

*INTERNATIONAL ICE HOCKEY FEDERATION*



# ***IIHF CASE BOOK***

***2002 - 2006***

***A SUPPLEMENT TO THE IIHF OFFICIAL RULE BOOK***

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If you have any questions or comments regarding the rule interpretations contained in the IIHF Case Book 2002-2006, please direct them to:

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## INTRODUCTION

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

This version of the IIHF Case Book is applicable for the 2004-05 season. It is important to note that during the period 2002-2006 many situations may occur in the games that are not covered in this book. To counter this, the IIHF will provide a Rules Bulletin each year prior to the start of the season for clarification.

The IIHF Case Book is divided into sections and each section is numbered in a manner similar to the IIHF 2002-2006 Rule Book. It means that the information in this section corresponds to the rule that have the same number in the IIHF 2002-2006 Rule Book.

The IIHF Case Book is structured in three parts:

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

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

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

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

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## **SECTION 1 - ICE RINK**

### **RULE 119 - GOAL CREASE**

#### **B - Interpretation**

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

### **RULE 141 - PENALTY BENCHES**

#### **B - Interpretation**

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

## **SECTION 2 - TEAMS, PLAYERS AND EQUIPMENT**

### **RULE 200 - PLAYERS IN UNIFORMS**

#### **B - Interpretation**

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

### **RULE 201 - CAPTAIN OF TEAM**

#### **B - Interpretation**

1. When a situation arises and both the captain and alternate captain(s) are on the players bench, the Referee should request to speak to the captain.
2. A captain may not come off the bench to request a stick measurement.
3. A captain or alternate captain(s) cannot come off the players bench to question or argue with a game official. If the captain does come off the players bench uninvited, he should be sent back and the coach warned that a second violation will result in a Bench Minor penalty or Minor penalty (See Rule 572).

### **RULE 223 - PLAYERS HELMET**

#### **B - Interpretation**

1. In IIHF competitions, if a player participates in the pre-game warm up without a helmet, it is the responsibility of the Standby Referee to report the infraction to the IIHF Referee Supervisor. The IIHF Referee Supervisor will report to the IIHF Chairman, who will in turn inform the Directorate or IIHF Disciplinary Committee.
2. In national competitions, the national association's rule procedures will be followed.
3. The back up goalkeeper is not required to wear his helmet and face mask when he crosses the ice to return to his players' bench during intermission.
4. The players and substitute goalkeeper are not required to wear their helmets while sitting on their players' bench.

## **RULE 227 - MOUTH GUARD**

### **B - Interpretation**

1. A custom-made mouth guard is classified as a mouth guard designed by a dentist and adapted to the teeth of the player.
2. If a player in the under 20-age category participates in an IIHF Senior Competition and does not wear a full face mask, he must wear a custom made mouth guard.

## **RULE 232 - GOALKEEPER'S STICKS**

### **B - Interpretation**

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

## **RULE 234 - GOALKEEPER'S HELMET AND FACE MASK**

### **B - Interpretation**

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

## **RULE 260 - MEASUREMENT OF EQUIPMENT**

### **A - Referee Procedure**

1. All stick measurements (curvature) must be made using a regulation stick gauge.
2. Goalkeeper equipment must be measured immediately after the end of the period.
3. Goalkeeper equipment measurement may be carried out in the Referee's crease or in a suitable location as determined by the facilities.
4. A Referee can measure any type of stick or equipment that is dangerous without a request from a team, and the dangerous stick or equipment must be removed from play. Any other equipment deemed illegal can be measured only on appeal by the opposing team.

### **B - Interpretation**

1. Goalkeeper sticks or player sticks can be measured at any time.

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

## **C - Situations**

### ***Situation 1***

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

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

### ***Situation 2***

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

***Ruling:*** Any player may serve the penalty since there were no players on the ice at the time of the measurement. When a goalkeeper's stick is measured during a stoppage of play and is found to be illegal, a player who was on the ice at the time of stoppage of play, before the measurement must serve the penalty.

**Situation 3**

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

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

**Situation 4**

A player who has just entered or exited the penalty bench where he was about to serve or just served a penalty has his stick challenged regarding its legality.

**Ruling:** A player who is on the penalty bench or who has returned to the playing surface is eligible to have his stick measured at any time.

## **SECTION 3 - OFFICIALS AND THEIR DUTIES**

### **RULE 313 - LINESMEN DUTIES**

#### **A - Linesman Procedure**

1. Linesmen do not have the authority to report Butt-Ending infractions to the Referee when a Double Minor penalty is to be assessed. However, they may give their observations at any time when requested by the Referee.
2. Linesmen cannot stop play to call a Double Minor penalty for High Sticking, which may have resulted in an injury.
3. Linesmen do not have the authority to report Spearing infractions to the Referee when a Double Minor penalty is to be assessed. However, they may give their observations at any time when requested by the Referee.

#### **C - Situations**

##### ***Situation 1***

A delayed penalty is signaled against Team A, and a subsequent infraction by Team A that would call for a Bench Minor penalty, is observed by the Linesman.

***Ruling:*** Linesmen cannot stop play and no signal is to be given. The Linesman should report the infraction to the Referee at the first stoppage of play.

### **RULE 323 - TIMEKEEPER**

#### **C - Situations**

##### ***Situation 1***

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

***Ruling:*** The goal will count provided that the period was not over. The Referee, in discussion with the Linesmen and the Timekeeper, should determine the length of time that the clock was not running and make the necessary adjustment. If neither the Referee nor the off-ice officials can determine the time adjustment, the game should continue using the present time on the clock.

## **SECTION 4 - PLAYING RULES**

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

#### **B - Interpretation**

1. There is no limit to the number of times a goalkeeper can be changed back and forth for a player or the backup goalkeeper while play is in progress.
2. Section (a) of this rule covers the process of substituting players and goalkeepers. If the goalkeeper changes for a substitute goalkeeper or back, or a player for a player, or player for goalkeeper, they must follow the Rule 411(a). If they do not follow this rule, Rule 573 should be applied by the Referee against the team.
3. Section (b) of this rule covers only the process of substitution of the goalkeeper for an extra player.

### **RULE 412 - CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY**

#### **A - Referee Procedure**

1. When both teams are changing players quickly and there is no real attempt to match lines by either team, the Referee may allow a few extra seconds for teams to get their players on the ice.
2. In situations where the visiting team is delaying in placing players on the ice in hopes that the home team will place their players on the ice first, this procedure will control the player changes. This will give the visiting team their only change and allow the home team to place their players on the ice, giving them the last change. The Referee should be strict with the five-second count and not permit the visiting team to change players once he raises the arm. If the Referee observes that a coach is trying to get his players on the ice and is not making any deliberate attempt to delay the change (by either team), he may give teams a few extra seconds.
3. The Referee must permit players who are in the process of coming over the boards to continue their change even though the five seconds are up, but he should issue a warning to the team for the slow change.
4. When there has been a stoppage of play, the Referee should look at the visiting team's players bench and, even if there is no indication of a change, count the required time and then put his arm up. The same procedure should be followed for the home team. In this case, the Referee must have some feeling for the game as to whether there will be a change of players or not.

5. The Referee should put his arm up and then down during all stoppages of play, even if there is definitely no change of players.
6. After a goal has been scored, the Referee must follow the same signaling procedure for a change of players as during any other stoppage of play.
7. The line change procedure is the responsibility of the Referee and the Linesmen should not become involved in the process.
8. After an icing situation, the Linesman retrieving the puck must have time to reach the face off spot at the end zone and must have the opportunity to observe the line change hand signals made by the Referee.
9. If a team attempts to make a change after the required time, the Referee should send the players back and should not hesitate to approach the players bench to explain the situation to the coach and warn him before a penalty is assessed.
10. The Referee should issue a warning to the offending team when there has been a late player change that any subsequent violation of the player change procedure will result in a Bench Minor penalty.

#### **B - Interpretation**

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

### **RULE 415 - CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY**

#### **B - Interpretation**

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

### **RULE 416 - INJURED PLAYERS**

#### **B – Interpretation**

1. A substitute player serving a penalty for an injured player must remain in the penalty bench until the injured player is able to return to the game. When the

injured player returns to play, he must replace the substitute in the penalty bench at the next stoppage of play.

## **RULE 417 - INJURED GOALKEEPERS**

### **A - Referee and Linesman Procedure**

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

### **B - Interpretation**

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

## **RULE 420 - TIMING OF THE GAME**

### **A - Referee Procedure**

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

## **RULE 422 - TIME OUT**

### **A - Referee Procedure**

1. No time out may be called by either team after the player change procedure has been completed and/or the players and official are in position and ready for the face-off.

2. No time out may be called by either team after a player has been removed from a face-off.
3. A goalkeeper is not permitted to warm-up during a time out.

## **RULE 440 - FACE-OFFS**

### **B - Interpretation**

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

## **C - Situations**

### ***Situation 1***

Team A is short-handed because of a Minor penalty. Team B is assessed a Minor penalty (delayed) in their attacking zone. Team A intentionally refrains from playing the puck in their end zone to let time run out on their own penalty.

***Ruling:*** The Referee should stop play and the face-off should take place at the end face-off spot of the team that refrained from playing the puck (Team A).

