

IIHF OFFICIAL INLINE RULE BOOK

2015–2018



INTERNATIONAL
ICE HOCKEY
FEDERATION

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INTERNATIONAL
ICE HOCKEY
FEDERATION

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RULE BOOK

**RULE 1001 – THE INTERNATIONAL ICE HOCKEY FEDERATION
(IIHF) AS GOVERNING BODY OF INLINE HOCKEY**

- i. The IIHF consists of member nations which, when they join, recognize the need to participate under a codified system of rules based on sportsmanship, regardless of level of play or location of game.
- ii. The rules of the IIHF are intended to promote skill and athleticism in a safe environment. Violations of these rules are dealt with during game action by referees. More serious violations may be further addressed after the game by the proper authorities in accordance with IIHF By-Laws and Disciplinary Code.
- iii. A player, official, team official, or member of any national association connected to competition manipulation will be disciplined based on the IIHF's Code of Conduct.
- iv. Players who compete for their member national associations in an IIHF InLine event do so with the understanding and respect of these rules and agree to abide by them at all times.

SECTION 1 – TERMINOLOGY

These definitions provide a framework for frequently used words throughout this rule book.

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

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

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

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

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

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

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

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

- Control of the puck means a player who is stickhandling with the puck or using his hands or feet to maintain possession of the puck. If the puck is touched by another player or his equipment, or hits the goal or goes free in any manner, the player is no longer considered to be in control of the puck.
- Possession of the puck refers to the player who is stickhandling with the puck, intentionally directs the puck to a teammate, or freezes the puck.

Any accidental contact or deflection off an opponent, goal frame, or boards does not constitute possession. The last skater to touch the puck is considered in possession of it.

END ZONE/HIGH ZONE FACEOFF SPOTS – The four end zone faceoff spots are situated closest to the goal nets while the four high zone faceoff spots are situated closest to the centre red line.

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

GAME ACTION – Play when the scoreclock is running.

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

HIGH ZONE – The area between the top of the faceoff circles and the centre red line and from side boards to side boards.

MINOR/BENCH MINOR PENALTY – A minor penalty is a penalty of 1:30 (90 seconds) duration assessed to a specific player. A bench minor is also a penalty of 1:30 (90 seconds) duration assessed to the team without a specific player identified. Bench-minor penalties can be served by any skater, designated by the coach, who was on the floor at the time the whistle stopped play or otherwise specified by these rules.

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

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

PRIVILEGED ZONE – The area outlined by an imaginary line drawn from the two end zone faceoff spots to each other and from each spot in a straight line to the end boards.

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

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

SWEATER – Player's jersey

SECTION 2 – COMPETITION STANDARDS

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

RULE 1002 – PLAYER ELIGIBILITY/AGE

- i. The minimum age for InLine hockey participation is 16 as of January 1 of the year of the event or tournament.

RULE 1003 – REFEREES

- i. All decisions made by referees are based on their discretion in understanding, adjudicating, and interpreting this rule book in an unbiased manner.
- ii. The two-referee system is used in all IIHF championships, tournaments, and international games involving national teams.
- iii. If injury or illness prevents a referee from participating in or continuing on in a game, both teams must agree on his replacement, if necessary. If the teams are unable to agree, the referee will appoint a player to act as his replacement.
- iv. If an IIHF referee is able to join a game in progress, the temporary referee will be immediately replaced.

