacking player prior to entering the net.
- establishing the correct time on the official clock, provided the game time is visible on the Video Goal Judge's monitor.

340 - PROPER AUTHORITIES

The term "**Proper Authorities**" or "Proper Disciplinary Authorities" as applied under these rules, is defined as the immediate governing body of the games involved.

➤ Each team shall be allowed to have only one goalkeeper on the ice at a time.

This goalkeeper may be removed and another player substituted. Such player shall not be permitted the privileges of the goalkeeper.

➤ 1. If the home team has not been established, the competing teams shall decide which team shall be the home team by mutual agreement, by the flip of a coin or some similar method.

➤ 2. **Home team privileges:**

- choice of the players bench,
- choice of uniforms colours.
- At the face-off following a stoppage of play, the home team will place his line-up after the visiting team.

➤ 3. At any time in the game, the Referee may request, through the Captain, that the visiting team put a playing line-up on the ice to promptly commence play.

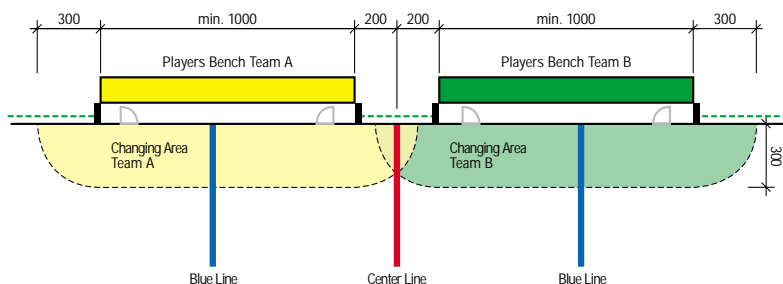
➤ 1. **No warm-up** shall be allowed to any player or goalkeeper at the end of the first and second period, or at any stoppage of play.

➤ 2. Teams shall not change ends when the ice is not resurfaced for overtime or game winning shots.

➤ In the application of the rule, the change of one or more players shall constitute a line change.

CHANGING AREA FOR PLAYERS

All measurements in cm



SECTION 4 - PLAYING RULES

400 - PLAYERS ON THE ICE

A team shall not have more than **six players** on the ice at any time while the play is in progress.

► **Bench Minor penalty for Too Many Players on the Ice (Rule 573).**

The six players shall be:

	Goalkeeper	
Right Defense		Left Defense
Right Wing	Center	Left Wing

402 - START OF GAME AND PERIODS

The game shall begin at the scheduled time with a *face-off at the center face-off spot*. A face-off conducted in the same manner shall take place at the start of each period.

The teams shall start the game defending the *goal nearest to their player bench*.

Teams shall change ends for each succeeding regular or overtime period.

410 - CHANGE OF PLAYERS AND GOALKEEPERS

a) Under the conditions set out in this section, the players and goalkeepers **may be changed at any time** during the play or during a stoppage of play.

b) If, during a substitution, the player *entering the game* plays the puck or makes any physical contact with an opponent while the retiring player is actually on the ice, there shall be a penalty.

► **Bench Minor penalty for Too Many Players on the Ice (Rule 573).**

c) If, during the substitution, either the entering player or retiring player is struck accidentally by the puck, the play will not be stopped and no penalty called.

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

a) - The *players and Goalkeepers may be changed at any time* from the players bench while the game is in progress provided that:

1- the changing players and Goalkeepers are *within an imaginary area* limited by the length of the respective players bench and **3 m from the boards**, as illustrated on the opposite page,

2- the *changing players and Goalkeepers are out of the play* before any change is made.

► **Bench Minor penalty** (see Rule 573)

b) - If, when a goalkeeper leaves his goal crease and proceeds to his player's bench for the purpose of substituting an other player, the substitution is made prematurely, the official will stop the play when the offending team gains possession of the puck, and the face-off will take place at the center face-off spot.



PLAYER CHANGE SIGNAL
RULE 412

➤ When a team attempts to make a player change after its allotted period of time, the Referee shall send the player(s) back to the bench.

Any subsequent infraction of this procedure at any time during the course of the game shall result in the team receiving a:

➤ **Bench Minor penalty** (see Rule 575)

➤ **No warm-up** shall be permitted for a substitute goalkeeper.

412 - CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY

a) Following a stoppage of play, the visiting team shall promptly place a line-up of players on the ice for play and no substitution shall be made until play has resumed. The home team may then make any desired substitution which does not result in the delay of the game.

If there is any undue delay by either team in changing lines, the Referee shall order the offending team or teams to take their positions immediately and shall not permit a line change.

b) The procedure shall be carried out as follows:

1 -The Referee will take his position for the start of the next play, and the Linesman dropping the puck will proceed promptly to the location of the face-off.

2-The Referee shall allow the visiting team **five seconds** to make their player changes.

3- After the **five seconds**, the Referee shall raise his arm to indicate that the *visiting team may no longer make a player change*.

4- With the arm still up, the Referee shall allow the home team **five seconds** to make their player changes.

5- After the **five seconds**, the Referee shall drop his arm to indicate that the *home team may no longer make a player change*.

6- As soon as the Referee drops his arm, the Linesman conducting the face-off will blow the whistle, which signals both teams that they will have no more than **five seconds** to line-up for the face-off.

7- At the end of the **five seconds**, or sooner if the facing-off players are ready, the Linesman will drop the puck. It will not be the responsibility of the Linesman to wait for the players to come into position for the face off.

413 - CHANGE OF PLAYERS FROM THE PENALTY BENCH

A player serving a penalty, who is to be changed after the penalty has been served, must proceed at once, by way of the ice, and be at his own player's bench before any change can be made.

➤ **Bench Minor penalty** (Rule 563)

415 - CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY

a) During a stoppage of play, goalkeepers shall not be permitted to go to the players bench except to be replaced or during a time out.

➤ **Minor penalty** (Rule 592)

b) When a goalkeeper substitution has been made during a stoppage of play, the goalkeeper who left the game may re-enter the game as soon as the play resumes.

416 - INJURED PLAYERS

If a player is injured and cannot continue to play or go to the bench, the play will continue until his team has secured possession of the puck, unless this team is in a scoring position.

If a player other than the goalkeeper is injured or compelled to leave the ice during the game, he may retire and be replaced by a substitute, but play must continue without the teams leaving the ice.

➤ 1. If it is obvious that a player has sustained a serious injury, the Referee and/or the Linesman shall stop the play immediately.

➤ 2. When play has been stopped due to an injured player, excluding the goalkeeper, the injured player shall leave the ice and may not return to the ice until after play has resumed.

➤ **Minor penalty** (see Rule 554e)

➤ 1. **No warm-up** shall be permitted for the substitute goalkeeper.

➤ 2. In this case, neither of the two regular goalkeepers may return to the game.

Note: In IIHF competitions where 3 goalkeepers are registered and one of the two goalkeepers on the gamesheet is incapacitated the IIHF By-Law 617, f) applies.

➤ **Minor penalty** (see Rule 571)

➤ 1. Playing time shall commence from the instant the puck is faced-off and shall stop when the whistle is blown.

➤ 2. If any unusual delay occurs within **five minutes** of the end of the first and second period, the Referee may order the next regular intermission to be taken immediately. When play resumes, the remaining time will be played with the teams defending the same goal as before the intermission, after which time the teams change ends and resume playing the ensuing period without delay.

➤ 3. In open air rinks, teams shall change ends at the midway point of the third and overtime periods.

➤ 4. During the intermissions the ice shall be resurfaced .



TIME OUT SIGNAL
RULE 422

If a penalized player has been injured he may proceed to the dressing room, and if he has been assessed a Minor, Major or Match penalty, the penalized team shall immediately put a substitute player on the penalty bench who shall serve the penalty without change, except by the injured penalized player.

The injured penalized player *shall not be eligible to play* until his penalty has expired.

417 - INJURED GOALKEEPERS

If a goalkeeper sustains an injury or becomes ill, he must be ready to resume play *immediately* or be replaced by a substitute goalkeeper.

If both goalkeepers of the team are *incapacitated* and unable to play, the team shall have **ten minutes** to dress another player in uniform as a goalkeeper.

418 - PREVENTION OF INFECTIONS

A player bleeding or covered by the blood of an opposing player will be considered as an injured player and must leave the ice for treatment and/or clean-up.

Such player shall be permitted to return to the ice surface provided that:

- the cut is completely closed and sealed with appropriate bandages,
- any blood is removed from the player and his equipment and uniform are replaced or properly cleaned.

If the ice surface, ice rink facilities or any objects are stained with blood, the Referee shall ensure that the blood stains are removed by rink personnel after the first stoppage of play.

420 - TIMING OF GAME

The regular game shall consist of **three 20 minute actual time periods** and two 15 minute intermissions. The teams shall change ends for each period.

421 - OVERTIME PERIOD

In a play-off game where a winner must be declared, the game will be prolonged by a **ten minute** actual time «**sudden victory**» overtime period.

If no goal is scored, game winning penalty shots shall apply.

422 - TIME-OUT

Each team shall be permitted **one 30 second time-out** during the course of regular time or during overtime.

During a normal stoppage of play, any player designated by the Coach may ask the Referee for the time-out. The Referee shall report the time out to the Scorekeeper.

The players and goalkeepers of both teams, *except for penalized players*, are allowed to go to their respective benches.

Each team may take their time-out at the same stoppage of play, but the team taking the second time-out must notify the Referee before the end of the first time-out.

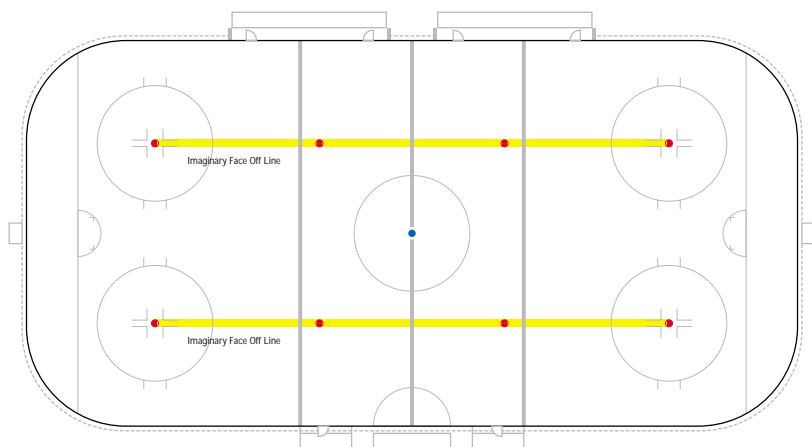
430 - DETERMINING THE OUTCOME OF THE GAME

a- The team scoring the greatest number of goals during the three 20 minute periods shall be declared the winner and shall be credited with **two points** in the standings.

► «Sudden victory» means that, during the overtime period, the team who scores the first goal is declared the winner.

► If the game is stopped for any reason that is not specifically covered in the rules, the puck will be faced-off at the nearest spot or imaginary line where it was last played.

FACE-OFF SPOTS AND IMAGINARY LINES



If, at the end of the game, the score for both teams is equal, the game shall be declared a tie with **one point** credited to each team.

b) In a play-off game where a winner must be declared, the game will be prolonged by a **ten minute** actual time «**sudden victory**» overtime period.

If no goal is scored, game winning penalty shots shall apply.

440 - FACE-OFFS

a) A face-off shall be conducted **at the beginning of each period and after any stoppage of play.**

b) All face-offs shall be conducted **exclusively:**

1- at the nine designated **face-offs spots**, or

2- on **two imaginary lines** parallel to the side boards and extending from one end zone spot to the other end zone spot.

c) The face-offs shall be conducted at the **center ice spot:**

1- at the start of a period,

2- after a goal scored,

3- after an error of an official on icing,

4- premature substitution of a goalkeeper.

d) Face-offs shall be conducted at the **end zone spots of the defending team:**

1- when stoppage occurs between the end face-off spots and the near end of the rink (the puck shall be faced-off at the end face-off spot on the side where the stoppage occurred, unless otherwise expressly provided by these rules),

2- a goal illegally scored as a result of a puck deflected off an official.