### ***Situation 2***

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

***Ruling:*** The face-off should take place at the nearest face-off spot in the neutral zone.

### ***Situation 3***

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

***Ruling:*** The resulting face-off would take place in the defending zone.

### ***Situation 4***

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

***Ruling:*** The face-off should still take place in the defending zone.

### ***Situation 5***

An attacking team player is assessed a penalty in his attacking zone. The following face-off should take place in the neutral zone, however, before play resumes a defending team player commits a foul and is assessed a penalty.

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

### ***Situation 6***

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

***Ruling:*** The face-off should take place in the defending zone at the nearest point on the imaginary line where the play was stopped, unless otherwise covered by the rules.

## **RULE 442 - PROCEDURE FOR CONDUCTING FACE-OFFS**

### **A - Referee and Linesman Procedure**

1. The procedure for conducting a face-off remains the same when a face-off takes place at positions anywhere on the ice surface.
2. The Linesman should not telegraph the drop by raising his arm and then throwing the puck down.
3. The Linesman conducting the face-off should not drop the puck until he is sure that his partner has returned to his correct position.
4. The Linesman conducting the face-off should not drop the puck until all of the players who are not participating in the play leave the ice, even if the five seconds is up.
5. The Linesman conducting the face-off should be aware that the correct number of players is on the ice before he drops the puck.
6. If a player taking a face-off does not properly line up with the markings on the ice, the official can remove the player with no warning.
7. Use the five seconds after the whistle to communicate with the players and correct their positioning.
8. If a player taking a face-off makes contact with an opposing player before the puck is dropped, the official can remove the player with no warning.
9. If a player enters or is in the circle once the Linesman and the two players are ready for the face-off, the Linesman must remove the player taking the face-off and replace him with a teammate that is on the ice with no warning.
10. If a player is removed from a face-off, the on-ice official cannot designate which player will take part in the face-off. That is a team decision, but the replacement must be a player on the ice and he should come for the face-off immediately.
11. Avoid removing both players taking the face-off in the end zone at the same time. If possible, remove the first offender.
12. If both teams have a player(s) enter the circle too soon on the face-off (no previous warning to either team), then both players taking the face-off must be removed.
13. The back Linesman must watch for players entering the circle behind the Linesman taking the face-off. If the back Linesman observes a face-off infraction (player(s) in the circle), he should blow the whistle and notify the Linesman taking the face-off.

This only applies against a team that has not yet received a warning. If it is the second violation, it is the Referee's responsibility, as it will result in a penalty.

14. A Linesman should not remove the second player on the same team from a face-off. It is the Referee's responsibility, as it will result in a penalty.
15. The Linesmen may drop the puck if only one player is in position, but it may be better to demonstrate this process for the first time in a game in a neutral zone face-off.
16. If a player has been removed from a face-off at an end zone circle, the Referee should maintain his position, and if it is the first violation he should warn the players of that team. If the other team commits an infraction during the same face-off, the Referee should likewise warn that team upon their first violation.
17. If a problem occurs during the end zone face-off, the Referee may move over to assist the Linesman and warn the players. In this situation, the Referee should blow his whistle to warn the Linesman that he is moving over. After warning the team that caused the problem, the Referee should move back to his normal position.
18. If a team has received a warning and their player has been removed from the face-off, and now both teams have players that enter the circle too soon, the Referee must penalize the team that had the player removed and warn the other team.
19. When a team has been penalized, the process of a warning and the assessment of a penalty begin again.
20. Once a player has been penalized during the face-off, both teams may change players.

## **B - Interpretation**

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

## **C - Situations**

### ***Situation 1***

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

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

## **RULE 450 - OFFSIDE**

### **A - Referee and Linesman Procedure**

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

### **B - Interpretation**

1. If a player is propelling the puck and crosses the line ahead of the puck while skating backwards, he is not considered offside provided he is actually in control of the puck and has both skates in the neutral zone before crossing the blue line.
2. A player must have one skate or skate boot on the ice the instant the puck completely crosses the blue line.
3. If a player shoots the puck from behind his own blue line down the ice, and a teammate skates down the ice, precedes the puck across the attacking blue line and plays the puck, offside is called. The face-off should take place at the point from where the puck was shot by the team causing the offside.
4. When a penalty is over and the Penalty Bench Attendant opens the door (the door is in the end zone), the player coming out would be offside. The fact that the player might wait until the puck crosses the blue line to come on to the ice would not change that he is offside. As soon as the penalty bench door opens the player is considered to be on the ice.

## **C - Situations**

### ***Situation 1***

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

**Ruling:** It is not offside.

**Situation 2**

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

**Ruling:** It is not offside.

**Situation 3**

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

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

**Situation 4**

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

**Ruling:** It is offside.

**Situation 5**

A player in the neutral zone shoots the puck down the ice and another player from the same team precedes the puck across the attacking blue line but does not play the puck.

**Ruling:** The player is in a delayed offside position. When the player clears the attacking zone he will then be eligible to play the puck.

**Situation 6**

A player has one skate in the neutral zone and one skate on the blue line at the instant that the puck completely crosses the blue line.

**Ruling:** It is not offside.

**Situation 7**

A player has both skates completely situated in the attacking zone but the puck is still on the blue line.

**Ruling:** It is not offside until the puck completely crosses the blue line.

**Situation 8**

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

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

**Situation 9**

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

**Ruling:** It is offside.

**Situation 10**

An attacking player has both skates completely in the attacking zone over the blue line, while an opposing player has possession of the puck in the neutral zone and shoots or passes or carries the puck back into his defending zone while an attacking player is still in the zone.

**Ruling:** It is not offside.

**Situation 11**

The attacking team has possession of the puck in the attacking zone. The puck is at the blue line but it is partly in the neutral zone and touching the blue line (partially on the blue line and partially in the neutral zone). The attacking player then moves the puck into the attacking zone.

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

**Situation 12**

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

**Ruling:** It is offside.

**Situation 13**

A defending player shoots the puck out of his defending zone and the puck completely crosses the blue line. The puck then deflects off of a teammate in the neutral zone back into the defending zone while an attacking player is still in that zone.

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

**Situation 14**

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

**Ruling:** It is offside.

**Situation 15**

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

**Ruling:** It is not offside.

**Situation 16**

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

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

**Situation 17**

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

**Ruling:** The face-off should take place at the nearest face-off spot in the neutral zone outside the blue line.

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

1. A defending player in the process of clearing the zone may carry the puck behind the goal line provided he makes no attempt to delay the game.
2. If there is a hard shot at or in the vicinity of the goalkeeper, the intentional offside rule would apply.
3. When an attacking player comes out of the end zone and deliberately plays the puck, or checks a defending player bringing the puck out, it should be classified as an intentional offside.
4. No goal may be scored on a play by the offending team while the delayed offside is still in effect (arm still up), even if the defending team shoots or puts the puck in their own goal without any action or contact by the attacking team.
5. If the puck is shot from behind the center red line and crosses the goal line, icing should be called even if the delayed offside is still in effect. On any delayed offside play the Linesman should first ensure that the puck is not moving toward the net. If it is, play should be stopped immediately. The non-whistle arm should be used to signal.

6. If a goalkeeper has been removed and a clearing-the-zone situation arises with the puck being shot on the open net as the attacking player(s) just clear the zone, no goal may be awarded until a team has gained control of the puck and the zone has been cleared.
7. With reference to number 6 above, a goal may be scored by the attacking team once the delayed offside has been removed.
8. If play has stopped as a result of a delayed offside, the face-off should take place at the spot in the neutral zone or at the origin of the pass, whichever is closest to the goal of the team causing the offside as covered by the rules.

## **C - Situations**

### ***Situation 1***

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

***Ruling:*** The face-off should take place in the end zone at the point where the defending player shot the puck.

### ***Situation 2***

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

***Ruling:*** The face-off should take place at the face-off spot outside the defending team's blue line in the neutral zone.

### ***Situation 3***

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

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

## **RULE 460 - ICING THE PUCK**

### **A - Linesman Procedure**

1. Once he receives the icing signal from the back Linesman, the front Linesman should take over the judgement of the icing call. However, the front Linesman should check with the back Linesman as he crosses the blue line and again before he either blows the whistle or washes out the icing.

2. It is always the responsibility of the front Linesman to determine whether or not the player can play the puck.
3. If there is no icing signal from the back Linesman, the front Linesman must take the responsibility to call icing if he is certain that it is icing.
4. If the front Linesman goes in deep on a possible icing and fails to acknowledge the back Linesman's washout signal and then blows the whistle to indicate icing, the face-off will be at centre ice.
5. When the back Linesman is unable to determine whether the puck has been shot or deflected from behind the centre red line, the front Linesman may give the washout signal.
6. Regardless of the situation or reason, whenever either Linesman waves off icing, the other Linesman should also acknowledge the action by giving the washout signal.

## **B - Interpretation**

1. Icing is determined by the number of players on the ice surface at the time or instant that the puck is shot by either team from their side of the centre ice red line across the opposing team's goal line.
2. The resulting face-off should take place at the end face-off spot on the side of the ice where the puck was shot on an icing the puck.
3. In icing situations, the Penalty Bench Attendant should open the door of the penalty bench at the instant that the penalty time expires to indicate that the player is classified as being on the ice.