RULE 1004 – PROPER AUTHORITIES AND DISCIPLINE

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

SECTION 3 – THE FLOOR/PLAYING AREA

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

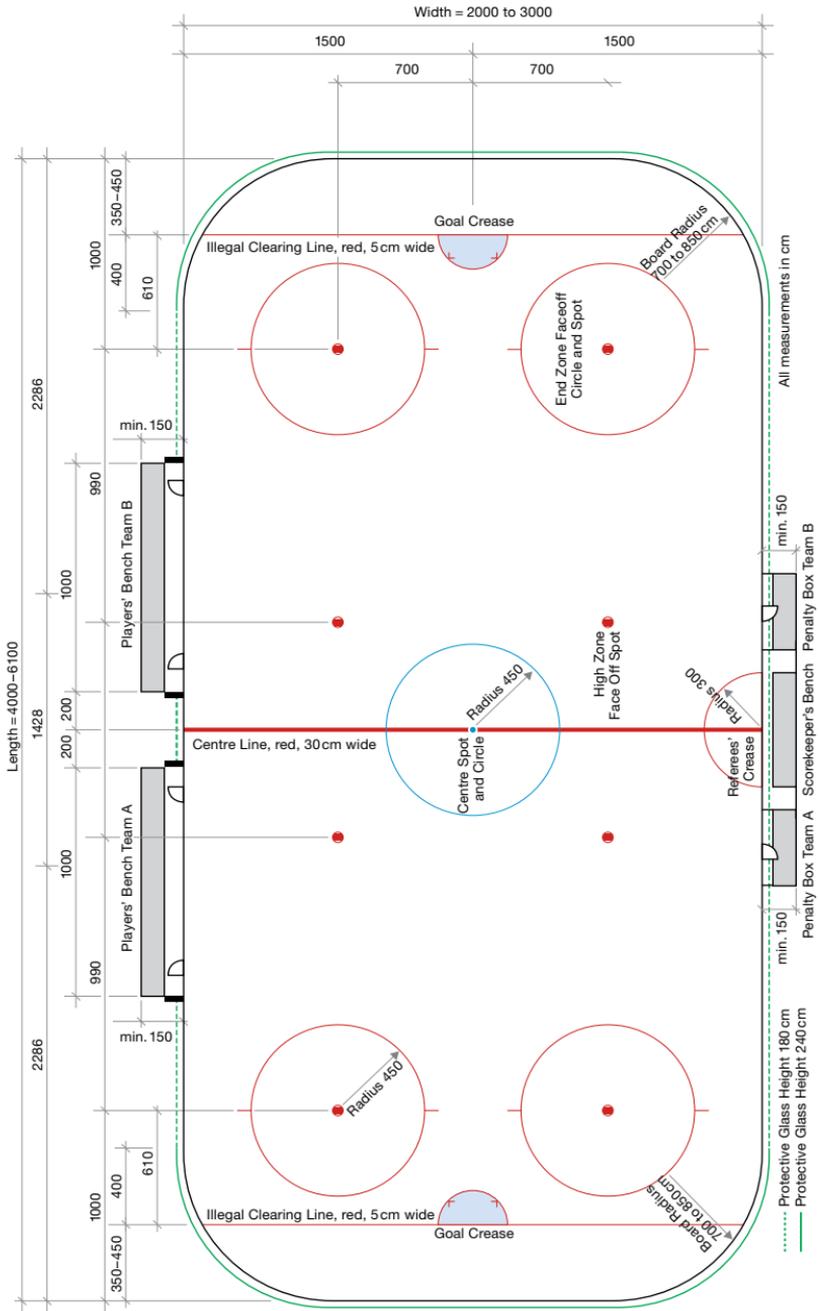
Any deviations from these requirements for any IIHF competition require IIHF approval. For arena guidelines and facility requirements, see relevant manuals.

RULE 1005 – FLOOR/FIT TO PLAY

- i. InLine hockey must be played on a floor made of wood, cement, asphalt, plastic or another material approved by the IIHF. It must be of a quality deemed fit to play by the referees in charge of the game.
- ii. If, prior to or during the playing of a game, any section of the floor becomes damaged or unplayable, the referees will immediately stop the game and ensure the safety of the playing area before game action resumes.
- iii. If the repairs delay the game unduly, the referees have the option to send the teams to their respective dressing rooms until the floor is deemed fit to play. If the problem cannot be solved in a short period of time or if any section of the floor is of a quality that makes playing the game dangerous, the referees have the right to postpone the game until such a time as the floor can be properly made fit to play.
- iv. If any lengthy delay occurs near the end of a period, the referees have the option to send the teams to their respective dressing rooms to begin the intermission immediately. The rest of the period will be played after the playing area has been made safe. When play resumes, teams will defend the same goal as before play was postponed, and at the end of the period they will change ends and begin playing the ensuing period without delay.
- v. If the playing area is affected by the environment in any way, the referees will not permit game action to take place until the air is suitably clear for players and fans to experience the game safely.