3- after an attacking team does not score on a Penalty shot

e) Face-offs shall be conducted at the **end zone spots of the attacking team:**

1- when the puck is iced by the attacking team,

2- after an intentional off-side by the attacking team,

f) Face-offs shall be conducted at the **neutral zone spots:**

1- after an offside,

2- after any infringement of a rule made by the attacking team in his attacking zone.

3- Following a stoppage of play, should one or both defencemen who are playing near their attacking blue line or any player coming from the bench of the attacking team enter into the attacking zone beyond the outer edge of the end zone face-off circles.

g) Face-offs shall be conducted at the **imaginary lines:**

1- after an offside pass,

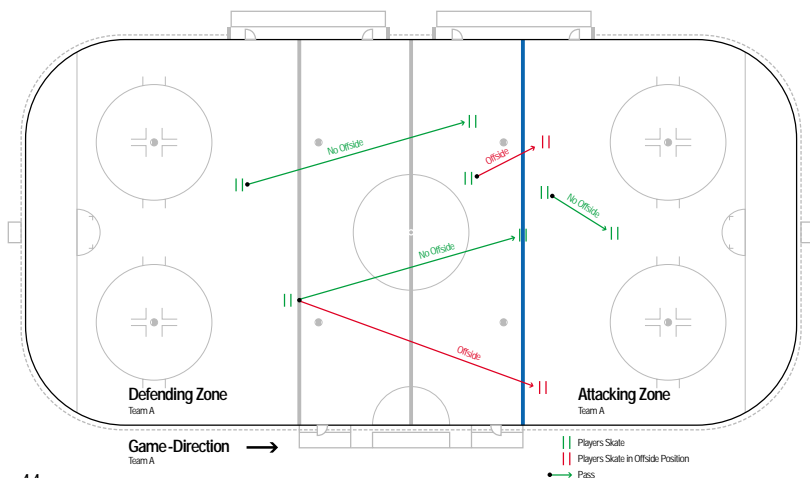
2- after any infringement of the rules by either team at the nearest point of the line where the play was stopped, unless otherwise expressly provided hereabove.



- 1. The whistle shall not be blown by the official to start play.
- 2. No substitution of players shall be permitted until the face-off has been conducted and play has resumed, except when a penalty is assessed that will affect the on ice strength.
- 3. If the player facing-off fails to take his proper position immediately when directed to do so by the official, the official may order him replaced for the face-off by another teammate on the ice.
- 4. If a player enters the face-off circle, the Referee or Linesman shall blow the whistle to re-face-off the puck, unless the non-offending team gains possession of the puck.
- 5. The Referee shall assess the corresponding **penalty(s)** to the offence made by the player.

- 1. A player actually propelling and in control of the puck, who crosses the line ahead of the puck, shall not be considered offside.
- 2. If a defending player carries or passes the puck into his defending zone while a player of the attacking team is in an offside position, no offside will be called.
- 3. An **intentional offside** is made for the purpose of securing a stoppage of play, regardless of the reason.

OFFSIDE PASS SITUATIONS



442 - PROCEDURE FOR CONDUCTING FACE-OFFS

a) The Referee or the Linesman will **drop the puck between the sticks of the two players «facing-off»**.

b) The players shall be positioned squarely *facing their opponent's end of the rink*, approximately *one stick length apart*, with the *blade of their stick on the ice* on the white part of the face-off spots.

c) The player of the attacking team in his attacking half of the rink shall place his stick on the ice *first* followed *immediately* by the player of the defending team.

-However, when the face-off is at the centre ice spot the player of the visiting team shall place his stick first.

450 - OFFSIDES

a) Players of an attacking team **may not precede the puck** into their attacking zone.

b) The determining factors in deciding an offside are:

1- the **player's skates position** - player is offside when both skates are completely over the blue line in his attacking zone before the puck completely crosses the line,

2- the **puck position** - the puck must have *completely crossed the blue line* into the attacking zone.

c) In violation of this rule, play shall be stopped and a face-off shall be conducted:

1- at the nearest neutral zone face-off spot *if the puck was carried over the blue line* by the attacking player,

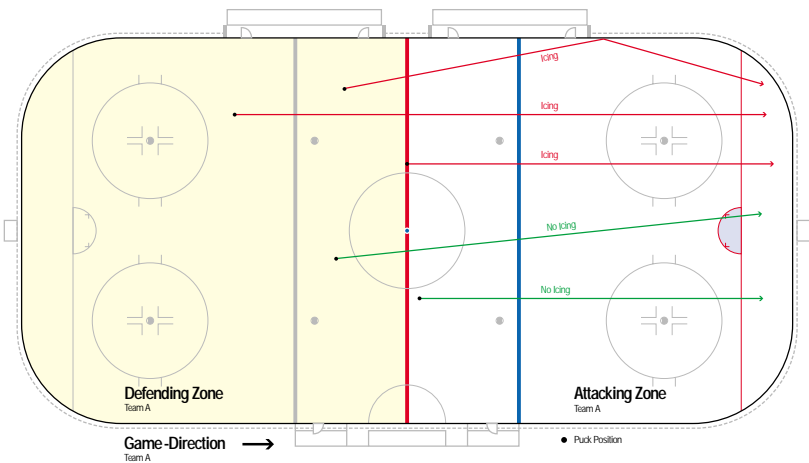
2- at the place where the pass or shot originated when *the puck was passed or shot* over the blue line by an attacking player,

3- at the end face-off spot in the defending zone of the offending team if, in the opinion of the Linesman or Referee, a player has **intentionally** caused an offside.

- 1. The attacking zone must be **completely clear of attacking players** before the delayed offside can be nullified with the puck still in the attacking zone.
- 2. **“Immediately”** means that the attacking players must not touch the puck, or attempt to gain possession of a loose puck, or force the defending puck carrier further back in the zone.
- 3. In this second case, when the Linesman drops his arm, any **attacking player may re-enter** his attacking zone.

- 1. If the Linesmen have erred in calling an icing, the puck shall be faced-off on the center ice face-off spot.
- 2. The purpose of this section is to enforce continuous action and both Referee and Linesmen should interpret and apply the rule to produce this result.
- 3. **“SHORT HANDED”** means that due to a penalty(s), the team must be below the numerical strength of its opponents on the ice.

ICING THE PUCK



PUCK IN THE NET

451 DELAYED OFFSIDE PROCEDURE

If an attacking player precedes the puck into the attacking zone, but a defending player is able to play the puck, the Linesman shall raise his arm to signal by «**delayed offside**», *except* if the puck has been **shot on goal causing the goalkeeper to play the puck**.

The Linesman shall drop his arm to nullify the offside violation and allow the play to continue if:

- the defending team either passes or carries the puck into the neutral zone, or
- all attacking players **immediately** clear the attacking zone by making skate contact with the blue line.

460 - ICING THE PUCK

a) For the purpose of this rule, the center red line divides the ice rink into two halves.

The point of last contact with the puck by the team in possession shall be used to determine whether or not icing has occurred.

b) Should a *player of a team equal or superior in numerical strength* shoot, bat or deflect the puck from **his own half of the ice beyond the goal line** of the opposing team, play shall be stopped and icing shall be called.

c) A face-off will take place at the end zone face-off spot of the offending team nearest to where they last touched the puck.

d) **No icing** will be called:

- 1- if the puck enters the goal - the **GOAL is allowed**,
- 2- if the puck passes through the goal crease,
- 3- if the offending team is «**short handed**» at the instant the puck is shot,
- 4- if the puck touches any part of an opposing player, including the goalkeeper, before crossing the goal line,
- 5- if the puck is iced directly from a player participating in a face-off,
- 6- if, in the opinion of the Linesman, any player from the other team, except the goalkeeper, is able to play the puck before it crosses the goal line.

470 - DEFINITION OF A GOAL

A **goal** shall be scored:

- 1- when the puck has been put between the goal posts below the crossbar and entirely across the goal line by the stick of a player of the attacking team,
- 2- if the puck has been put into the goal in any way by a player of the defending team,
- 3- if the puck has been deflected into the goal from the shot of an attacking player by striking any part of a team mate,
- 4- if a player of the attacking team has been physically interfered by the action of any defending player so as to cause him to be in the goal crease when the puck enters the goal, unless if in the opinion of the Referee, he had sufficient time to get out of the crease,
- 5- if the puck should become loose in the goal crease and then put into in the goal by the stick of the attacking player,
- 6- when the puck deflects directly off the skate of an attacking or defending player.

➤ 1. No goal shall be disallowed after the face-off immediately following the scoring of that goal.

➤ 2. The goal crease is defined as a volume, extending from the crease area on the ice up to 1.27m above the ice surface.

➤ 1. Only one point may be awarded to any one player on a goal.

➤ 2. Only one assist may be awarded when a player scores after a rebound off of the goalkeeper.

➤ 3. In the case of an obvious error in awarding a goal or assist, the error should be corrected promptly, but changes shall not be made once the Referee has signed the Official Game Sheet.

471 - DISALLOWING A GOAL

No goal shall be scored:

- 1- if an attacking player deliberately kicks, throws, bats with the hands or otherwise directs the puck by any means other than his stick into the goal even if the puck has been further deflected by any player, goalkeeper or official,
- 2- if an attacking player contacted the puck with the stick above the cross bar,
- 3- if the puck has been directly deflected into the goal off an official,
- 4- if an attacking player stands or holds his stick in the goal crease when the puck enters the goal, unless he has been physically interfered by the action of any defending player so as to cause him to be in the goal crease when the puck enters the goal, unless if in the opinion of the Referee, he had sufficient time to get out of the crease or unless Rule 470 applies.
- 5- if the goal has been displaced from its normal position.

472 - GOAL AND ASSIST AWARDED TO THE PLAYER

A «**goal**» shall be credited in the scoring records to the player who propelled the puck into the opponent's net.

Each goal shall count **one point** in the player's record.

When a goal has been scored, an «**assist**» shall be credited to the player(s) taking part in the play immediately preceding the action.

No more than two assists can be given to any goal.

Each assist shall account for **one point** in the player's record.

480 - PUCK OUT OF BOUNDS

When the puck goes outside the playing area or strikes any obstacles, other than the boards above the ice surface, the play will be stopped and the face-off will take place at the place from where the puck was shot or deflected, unless expressly provided in these rules.

481 - PUCK ON THE NET

When the puck is lodged in the outside netting of the goal for more than **three seconds** or frozen against the goal between opposing players, the Referee shall stop the play and face-off the puck:

- at the nearest end zone face-off spot.
- at the nearest neutral zone face off-spot if, in the opinion of the Referee, the stoppage has been caused by an attacking player.

482 - PUCK OUT OF SIGHT

Should a scramble take place or a player accidentally fall on the puck and the puck is out of sight of the Referee, he shall immediately stop the play, and the puck shall be face-off at the point where the play has been stopped, unless provided for in the rules.

483 - ILLEGAL PUCK

If, at any time, while play is in progress, a puck other than the one legally in play shall appear on the playing surface, the play shall not be stopped until the play then in progress is completed by change of **possession**.

484 - PUCK STRIKING AN OFFICIAL

Play shall not be stopped because the puck touches an official except when the puck has entered the goal.



HAND PASS SIGNAL
RULE 490



HIGH STICKING
THE PUCK SIGNAL
RULE 492



WASH-OUT SIGNAL

490 - STOPPING/PASSING THE PUCK WITH HANDS

A player shall be **permitted to stop or bat the puck** in the air with the open hand or **push it along the ice** with his hand, unless in the opinion of the Referee, the player has **deliberately** directed the puck to a team-mate:

- a)- If a team mate of such player obtains possession of the puck in the **Neutral zone**, play shall be stopped and the puck faced-off at the location where the offence occurred, unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred.
- b)- If a team-mate of such a player obtains possession of the puck **in his Defending zone, the Referee will not stop the play** provided the hand pass is completed before the player and puck leave the zone.
 - However when the puck is passed with the hand from a player in the **Neutral Zone** to a team mate in his **Defending Zone**, the Referee will stop the play with the Face-off at point of stoppage.
- c)- If a teammate of such player obtains possession of the puck **in his Attacking Zone, the Referee will stop the play, with the Face-off at the Neutral zone face-off spot outside the Attacking zone.**
- d)- A **goal shall be disallowed** if the puck was batted by an attacking player even deflected into the goal by any player or his stick, goalkeeper or official into the goal.