## **C - Situations**

### ***Situation 1***

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

***Ruling:*** The goal is awarded.

### ***Situation 2***

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

***Ruling:*** It is not icing.

**Situation 3**

The puck is shot down the ice from behind the centre red line, hits the end boards, rebounds through the goal crease and is then touched by a defending player.

**Ruling:** It is icing the instant the puck crossed the goal line.

**Situation 4**

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

**Ruling:** It is not icing.

**Situation 5**

The puck is shot by a player standing behind the centre red line, continues down the ice, touches one of the lines of the goal crease and goes over the goal line.

**Ruling:** It is not icing because the lines of the goal crease are part of the crease.

**Situation 6**

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

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

**Situation 7**

A player standing behind the red line shoots the puck, it goes down the ice in the air over the top of the net and hits the end boards.

**Ruling:** It is icing as the goal crease extends only to the height of the net.

**Situation 8**

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

**Ruling:** It is icing.

**Situation 9**

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

**Ruling:** It is icing.

**Situation 10**

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

**Ruling:** It is not icing.

**Situation 11**

The puck is shot from behind the centre red line and bounces over the stick of an opposing player who attempts to play it, or an opposing player makes an attempt to stop the puck but misses it.

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

**Situation 12**

The goalkeeper comes out of his crease on an icing situation but does not touch the puck.

**Ruling:** It is icing, as the goalkeeper is not required to play the puck in or out of the crease.

**Situation 13**

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

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

**RULE 470 - DEFINITION OF A GOAL****A - Referee Procedure**

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

**C - Situations****Situation 1**

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

**Ruling:** The goal is awarded provided there was no definite kicking action.

**Situation 2**

The puck contacts the moving skate of an attacking player and goes into the net.

**Ruling:** The goal is awarded provided there was no distinct kicking action.

**Situation 3**

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

**Ruling:** The goal is awarded provided there was no definite kicking action.

**Situation 4**

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

**Ruling:** The goal is awarded.

**Situation 5**

The puck is shot and hits the helmet or any part of the body of an attacking player before entering the net.

**Ruling:** The goal is awarded provided there was no deliberate direction of the puck by the head or any part of the body.

**Situation 6**

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

**Ruling:** The goal is awarded provided that the period was not over.

**Situation 7**

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

**Ruling:** The goal is awarded.

**RULE 471 - DISALLOWING A GOAL****B - Interpretation**

1. No goal is awarded if the net is off its moorings at the time the puck enters the net or crosses the goal line.
2. No goal is awarded if an attacking player contacts the puck with his stick above the height of the cross bar and the puck deflects off of any player, goalkeeper or official into the goal. The same rule applies when an attacking player has batted the puck.

3. No goal is awarded from any type of kick shot.
4. An attacking player may not deliberately direct the puck with any part of the body into the goal. No goal would be awarded even if the puck has been further deflected off into the net of any player, goalkeeper or official, unless a player has directed the puck into his own net.
5. No goal is awarded if a player deliberately hits or directs the puck into the goal of the opposing team with his head or helmet, facial protector, or any part of his body, other than the skates.
6. No goal is awarded if the time clock reads 20:00 or 0:00.
7. No goal is awarded after a puck deflects off of an official, unless a player shoots the puck into the goal after the deflection.
8. No goal is awarded if a puck hits an official and then deflects off of a player or goalkeeper into the goal.
9. No goal is awarded unless the puck crosses the goal line in one piece.

## **C - Situations**

### ***Situation 1***

A defending player puts the puck into his goal while an attacking player is standing in the goal crease.

***Ruling:*** The goal is not awarded and the face-off will take place in the neutral zone.

### ***Situation 2***

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

***Ruling:*** The goal is not awarded.

### ***Situation 3***

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

***Ruling:*** This judgement may only be applied after the stoppage and before play resumes. The goal that caused the stoppage of play is not allowed, the first goal is awarded, and the clock should be reset to the time of the first goal.

### ***Situation 4***

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

**Ruling:** The incident should be reported by the Linesman to the Referee who will wash out the goal and assess the penalty.

## **RULE 472 - GOALS AND ASSISTS AWARDED TO THE PLAYERS**

### **B - Interpretation**

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

### **C - Situations**

#### **Situation 1**

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

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

#### **Situation 2**

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

**Ruling:** Assists are awarded to A8 and A9.

#### **Situation 3**

A8 shoots the puck in the direction of the net but not at the goalkeeper, A9 retrieves the puck and passes it to A10 who scores a goal.

**Ruling:** Assists are awarded to A8 and A9 as no player from Team B had gained control of the puck.

#### **Situation 4**

A8 passes to A9, but the puck deflects off the body, stick or skate of B8, and it is retrieved by A9 who passes to A10 who scores a goal.

**Ruling:** Assists are awarded to A8 and A9 as no Team B player had gained control of the puck.

#### **Situation 5**

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

**Ruling:** An assist is awarded to A8. Only one assist can be awarded on a goal scored from a rebound off of a goalkeeper.

**Situation 6**

A8 passes the puck to A9, who attempts to pass the puck to A10, but B8 intercepts the pass and gains possession and control of the puck. A10 checks B8 and shoots the puck into the goal.

**Ruling:** No assist is awarded because a player from the opposing team had possession and control of the puck prior to the goal being scored.

**Situation 7**

A8 passes to A9, who passes to A10, who shoots at the net, but the shot is stopped by the goalkeeper and rebounds out. It is then shot into the goal by A10.

**Ruling:** No assist is awarded because A10 had taken the previous shot on goal.

**RULE 481 - PUCK ON THE NET**

**A- Referee Procedure**

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

**B - Interpretation**

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

**C - Situations**

**Situation 1**

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

**Ruling:** The Referee should let play continue if the action was carried out without a high sticking infraction.

### **Situation 2**

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

**Ruling:** If the player knocked the puck off without a high sticking infraction and he was not in the goal crease at the moment the puck dropped into the crease, the goal should be awarded.

### **Situation 3**

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

**Ruling:** If the player knocked the puck off without a high sticking infraction and he was not in the goal crease at the moment the puck dropped into the crease, the goal should be awarded.

## **RULE 490 - STOPPING/PASSING THE PUCK WITH HANDS**

### **A - Referee and Linesman Procedure**

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

### **B - Interpretation**

1. There is no limit to the number of hand passes permitted by a defending team in their defending zone.
2. A goalkeeper may make a hand pass or bat the puck to a teammate in his defending zone, but he may not catch and throw the puck forward to a teammate.

### **C - Situations**

#### **Situation 1**

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

**Ruling:** The Referee should stop play.

**Situation 2**

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

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

**Situation 3**

An attacking player deliberately bats the puck with his hand. It deflects off of the opposing goalkeeper to a teammate who then shoots the puck into the goal.

**Ruling:** No goal is awarded.

**Situation 4**

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

**Ruling:** The play should be stopped but no goal is awarded.

**Situation 5**

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

**Ruling:** No goal is awarded.

**RULE 491 - KICKING THE PUCK**

**B - Interpretation**

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

## **C - Situations**

### ***Situation 1***

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

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

## **RULE 492 - HIGH STICKING THE PUCK**

### **A - Referee and Linesman Procedure**

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

### **B - Interpretation**

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

## **C - Situations**

### ***Situation 1***

The puck contacts the stick of an attacking player above the height of the crossbar and then hits the body of a player and goes into the net.

**Ruling:** No goal is awarded.

**Situation 2**

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

**Ruling:** No goal is awarded.

**Situation 3**

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

**Ruling:** The goal is awarded, as the puck did not contact the stick.

**Situation 4**

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

**Ruling:** The face-off will take place according to Rule 492(b) or (c):

- if the action is made by the defending team in their defending zone, the face-off is in their defending zone,
- if the action is made by the attacking team in the neutral zone or their attacking zone, the face-off is in the neutral zone.

**Situation 5**

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

**Ruling:** No goal is awarded.

## **SECTION 5 - PENALTIES**

### **RULE 500 - PENALTIES - DEFINITIONS AND PROCEDURES**

#### **B - Interpretation**

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

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

### **B - Interpretation**

1. When a team is short-handed because of a Minor or Bench Minor penalty and the Referee signals a Delayed Penalty Shot against that team and, subsequently, a goal is scored on the Penalty Shot, the first Minor penalty being served is terminated.
2. Three questions should be asked with reference to a Minor penalty:
  - Is the team serving a Minor penalty?
  - Is the team below the numerical strength of the opposing team on the ice?
  - Is a goal scored against the team?If the answer to all three questions is yes, the first Minor penalty being served expires.

### **C - Situations**

#### ***Situation 1***

Team A is assessed a Bench Minor penalty for Too Many Men on the Ice. At the same stoppage of play, Team A requests a stick measurement of a Team B player and the stick is found to be legal, resulting in a second Bench Minor penalty to Team A.