RULE 1006 – PLAYERS' BENCHES

- i. Although the players' benches are not a part of the floor, they are considered a part of the game and are subject to all rules pertaining to the game.
- ii. The only people allowed on or at the players' benches are the dressed players and not more than six team officials.



- iii. Both players' benches must be of the same dimensions and quality, offering advantage to neither team in any manner.
- iv. Each players' bench must be located near the centre red line and provide accommodation for at least ten players.
- v. Each players' bench must have two doors, one at either end.
- vi. The players' benches must be located on the same side of the floor, opposite their respective penalty boxes and the scorekeeper's bench.
- vii. Teams must use the same bench for the duration of a game.
- viii. Players' benches must be enclosed from spectators and provide direct access to the floor only for the players.
- ix. The designated home team is entitled to its choice of players' bench.

RULE 1007 – PENALTY BOXES

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

RULE 1008 – OBJECTS ON THE FLOOR

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

RULE 1009 – STANDARD DIMENSIONS OF FLOOR

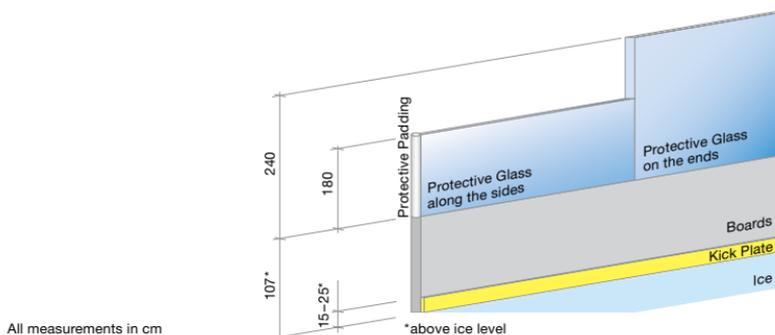
- i. For top-level IIHF competitions, the recommended dimensions of the floor are 40–61 metres (131' 3"–200') long and 20–30 metres wide (65' 7"–98' 5").
- ii. The corners of the floor must be rounded in the arc of a circle with a radius of 7.0 to 8.5 metres (23'–28').

RULE 1010 – BOARDS ENCLOSING PLAYING AREA

- i. The floor must be contained within an enclosure known as boards. These must be made out of sections of wood or plastic and be painted white.

- ii. The space between the panels that comprise the boards should be no more than 3 mm ($\frac{1}{8}$ ").
- iii. The boards must be constructed in such a manner that the surface facing the floor must be smooth and free of any obstruction that could cause injury to players or unnaturally alter the course of a puck.
- iv. The ideal height of the boards should be 108 cm (42' 6") from the floor, but the boards must be at least 20 cm (8") high and not more than 1.22 m high (4').
- v. Affixed to the bottom of the boards must be a coloured kick plate which extends around the entire circumference along the floor. It should be 15–25 cm (6"–10") high.
- vi. Affixed to the top of the boards must be a coloured dasher which extends around the entire circumference of the boards and marks the area where the boards end and the protective glass begins. The dasher should be 110 cm ($43\frac{5}{16}$ ") from the floor.

RULE 1011 – PROTECTIVE GLASS



- i. Panes of protective glass or similar acrylic material that are 12–15 mm ($\frac{1}{2}$ "– $\frac{5}{8}$ ") thick and both transparent and of high durability must be inserted into and affixed to the top of the boards. The protective glass must be aligned using stanchions that allow the sections to be flexible. This is an obligatory component for IIHF competitions.
- ii. The protective glass must be 2.4 metres (7' 10 $\frac{1}{2}$ ") high behind the goals and must extend at least 4.0 metres (13' 1 $\frac{1}{2}$ ") from the end red line towards the centre red line. The glass must be 1.8 metres (5' 11") high along the sides except in front of the players' benches.
- iii. There is no protective glass permitted in front of the players' benches, but there must be protective glass of similar height outlined in 1011-ii behind and along the sides of the players' benches and penalty boxes. Where the glass deviates from the boards there must be protective padding extending its full height.
- iv. The protective glass and fixtures used to hold the boards in position must be mounted on the side away from the floor.