491 - KICKING THE PUCK

Kicking the puck shall be permitted in all zones, but **a goal may not be scored by the kick of an attacking player** unless deflected off the stick of an attacking player.

492 - HIGH STICKING THE PUCK

- a) - **Stopping or batting the puck with the stick above the height of the shoulders is prohibited**, the play will be stopped, unless-
 - 1) - the puck is batted to an opponent in which case the play shall continue and the Referee shall give the «wash out» signal.
 - 2) - a player of the **defending team** bats the puck in his own goal, in which case the goal is allowed.
- b) - If the puck has been high-sticked by an attacking player in his Attacking Zone the face-off shall take place at the nearest spot in the Neutral Zone.
- c) - If the puck has been high-sticked by a player in his Defending Zone or in the Neutral Zone face-off shall take place where the offence occurred unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred.
- d) - No goal can be scored when the stick of an attacking player above the height of the **cross bar of the goal** contacts the puck.

493 - INTERFERENCE BY SPECTATORS

In the event that objects are thrown on to the ice which interferes with the progress of the game, the Referee shall stop the play and the puck shall be faced-off at the spot the play was stopped.

In the event of a player being held or interfered with by a spectator, the Referee or the Linesman shall stop the play. If the team of the player interfered with is in possession of the puck, the play shall be allowed to be completed.

- **Report** to the Proper Authorities.

Table of Penalties

Penalty	Players		Goalkeepers		Remarks		
	Player out for	Served on the penalty bench by	Goalkeeper out for	Served on the penalty bench by	Recorded on game sheet	Observations	Coincidental-penalties
MINOR	2 Minutes	Offender	-	Player on the ice	2 Minutes	May expire on a goal	May apply
BENCH MINOR	2 Minutes	Any player	Not applicable	-	2 Minutes	May expire on a goal	May apply
MAJOR	Balance of the game	Any player except the offender for 5 minutes	Balance of the game	Player on the ice for 5 minutes	5 Minutes	-	May apply
MISCONDUCT	10 Minutes	Offender	-	Player on the ice	10 Minutes	-	-
GAME MISCONDUCT	Balance of the game	None	Balance of the game	None	20 Minutes	Report	-
MATCH	Balance of the game	Any player except the offender for 5 minutes	Balance of the game	Player on the ice for 5 minutes	25 Minutes	Report	May apply
PENALTY SHOT	-	-	-	-	Penalty shot	-	-

SECTION 5 - PENALTIES

500 - PENALTIES - DEFINITION AND PROCEDURES

Penalties are divided into the following categories showing time to be served:

- MINOR PENALTY	(2)
- BENCH MINOR PENALTY	(2)
- MAJOR PENALTY	(5)
- MISCONDUCT PENALTY	(10)
- GAME MISCONDUCT PENALTY	(GM)
- MATCH PENALTY	(MP)
- PENALTY SHOTS	(PS)

All penalties shall be actual playing time.

1. Penalties imposed after the end of the game shall be reported by the Referee on the Official Game Sheet.
2. Some rules state that the Manager or Coach shall designate a player to serve a penalty. If they refuse to do so, the Referee has the authority to name any player of the offending team to serve the penalty.
3. When the Minor or Major penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which player shall return on the ice first. The Referee will then instruct the Scorekeeper accordingly.
4. - For a Game Misconduct penalty, a total of 20 minutes shall be recorded against the penalized player.
- For a Match penalty, a total of 25 minutes shall be recorded against the penalized player.
5. For all Game Misconduct, and Match penalties the Referee shall:
 - **Report to the Proper Authorities** immediately following the game.

➤ When a player is assessed a Major and a Minor penalty at the same time, the Major penalty shall be served first.

This applies when both penalties are imposed on the **SAME** player (see Rule 513).

➤ The designated player shall take his place on the penalty bench promptly and serve the penalty as it was a **Minor penalty** imposed to him.

➤ 1. **SHORT HANDED** means that, due to a penalty(s), the team must be below the numerical strength of its opponents on the ice at the time the goal is scored.

➤ 2. This rule also applies when a goal is scored on a Penalty Shot.

➤ 1. When a player is assessed a Major and a Minor penalty at the same time, the Major penalty shall be served first.

This applies when both penalties are imposed on the **SAME** player (see Rule 513).

➤ When a player is assessed a **Minor** or **Major penalty** and a **Misconduct penalty** at the same time, the penalized team shall immediately put a substitute player on the penalty bench to serve the Minor or Major penalty without change.

501 - MINOR PENALTY

For a **MINOR penalty**, any player, other than the goalkeeper, will be ruled off the ice for **two minutes** and no substitution shall be permitted.

502 - BENCH MINOR PENALTY

For a **BENCH MINOR PENALTY**, any player, other than the goalkeeper, of the penalized team, designated by the Manager or the Coach through the Captain, will be ruled off the ice for **two minutes** and no substitution shall be permitted.

If, while a team is short handed because of one or more **Minor or Bench Minor penalties**, the opposing team scores a goal, the **first** of such penalties shall automatically terminate.

503 - MAJOR PENALTY

For a **MAJOR PENALTY**, any player, including the goalkeeper, will be ruled off the ice **for the balance of the game (Game Misconduct penalty)** and substitution shall be permitted after five minutes.

504 - MISCONDUCT PENALTY

For his **first MISCONDUCT PENALTY**, any player, other than the goalkeeper, will be ruled off the ice for **ten minutes** and immediate substitution shall be permitted. The player whose Misconduct penalty has expired shall stay on the penalty bench until the next stoppage of play.

For his **second MISCONDUCT PENALTY**, any player, including the goalkeeper, will automatically be ruled off the ice for **the balance of the game (Game Misconduct penalty)** and immediate substitution shall be permitted.

➤ 1. A Game Misconduct penalty does not incur automatic suspension, except for that game, but the Proper Authorities shall have the power to suspend the player or the team official from participating in further games.

➤ 2. In championships and tournament games, any player or team official assessed his second Game Misconduct Penalty shall be automatically suspended for his team's next championship or tournament game.

➤ 1. The player shall be ordered to the dressing room and a substitute player shall be permitted to replace him after five minutes playing time has elapsed.

➤ 2. A player or team official incurring a Match penalty shall be awarded an automatic further suspension, which means that he shall be suspended for the next game as a minimum, and his case shall be dealt with by the Proper Authorities.



PENALTY SHOT SIGNAL
RULE 508

505 - GAME MISCONDUCT PENALTY

For a **GAME MISCONDUCT penalty**, any player, including the goalkeeper or team official, will be ruled off the ice and ordered to the dressing room **for the balance of the game** and **immediate substitution** for the player or the goalkeeper shall be permitted.

507 - MATCH PENALTY

For a **MATCH penalty**, any player, including the goalkeeper, will be ruled off the ice and ordered to the dressing room **for the balance of the game** and **substitution** shall be permitted **after five minutes**.

508 - PENALTY SHOT

Where there is an infraction of the rules that calls for a **PENALTY SHOT**, and if the infraction involves a **Minor penalty**, the non-offending team will be given the **option of:**

- 1- **accepting the Penalty Shot** and the penalty will not be assessed regardless of whether the Penalty Shot results in a goal or not, or
- 2- **have a Minor penalty** assessed to the offending player.

If the infraction involves any other penalty, the shot will be awarded and the penalty shall be assessed regardless of whether the Penalty Shot results in a goal or not.

➤ 1. If the foul upon which the Penalty Shot is based occurred during actual playing time, the Penalty Shot will be awarded and taken immediately in the usual manner, notwithstanding any delay occasioned by a slow whistle by the Referee. In this case, the play shall be permitted to be completed, which delay results in the expiry of the regular playing time in any period.

➤ 2. If the goalkeeper leaves his crease before the player has touched the puck, or commits any foul, the Referee shall raise his arm but allow the shot to be completed. If the shot fails, he shall permit the Penalty Shot to be taken again.

If the goalkeeper leaves the goal crease too early, the Referee shall:

- issue a **WARNING** the first time and a new **Penalty Shot**,
- issue a **Misconduct penalty** the second time and a new **Penalty Shot**,
- award a Goal the third time,

➤ 3. The goalkeeper may attempt to block the shot in any manner, except by throwing his stick or any other object, in which case a goal shall be awarded.

➤ 4. When the Penalty Shot is taken, if any player of the opposing team interferes or distracts the player taking the shot, and because of such action the shot fails, the Referee shall allow a second **Penalty Shot** and assess a **Misconduct penalty** on the offending player.

➤ 1. All penalties imposed to a goalkeeper, regardless of who serves the penalty, shall be charged in the records against the goalkeeper.

➤ 2. Any additional penalties which were assessed to the goalkeeper at the same stoppage of play will apply and will be served by another player of his team who was on the ice when the penalties were assessed.

509 - PENALTY SHOT PROCEDURE

- a) The Coach or the Captain of the non-offending team selects and reports to the Referee the number of any non-penalized player who shall take the shot.
- b) The Referee shall cause to be announced the name and number of the player, who cannot be serving a penalty or have been assessed a delayed penalty.
- c) The players of both teams shall withdraw to the sides of the rink and behind the red line.
- d) The Referee shall place the puck on the center spot.
Only a goalkeeper may defend against the Penalty Shot.
- e) The goalkeeper must stay in his crease until the player has touched the puck.
- f) The player will, on instruction of the Referee, play the puck and proceed towards his opponent's goal line and attempt to score on the goalkeeper.
- g) Once the puck is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
- h) If a goal is scored, the face-off will take place at center ice.
- i) If no goal is scored, the face-off will take place at either of the end zone face-off spots in which the Penalty Shot has been attempted.

➤ The time required for taking a Penalty Shot will not be recorded in the actual playing time in any period.

510 - SUPPLEMENTARY DISCIPLINE

In addition to the suspension imposed under these rules, the proper authorities may, at any time after the conclusion of the game, investigate any incident and may assess additional suspensions for any offence committed on or off the ice at any time before during and after the game, whether or not such offences have been penalized by the Referee.

511 - GOALKEEPER PENALTY PROCEDURE

A goalkeeper never goes to the penalty bench

a) For Minor, or first Misconduct penalties assessed to the goalkeeper:

➤ The goalkeeper continues to play.

➤ His penalty will be served by another player of his team who was on the ice when the offense was committed and was designated by the Manager or Coach through the Captain.

b) For Major, Game Misconduct or Match penalties, the goalkeeper shall be ruled off the ice for the balance of the game.

He will be replaced by the substitute goalkeeper, if available, or otherwise by a member of his team, who shall be permitted 10 minutes to dress in the goalkeeper's full equipment.

In case of Major or Match Penalties the 5 minutes Penalty will be served by another player of his team who was on the ice when the offense was committed and was designated by the Manager or Coach through the Captain.

► 1. If the penalties of two players of the same team expires at the same time, the Captain of the team will designate to the Referee which of the players will return to the ice first, and the Referee shall instruct the Scorekeeper accordingly.

► 2. When a Major and a Minor penalty are imposed at the same time on two or more players of the same team, the Scorekeeper shall record the Minor penalty as being the first of such penalties.

This also applies when the two penalties are imposed on DIFFERENT players (see Rule 501).

512 - COINCIDENTAL PENALTIES

When an equal number of identical penalties (**Minor, Major or Match**) are assessed to both teams at the same stoppage of play, such penalties shall be known as:

COINCIDENTAL PENALTIES

When such penalties are assessed, **immediate substitutions** shall be made for those penalties and they shall not be taken into account for the purpose of delayed penalties.