***Ruling:*** One player from Team A can serve both Minor penalties (2 + 2 minutes).

#### **NEW**

#### ***Situation 2***

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

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

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

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

3. A6 - 2 + 5 minutes + GM at 4:00 Goal at 9:15  
A9 - 2 minutes at 8:00
- A6 out of the game
  - Substitute player for A6
  - A9 returns at 9:15, as the Minor to A9 is the first Minor being served
4. A6 - 2 + 5 minutes + GM at 4:00 Goal at 9:15  
A9 - 2 minutes at 9:10
- A6 out of the game
  - Substitute player for A6 returns at 9:15, as his Minor was the first Minor being served
5. A7 - 5 minutes + GM at 3:00 Goal at 4:30  
A11 - 5 minutes + GM at 3:10  
A12 - 2 minutes at 4:00
- A7 and A11 are out of the game
  - Substitute players for A7 and A11
  - No player returns as the Minor to A12 is not being served at the time of goal
6. A4 - 2 minutes at 10:00 B8 - 2 minutes at 11:00  
A7 - 2 minutes at 10:30 Goal at 12:10  
A9 - 2 minutes at 11:00
- At 11:00 teams play 3 on 5, as the Minors to B8 and A9 cancel out
  - A4 returns to the ice at 12:00 and the teams play 4 on 5 with the Minor to A7 being the only penalty on the clock
  - A7 returns on the goal at 12:10
7. A9 - 5 minutes + GM at 3:00 B11 - 2 + 2 minutes at 3:30  
A6 - 2 minutes at 3:30 Goal at 4:30
- Player A9 out of the play
  - Team A must put a substitute player in the penalty bench to serve 5 minutes for A9
  - At 3:30 teams play 4 on 4
  - At 3:30 A6 Minor and one Minor to B11 cancel out
  - Team B must put a player in the penalty bench to serve the extra Minor for B11.
  - B11 returns on the first stoppage after 7:30
  - No player returns
8. A6 - 5 minutes + GM at 3:00 B11 - 5 minutes + GM at 3:30  
A9 - 2 minutes at 3:30 Goal at 4:00
- A6 and B11 are out of the game



- At 4:30 first Minor to A8 is cancelled and teams play 3 on 5
- At 5:30 the Minor to A9 is cancelled and teams play 4 on 5

## **RULE 503 - MAJOR PENALTY**

### **B - Interpretation**

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

### **C - Situations**

#### ***Situation 1***

Team A is short-handed because of a Minor penalty and the Referee signals a delayed Major penalty against that team, but Team B scores a goal before the stoppage of play.

**Ruling:** The first Minor penalty being served is terminated (Rule 501 - Minor Penalty and Rule 502 - Bench Minor Penalty). But Referee should still assess a Major plus automatic Game Misconduct penalty to the offending player.

## **RULE 504 - MISCONDUCT PENALTY**

### **C - Situations**

#### ***Situation 1***

A player is assessed a Misconduct penalty and, while in the penalty bench, he is assessed another Misconduct.

**Ruling:** He should be assessed a Game Misconduct for the second Misconduct. On the Official Game Sheet he would be assessed 10 minutes for the first Misconduct and 20 minutes for the Game Misconduct. The second Misconduct is not recorded, as it becomes an automatic Game Misconduct.

## **RULE 508 - PENALTY SHOT**

### **A - Referee Procedure**

1. The Referee should give the signal when a Penalty Shot is called. In some cases, the non-offending team has the option of having the opposing team serve a Minor penalty. If they request that the offending player serve the Minor penalty, the face-off should take place in the end zone.
2. The Referee should remember the jersey number of the offending player so that he can proceed to the penalty bench to serve the Minor penalty, if requested.

### **B - Interpretation**

1. Five conditions are required to award a Penalty Shot for a player being fouled from behind:
  - The foul must take place when the puck is outside of his defending zone (completely across the blue line).
  - The attacking player must be in possession and have control of the puck.
  - The attacking player must have been fouled from behind.
  - The attacking player in possession and control of the puck has no defending player to pass to other than the goalkeeper.
  - The attacking player must have been denied a reasonable scoring opportunity.
2. The following situations call for a Penalty Shot:
  - When a goalkeeper deliberately displaces the goal net during the course of a breakaway (Rule 554(b) - Displacing the Goal).
  - When a team is penalized for a deliberate illegal substitution (Rule 573 - Too Many Players on the Ice) in the last two minutes of the game and overtime (if any), and/or deliberately knocking the goal net from its position (Rule 554(b) - Displacing the Goal).
  - When a player on a breakaway is interfered with by an opposing player who illegally entered the game or by a player or team official on the players or penalty bench, (Rule 562 - Players Leaving the Players Bench or Penalty Bench).
  - When a defending player (except the goalkeeper) deliberately falls on the puck, holds or gathers the puck into his body in any manner or picks up the puck with his hand, or who closes his hand on the puck while the puck is within the goal crease. The determining factor in this case is the position of the puck at the moment when it is picked up or at the moment when the player intentionally falls on it (Rule 557 - Falling on the Puck by a Player).
  - When any defending player deliberately throws his stick, or any part, or any object at the puck or puck carrier in his defending zone (Rule 569 - Throwing a Stick or any Object Within the Playing Area, Rule 570 - Throwing a Stick or any Object on a Breakaway Situation).
3. When the Referee calls a penalty according to:

- Rule 559 - Handling the Puck with Hands by a Player
  - Rule 554(b) - Displacing the Goal,
  - Rule 569 - Throwing a Stick or any Object within the Playing Area,
  - Rule 570 - Throwing a Stick or any Object on a Breakaway Situation
  - Rule 557 - Falling on the Puck by the Player
  - Rule 573 – Too many men on the ice
- the team has no option between taking a Penalty Shot or requesting that the opposing team serve a Minor penalty. The team should take a shot.

4. In cases where a Penalty Shot is awarded for Minor penalties of Tripping, Hooking, Holding, Charging or Checking From Behind, the non-offending team has the option of taking the Penalty Shot or requesting that the opposing team serve the penalty.

## **C - Situations**

### ***Situation 1***

A player on a breakaway is fouled from behind, falls on the ice, but then gets up and takes a clear and unimpeded shot on goal.

***Ruling:*** The Referee should not award a Penalty Shot as the player got up and took a clear and unimpeded shot, but he must assess a Minor penalty to the offending player.

### ***Situation 2***

A player on a breakaway is tripped and the puck goes free. His teammate comes up from behind, takes the puck that has gone free and gets a clear shot on goal but does not score.

***Ruling:*** The referee should not award a Penalty Shot as the player took a clear shot, but he must assess a Minor penalty to the offending player.

### ***Situation 3***

A player on a breakaway is fouled from behind and the Referee signals a Penalty Shot, but before play is completed, a second infraction is signaled, whether to the same player or to another player of his team.

***Ruling:*** The Penalty Shot washes out the first infraction and the player assessed the second infraction must go to the penalty bench. If no goal is scored on the Penalty Shot, that player will remain in the penalty bench. If a goal is scored on the Penalty Shot, the penalty that has not yet actually started is washed out. If, however, the team is already serving another Minor penalty, the first Minor being served is washed out and the player that was assessed a delayed Minor before the Penalty Shot remains in the penalty bench.

**Situation 4**

A10 is serving a penalty in the penalty bench. A8 is to be assessed a slashing penalty, but before play is stopped Team B is awarded a Penalty Shot due to an additional foul by Team A. Team B scores on the Penalty Shot.

**Ruling:** A10 returns to the game, but A8 must still serve the time for his penalty.

**Situation 5**

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

**Ruling:** The referee should award a Penalty Shot as no defending player was between the player on the breakaway and the goalkeeper.

**Situation 6**

The goalkeeper has been removed and another player is lying in the crease when the puck is shot under him. He makes no attempt to cover the puck or fall on the puck or gather the puck towards his body, but the puck becomes frozen under his body.

**Ruling:** The Referee should not award a Penalty Shot unless the player made a deliberate attempt to cover the puck.

**RULE 509 - PENALTY SHOT PROCEDURE****B - Interpretation**

1. A goalkeeper is the only player allowed to tend goal during a Penalty Shot.
2. A substitute goalkeeper is not allowed a warm-up prior to a Penalty Shot.
3. The goalkeeper of the team taking the shot must go to his player's bench along with his teammates.
4. If a Penalty Shot is to be taken over again for any reason, the team may change goalkeepers.
5. If at any time during the course of the Penalty Shot (which begins when the Referee blows the whistle for the player to start the shot) the goalkeeper deliberately moves or dislodges the net, a goal is awarded.
6. If there is a foul on which a Penalty Shot is based in the last few seconds of a game but the game time expires before the Referee blows the whistle to stop play, the Penalty Shot is still awarded. If a goal is scored on the shot, the time of the goal is recorded as 19:59.

7. If the player taking a Penalty Shot trips or falls onto the ice and the puck is still moving toward the net, the player can get up and continue the shot.
8. If a goalkeeper intentionally removes his helmet and/or facemask during the course of a Penalty Shot, a goal is awarded.
9. If a team official interferes or distracts the player taking a Penalty Shot and causes the shot to fail, the Referee must allow a second Penalty Shot and assess a Game Misconduct Penalty on the offending team official (see Rule 550(b)).
10. If a team is playing without a dressed goalkeeper when a Penalty Shot is awarded against them, they must designate a player and provide him full goalkeeper privileges. This player must follow the same regulations as a regular goalkeeper during the shot; however, he is not required to wear all of the equipment. After the shot has been taken, the player should be reclassified as a regular player. This situation applies only when a team does not have a goalkeeper and only in the case of a Penalty Shot.