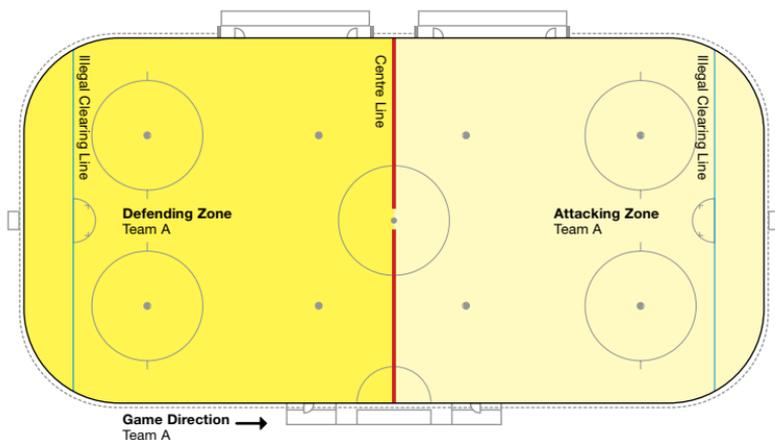
- v. The gaps between the panels of protective glass must not be more than 5 mm ($\frac{3}{16}$ ").
- vi. No openings or holes are allowed anywhere along the full circumference of the protective glass with the exception of a round hole 10 cm (4") in width in front of the scorekeeper's bench.
- vii. The protective glass must be installed in such a way that one sheet can be replaced without compromising the integrity of any others.

RULE 1012 – DOORS

- i. All doors allowing access to the floor must swing inwards, towards the spectator area.
- ii. The gaps between the doors and the boards must not be more than 5 mm ($\frac{3}{16}$ ").

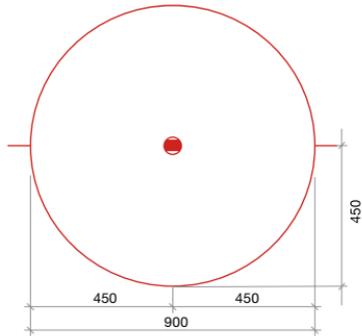
RULE 1013 – FLOOR MARKINGS/ZONES

- i. The floor must be divided lengthwise by a centre red line marked on the floor, extending completely across and continuing vertically up the boards to the dasher: end red line, centre red line, end red line.
- ii. This line marks the two zones of the floor and are referred to as the defending zone and the attacking zone.
- iii. The centre red line divides the length of the floor exactly equally. It must be 30 cm (12") wide and extend up the kick plate and up the full height of the boards to the dasher. In case of advertising allowed on the boards, the lines must be marked at least on the kick plate.
- iv. There must also be two end red lines marked 3.5–4.5 metres (11'6"–14'9") from the flat and middle sections of the end boards (i.e., not the curved sections) at both ends of the floor and must be 5 cm (2") wide.