In the case where the penalized players remain in the game, they shall take their place on the penalty bench and shall not leave until the first stoppage of play following the expiry of their respective penalties.

There is ONLY ONE EXCEPTION TO THIS RULE:

When **both teams are at FULL STRENGTH** on the ice, **NO SUBSTITUTION** will be permitted if **only ONE Minor penalty** is assessed to **ONE player on EACH team at the SAME STOPPAGE OF PLAY.**

► In the application of this rule, Minor and Bench Minor penalties are considered as identical.

513 - DELAYED PENALTY

This rule applies only when Minor, Bench Minor, Major or Match penalties are involved.

a) If a third player of any team is assessed a penalty while two players of his team are serving penalties, his penalty time shall not commence until the penalty time of one of the other players has elapsed.

b) The player shall proceed at once to the penalty bench, but may be replaced on the ice by a substitute.

c) When any team has three or more players serving penalties at the same time, and because of the delayed penalty rule a substitute for the third offender is on the ice, none of the three penalized players may return to the ice until play has been stopped, unless by reason of the expiration of his penalty the penalized team is allowed to have more than four players including the goalkeeper on the ice, in which case the penalized players will be permitted to return in the order of their penalties.



DELAYED CALLING OF
PENALTY



CALLING OF PENALTY



➤ 1. **Completion of the Play** by the team in **possession** means that the puck must have come into the possession of, and have been controlled or intentionally directed by, a player or goalkeeper of the opposing team, or has been frozen.

No rebound off of any player of the opposing team, or off the goal or boards, will lead to completion of the play.

➤ 2. If after the Referee has signalled a penalty, but before the whistle has been blown, the puck enters the goal of the non-offending team as the direct result of the action of the player of the non-offending team, the goal shall not be allowed and the penalty signalled shall be imposed.

514 - CALLING OF PENALTIES

Should an infraction of the rules be committed which would call for a penalty:

a)- If the team of the offending player is in possession of the puck, the Referee shall immediately blow the whistle and assesses the penalty.

The face-off shall take place at the nearest face-off spot in the neutral zone to where the play was stopped, unless it was stopped in the attacking zone of the offending player.

b)- If the team of the offending player is NOT in possession of the puck, the Referee shall raise his arm, signifying the calling of a penalty and, upon completion of the play by the team in possession, will blow the whistle and assess the penalty.

c)- If, after the Referee has raised his arm, a goal is scored in any manner against the non-offending team, the goal will not be allowed and a penalty shall be imposed in a normal manner.

d)- If, after the Referee has raised his arm, a goal is scored by the non-offending team, the goal will be allowed and the first Minor penalty will not be assessed. All other penalties shall be assessed. If the offending team is already short handed, the signalled Minor penalty will be washed out but all penalties served in the penalty bench will remain. All other penalties that occurred during the same play shall be assessed.

The face-off shall take place in the neutral zone near the blue line of the team shooting the puck where play was stopped unless, during the period of a delayed whistle due to a penalty by a player of the team not in possession, the side in possession ices the puck or shoots the puck from their defensive zone so that it goes out of bounds or is unplayable.

► **Rolling** an opponent, who is the puck carrier, along the boards when he is endeavouring to go through an opening, is not boarding.



BOARDING SIGNAL – RULE 520



BOARDING

► **1. Butt-ending** identifies the act of a player who uses the shaft of the stick above the upper hand to check an opposing player.

► **2. Attempt to Butt-end** shall include all cases when a butt-end gesture is made but no contact is made.



BUTT-ENDING



**BUTT-ENDING SIGNAL
RULE 521**

► **1. Charging** identifies the act of taking more than two steps or strides to contact an opposing player.

► **2.** A player who makes physical contact with an opponent after the whistle has been blown, and if, in the opinion of the Referee, the player had sufficient time after the whistle to avoid such contact, shall be assessed, at the discretion of the Referee, a **penalty** for charging.

► **3.** A goalkeeper is not "Fair Game" just because he is outside of the goal crease area. A **penalty** for interference or charging should be called in every case where an opposing player makes unnecessary contact with a goalkeeper.



CHARGING SIGNAL – RULE 522

FOULS AGAINST PLAYERS

520 - BOARDING

a) A player who bodychecks, elbows, charges or trips an opponent in such a manner that it causes the opponent to be thrown violently into the boards, shall be assessed at the discretion of the referee, a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

b) -A player who injures his opponent as a result of boarding shall be assessed at the discretion of the referee a:

- **Major penalty + Automatic Game Misconduct penalty.** (5'+GM)
- or
- **Match penalty** (MP)

521 - BUTT-ENDING

a) A player who attempts to butt-end an opponent shall be assessed a:

- **Double Minor penalty + Misconduct penalty.** (2'+2'+10')

b) A player who butt-ends an opponent shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty.** (5'+GM)

c) A player who injures his opponent by a butt-ending shall be assessed a:

- **Match penalty** (MP)

522 - CHARGING

a) A player who runs, jumps or charges an opponent or who runs, jumps or charges the opposing goalkeeper in his crease shall be assessed, at the discretion of the referee, a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty.** (5'+GM)
- or
- **Match Penalty** (MP)

b) A player who injures his opponent as a result of charging shall be assessed, at the discretion of the referee, a:

- **Major penalty + Automatic Game Misconduct penalty.** (5'+GM)
- or
- **Match Penalty** (MP)

➤ 1. A check from behind is a check delivered on a player who is not aware of the impending hit, is unable to protect himself and contact is made on the back part of the body.



CHECKING FROM
BEHIND SIGNAL
RULE 523

➤ 2. However, if a player intentionally turns his body to create contact, this would not be classified as check from behind.



CHECKING FROM BEHIND



CLIPPING SIGNAL
RULE 524

➤ “Clipping” is the act of throwing the body across or below the knee of an opponent, charging, or falling into the knees of an opponent after approaching him from behind, side or front.



CLIPPING



CROSS-CHECKING SIGNAL
RULE 525

➤ A **Cross-check** is a check delivered with both hands on the stick and no part of the stick on the ice.



CROSS-CHECKING

523 - CHECKING FROM BEHIND

a) A player who runs, jumps, charges or hits in any manner an opponent **from behind** shall be assessed, at the discretion of the Referee, a

- **Minor penalty + Automatic Misconduct penalty** (2'+10')

or

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match penalty** (MP)

b) A player who **injures** an opponent as result of checking **from behind** shall be assessed, a:

- **Match penalty** (MP)

524 - CLIPPING

a) A player who delivers a check in a clipping manner or lowers his own body position to deliver a check on or below an opponents knees, shall be assessed a:

- **Minor penalty** (2')

or

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match penalty** (MP)

b) A player who injures his opponent by a clipping action, shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match penalty** (MP)

525 - CROSS-CHECKING

a) A player who **cross-checks** an opponent shall be assessed, at the discretion of the Referee, a:

- **Minor penalty** (2')

or

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match penalty** (MP)

b) A player who **injures** an opponent by cross-checking shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match penalty** (MP)



ELBOWING SIGNAL
RULE 526



ELBOWING

526 - ELBOWING

a) A player who uses his elbow to foul an opponent shall be assessed a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

b) A player who injures an opponent by elbowing shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

527 - EXCESSIVE ROUGHNESS

Any player who commits an action not permitted by the rules that may cause or causes an injury to an opponent, to a team or game official shall be assessed a:

- **Match penalty** (MP)

► For the application of this rule, if one player is on the ice and one is off the ice, both shall be considered on the ice.



ROUGHING SIGNAL
RULE 528



ROUGHING

528 - FISTICUFFS OR ROUGHING

a)- A player who intentionally takes off his glove/s in a fight or altercation shall be assessed a:

- **Misconduct penalty** (10')

b)- A player who starts fisticuffs shall be assessed a:

- **Match penalty** (MP)

c)- A player who, having been struck, retaliates with a blow or attempted blow, shall be assessed a:

- **Minor penalty** (2')

d)- Any player or goalkeeper who is the first to intervene in an altercation already in progress, shall be assessed a:

- **Game Misconduct penalty** (GM)

e)- If a player, after he has been ordered by the Referee to stop, continues the altercation, attempts to continue, or resists a Linesman in the discharge of his duties, he shall be assessed, at the discretion of the Referee, a:

- **Double Minor penalty** (2'+2')

or

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match penalty** (MP)

f)- A player who is involved in fisticuffs off of the playing area shall be assessed, at the discretion of the Referee, a:

- **Misconduct penalty** (10')

or

- **Game Misconduct penalty** (GM)

g)- If a player is deemed guilty of unnecessary roughness, he shall be assessed, at the discretion of the Referee, a:

- **Minor penalty** (2')

or

- **Double Minor penalty** (2'+2')

or

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

h)- A player who grabs or holds the face mask or helmet or pulls the hair of an opponent shall be assessed, at the discretion of the Referee, a:

- **Minor penalty** (2')

or

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)



HIGH STICKING SIGNAL
RULE 530



HIGH STICKING



HOLDING SIGNAL
RULE 531



HOLDING



HOLDING
THE STICK SIGNAL
RULE 532

(Two Stage Signal)



HOLDING THE STICK

529 - HEAD-BUTTING

A player who attempts or deliberately head-butts an opponent shall be assessed a:

- **Match penalty** (MP)

530 - HIGH STICKING

a) Carrying sticks above the normal height of the shoulders is prohibited and any player violating this rule shall be assessed, at the discretion of the Referee, a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

b) A player who carries or holds any part of his stick above the height of the shoulders and causes an injury with the stick to an opposing player shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

c) However, if the high sticking action that caused the injury was judged accidental, the offending player shall be assessed a:

- **Double Minor penalty** (2'+2')

531 - HOLDING AN OPPONENT

A player who holds an opponent with his hands or stick shall be assessed a:

- **Minor penalty** (2')

532 - HOLDING THE STICK

A players who holds an opponent's stick with his hands or in any other way shall be assessed a:

- **Minor penalty** (2')



HOOKING SIGNAL RULE 533



HOOKING

➤ 1. A **Breakaway** can be defined as situation when a player is in full control of the puck and has no opposing player between himself and the opposing goalkeeper or goal, if the goalkeeper has been removed.

➤ 2. **Control of the puck** is the act of propelling the puck with the stick. If the puck is touched by another player or his equipment while it is being propelled and hits the goal or goes free, the player shall no be longer considered to be in control of the puck.

➤ 3. The Referee shall not stop the play until the attacking team has lost **possession of the puck**.

➤ 4. The position of the puck shall be the determining factor. The puck must be fully outside the defending blue line to award a Penalty Shot or a goal.

➤ 5. The intention of this rule is to restore a reasonable scoring opportunity which may have been lost by reason of a foul from behind.

- 1. This rule applies to any interference action, such as:
- knocking a stick out of an opponents hands,
 - preventing a player who lost his stick to regain possession,
 - knocking or shooting any abandoned or broken stick or any object towards an opposing puck carrier.
- 2. The **last player to touch the puck**, other than a goalkeeper, shall be considered as in **possession of the puck**.
- 3. If an attacking player **deliberately stands in the goal crease**, without interfering with the goalkeeper, the Referee shall stop the play and the ensuing face-off shall take place at the nearest face-off stop in the neutral zone.