## **C - Situations**

### ***Situation 1***

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

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

### ***Situation 2***

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

***Ruling:*** No goal is awarded. Once the puck crosses the goal line the play is completed.

### ***Situation 3***

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

***Ruling:*** A goal is awarded, as the puck is always understood to be going in the direction of the goal.

### ***Situation 4***

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

- a) The goal post and rebounds into the net;
- b) The goalkeeper and rebounds into the net;
- c) The goal post and then goes into the net off of the goalkeeper;
- d) The goalkeeper and then goes into the net off of the goal post.

**Ruling:** A goal is awarded.

**Situation 5**

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

**Ruling:** No goal is awarded.

**Situation 6**

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

**Ruling:** The player may not use this stick unless it is measured and deemed to be legal, but he is permitted to take the shot and should be assessed a Minor plus Misconduct penalty to be served after the shot.

**Situation 7**

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

**Ruling:** Team A should be assessed a penalty. If a goal is scored on the shot, no penalty should be served. If no goal is scored on the shot, the penalty should be served.

**Situation 8**

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

**Ruling:** The Penalty Shot is considered complete. The goal should not be allowed and the player should be assessed a Misconduct penalty.

**Situation 9**

The player taking a Penalty Shot attempts a shot at the net but makes no contact with the puck and it continues to move in the direction of the net. He then contacts the puck on his second attempt and shoots it into the net.

**Ruling:** The goal should be awarded. Since there was no contact with the puck on the first attempt, it cannot be classified as a shot. The second attempt, when contact was actually made, would be classified as the first shot.

**Situation 10**

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

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

**Situation 11**

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

**Ruling:** The referee should assess a Minor penalty to the goalkeeper. Any player from his team, as designated by the manager or coach through the captain, may serve the penalty. This player must proceed to the penalty bench immediately. The Penalty Shot should be taken over again and, if the Penalty Shot results in a goal, the player should not serve the Minor penalty.

**Situation 12**

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

**Ruling:** The Referee should assess a Major penalty plus automatic Game Misconduct penalty to the goalkeeper. The goalkeeper should be ruled off the ice for the remainder of the game, and he should immediately proceed to the dressing room before the shot is repeated. The manager or coach, through the captain, must designate a player to serve the 5-minute time penalty. Before the shot is repeated, the designated player must immediately proceed to the penalty bench and remain there until the end of the penalty. The substitute goalkeeper must defend the net against the second shot.

**Situation 13**

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

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

**RULE 511 - GOALKEEPER PENALTY PROCEDURE**

**A - Referee Procedure**

1. After stopping play and signaling a penalty against a goalkeeper, the Referee should immediately skate backwards to the penalty bench.
2. The Referee should keep all players in view during this time and record on his notepad the jersey numbers of all players of the violating team that were on the ice at the time when penalty was assessed. It is important that the Referee is aware of which players were on the ice in order to determine who will serve the penalty.
3. At the penalty bench the Referee should instruct the Scorekeeper to record the jersey numbers of all of the players on the goalkeeper's team who were on the ice at the time. One of the players who were on the ice must serve the penalty.
4. The Referee should notify the captain of the offending team that one of the players (listing the players' jersey numbers) must serve the goalkeeper's penalty time.

## **B - Interpretation**

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

## **C - Situations**

### ***Situation 1***

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

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

### ***Situation 2***

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

***Ruling:*** One player who was on the ice must serve the Minor penalty and a second player who was on the ice must serve the full 12 minutes.

### ***Situation 3***

A goalkeeper on the player's bench (either during a stoppage of the play or while play is in progress) commits a violation of the rules or infraction against an opposing player

***Ruling:*** A player, who was on the ice at the time when the penalty was assessed, must serve the penalty.

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

### **Team A**

### **Team B**

1. A1 (goalkeeper) 2 + 10 minutes at 3:00  
A1 (goalkeeper) 2 + 10 minutes at 3:30
  - At 3:00 Team A must put two players who were on the ice in the penalty bench to serve the goalkeeper's penalty, one for 2 minutes and the second for 12 minutes.
  - At 3:30 Team A must put another player who was on the ice in the penalty bench to serve the goalkeeper's second Minor penalty.

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

2. A30 (goalkeeper) 2 minutes at 3:00  
A30 (goalkeeper) 2 minutes at 3:30

- At 3:00 teams play 4 on 5.
- Team A must put a player who was on the ice in the penalty bench to serve the first Minor penalty.
- At 3:30 the Team A must put another player who was on the ice in the penalty bench to serve the second Minor penalty.
- At 3:30 teams play 3 on 5.
- The player serving the first Minor penalty will return to the ice at 5.00 (if no goal is scored).
- All penalties should be recorded against the A30 on the Official Game Sheet.

3. A30 (goalkeeper) 2 minutes at 3:00  
A30 (goalkeeper) 10 minutes at 3:30

- At 3:00 teams play 4 on 5.
- Team A must put a player who was on the ice in the penalty box to serve the Minor penalty.
- At 3:30 Team A must put another player who was on the ice in the penalty box to serve the Misconduct penalty.
- At 3:30 teams play 4 on 5
- The second penalty (Misconduct) starts at 3.30.
- The player serving the Minor penalty will return on the ice at 5:00 (if no goal is scored).
- The player serving the Misconduct penalty will return to the ice at the first stoppage of play after 13.30.
- All penalties should be recorded against the A30 on the Official Game Sheet.

4. A30 (goalkeeper) 10 minutes at 3:00  
A30 (goalkeeper) 2 minutes at 3:30

- At 3:00 teams play 5 on 5.
- Team A must put a player who was on the ice in the penalty box to serve the Misconduct penalty.

- At 3:30 Team A must put another player who was on the ice in the penalty box to serve the Minor penalty.
- At 3:30 teams play 4 on 5.
- The Minor penalty starts at 3:30.
- The player serving the Minor penalty will return on the ice at 5:30 (if no goal is scored).
- The player serving the Misconduct penalty will return to the ice after the first stoppage of play after 13.00.
- All penalties should be recorded against the A30 on the Official Game Sheet.

## **RULE 512 - COINCIDENTAL PENALTIES**

### **B - Interpretation**

1. Cancel as many penalties as possible.
2. Cancel penalties to avoid putting a substitute in the penalty bench.
3. Cancel penalties to return as many players to the ice as possible.

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

	<b><u>Team A</u></b>	<b><u>Team B</u></b>
1.	A6 - 2 minutes at 3:00 - At 3:00 both teams play 4 on 4	B11 - 2 minutes at 3:00
2.	A6 - 2 + 2 minutes at 3:00 - At 3:00 teams play 4 on 5 - Team A must place a substitute for A6 in the penalty bench - The Minor to B11 and one Minor to A6 cancel out	B11 - 2 minutes at 3:00
3.	A6 - 2 minutes at 3:00 A9 - 2 minutes at 3:30 - At 3:30 teams play 4 on 5, as Minors to A9 and B11 cancel out	B11 - 2 minutes at 3:30
4.	A6 - 2 minutes at 3:00 A9 - 2 minutes at 3:30 A7 - 2 minutes at 3:30 - At 3:30 teams play 3 on 5, as penalty to B11 cancels one Minor to either A9 or A7 (captain's choice)	B11 - 2 minutes at 3:30

5. A6 - 2 minutes at 3:00 B12 - 2 + 10 minutes at 3:15  
A9 - 2 minutes at 3:15  
- At 3:15 teams play 4 on 5, as Minors to A9 and B12 cancel out
6. A6 - 2 minutes at 3:00 B12 - 2 + 2 minutes at 4:00  
A9 - 2 + 2 minutes at 4:00  
- At 4:00 teams play 4 on 5, as double Minors to A9 and B12 cancel out
7. A6 - 2 minutes at 3:00 B11 - 2 minutes at 3:00  
A9 - 2 minutes at 3:00  
- At 3:00 teams play 4 on 5, as the one Minor to B11 cancels out a Minor to either A6 or A9 (captain's choice)
8. A6 - 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:30  
A9 - 2 minutes at 3:30  
- At 3:30 teams play 4 on 4, as Minor to A9 cancels out one Minor to B11  
- Team B must put a substitute in the penalty bench to serve one Minor for B11
9. A6 - 2 + 10 minutes at 3:00 B11 - 2 + 10 minutes at 3:00  
- Teams play 4 on 4  
- Team A and Team B must each put a substitute in the penalty bench who will return to the ice at 5:00  
- A6 and B11 return to the ice on the first stoppage of play after 15:00
10. A6 - 2 minutes at 9:00 B4 - 2 minutes at 9:20  
A9 - 2 minutes at 9:20 B7 - 2 minutes at 9:20  
A8 - 2 minutes at 9:20  
- At 9:20 teams play 4 on 5, as Minors to A9 and A8 and B4 and B7 all cancel out
11. A6 - 2 + 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:00  
A9 - 2 + 2 minutes at 3:00  
- At 3:00 teams play 4 on 5, as the double Minor to B11 cancels out a double Minor to either A6 or A9 (captain's choice)
12. A6 - 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:00  
A9 - 2 + 2 minutes at 3:00  
- At 3:00 teams play 4 on 5, as the double Minors to A9 and B11 cancel out
13. A6 - 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:00  
A9 - 2 minutes at 3:00 B12 - 2 minutes at 3:00  
A7 - 2 + 2 minutes at 3:00