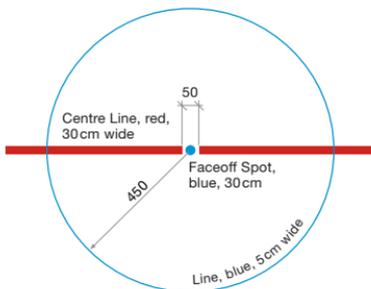


RULE 1014 – FLOOR MARKINGS/FACEOFF CIRCLES AND SPOTS

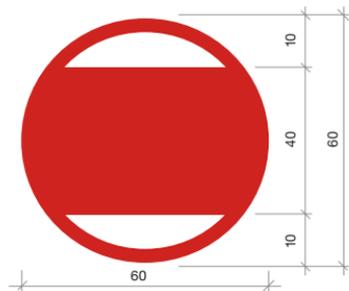
- i. There must be nine faceoff spots on the floor. These are only places at which a referee can drop the puck to begin game action.
- ii. All faceoff spots must be of a different colour than the floor.
- iii. A spot approximately 30 cm (12") in width must be marked exactly in the centre of the floor. With this spot as a centre, a circle with a radius of 4.5 metres (14'9 ¼") must be marked with a line 5 cm (2") wide. This constitutes the centre faceoff circle.
- iv. A total of four faceoff spots 30 cm (12") in width must be marked in the high zone. These faceoff spots should be the same distance from an imaginary straight line running from the centre of both goal lines as the end-zone faceoff spots.
- v. A total of four faceoff spots 30 cm (12") in width and circles 5 cm (2") wide with a radius of 4.5 metres (14'9 ¼") from the centre of the faceoff spot must be marked on the floor in both end zones and on both sides of each goal.
- vi. The location of the end zone faceoff spots must be fixed along a line 6.1 metres (20') from each end red line. Parallel to this, mark two points 7 metres (23') on both sides of a straight line drawn from the centre of one goal line to the other. Each point will be the centre of the end zone faceoff spot.
- vii. The distance between the end zone faceoff spots and the high zone faceoff spots must always be 9.9 metres (32'6"). The distance between the high zone faceoff spots and the centre red line will depend on the length of the floor.
- viii. The distance between the boards and the end zone and high zone faceoff spots will depend on the width of the floor.



All measurements in cm



All measurements in cm

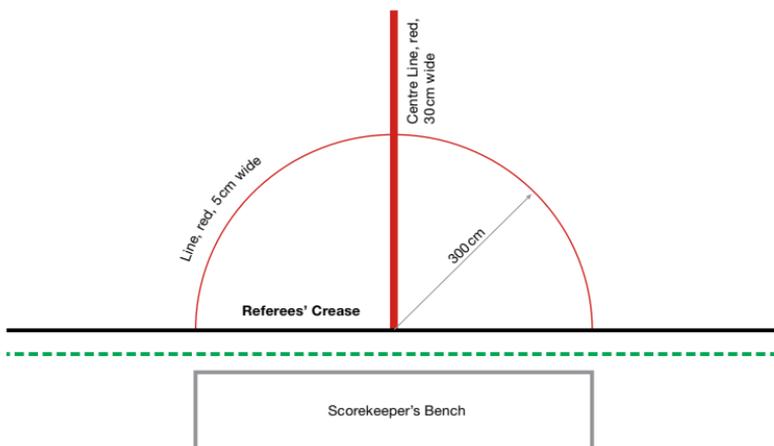


RULE 1015 – FLOOR MARKINGS/HASH MARKS

- i. All five faceoff circles on the floor must have hash marks protruding from the circle towards the side boards.
- ii. For the centre faceoff circle, there must be two lines 60 cm (24") long, 5 cm (2") wide, and 1.2 metres (4') apart, equidistant from the centre red line.
- iii. For the four end-zone faceoff circles, there must be two lines 60 cm (24") long, 5 cm (2") wide, and 1.2 metres (4') apart, equidistant from an imaginary line made drawn through the middle of the two end-zone faceoff spots and extending to the side boards.