INTERFERENCE
SIGNAL
RULE 534



INTERFERENCE

533 - HOOKING

a) A player who impedes or seeks to impede the progress of an opponent by hooking him with his stick shall be assessed a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

b) A player who injures an opponent by hooking shall be assessed at the discretion of the Referee:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

c) In a **breakaway situation**, when a player in **control of the puck** outside his own defending zone has no opponent to pass to other than the goalkeeper and he is hooked from behind, thus preventing a reasonable opportunity to score, he will be awarded a:

- **Penalty Shot**

d) If, when the opposing goalkeeper has been removed from the ice, and the player in **control of the puck** outside of his own defending zone is hooked, with no opposition between him and the opposing goal, thus preventing a reasonable opportunity to score, the Referee will immediately stop the play and shall award a:

- **Goal**

534 - INTERFERENCE

a) A player who interferes or impedes the progress of an opponent who is **not in possession of the puck** shall be assessed a:

- **Minor penalty** (2')

b) A player on either the players bench or the penalty bench who, by means of his stick or his body, interferes with the movement of the puck of any opponent on the ice during the progress of the play, shall be assessed a:

- **Minor penalty** (2')

c) A player who, by means of his stick or his body, interferes with or impedes the progress of the goalkeeper while he is in his goal crease, shall be assessed a:

- **Minor penalty** (2')

d) If, when the goalkeeper has been removed from the ice, any member of his team, including a team official not legally on the ice, interferes by means of his stick or his body with the movement of the puck of an opposing player, the Referee shall award to the non-offending team a:

- **Goal**



KNEEING SIGNAL
RULE 536



KNEEING

- ▶ 1. The Referee should award a slashing penalty to any player who swings his stick at an opponent without actually striking him, or makes a wild swing at the puck with the object of intimidating an opponent.
- ▶ 2. **Tapping the stick** of the puck carrier is not considered slashing if it is limited to hitting the stick for the sole purpose of taking the puck.



SLASHING



SLASHING SIGNAL
RULE 537

535 - KICKING

A player who kicks or attempts to kick another player, shall be assessed a:

- **Match penalty** (MP)

536 - KNEEING

a) A player who uses his knee to foul an opponent shall be assessed a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

b) A player who injures an opponent by kneeing shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

537 - SLASHING

a) A player who impedes or seeks to impede the progress of an opponent by slashing with his stick shall be assessed, at the discretion of the Referee, a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match Penalty** (MP)

b) A player who injures an opponent by slashing shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match penalty** (MP)

c) A player who swings his stick at another player in the course of any altercation shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)
- or
- **Match Penalty** (MP)

- 1. "Attempt to spear" shall include all cases when a spearing gesture is made but no contact is made.
- 2. Spearing is the action of stabbing an opponent with the point of the stick blade, whether or not the stick is being carried with one or both hands.



SPEARING SIGNAL
RULE 538

Important: If, in the opinion of the Referee, a player is such a manner that it shall cause his opponent to trip or fall unquestionably hook checking the puck and obtains possession of it, thereby tripping the puck carrier, **no penalty** will be imposed.



TRIPPING SIGNAL
RULE 539



TRIPPING

- 1. A **breakaway** can be defined as a situation where a player is in full control of the puck and has no opposing player between himself and the opposing goalkeeper or goal, if the goalkeeper has been removed.
- 2. **Control of the puck** is the act of propelling the puck with the stick. If the puck is touched by another player or his equipment while it is being propelled, or hits the goal or goes free, the player shall no be longer considered as being in control of the puck.
- 3. The Referee shall not stop the play until the attacking team has lost **possession of the puck**.
- 4. The position of the puck shall be the determining factor. The puck must be fully outside the defending blue line to award a Penalty Shot or a goal.
- 5. The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind.

538 - SPEARING

a) A player who attempts to spear an opponent shall be assessed a:

- **Double Minor penalty + Misconduct penalty** (2'+2'+10')

b) A player who spears an opponent shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

c) A player who injures an opponent by spearing shall be assessed a:

- **Match penalty** (MP)

539 - TRIPPING

a) A player who shall place his stick, leg, foot, arm, hand or elbow in such a manner that it shall cause his opponent to trip or fall shall be assessed, at the discretion of the Referee, a:

- **Minor penalty** (2')

or

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match Penalty** (MP)

b) A player who injures an opponent by tripping shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

or

- **Match Penalty** (MP)

c) In a **breakaway situation**, when a player, in **control of the puck** outside his own defending zone with no opponent to pass to other than the goalkeeper, is tripped from behind, thus preventing a reasonable scoring opportunity, his team will be awarded a:

- **Penalty Shot**

d) If, when the opposing goalkeeper has been removed from the ice, and the player in **control of the puck** outside his own defending zone, with no opponent between him and the opposing goal is tripped from behind, his team shall be awarded a:

- **Goal**



DIVING



MISCONDUCT PENALTY SIGNAL
RULES 504, 550, 551

- To enforce this rule, the Referee has, in many instances, the following options:
- **Bench Minor penalty** for violations occurring on or in the vicinity of the players bench, but off of the playing surface and affecting non-playing personnel.
 - **Misconduct penalty** for violations occurring on the playing surface or in the penalty bench and where the penalized player is readily identifiable.

540 – Checking to the Head and Neck Area.

a) A player who directs a check or blow, with any part of his body, to the head and neck area of an opposing player or "drives" or "forces" the head of an opposing player into the protective glass on boards, shall be assessed at the discretion of the Referee a:

- **Minor penalty + Automatic Misconduct penalty** (2' + 10')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5' + GM)
- or
- **Match Penalty** (MP)

b) A player who injures an opponent as result of checking to the Head and Neck Area shall be assessed, a

- **Match Penalty** (MP)

► Blows to the head area during a fight or altercation are covered and are to be penalized under rule 528 Fisticuffs or Roughing.

OTHER PENALTIES

550 - Abuse of Official and Unsportsmanlike Conduct by Players

a) A player who dives in an attempt to have his opponent assessed a penalty shall be assessed a:

- **Minor penalty** (2')

b) If any player,

- when penalized, does not go directly to the penalty bench or the dressing room,
- while off the ice, uses obscene, profane or abusive language or makes any obscene gesture to any official, or any person or
- while off the ice, interferes in any manner with any official,

his team shall be assessed a:

- **Bench Minor penalty** (2')

c) A player who,

- challenges or disputes the ruling of any official during the game
- shoots intentionally the puck out of reach of an official who is retrieving it, or
- enters or remains in the Referee crease while the Referee is reporting to any official, shall be assessed a:

- **Misconduct penalty** (10')

For any further dispute, he shall be assessed a:

- **Game Misconduct penalty** (GM)

► The player's gloves and stick shall be delivered to him at the penalty bench by a team mate.

d) If a player on the ice,

- uses obscene, profane or abusive language or makes any obscene gesture to any person on the ice or anywhere in the rink before, during or after the game except in the vicinity of the bench,
- bangs the boards with a stick or other object at any time,
- fails to go directly and immediately to the penalty bench following a fight or any altercation which he has been involved or causes any delay retrieving his equipment,
- persists to incite an opponent into occurring a penalty, or
- deliberately throws any stick or equipment out of the playing area,

he shall be assessed a:

- **Misconduct penalty** (10')

e) If a player on the ice,

- persists in any course of conduct for which he has been previously assessed a Misconduct penalty, he shall be assessed a:

- **Game Misconduct penalty** (GM)

f) A player who uses or makes any racial remark or ethnic slur shall be assessed a:

- **Game Misconduct penalty** (GM)

g) Any player who

- intentionally touches with hands or stick, holds or pushes or checks with hands, stick or body, trips, slashes, hits in any manner or spits at a game official, or
- makes a travesty of or interferes with or is detrimental to the conducting of the game, or
- spits to any person on the ice or anywhere in the rink, shall be assessed, a:

- **Match penalty** (MP)

551 - Abuse of Officials and Unsportsmanlike Conduct By Team Officials

a) If any team official:

- uses obscene, profane or abusive language or makes any obscene gesture to any official or any person, or
- interferes in any manner with any of the officials of the game, or
- bangs the boards with a stick or other object at any time,

his team shall be assessed a:

- **Bench Minor penalty** (2')

b) If he persists, or if he is guilty of any type of misconduct he shall be assessed a:

- **Game Misconduct penalty** (GM)

c) A team official who uses or makes any racial remark or ethnic slur shall be assessed a:

- **Game Misconduct penalty** (GM)

d) If any team official,

- holds or strikes an official,
- makes a travesty or is detrimental to the conducting of the game, or
- spits at a game official,

he shall be assessed a:

- **Match penalty** (MP)



KEEPING THE PUCK IN MOTION



GOAL DISPLACED

554 - DELAYING THE GAME

554a) - KEEPING THE PUCK IN MOTION

a) **The puck must be kept in motion at all times.** A team in possession of the puck in its own defending zone shall **advance the puck towards the opposing goal** except:

- to carry the puck behind his goal **once**,
- if it is **prevented to do so by players** of the opposing team, or
- if the team is **short handed**.

A player beyond his defending zone shall not pass or carry the puck backward into his defending zone for the purpose of delaying the game, except when his team is **short-handed**.

For the first infraction, the referee shall assess a:

- **Warning**

to the Captain of the offending team.

For the second infraction, during the same period, the offending player shall be assessed a:

- **Minor penalty** (2')

b) Any player or goalkeeper who holds, freezes, or plays the puck with his stick, skates or body along the boards in such a manner to cause a stoppage of play, unless he is actually checked by an opponent, shall be assessed a:

- **Minor penalty** (2')

554b) - DISPLACING THE GOAL

a) A player or goalkeeper who deliberately displaces a goal post from its normal position shall be assessed a:

- **Minor penalty** (2')

b) If it happens during the last two minutes of the game, or at any time in overtime, by a defending player or goalkeeper in his defending zone the Referee shall award to the non-offending team a:

- **Penalty Shot**

c) If a player or goalkeeper deliberately displaces a goal post from its normal position when an opponent is in control of the puck with no opposition between him and the goalkeeper, and with a reasonable opportunity to score, the Referee shall award to the non-offending team a:

- **Penalty Shot**

d) If, when the opposing goalkeeper has been removed from the ice, a player of his team displaces a goal post from its normal position the Referee will award to the non-offending team a:

- **Goal**

554c) - SHOOTING OR THROWING THE PUCK OUTSIDE THE PLAYING AREA

A player who deliberately shoots the puck outside the playing area, or a goalkeeper who shoots the puck directly outside the playing area, or a player or goalkeeper who throws or deliberately bats the puck with his hand or stick outside the playing area, shall be assessed a:

- **Minor penalty** (2')

554d) - ADJUSTMENT OF EQUIPMENT

Play shall not be stopped nor the game delayed by reason of repair or adjustments to players equipment and uniform, and the player requiring such adjustments shall retire from the ice.

Play shall not be stopped nor the game delayed by reason of repair or adjustments to goalkeepers equipment and uniform, and the goalkeeper requiring such adjustments shall retire from the ice and the substitute goalkeeper shall take his place immediately. For any infraction to this rule the player or goalkeeper shall be assessed a:

- **Minor penalty** (2')

554e) - INJURED PLAYER REFUSING TO LEAVE THE ICE

An injured player who refuses to leave the ice shall be assessed a:

- **Minor penalty** (2')

554f) - MORE THAN ONE CHANGE AFTER GOAL SCORED

If a team after scoring a goal has more than one change of players on the ice it shall be assessed a:

- **Bench Minor penalty** (2')

554g) - VIOLATION OF FACE-OFF PROCEDURES

a) When a player has been removed from the face-off by an official and another player of the same team delays taking up his proper position after a **WARNING**, the team shall be assessed a:

- **Bench Minor penalty** (2')

b) When a player not taking the face-off enters the face-off circle before the puck is dropped, the player on his team taking the face-off shall be removed and replaced. For the second violation during the same face-off, the offending player shall be assessed a:

- **Minor penalty** (2')

- ▶ The guilty player shall not be allowed to participate in the game until the illegal equipment has been corrected or removed.



HELMET OFF

555 - ILLEGAL OR DANGEROUS EQUIPMENT

a) A player or goalkeeper who,

- wears his equipment or visor in a way that may cause an injury to an opponent, or
- wears any non approved equipment,
- uses or wears illegal or dangerous skates, sticks or equipment
- does not wear his equipment, except gloves, head protection and goalkeepers leg guards, entirely under his uniform,
- A player who wears a glove in play from which all or part of the palm has been removed or cut to permit the use of bare hand.

shall be ruled off the ice and a **WARNING** shall be issued to his team.