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

- |    | <b><u>Team A</u></b>                                                                                                                                                                                                                                                                                                         | <b><u>Team B</u></b>                                                            |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| 1. | A6 - 2 minutes at 3:00<br>A9 - 5 minutes + GM at 3:30                                                                                                                                                                                                                                                                        | B14 - 5 minutes + GM at 3:30                                                    |
|    | <ul style="list-style-type: none"><li>- At 3:30 teams play 4 on 5, as the Majors to A9 and B14 cancel out</li><li>- Teams do not need to put substitute players in the penalty bench, because A9 and B14 are out of the game</li></ul>                                                                                       |                                                                                 |
| 2. | A6 - 2 minutes at 3:00<br>A7 - 2 + 5 minutes + GM at 4:00                                                                                                                                                                                                                                                                    | B19 - 2 + 5 minutes + GM at 4:00                                                |
|    | <ul style="list-style-type: none"><li>- At 4:00 teams play 4 on 5, as the Minor plus Major plus GM to both A7 and B19 cancel out</li><li>- Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game</li></ul>                                                                 |                                                                                 |
| 3. | A6 - 2 minutes at 3:00<br>A5 - 2 minutes at 4:00<br>A7 - 5 minutes + GM at 4:00                                                                                                                                                                                                                                              | B11 - 2 minutes at 4:00<br>B19 - 5 minutes + GM at 4:00                         |
|    | <ul style="list-style-type: none"><li>- At 4:00 teams play 4 on 5, as the Minors to A5 and B11 and the Majors plus GM to A7 and B19 all cancel out</li><li>- Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game</li></ul>                                               |                                                                                 |
| 4. | A3 - 2 + 2 minutes at 3:00                                                                                                                                                                                                                                                                                                   | B8 - 2 + 5 minutes + GM at 3:00                                                 |
|    | <ul style="list-style-type: none"><li>- At 3:00 teams play 4 on 4, as one Minor on each team cancel out</li><li>- A substitute for A3 returns at 5:00 and a substitute for B8 returns at 8:00</li><li>- B8 is out of the game</li></ul>                                                                                      |                                                                                 |
| 5. | A3 - 2 + 2 minutes at 3:00<br>A5 - 2 minutes at 3:00<br>A7 - 5 minutes + GM at 3:00                                                                                                                                                                                                                                          | B8 - 2 + 5 minutes + GM at 3:00<br>B9 - 5 minutes + GM at 3:00                  |
|    | <ul style="list-style-type: none"><li>- At 3:00 teams play 4 on 4, as the Major plus GM to A7 and Minor to A5 and penalties to B8 cancel out</li><li>- A7, B8 and B9 are out of the game</li><li>- A substitute for B9 must serve the 5 minute time penalty</li><li>- Substitute for B9 returns to the ice at 8:00</li></ul> |                                                                                 |
| 6. | A7 - 2 minutes at 4:00<br>A9 - 5 minutes + GM at 5:00<br>A8 - 2 minutes at 5:10<br>A4 - 2 minutes at 5:10                                                                                                                                                                                                                    | B4 - 5 minutes + GM at 5:00<br>B3 - 2 minutes at 5:10<br>B7 - 2 minutes at 5:10 |

- At 5:00 teams play 4 on 5, as the Majors plus GM to A9 and B4 cancel out
  - At 5:10 teams still play 4 on 5, as all four Minors cancel out
  - Teams do not need to put substitute players in the penalty bench because A9 and B4 are out of the game
7.           A3 - 2 + 5 minutes + GM at 3:00                      B8 - 2 + 5 minutes + GM at 3:00
- At 3:00 teams play 5 on 5, as all penalties cancel out
  - Teams do not need to put substitute players in the penalty bench because A3 and B8 are out of the game
8.           A3 - 2 minutes at 3:00                                      B8 - 2 minutes at 3:00  
A7 - 5 minutes + GM at 3:00                                      B9 - 5 minutes + GM at 3:00
- At 3:00 teams play 5 on 5, as all penalties cancel out
  - Teams do not need to put substitute players in the penalty bench because A7 and B9 are out of the game
9.           A6 - 5 minutes + GM at 3:00                                      B11 - 2 minutes at 3:00  
A9 - 2 minutes at 3:00
- At 3:00 teams play 4 on 5, as the Minors to A9 and B11 cancel out
  - Team A must put a substitute in the penalty bench to serve the 5 minute penalty for A6 who is out of the game

***Examples of Combined Coincidental Major and Match Penalties***

- | <u><b>Team A</b></u>                                                                                                                                                   | <u><b>Team B</b></u>              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| <p>1.           A6 - 5 minutes + GM at 3:00</p> <ul style="list-style-type: none"> <li>- Teams play 5 on 5 and no substitutes required in the penalty bench</li> </ul> | <p>B7 - Match penalty at 3:00</p> |
| <p>2.           A6 - Match penalty at 3:00</p> <ul style="list-style-type: none"> <li>- Teams play 5 on 5 and no substitutes required in the penalty bench</li> </ul>  | <p>B7 - Match penalty at 3:00</p> |

**RULE 513 - DELAYED PENALTY**

**B - Interpretation**

1. When the delayed penalty rule is applied, the players must serve the full time of their penalty and may not leave the penalty bench until the first stoppage of play following the completion of their penalties.
2. The delayed penalty rule does not apply when there is an immediate substitution.

- The penalties must be recorded on the Official Game Sheet but they may are not to be shown on the time clock.

### ***Examples of Delayed Penalties***

- |    | <b><u>Team A</u></b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <b><u>Team B</u></b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. | <p>A6 - 2 + 2 +10 minutes at 13:00<br/> A6 - 2 minutes at 20:00 (end of period)</p> <ul style="list-style-type: none"> <li>- The Minor assessed at the end of the period starts at the beginning of the next period and Team A will play 4 on 5</li> <li>- The Misconduct will restart again at 2:00 after the Minor is completed</li> <li>- A6 would return to the ice on the first stoppage after 9:00</li> <li>- Team A would be required to place a substitute in the penalty bench to serve the Minor at the beginning of the period and he will return to the ice at 2:00</li> </ul> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 2. | <p>The following penalties are assessed to Team A during a stoppage of play:</p> <p>A4 - 2 minutes<br/> A5 - 2 minutes<br/> A6 - 2 + 2 minutes<br/> A7 - 5 minutes + GM</p> <ul style="list-style-type: none"> <li>- A7 is out of the game</li> <li>- The substitute for A7 must be the last penalty to be served</li> <li>- The order that the other three players serve their penalties is the captain's choice, even though one player has a Double Minor penalty</li> </ul>                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 3. | <p>A6 - 2 minutes at 3:00</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <p>B7 - 2 + 2 minutes at 3:00<br/> B7 - 2 minutes at 3:30<br/> (While in the penalty bench)</p> <ul style="list-style-type: none"> <li>- At 3:00 teams play 5 on 4</li> <li>- Team B must put substitute in the penalty bench to serve the extra Minor for B7</li> <li>- At 3:30 teams will play 5 on 4, as the Minor to B7 (at 3:30 while he is in the penalty bench) is added to the time of the substitute</li> <li>- The Team B substitute must serve 4 minutes and would return to the ice at 7:00</li> <li>- If Team A scored no goals, teams will play 5 on 4 until 7:00</li> <li>- B7 would serve the total time for all three of his penalties (6 minutes) and would return on the first stoppage of play after 9:00</li> </ul> |
| 4. | <p>A7 - 2 + 2 minutes at 3:00<br/> A8 - 2 minutes at 3:00<br/> A9 - 2 minutes (Bench Minor) at 3:00</p> <ul style="list-style-type: none"> <li>- At 3:00 teams play 3 on 5</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

- At 3:00 A8 and A9 serve Minor penalties (on the clock)
  - At 5:00 A7 begins to serve his two Minor penalties
  - At 5:00 teams play 4 on 5
  - At 5:00 either A8 or A9 returns on the ice (captain's choice)
  - The precedent for this ruling is to return as many players to the ice as possible
5. A6 - 5 minutes + GM at 3:00  
 A8 (substitute for A6) - 2 minutes at 3:30  
 (While in the penalty bench)  
 A8 (substitute for A6) - 10 minutes at 4:00  
 (While in the penalty bench)
- A6 is out of the game
  - Team A must put substitute in the penalty bench to serve the 5 minute penalty
  - At 3:00 teams play 4 on 5
  - At 3:30 A8 assessed an additional Minor penalty while in the penalty bench
  - Teams play 4 on 5
  - A8 Minor penalty will start at 8:00 after the expiration of the 5 minute time penalty (delayed penalty).
  - At 4:00 A8 assessed Misconduct penalty
  - Teams play 4 on 5
  - At 4:00 Team A must put another substitute in the penalty bench to serve the Minor penalty for A8 that was assessed at 3:30
  - The A8 Misconduct penalty will start at 10:00 (delayed penalty)
  - If no further penalties are assessed to Team A and no goal is scored after expiration of the 5 minute penalty at 10:00, teams will play 5 on 5

## **RULE 514 - CALLING OF PENALTIES**

### **A - Referee Procedure**

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

### **C - Situations**

#### ***Situation 1***

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

**Ruling:** The Referee must stop the play.

**Situation 2**

A delayed penalty is signaled and the puck enters the net of the non-offending team resulting in a stoppage of play.