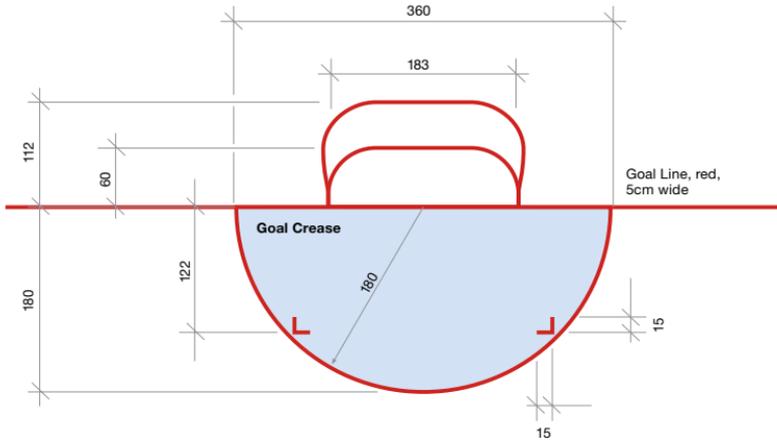
RULE 1016 – FLOOR MARKINGS/CREASES

- i. There are three creases on the floor: one for each goaltender in front of either goal net and one at the boards by the scorekeeper's bench for referees.
- ii. The red referees' crease must be marked on the floor in a semi-circle 5 cm (2") wide with a radius of 3 metres (9' 10") immediately in front of the scorekeeper's bench. Players are not allowed in this area during stoppages of play when referees are in consultation with each other or reporting to officials off the floor.



- iii. In front of each goal net a goal-crease area must be marked by a red line, 5 cm (2") wide.
- iv. The goal crease is a three-dimensional space and includes the air above the markings on floor up to the top of the crossbar.
- v. The goal crease must be marked as follows:
 1. A red semi-circle 180 cm (71") in radius and 5 cm (2") in width must be drawn using the centre of the goal line as the centre point;
 2. A red, "L"-shaped marking of 15 cm (6") in length (each line) must be added at each front corner;
 3. The location of the "L" is measured by drawing an imaginary line 122 cm (48") from the goal line to the edge of the semi-circle.

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



RULE 1017 – GOAL NET

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

SECTION 4 – TEAMS AND PLAYERS

OVERVIEW – A hockey game is contested between two teams which play under the direction of referees.

RULE 1018 – TEAM COMPOSITION

- i. To start play, a team must be able to put on the floor at least four skaters and one goaltender at the beginning of the game.

RULE 1019 – FORFEIT GAMES

- i. If both teams are on the floor and one team refuses to play for any reason, the referees will warn the captain of the unwilling team that it must begin play within 30 seconds. If the team still refuses to play, the referees will assess it a bench-minor penalty. If there is a recurrence or continuance of the same incident, the referee will stop the game and report the incident to the proper authorities.
- ii. If a team is not on the floor and fails to go on the floor to start play when ordered to do so by the referees through the captain, manager, or coach, it will have not more than two minutes to resume play. If the team resumes play within those two minutes, it will be assessed a bench-minor penalty. If the team continues to refuse to go on the floor, the referee will stop the game and report the incident to the proper authorities.
- iii. A team that refuses to begin play with the prescribed number of players on the floor will forfeit the game to its opponent.
- iv. A team will forfeit the game to its opponent if it cannot place the required number of players on the floor during the course of a game because of penalties and injuries.
- v. If a team declines to participate in the penalty-shot shootout, its opponent will be awarded the win.
- vi. The score of all games won by forfeit will be recorded as 5–0.

RULE 1020 – INELIGIBLE PLAYER IN A GAME

- i. A player must meet the criteria of both the IIHF and his member national association before he can play in a game. Specifically, he must meet the nationality and age requirements and be listed in the pre-tournament, pre-event, or pre-game roster of players as well as on the game sheet.
- ii. The determining factor for a player's eligibility is his name (not sweater number) being correctly listed in the lineup.
- iii. No goal will be allowed by a team during a game if one of its players on the floor at the time his team scores is ineligible and the referee has been notified of the error prior to the ensuing faceoff at the

centre faceoff spot immediately after the goal. All previous goals by the ineligible player's team will be allowed.

- iv. If a player is assessed a penalty, and during the penalty he is found to be an ineligible player, he will be removed from the game and a skater designated by the coach through the captain must serve the remainder of the penalty.
- v. If a player is found to be ineligible during a game he will be removed immediately without penalty.
- vi. All cases regarding an ineligible player will be reported to the proper authorities.