For a second violation by any player of the same team for any offence, the Referee shall assess a:

- **Misconduct** penalty (10')

to the offending player.

b) If a player or goalkeeper refuses to surrender or destroys his stick or any part of his equipment for measurement when requested by the Referee, this equipment shall be regarded as illegal and the player or goalkeeper shall be assessed a:

- **Minor** penalty + **Misconduct** penalty (2'+10')

c) If a team has requested the measurement of any equipment of the opposing team and if the complaint is sustained the offending team shall be assessed a:

- **Minor** penalty (2')

d) If a team has requested the measurement of any equipment of the opposing team and if the complaint is not sustained the team shall be assessed a:

- **Bench Minor** penalty (2')

e) A player on the ice whose helmet comes off during play ,who does not put the helmet back on with chin strap properly fastened ,or does not return to his bench, and continues to play shall be assessed a :

- **Minor** penalty (2')

- 1. A «broken stick» is one which, in the opinion of the Referee, is unfit for normal play.
- 2. A player without a stick may participate in the game.

➤ A player who drops on the ice to block a shot should not be penalized if the puck is shot under him or becomes lodged in his clothing or equipment, but any use of the hands to make the puck unplayable will be penalized.

556 - BROKEN STICK

a) A player or goalkeeper whose stick is broken may not receive a stick thrown onto the ice, but may receive a stick from a team-mate without proceeding to his player bench.

b) If a **player** whose stick is broken does not immediately drop the broken portions, he shall be assessed a:

- **Minor penalty** (2')

c) A **goalkeeper** may continue to play with a broken stick until the next stoppage of play or until he has been legally provided with a new stick.

d) If an identified player throws a new stick to a goalkeeper from the players bench, the player shall be assessed a:

- **Minor penalty + Game Misconduct penalty** (2'+GM)

e) If a team official throws the new stick to him from the players bench his team shall be assessed a:

- **Bench Minor penalty** (2')

and the team official shall be assessed a:

- **Game Misconduct penalty** (GM)

f) If the stick is thrown by an unidentified person in the vicinity of the players bench, the team shall be assessed a:

- **Bench Minor Penalty** (2')

g) If the goalkeeper goes to the bench during a stoppage of play to replace his stick, he shall be assessed a:

- **Minor penalty** (2')

➤ However, the goalkeeper is allowed to go to the bench and change his stick when the play is in progress.

h) If a player participates in the play while taking a replacement stick to a player or goalkeeper, he shall be assessed a:

- **Minor penalty** (2')

557 - FALLING ON THE PUCK BY A PLAYER

a) If a player, other than the goalkeeper, who **deliberately** falls on, holds or gathers the puck into his body, he shall be assessed a:

- **Minor penalty** (2')

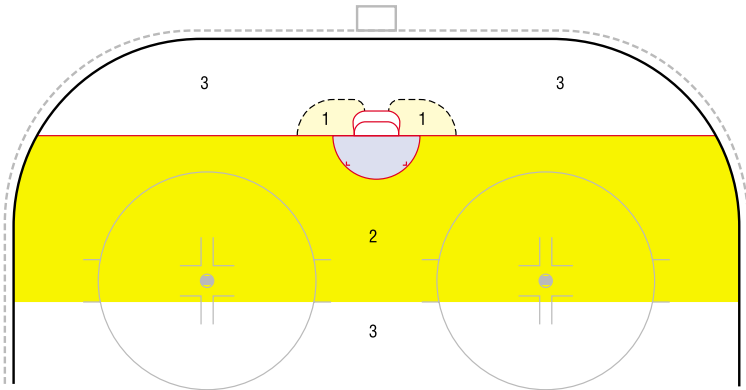
b) If a defending player, other than the goalkeeper, **deliberately** falls on, holds or gathers the puck into his body when the puck is in the goal crease of his team, the Referee will award to the non-offending team a:

- **Penalty Shot**

c) If the opposing goalkeeper has been removed from the ice and a player **deliberately** falls on, holds or gathers the puck into his body when the puck is in the goal crease of his team, the Referee will award to the non-offending team a:

- **Goal**

FALLING ON THE PUCK BY A GOALKEEPER



- 1 Goalkeeper is allowed to freeze the puck only when the goalkeeper's body remains at least partially in the goal crease.
- 2 Goalkeeper is allowed to freeze the puck.
- 3 Goalkeeper is **not** allowed to freeze the puck.

► A player is permitted to stop, bat or push the puck along the ice with his hands.

However, **NO GOAL** can be allowed if the puck was batted by an attacking player with the hand, even if it deflects off of a player of either team or official.

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

558 - FALLING ON THE PUCK BY A GOALKEEPER

If a goalkeeper, whose body is entirely outside the goal crease, and when the pudd is behind the goal line or beyond the two lines on each side of the face-off circles, deliberately falls on or gathers the puck into his body, or holds or places the puck against any part of the goal or the boards, he shall be assessed a:

- **Minor Penalty** (2')

559 - HANDLING THE PUCK WITH HANDS BY A PLAYER

a) Any player, except the goalkeeper, who closes his hand on the puck shall be assessed a:

- **Minor Penalty** (2')

b) Any player, except the goalkeeper, who picks up the puck from the ice with hands shall be assessed a:

- **Minor Penalty** (2')

c) If any player, except the goalkeeper, picks up the puck with his hands from the ice in the goal crease, the Referee shall award to the non-offending team a:

- **Penalty Shot**

560 - HANDLING THE PUCK WITH HANDS BY A GOALKEEPER

a) Unless he is being pressured a goalkeeper who holds the puck more than **three seconds** shall be assessed a:

- **Minor penalty** (2')

b) If a goalkeeper throws the puck forward and the puck is first played by a teammate, he shall be assessed a:

- **Minor penalty** (2')

c) A goalkeeper who deliberately drops the puck into his pads shall be assessed a:

- **Minor penalty** (2')

561 - INTERFERENCE WITH SPECTATORS

A player who physically interferes with a spectator shall be assessed, at the discretion of the Referee, a:

- **Match penalty** (MP)

- 1. If a player shall illegally enter the game from his own players bench or from the penalty bench by his own error or the error of the Penalty Bench Attendant, any goal scored by his own team shall be disallowed, while he is illegally on the ice, but all penalties imposed to both team shall be served.
- 2. If the player leaves the penalty bench because of an error of the Penalty Bench Attendant, he shall not be penalized but shall serve the remaining amount of time of his penalty when he reentered the game.
- 3. The Penalty Bench Attendant shall note the time and advise the Referee at the first stoppage of play.

- 1. Substitutions made prior to the altercation shall be permitted provided the players so substituting do not enter the altercation.
- 2. If players of both teams leave their respective benches at the same time, the first identifiable player of each team will be penalized under this rule.
- 3. For the purpose of determining which player was the first to leave his players bench, the Referee may consult the Linesmen or off-ice officials.
- 4. A maximum of five Misconduct and/or Game Misconduct penalties per team can be assessed under this rule.

562 - PLAYERS LEAVING THE PENALTY OR PLAYERS BENCH

a) Any player, other than as specified in Rule 564 below, who leaves the penalty bench or players bench and incurs a Minor, Major or Misconduct penalty for his actions, shall be automatically assessed a:

- **Game Misconduct penalty** (GM)

b) If a player illegally enters the game and interferes with a player of the opposing team possession of the puck, who has no opponent between him and the goalkeeper, the Referee shall award a:

- **Penalty Shot**

c) If, when the opposing goalkeeper has been removed from the ice, a player illegally enters the game and interferes with a player of the opposing team in possession of the puck, the Referee shall award a:

- **Goal**

563 - PLAYERS LEAVING THE PENALTY BENCH

Except at the end of a period, a penalized player who leaves the penalty bench before his penalty time has expired shall be assessed a:

- **Minor penalty** (2')

If the violation occurs during a stoppage of play during an altercation, the offending player shall be assessed a:

- **Minor penalty + Game Misconduct penalty** (2'+GM)

to be served at the expiration of his previous penalty.

If a player serving a penalty on the penalty bench is to be changed after the penalty has been served, and does not proceed at once by way of the ice to his own players bench before any change is made, his team shall be assessed a:

- **Bench Minor penalty** (2')

564 - PLAYERS LEAVING THE BENCHES DURING AN ALTERCATION

No player may leave the players or penalty bench at any time during an altercation.

The first player to leave the players or penalty bench during an altercation shall be assessed a:

- **Double Minor penalty** (2'+2')

- **Game Misconduct penalty** (GM)

Any other player or players who leaves the players or penalty bench during an altercation shall be assessed a:

- **Misconduct penalty** (10')

565 - TEAM OFFICIALS LEAVING THE PLAYERS BENCH

Any team official who goes on the ice during any period without the permission of the Referee shall be assessed a:

- **Game Misconduct** penalty (GM)

566 - REFUSING TO START PLAY - TEAM ON THE ICE

If, when both teams are on the ice and one team refuses to play for any reason when ordered to do so by the Referee, the Referee shall warn the Captain and allow to the team so refusing **30 seconds** to begin the game or resume play.

If, at the end of that time the team still refuse to play, the Referee shall assess a:

- **Bench Minor** penalty (2')

If there be a recurrence of the same incident, the Referee will declare the game forfeited to the non-offending team and the case shall be reported to the proper Authorities for further actions.

567 - REFUSING TO START PLAY - TEAM NOT ON THE ICE

If a team, which is not on the ice, fails to go on the ice to start playing when ordered by the Referee through the Captain, Manager or Coach, the Referee will allow to the refusing team **two minutes**.

If the team resumes play within these two minutes, it shall be assessed a:

- **Bench Minor** penalty (2')

If, at the end of that time the team still fails to go on the ice, the Referee will declare the **game forfeited** to the non-offending team.

568 - THROWING A STICK OR ANY OBJECT OUT OF THE PLAYING AREA

Any player or goalkeeper who throws a stick or part of it out of the playing area shall be assessed, at the discretion of the Referee, a:

- **Misconduct** penalty (10')
- or
- **Game Misconduct** penalty (GM)

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

► The position of the puck shall be the determining factor in this instance. The puck must be fully outside of the defending zone blue line in order to award a Penalty Shot or a goal.

569 - THROWING A STICK OR ANY OBJECT WITHIN THE PLAYING AREA

Any player or goalkeeper on the ice who throws his stick or any part of it or any other object in the direction of the puck in his attacking zone or in the neutral zone shall be assessed a:

- **Major penalty + Automatic Game Misconduct penalty** (5' + GM)

If any player, goalkeeper or team official of the defending team on the ice throws his stick or any part of it or any other object in the direction of the puck in his defending zone, his team shall be assessed a:

- **Penalty Shot**

If the goalkeeper intentionally leaves his stick or any part of it or any other object in front of his goal, and if the puck hits such objects while the goalkeeper is on or off the ice, the Referee shall award to the non-offending team a:

- **Goal**

570 - THROWING A STICK OR ANY OBJECT ON A BREAKAWAY SITUATION

When a player in control of the puck outside his own defending zone, and having no opponent to pass to other than the goalkeeper, is interfered with a stick or any object thrown or shot by any member, including team officials of the defending team, the Referee shall award to the non-offending team a:

- **Penalty Shot**

If, when the opposing goalkeeper has been removed and a player of that team on the ice throws his stick or any part of it or any other object in the direction of the puck thereby preventing a shot on the empty net, the Referee shall award to the non-offending team a:

- **Goal**

571 - PREVENTION OF INFECTIONS BY BLOOD

A player bleeding or covered by blood of an opponent player will be considered as an injured player and must leave the ice for treatment and/or cleaning. If he does not comply with this regulation he shall be assessed a:

- **Minor penalty** (2')

572 - CAPTAIN AND ALTERNATE CAPTAIN ATTITUDE

If the Captain or Alternate Captain comes off the bench when not invited by the Referee, his team shall be assessed a:

- **Bench Minor penalty** (2')

Any Captain or Alternate Captain complains about a penalty shall be assessed a:

- **Minor penalty** (2')



TOO MANY PLAYERS
ON THE ICE SIGNAL
RULE 573

573 - TOO MANY PLAYERS ON THE ICE

If, at any time during play a team has more than the number of players on the ice to which they are entitled, the team shall be assessed a:

- **Bench Minor penalty** (2')

If, in the **last two minutes of the game** and at **any time in overtime** a **deliberate** illegal substitution (too many players on the ice) is made, the Referee shall award to the non-offending team a:

- **Penalty Shot**

575 - INFRINGEMENT OF CHANGE OF PLAYERS PROCEDURE

Where a team attempts to make a player(s) change after its allotted period of time, the Referee shall send the player(s) back to the bench and issue a **WARNING** to the team.