**Ruling:** The goal should not be awarded and the face-off should take place in the neutral zone outside the blue line of the non-offending team.

**Situation 3**

A delayed penalty is signaled on player from Team A, and Team B has substituted its goalkeeper in favor of an extra player. While skating in front of his net with the puck, a player from Team B is stick-checked by a Team A player and the puck goes in the open net.

**Ruling:** The goal should not be awarded because a team that is to be assessed a delayed penalty cannot be credited with scoring a goal.

**Situation 4**

A delayed penalty is signaled on a player from Team A, and Team B has substituted its goalkeeper in favor of an extra player. A player from Team B has possession of the puck, and while attempting to pass the puck to a teammate, he shoots the puck and it deflects off of a Team A player and goes into the open net.

**Ruling:** The goal is not awarded.

**Situation 5**

The Referee has signaled a delayed penalty to Team A, and Team B has substituted its goalkeeper in favor of an extra player. A player from Team B shoots the puck, it hits a Team A player who is behind the center red line, and deflects back down the ice into Team B goal.

**Ruling:** The goal is not awarded.

**Situation 6**

The Referee has signaled a delayed penalty against A6 and is going to award a Penalty Shot as a result of that infraction. Before the play is stopped A6 commits another infraction calling for a Minor penalty.

**Ruling:** If Team B scores the goal before the play is stopped, the Penalty Shot is washed out, but the Referee should assess the Minor penalty. If Team B does not score before the play is stopped, the Referee should award a Penalty Shot to the team and assess the Minor penalty. If Team B scores on the Penalty Shot, the Minor penalty will not be served by the player because the Minor penalty was assessed before the Penalty Shot was taken and the player was in the penalty bench.

### **Situation 7**

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

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

### **Situation 8**

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

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

### **Situation 9**

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

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

### **Situation 10**

A player is assessed a Major plus a Game Misconduct penalty and then a Match penalty for another incident either before or after the whistle.

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

## **RULE 523 - CHECKING FROM BEHIND**

### **B - Interpretation**

1. The term "in any manner" includes such actions as high sticking, cross-checking, charging, etc., but not interference.
2. A hit from behind into the boards or goal frame, especially in a spot where a player is unable to defend himself, must be penalised. A Referee should strictly enforce this rule.

## NEW

3. Where a player turns his back to take a hit or check from behind, this will not be classified as “checking from behind” due to the fact that the player is aware of the hit. Such infraction may be classified as “boarding” or “charging”

### C - Situations

#### **Situation 1**

A player from Team A is on a breakaway and is cross-checked from behind by a player from Team B. The Referee calls a checking from behind penalty but still awards the Penalty Shot.

**Ruling:** The Team A player will take the Penalty Shot but the Team B player who committed the foul must still serve the automatic Misconduct penalty.

### **RULE 528 - FISTICUFFS OR ROUGHING**

#### A - Referee Procedure

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

#### B - Interpretations

1. When a Major plus Game Misconduct penalty are assessed under this rule, it should be recorded and announced as Roughing.
2. When a Match penalty is assessed under this rule, it should be recorded and announced as Fisticuffs.
3. Fisticuffs or Roughing may be called even though the players still have their gloves on.
4. In a situation involving Fisticuffs, it is possible that one player may be assessed a Match penalty and the other a Major plus a Game Misconduct penalty.
5. A Minor, Double Minor or Major penalty plus Game Misconduct penalty may be assessed for Roughing.

6. Whenever a Match penalty is assessed for Fisticuffs, whether one, two or more players receive such penalties, the incident must be classified as a fight. In the case of retaliation by a player, a Major penalty plus Game Misconduct penalty may be assessed in this case.
7. A player cannot be assessed a Match penalty plus a Game Misconduct penalty for continuing a fight.
8. Two players may be assessed Match penalties for Fisticuffs without having an aggressor or instigator.
9. Where it is obvious that one player is the instigator or aggressor, that player may be assessed a Match penalty and the other player a Major plus Game Misconduct, depending upon the degree of retaliation.
10. The "third man in" rule applies only to the first player to intervene in an altercation. The assessment of only one penalty constitutes an altercation, however, the ruling requires judgement as to whether the player actually became involved.
11. A Game Misconduct penalty would only be assessed to the first player to intervene in a situation where a Match or Major plus Game Misconduct penalty are to be assessed to one or both players.

**NEW**

12. Knocking or pulling an opponent's helmet off or out of the normal worn position MUST be penalized as "Roughing".

## **C - Situations**

### ***Situation 1***

A fight occurs in the immediate vicinity of the goal crease and the goalkeeper returns to his player's bench.

**Ruling:** The goalkeeper is allowed to return to his bench with the Referee's permission. If he returns on his own, the goalkeeper should be assessed a Minor penalty.

### ***Situation 2***

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

**Ruling:** The player on the bench should be assessed a Game Misconduct plus whatever other penalties he may incur. This player is classified as the "third man in" in the altercation.

### ***Situation 3***

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

**Ruling:** The Referee must assess Game Misconduct penalties to both participants.

## **RULE 534 - INTERFERENCE**

### **B - Interpretation**

1. An attacking player may skate through the goal crease either in front of or behind the goalkeeper.
2. If an attacking player skates through the crease and makes contact with the goalkeeper, or skates behind the goalkeeper and the goalkeeper backs into the player, that player should be assessed a Minor penalty for Interference.
3. If the stick or any part of it or any other object is thrown or shot towards an opposing puck carrier by a player or goalkeeper, refer to Rule 569(b) – Interpretation, in this Case Book.

## **RULE 539 - TRIPPING**

### **C - Situations**

#### ***Situation 1***

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

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

## **RULE 540 – CHECKING TO THE HEAD AND NECK AREA**

### **B – Interpretation**

1. A cross checking action to the head and or neck area is to be penalized as “Checking to the Head” and penalized under this rule.

#### **NEW**

2. Blows suffered to the head area during a fight or altercation should be penalized under Rule 528 Fisticuffs & Roughing.

## **RULE 550 - ABUSE OF OFFICIALS AND UNSPORTSMANLIKE CONDUCT BY PLAYERS**

### **B- Interpretation**

1. According to the Rule 550(a), the penalty assessed to a player for diving should be classified as a Minor penalty for Unsportmanlike Conduct.
2. Officials should not permit themselves to be verbally abused at any time. A personal comment to the official by any player at any time in the game should result in a Misconduct penalty.

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

### **A - Referee Procedure**

1. A Referee may assess two Bench Minor penalties to a coach before ejecting him from the game with a Game Misconduct penalty.
2. A coach may not be assessed a Misconduct penalty.
3. The options available to a Referee in assessing penalties to team officials are: Bench Minor, Bench Minor plus Game Misconduct, Game Misconduct penalty or Match penalty.
4. The assessment of a Game Misconduct penalty to team official under the Rule 551(b) and Rule 551(c) does not automatically follow the assessment of the Bench Minor penalty to the team.
5. If a team official is assessed a Game Misconduct or Match penalty, he must immediately proceed to the dressing room and remain there until the game is over.
6. If a team official is assessed a Match penalty, the remaining team's staff must designate, through the captain, a player to serve the 5 minute time penalty in the penalty bench. The team will play short-handed during this time unless other situations arise that are covered by other rules.

### **B - Interpretation**

1. No penalties may be assessed for infractions that occur during the pre-game warm-up. However, under Rule 510 - Supplementary Discipline, disciplinary action may be taken by the proper authorities.

## **RULE 554 - DELAYING THE GAME**

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

#### **C - Situations**

##### ***Situation 1***

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

***Ruling:*** An automatic Minor penalty is assessed to the goalkeeper.

##### ***Situation 2***

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

***Ruling:*** The goalkeeper should not be automatically assessed a Minor penalty.

##### ***Situation 3***

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

***Ruling:*** No penalty is assessed.

##### ***Situation 4***

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

***Ruling:*** The goalkeeper is assessed a Minor penalty.

##### ***Situation 5***

A goalkeeper shoots the puck through an open gate.

***Ruling:*** No penalty is assessed.

## **554(E) - INJURED PLAYER REFUSING TO LEAVE THE ICE**

#### **B - Interpretation**

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

## **554(F) - MORE THAN ONE CHANGE AFTER GOAL SCORED**

### **A - Referee Procedure**

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

## **RULE 555 - ILLEGAL OR DANGEROUS EQUIPMENT**

### **A - Referee and Linesman Procedure**

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

### **B - Interpretation**

1. A Referee may decide if a stick is dangerous. If he classifies a stick as dangerous equipment, the stick should be removed from play and no penalty is to be assessed.
2. Fluorescent painted sticks are not permitted and must be removed. If a player refuses to remove the stick, assess a Misconduct penalty.
3. A player who refuses to refrain from using equipment ruled dangerous by the Referee should be assessed a Misconduct penalty after one warning.
4. A blade that has a double curvature should be classified as dangerous equipment.
5. An illegal curvature of the blade may be found anywhere on the blade along the line of the stick gauge.
6. Goalkeepers are not permitted to wear exceptionally long jerseys that may aid in stopping the puck. The Referee should ask the goalkeeper to change or adjust the jersey. If the goalkeeper refuses to change the jersey after a warning, he should be assessed a Misconduct penalty.