RULE 1021 – PLAYERS DRESSED

- i. At least sixty minutes before the start of the game, a representative from each team must provide the scorekeeper with a lineup (list of names and corresponding sweater numbers for players dressed), including the names of the captain and alternate captains.
- ii. In IIHF tournaments, not later than two minutes before the start of a game, a representative from each team must confirm the lineup, but players may be added or deleted up to the opening faceoff.
- iii. No changes or additions to the lineup are allowed once the game has started.
- iv. No staff member (coach, assistant coach, general manager, or other team official) is allowed onto the floor without the consent of a referee except in the case of attending to an injured player.
- v. Each team is allowed to dress a maximum of 16 skaters and two goaltenders for a game.
- vi. All players must have a player's stick and player's skates and be wearing full equipment in order to be considered eligible to play in a game. Full equipment consists of sticks, skates, protective equipment, and team uniform.
- vii. All protective equipment must be worn entirely under the uniform except gloves, helmets, and goaltender's pads.
- viii. No player is allowed to warm up on the floor at the end of a period or at any stoppage of play.
- ix. Only eligible players are allowed to be listed on the lineup sheet and play in a game.
- x. Players who are registered for a tournament or event but who are not listed on the game sheet are allowed to participate in the pre-game warmup.

RULE 1022 – TEAM PERSONNEL

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

RULE 1023 – TEAM OFFICIALS AND TECHNOLOGY

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

RULE 1024 – PLAYERS ON THE FLOOR DURING GAME ACTION

- i. Game rules will not allow for a team to have fewer than four players (one goaltender and three skaters, resultant of penalties) or more than five players (one goaltender and four skaters or five skaters) on the floor during game action except during the last two minutes (2:00) of regulation time or any time in overtime when a team may be reduced to two skaters because of penalties.
- ii. Skaters may move about freely in any manner and play whatever positions they so choose during game action.
- iii. Only one goaltender is allowed on the floor during game action at any one time. This goaltender may be removed and substituted by a skater. However, this replacement skater is not allowed goaltender privileges, notably in the matter of equipment, freezing the puck, and physical contact with opponents.

RULE 1025 – CAPTAIN AND ALTERNATE CAPTAINS

- i. Each team must appoint a captain and not more than two alternate captains from among the skaters listed on the game lineup. A team cannot forego the naming of a captain and instead designate three alternate captains for a game.
- ii. A team cannot change its captain or alternate captains during a game. If a captain is ejected from a game or cannot play the entire game because of an injury, one of the alternate captains can assume his duties.
- iii. The captain must wear the letter "C" and alternate captains must wear the letter "A" in a conspicuous position on the front of their sweater. The letter must be 8 cm (3 1/8") high and in one contrasting colour to the sweater's primary colour.
- iv. Only these designated skaters, if they are not penalized, are allowed to discuss with the referees any matter relating to the interpretation of rules during a game.
- v. If both the captain and alternate captain are on the floor, only the captain is allowed to talk to the referees about a point of interpretation.
- vi. If neither the captain nor an alternate captain is on the floor, he cannot come off the player's bench to discuss any situation with the referees unless requested to do so by a referee. If he does come off the players' bench uninvited, he will be sent back by the referee, who

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

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

SECTION 5 – SKATERS' EQUIPMENT

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

RULE 1026 – MANDATORY EQUIPMENT

- i. For players over 18 years of age, mandatory equipment includes helmet, elbow pads, gloves, and knee and shin protection.
- ii. For players 18 years of age and younger, mandatory equipment includes helmet, full facemask, elbow pads, gloves, internal mouth-guard, and knee and shin protection.
- iii. For players 19 and 20 years of age, mandatory equipment also includes a helmet with visor.

RULE 1027 – ADJUSTMENT OF EQUIPMENT

- i. No player is allowed to delay the progress of a game by adjusting his equipment on the floor. If his equipment does not conform in any way and adjustments need to be made, the player (skater or goaltender) must leave the floor and be replaced.

RULE 1028 – DANGEROUS EQUIPMENT

- i. Illegal equipment, equipment that does not conform to IIHF standards, and equipment deemed unacceptable for play, are classified as dangerous equipment, and players utilizing such equipment are subject to penalties as outlined in Rule 1121.
- ii. A referee may request the measuring of any piece of equipment at any time. If he rules that it does not conform to IIHF standards in the rules set out below, it will be considered dangerous equipment and be confiscated.
- iii. A player who uses dangerous equipment will be ruled off the floor, and the team will be issued a warning by the referees. The player will not be allowed to participate in the game until the illegal equipment has been corrected or removed.
- iv. Dangerous equipment includes wearing a visor in a way that may cause injury to an opponent, wearing non-approved equipment, using dangerous or illegal skates or stick, failing to wear equipment under the uniform (excepting gloves, helmet, and goaltender's pads), and cutting the palm out of one or both gloves.