Any subsequent infraction of this procedure at any time during the course of the game shall incur a:

- **Bench Minor penalty** (2')

590 - PENALTIES FOR GOALKEEPERS

The procedures for goalkeeper penalties are outlined in Rule 511.

► Specific penalties for goalkeepers are outlined in the following rules:

- 509 Penalty Shot Procedure
- 554c Shooting or Throwing the Puck Outside the Playing Area
- 556 Broken Stick
- 558 Falling on the Puck
- 560 Handling the Puck with Hands
- 568 to 570 Throwing a Stick or Any Object

591 - GOALKEEPER BEYOND THE CENTER RED LINE

If a goalkeeper participates in the play in any manner when he is beyond the center red line, he shall be assessed a:

- **Minor penalty** (2')

592 - GOALKEEPER GOING TO THE PLAYERS BENCH DURING STOPPAGE OF PLAY

If a goalkeeper goes to the players bench during a stoppage of play, except to be replaced or during a time out, he shall be assessed a:

- **Minor penalty** (2')

593 - GOALKEEPER LEAVING HIS CREASE DURING AN ALTERCATION

If a goalkeeper leaves the immediate vicinity of his crease during an altercation he shall be assessed a:

- **Minor penalty** (2')

594 - GOALKEEPER DROPPING THE PUCK ON THE GOAL NETTING

If a goalkeeper drops the puck on the goal netting to cause a stoppage of play he shall be assessed a:

- **Minor penalty** (2')

FULL FACES MASKS



► The full face masks must be constructed in such a way that neither the puck nor a stick blade might get through it.

► Rules 650 and 651 applies for players:

- Born in 1985 - for season 2002/2003
- Born in 1986 - for season 2003/2004
- Born in 1987 - for season 2004/2005
- Born in 1988 - for season 2005/2006

► Full face masks must be constructed in such a way that neither the puck nor a stick blade might get through it.

SECTION 6 - SPECIFIC RULES

SPECIFIC RULES FOR WOMEN

600 - WOMEN WEARING FULL FACE MASKS

Full face masks, which meet approved international standards, shall be worn by all women ice hockey players.

601 - WOMEN BODY-CHECKING

In women's ice hockey, if a player makes a direct body-check, she shall be assessed, at the discretion of the Referee, a:

- **Minor penalty** (2')
- or
- **Major penalty + Automatic Game Misconduct penalty** (5'+GM)

SPECIFIC RULES FOR JUNIOR UNDER 18 CATEGORY

650 - UNDER 18 CATEGORY AND YOUNGER WEARING FULL FACE MASKS

Players and goalkeepers in the category under 18 years and younger must wear a full face mask which meets approved international standards.

651 - UNDER 18 CATEGORY AND YOUNGER WEARING NECK AND THROAT PROTECTORS

Players and goalkeepers in the category under 18 years and younger must wear a neck and throat protector.

- ▶ 1. The game clock in the arena is the timing device which is critical for these procedures.
- ▶ 2. During the warm-up:
 - each team shall confine their activities to their own half of the rink, so as to leave clear an area nine metres wide across the centre of the neutral zone,
 - it is recommended that all players wear their complete equipment.
- ▶ 3. Music may be played during the warm-up.
- ▶ 4. In IIHF championships, the stand-by Referee shall take care of the warm-up procedures.

ANNEX 1 - ADVERTISING REGULATIONS

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

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

ANNEX 2 - GAME COUNTDOWN AND WARM-UP PROCEDURES

The following countdown procedure must be followed prior to all IIHF ice hockey competitions:

Time

- 60 min Teams provide the **Team Composition Forms** to the Scorekeeper.
- 40 min Teams appear on the ice for a **20 minute warm-up**.
Clock starts 20 minute countdown.
- 20 min Siren announces the **end of warm-up**. Teams leave the ice.
Ice is resurfaced.
Clock starts 20 minute countdown.
- 3 min **Referee and Linesmen appear on the ice.**
- 2 min **Teams appear on the ice.**
- 15 sec Referee calls the teams to face-off at the center ice face-off spot.
- 0 **Game starts.**

ANNOUNCEMENTS:

Goals and Assists:

Goal for Team A scored by number 98, Jean LEWIS; assisted by number 53, Peter POPOV; and number 16, Chris CHEN. Time; 36 minutes, 12 seconds.

Penalties:

At 42 minutes and 17 seconds, penalty for Team A; Number 98; John Bauer, two minutes for delaying the game; and Team B number 7; Miroslav Pierci, five minutes for slashing.

→ The penalty of the visiting team shall be announced first.

→ In a case where the penalized player cannot go to the penalty bench, or in case of goalkeeper penalty:

Penalty to be served by number 2.

End of Penalties:

End of penalty for Team A (if other penalties are being served that make this team short-handed), or

Team A playing at full strength (if no other penalties are being served that make this team short-handed), or

Both teams are playing at full strength (if no penalties remain for either team).

Review by Video Goal Judge:

Play is being reviewed.

Time Out:

Time out for Team A.

Time Remaining in Period/Game:

One minute remaining in the (first/second) period.

Two minutes remaining in the game (at the end of the third period).

ANNEX 3 - OFFICIAL ANNOUNCEMENTS

A3.1 - COMPULSORY ANNOUNCEMENTS

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

- Goals and Assists
- Penalties
- End of Penalties
- Play Reviewed by the Video Goal Judge
- Time Out
- Time Remaining in Periods/Game

A3.2 - PUBLIC INFORMATION

- Offside
- Icing

ANNEX 4 - DUTIES OF THE OFFICIALS

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

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

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

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

If a **Referee** leaves the ice or is injured, the Linesman or other Referee shall stop the play, unless one team has a scoring opportunity.

If the Referee is unable to continue to officiate, one of the Linesmen shall perform the Referee's duties. He shall be selected by the Referee Supervisor, the Referee or, if necessary, by the **team leaders**.

If a **Linesman or the other Referee** is unable to officiate, the Referee shall have the power to appoint a replacement if he deems it necessary.

➤ If the appointed official reappears during the progress of the game, he shall replace the temporary official at once.

A4.3 - THREE OFFICIAL SYSTEM

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

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

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

Before starting the game the Referee shall assure that the appointed officials are in their respective places and satisfy himself that the timing and signalling equipment are in order.

He shall order the teams on the ice at the appointed time for the beginning of each period.

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

The Referee shall **impose and report** to the Scorekeeper such **penalties** as are prescribed by the playing rules for infractions thereof.

He shall **allow the goals scored**.

➤ The Referee may consult with the Linesmen, Goal Judge and Video Goal Judge, if available, in matters of disputed goals before making his decision, which shall be final.

He shall **report** to the Scorekeeper the **name or number of the goal scorer** and any player entitled to **assists**.

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

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

The Referee shall secure the Official Game Sheet from the Official Scorer immediately following the game. He shall verify and sign the sheet and return it to the Official Scorer.

The Referee shall report on the official game sheet immediately following the game, giving full details to the Proper Authorities for all:

- **Game Misconduct penalties**
- **Match penalties**

- ▶ **Report** to the Proper Authorities any incident which could happen before, during and after the game.

A4.7 - LINESMEN DUTIES

The Linesmen shall determine and stop the play by blowing the whistle for any infraction of the rules concerning:

- offsides,
 - icing,
 - puck out of bounds, unplayable or interfered by an ineligible person,
 - goal displaced from its normal position,
 - offsides occurring during face-off,
 - premature substitution of the goalkeeper,
 - interference by spectators,
 - injured players,
 - pass with the hand from a player to a teammate,
 - high sticking the puck.
- ▶ The linesman shall blow the whistle in case of a hand pass or high sticking the puck if it is obvious that the Referee did not observe the infraction.

The Linesman shall only **blow the whistle and report to the Referee penalties concerning:**

- too many players on the ice,
- sticks or anything thrown on the ice from the vicinity of the players or penalty benches.

The Linesman shall report to the Referee when requested to do so by the Referee and give his version of any incident that may have taken place during the playing of the game. He shall immediately give his version of the circumstances with respect to deliberately displacing the goal net from its normal position.

He shall immediately give his version in case of:

- **Bench Minor penalties**
- **Major penalties**
- **Misconduct penalties**
- **Game Misconduct penalties**
- **Match penalties**

The Linesmen shall **conduct the face-offs at all times**, except at the start of each period and after a goal has been scored.

A4.8 - TWO OFFICIAL SYSTEM

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

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

Before starting the game the Referees shall ensure that the appointed officials are in their respective places and satisfy himself that the timing and signalling equipment are in order.

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

A4.10 - TWO OFFICIAL SYSTEM - REFEREES DUTIES DURING THE GAME

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

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

They shall **allow the goals scored.**

He shall **report** to the official scorer the **name or number of the goal scorer** and any player entitled to **assists.**

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

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

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

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

A4.11 - TWO OFFICIAL SYSTEM - REFEREES DUTIES AFTER THE GAME

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

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

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

- **Game Misconduct penalties**
- **Match penalties**

A4.20 OFF-ICE OFFICIALS

A4.21 - SCOREKEEPER DUTIES BEFORE THE GAME

The Scorekeeper shall obtain from the Manager or Coach of both teams:

- the list of all eligible players,

This information shall be made known to the opposing team's Manager or Coach (see Annex 2 - Game Countdown and Warm-up Procedure).

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

- name, position and number of the each player, indicating the Captain and Alternate Captain by placing the letters «C» and «A» in front of their names,
- all data concerning the game, such as location, date, names of the home and visiting team and names of the officials.

A4.22 - SCOREKEEPER DUTIES DURING THE GAME

The Scorekeeper shall record on the Official Game Sheet:

- the goals scored,
 - the number of the scorers and players to whom assists have been allowed,
 - the players of both teams who are on the ice when a goal is scored,
 - all penalties imposed by the officials with the numbers of the penalized players, the infraction, the time at which it has been imposed, and the duration of each penalty,
 - each Penalty Shot awarded with the name of the player taking the shot and the result of the shot,
 - the time of entry into the game of any substitute goalkeeper.
- In the A Pool IIHF championships and Olympic tournament, the Scorekeeper shall determine the players entitled to receive assists.
- No request for changes in any award of points shall be considered unless they are made by the Captain before the conclusion of actual play in the game or before the Referee has signed the Official Game Sheet.

The Scorekeeper shall be responsible for:

- correct posting of the penalties and goals scored on the scoreboard,
- ensuring that the time served by all penalized players is correct,
- promptly calling to the attention of the Referee any discrepancy between the time recorded on the clock and the official correct time,
- making any adjustments as ordered by the Referee,
- advising the Referee when the same player has received his second Misconduct penalty in the same game.

A4.23 - SCOREKEEPER DUTIES AFTER THE GAME

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

A4.24 - TIMEKEEPER

The Timekeeper shall record:

- game countdown before the game (see Annex 2 - Game Countdown and Warm-up Procedures),
- time of starting and finishing of each period and game,
- 15 minute intermission between each period,
- all actual playing time during the game,
- time of the start and finish of all penalties,
- start and finish of time-outs.

In case no automatic buzzer or siren is provided, he will signal by a buzzer, siren or whistle the end of each period or overtime period.