7. With the reference to the Rule 555(e), a player who continues to play or does not return to his players bench after his helmet has come off is automatically assessed a Minor penalty. The Referee issues no warning.
8. With the reference to the Rule 555(e) the player shall be assessed a Minor penalty if he continues to participate in the play in any manner.

### **C - Situations**

#### ***Situation 1***

A player is checked and his helmet strap becomes unfastened.

**Ruling:** The player may continue to participate in the game until the stoppage of play or until the player leaves the ice. No penalty would be assessed to the player, since the player's helmet did not come off his head.

## **RULE 556 - BROKEN STICK**

### **A - Referee and Linesman Procedure**

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

### **B - Interpretation**

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

### **C - Situations**

#### ***Situation 1***

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

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

#### ***Situation 2***

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

**Ruling:** The player is not assessed a penalty for illegally receiving a stick, but the Referee should assess a penalty as outlined in Rule 556.

### **Situation 3**

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

**Ruling:** No penalty is assessed to the Team A player who picks up the stick, but Team B should be assessed a penalty as outlined in Rule 556.

### **Situation 4**

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

**Ruling:** No penalty is assessed to the goalkeeper, but the Referee should assess a penalty as outlined in Rule 556.

### **Situation 5**

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

**Ruling:** No penalty is assessed to either the goalkeeper or player, unless their actions are covered in Rule 534, Rule 569 or Rule 570.

### **Situation 6**

A player is carrying a goalkeeper's stick to a goalkeeper who has lost or broken his stick, and decides to become involved in the play. He drops the goalkeeper's stick in order to participate in the play.

**Ruling:** No penalty is assessed as long as the player in no way participates in the play while he is carrying the stick. No penalty would be assessed for carrying the stick to the goalkeeper, even though the player is in the vicinity of the play, but he must drop the stick, if he becomes involved in the play.

### **Situation 7**

A5 is participating in play without a stick. A8 passes him his stick, and A 11 passes his stick to A8 and play continues.

**Ruling:** There is no limit to the number of times that a stick can be passed from player to player, as long as the last player receives a stick following the rules.

## **RULE 557 - FALLING ON THE PUCK BY A PLAYER**

### **C - Situations**

#### **Situation 1**

The puck is in the goal crease and a player, who is outside the crease, bats or scoops the puck out of the crease into his body, but doesn't cover or grab the puck while the puck is still in the crease.

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

**Situation 2**

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

**Ruling:** The Referee should award a Penalty Shot to the non-offending team. The determining factor is the position of the puck when it is covered up and play is stopped.

**Rule 559 - Handling the Puck with Hands By a Player**

**B - Interpretations**

1. If a player closes his hand on the puck and then drops it immediately and gains no advantage by this action, or makes no attempt to gain any advantage, play should be permitted to continue. However, if there is a delay in dropping the puck, play should be stopped, but no penalty assessed.
2. If a player closes his hand on the puck after having reached out from his body, or takes a few strides after closing his hand on the puck, play should be stopped and a penalty assessed.
3. If the puck contacts a player's glove but the player does not close his hand over the puck, there is no stoppage of play and no penalty.
4. If a defending player picks up the puck with his hands from the ice in the goal crease when his goalkeeper has been removed from the ice, the Referee should award a goal to the non-offending team (see Rule 557(c)).

**RULE 560- HANDLING THE PUCK WITH THE HANDS BY A GOALKEEPER**

**B- Interpretation**

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

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

### **B - Interpretation**

1. Most arenas now have protective glass surrounding the ice surface, and a player would have to throw a stick with force to get it over the glass. An object being propelled with this force into the spectator area, and possibly striking a person not prepared to protect himself, could result in serious injury, and a Game Misconduct penalty should be assessed to the offending player. A Misconduct penalty is not an option in this situation.

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

### **B - Interpretation**

1. If a stick, or any part of it, or any other object, is thrown or shot in the direction of the puck or puck carrier by a player or goalkeeper on the ice in his attacking zone or in the neutral zone, and this action prevents a reasonable shot or pass, a Major penalty plus Automatic Game Misconduct penalty should be assessed to the player or goalkeeper.
2. If the stick, or any part of it, or any other object, is thrown or shot in the direction of the puck by any player, goalkeeper or team official in his defending zone, and this action prevents a reasonable shot or pass, a Penalty Shot should be awarded.
3. If the stick, or any part of it, or any other object, is thrown or shot but not at the puck or the puck carrier by a player or goalkeeper on the ice, and does not interfere in any manner with the puck or the puck carrier, a Minor penalty for Interference should be assessed to the player or goalkeeper, whether this action occurs in the neutral, attacking or defending zone (see Rule 534).
4. If the stick, or any part of it, or any other object, is thrown or shot away by the player or goalkeeper on the ice from the area of play (moved out of the traffic area) and in no way interferes with the play, no penalty should be assessed to the player or goalkeeper.

### **C - Situations**

#### ***Situation 1***

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

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

### **Situation 2**

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

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

### **Situation 3**

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

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

### **Situation 4**

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

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

## **RULE 570 - THROWING A STICK OR ANY OBJECT ON A BREAKAWAY SITUATION**

### **B - Interpretation**

1. If a Penalty Shot is awarded for throwing of a stick, the Penalty Shot must be taken. The option of taking the Penalty Shot or assessing a Major penalty plus Automatic Game is not permitted.
2. If the goalkeeper is on the ice, no goal will be awarded.
3. If a goalkeeper is on the ice but out of his net and he throws his stick, the situation may be delayed before the Penalty Shot is awarded when play is stopped.
4. When a delayed penalty is to be called against a team due to a player throwing his stick at the puck in the neutral zone, but a goal is scored before the stoppage of play by the non-offending team, a Major plus an automatic Game Misconduct penalty must be assessed.

## **C - Situations**

### ***Situation 1***

A delayed penalty is to be called on Team A, and Team B has substituted their goalkeeper for an extra player. Before the stoppage of play, a Team B player throws his stick at the puck in his own defending zone.

**Ruling:** Rule 514(c) states that no goal can be scored or awarded to a team that is to be assessed a delay penalty. The infraction of throwing a stick by a defending player in his defending zone must be penalized. Rule 514(c) supersedes the awarding of a goal; therefore, Team A is to be awarded a Penalty Shot after the stoppage of the play as the throwing of the stick cannot be washed out. Team A must be awarded a Penalty Shot and whether a goal is scored or not on the Penalty Shot, this does not conflict with Rule 514(c).

## **RULE 571 - PREVENTION OF INFECTION BY BLOOD**

### **B - Interpretation**

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

## **RULE 591 - GOALKEEPER BEYOND THE CENTRE RED LINE**

### **C - Situations**

#### ***Situation 1***

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

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

**Situation 2**

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

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

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

**A - Referee and Linesman Procedure**

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

**C- Situations**

**Situation 1**

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

**Ruling:** The team must change the goalkeeper or the Referee will assess a Minor penalty to the goalkeeper.

**RULE 593 - GOALKEEPER LEAVING HIS CREASE DURING AN ALTERCATION**

**C - Situations**

**Situation 1**

A goalkeeper leaves the vicinity of his goal crease during an altercation and is the first to intervene in a fight.

**Ruling:** He should be assessed a Minor penalty for leaving the crease plus a Game Misconduct for being the third man to enter an altercation, plus any other penalties he may incur under the rules.

## NEW

### **RULE 601 – WOMEN BODY-CHECKING**

#### **B - Interpretation**

1. The spirit of this rule is to minimize the potential for injury through physical contact. Thus any overt or intentional contact that is designed to apply physical force to an opposing player (without trying to get the puck) must be penalized under this rule. Accidental contact that occurs during the normal course of playing the puck shall not be penalized under this rule.
2. Body contact in Women's hockey will occur and the Referee must make judgement calls on the basis of the intent of the player who initiates the contact. The player who initiates contact shall be penalized if her intentions are to get at least the player and not the puck. All players must make the puck the primary objective of their actions and the Referees must allow the players to compete for the puck.
3. The creation of an intentional collision or attempt to intensify a collision must be penalized. This includes all cases in which a player steps into an opponent who is travelling in the opposite direction, causing a body check. The player is not to be penalized if her intention is to play the puck and she unintentionally causes a collision with an opponent.
4. It is illegal to skate through or over an unsuspecting player to gain possession of the puck. This applies anytime that a player is waiting to receive the puck or moving toward the puck. If a player has established a stationary position on the ice, the onus is on the opposing team players to skate around that player.
5. Players are allowed to lean on each other and produce body-contact, while they are attempting to gain possession of the puck along the boards. Such actions shall be legal provided the action stays at the level of "contact" and does not escalate to the level of "checking".
6. When two or more players are in close proximity and struggling to gain possession of the puck along the boards, any intentional body check must be penalized. This includes pushing, shoving, shoulder contact or pinning of an opponent against the boards. Again, any overt body contact, not directed at the puck shall be penalized.
7. Players are allowed to "hold their ground" any time that they have established their position on the ice. No player is required to move out of the way of an oncoming player to avoid a collision. Any move by a player to step or glide into an opposing player shall be assessed a minor penalty for body checking.