- ▶ The Timekeeper shall give a preliminary warning by signal to the officials and both teams three minutes before the start of each period.
- ▶ In the event of any dispute regarding time, the Referee's decision will be final.

A4.25 - ANNOUNCER

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

- awarding of goals and assists.
- penalties,
- end of penalties,
- when one minute remains in the first and second period.
- when two minutes remains at the end of the game.

- ▶ See Annex 3 for the wording of the official announcements.

A4.26 - PENALTY BENCH ATTENDANTS

One Penalty Bench Attendant shall be appointed for each team penalty bench.

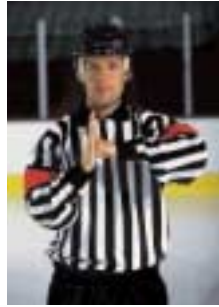
The Penalty Bench Attendant shall be responsible for:

- providing a penalized player, upon request, with the correct information as to the unexpired time of the penalty,
- allowing the penalized player to return to the ice at the appropriate time upon the completion of the penalty.
- notifying to the Scorekeeper if a player leaves the penalty box before the end of the penalty.

REFEREE SIGNALS

BOARDING - RULE 520

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



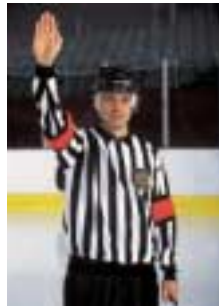
BUTT-ENDING - RULE 521

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



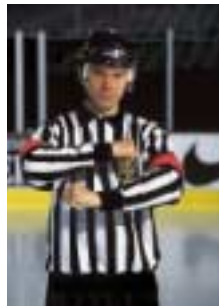
PLAYER CHANGE SIGNAL - RULE 412

The Referee allows a five second period to the visiting team to make a player(s) change. After the five seconds, the Referee will 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.



CHARGING - RULE 522

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



CHECKING FROM BEHIND - RULE 523

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



CLIPPING - RULE 524

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



CROSS-CHECKING - RULE 525

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



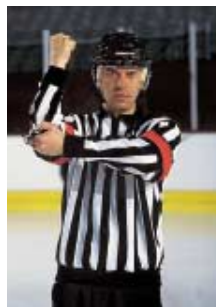
DELAYED CALLING OF PENALTY - RULE 514

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



ELBOWING - RULE 526

Tapping either elbow with the opposite hand.



PUCK IN THE NET - RULE 470

A single point directed at the goal in which the puck legally entered.



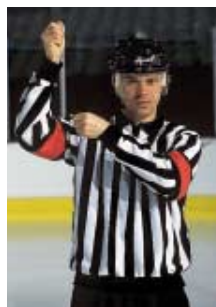
HAND PASS - RULE 490

Use open palm of hand in a pushing motion.



HIGH STICKING - RULE 530

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



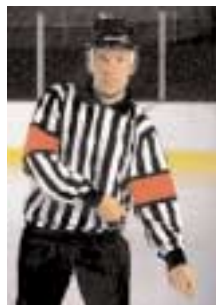
HOLDING - RULE 531

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



HOLDING THE STICK - RULE 532

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



HOOING - RULE 533

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



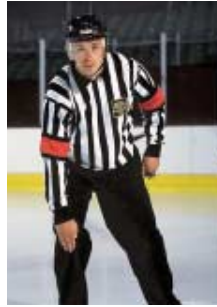
INTERFERENCE - RULE 534

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



KNEEING - RULE 536

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



MATCH PENALTY - RULE 507

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



MISCONDUCT PENALTY - RULES 504, 550, 551

Both hands on hips. The same signal for unsportsmanslike conduct, ten minute Misconduct, Game.



PENALTY SHOT - RULE 508

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



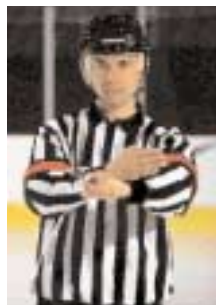
ROUGHING - RULE 528

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



SLASHING - RULE 537

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



SPEARING - RULE 538

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



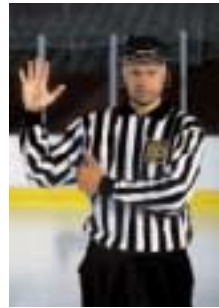
TIME OUT - RULE 422

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



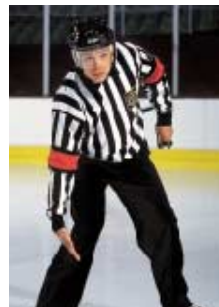
TOO MANY PLAYERS ON THE ICE - RULE 573

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



TRIPPING - RULE 539

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



WASH OUT

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

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



LINESMAN'S SIGNALS

DELAYED OFFSIDE - RULE 451

Non-whistle arm fully extended above the head. To nullify a delayed offside the Linesman shall drop the arm to the side.



ICING THE PUCK - RULE 460

The back Linesman (or Referee in the two-man system) signals a possible icing by fully extending either arm over his head. The arm should 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 will first cross his arms in front of the chest and then will point to the appropriate face-off spot and skate to it.



OFFSIDE CALL - RULE 450

The official will first blow the whistle and then point toward the blue line.



INDEX

<u>Item</u>	<u>Rule N°</u>
Abuse of Officials	550,551
Actual Time	420,500
Adjustment of Equipment	554d
Advertising	Annex 1
Altercation	564,593
Alternate Captain	201,572
Announcements	Annex 3
Announcer	300,324, Annex 4.25
Assist	472
Attacking Zone	112,490,569
Authorities (Proper)	340
Bench (Penalty)	141,562,563,564
Bench (Players)	140,562,564,592
Bench Minor Penalty	502
Blade of the Stick	222,232,234
Blocking Glove	233a
Blood	418,571
Blue Line	112,450,451,533,539,570
Boarding	503,520
Boards	102
Body Checking (Women)	601
Breakaway	533,539,570
Broken Stick	556
Butt-ending	503,521
Calling of Penalties	514
Captain	201,566,567,572
Catching Glove	233b
Center Line	113,460,591
Change of Goalkeeper	415
Change of Players	410 to 413,554f,575
Charging	522
Checking from Behind	503,523
Chin Strap	223
Circle	114,115,117,440
Clipping	524
Clock	152
Coach	200,201,500,550a,567
Coincidental Penalties	512
Completion of Play	514
Composition of Teams	200
Control of the Puck	431,533,539
Count-down	152,Annex 2

Crease (Goal)	119,460,470,534,557,558
Crease (Referee)	118,550
Cross-checking	503,525
Curve (of a Stick)	222,232
Defending Zone	112,440,490,533,569,570
Delayed Offside	451
Delayed Penalty	513
Delaying the Game	554
Discipline (Supplementary)	510
Displacing the Goal	471,554b
Diving	550a
Doors	104
Dressing Rooms (Players)	160
Dressing Rooms (Referees)	161
Elbowing	503,526
Equipment (Goalkeeper)	230
Equipment (Illegal or dangerous)	555
Equipment (Players)	220
Equipment (Measurement)	260,555
Equipment (Officials)	311
Excessive Roughness	527
Face-off Spots	114 to 117,440
Face-offs	313,440,442,554g
Falling on the Puck	557,558
Fisticuffs	528
Forfeit	200,566,567
Full Face Mask	234,531,600,650
Full Strength	512, Annex 3
Game Misconduct Penalty	505,
Glass (Protective)	105
Glove (Goalkeeper)	233
Glove (Player)	225,528,555
Goal (Net)	130
Goal (Score)	470,471,472
Goal Crease	119,460,470,534,557,558
Goal Judge	142,321
Goal Line	111,460,558
Goalkeeper Equipment	230
Goalkeeper Penalty	509,511,554c,558,560,569,590 to 594
Hair	240,531
Hand	490,559,560
Handling the Puck with Hands	490,559,560
Head-butting	529
Head (Checking to the Head)	540
Helmet	223,234

High Sticking the Puck	492
High Sticking (a Player)	530
Holding	531
Holding the Stick	532
Home Team	240,412
Hooking	533
Icing the Puck	440,460
Incapacitated Referee/Linesman	Annex 4.1, 4.2
Infections (Prevention of)	418,471
Injured Player, Goalkeeper	416,417,554e
Intentional Offside	450
Interference	534
Intermission	420
Junior	227,650,651
Kicking a Player	535
Kick Plate	103.110 note
Kicking the Puck	491
Kneeing	503,536
Last Two Minutes of the Game	554b,573,Annex 3,A4.25
Leaving the Penalty Bench	562,563,563,
Leaving the Player Bench	562,563,564,565
Leg Guards(Goalkeeper)	210,235
Lighting of the Rink	170
Lights (Red and Green)	153
Line (Blue)	112,450,451,533,539,570
Line (Center)	113,460,591
Line (Goal)	111,460,558
Line-up	402 note 3, Annex 2
Linesman	300,311,313,A4.7
Major Penalty	503
Manager	200,201,401,500,567
Masks (Full Face)	234,531,600,650
Match Penalty	507
Measurement of Equipment	260,555
Minor Penalty	501
Misconduct Penalty	504
Mouth Guard	227
Music	172,Annex 2
Net (End Zone Nets)	106
Net (Goal Net)	130,481,594
Neutral Zone	112,116,140,440,490,569
Officials (On Ice)	310,Annex 4.1 to Annex 4.11
Officials (Off-ice)	320,Annex 4.20 to 4.26
Officials (Team)	551,553,565
Offside	442,450,451

One Minute Left in 1st and 2nd Period	Annex 2,Annex 3
Overtime	421,554b,573
Penalties	500
Penalty Bench	141,562,563,564
Penalty Bench Attendant	300,325,A4.26,562
Penalty Shot	508,509
Penalty Shot (Game Winning)	431
Period	420,421
Play-off Game	421
Players Bench	140,562,564,592
Players on the Ice	400
Point (Goal-Assist)	472
Possession of the Puck	533,534
Puck	250,330b,450,460,480 to 484,490,491,492
Puck in Motion	554a
Puck out of Bounds, Unplayable	480,481,482,554c
Puck Outside of the Goal Net	481,594
Puck Striking an Official	470,484
Referee	300,311,312,Annex 4
Referee Crease	118,550
Referee/Linesmen System	A 4.3 to A 4.7
Referee/Linesman Signals	Annex 5
Refusing to Start Play	566.567
Outcome (Result) of a Game	430
Rink	100,101
Rink (Open air)	110,420
Rolling an Opponent	520
Roughing	528
Roughness	527
Scoreboard	152
Scorekeeper	143,300,322,Annex 4 .21 to A4.23
Shooting the Puck Outside the Playing Area	554c
Short Handed	460,502,514,554a
Siren	151
Skate	221,231,450,451
Slashing	503,537
Smoking Prohibition	171
Spearing	503,538
Spectators (Interference by)	493
Spectators (Interference with)	561
Spitting	550,551
Spots (Face-off)	114 to 117,440
Start of Game and Periods	402,566,567
Stick (Broken Stick)	556
Stick (Goalkeeper)	232

Stick (Player)	222
Stoppage of Play	114,172,412,415,422,440,512,556
Stopping the Puck with Hand	490
Substitution of Penalized Player	503,504,505,507,512
Sudden Victory	421
Suspension	507
Sweaters	240
Tapping the Stick	537
Team Officials	551,565
Throat Protector	226,651
Throwing a Stick	568,to 570
Throwing an Object	568,to 570
Throwing the Puck Outside the Playing Area	554c
Timing of Game	420
Time-out	415,422,592,Annex 3
Timekeeper	300,323,A4
Too Many Players on the Ice	400,410,573
Tripping	539
Two Minutes Left in the Game	554b,573,Annex 3,A4.25
Two Referees System	300,A4.8
Uniforms	200,210,240
Unsportsmanlike Conduct	550,551
Video Goal Judge	330
Visiting Team	412,Annex 3
Visor	224,555
Warm-up	172,402,415,417,417,Annex 2
Warning	509,554a,554g,555
Wash Out	492,514
Women	600