- v. The use of pads or protective equipment made of metal or any material that may cause injury is prohibited.
- vi. The wearing of casts or splints, even if padded, are prohibited.

RULE 1029 – ELBOW PADS

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

RULE 1030 – FACIAL PROTECTION

- i. There are two permissible types of protection that can be attached to the front of a skater's helmet: cage and visor.
- ii. A visor is attached to the helmet and must extend down to cover the eyes and the lower edge of the nose in frontal and lateral projections.
- iii. Member national associations participating in an IIHF championship event must ensure that their players are equipped with a helmet manufactured specifically for InLine hockey and that, as applicable, a visor or cage is properly attached to it.
- iv. All players who are 18 years and younger, regardless what event or tournament they are participating in, must wear a cage constructed in such a way that neither the puck nor a stick blade can penetrate it.
- v. Skaters are not allowed to wear a coloured or tinted visor.
- vi. A skater whose visor or cage becomes cracked or broken is allowed to finish his shift, but upon leaving the floor he must repair or replace the damaged facial protection before being allowed to participate in game action.

RULE 1031 – FLUORESCENT MATERIAL

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

RULE 1032 – GLOVES

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

RULE 1033 – HELMET

- i. During the pre-game warmup and the game itself (regulation time, overtime, and penalty-shot shootout), skaters must wear a certified helmet manufactured specifically for InLine hockey with chin strap properly fastened.

- ii. A skater who fails to wear a helmet during the pre-game warmup in an IIHF competition will be reported to the proper authorities. In national competitions, the procedure must follow the national association rules.
- iii. Skaters must wear their helmet so that the lower edge of the brim is not more than one finger-width above the eyebrows. Additionally, there should be only enough room between the chin strap and the chin to insert one finger.
- iv. Should the helmet of a skater come off during game action, he must go directly to the players' bench. He is not allowed to touch the puck or participate in game action, and he is not allowed to put it back on securely while on the floor even if he is not participating in game action.
- v. A skater is not allowed to deliberately knock off the helmet of an opponent expressly to force him to the bench or to eliminate him from game action.
- vi. Skaters' helmets cannot have any design or writing on them except to provide a number corresponding to their sweater number or for officially-licensed advertising.
- vii. Skaters must wear their helmets while sitting on the players' bench or in the penalty box except when the helmet is being cleaned or repaired.

RULE 1034 – SHIN PADS

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

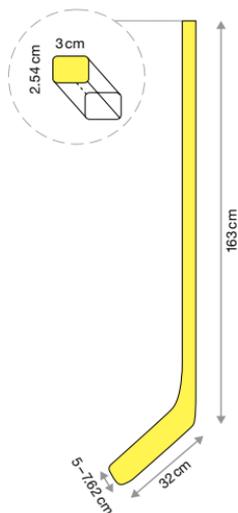
RULE 1035 – INLINE SKATES/SKATER

- i. InLine skates must consist of only these parts: boot, wheels, chassis, axles, bearings, and laces.
- ii. The boot must conform to the foot of the skater and not be unduly wide or long or have any attachments to it.
- iii. InLine skates must be of a design approved by the IIHF. Players may wear skates with as many as five wheels all in a single row. All positions on the chassis designed for a wheel must have a wheel in place or it will be considered dangerous equipment.
- iv. No mechanical attachment or any other device that might help a skater's speed or ability to skate is allowed.
- v. The use of speed skates, quad skates, or any skate not designed for InLine hockey is prohibited.
- vi. Laces may be of any non-fluorescent colour and tied in any manner, but they must not be so long that they touch the floor.

RULE 1036 – STICK/SKATER

- i. Sticks must be made of wood or other material approved by the IIHF. They must not have any projections, and all edges must be bevelled.

- ii. The curvature of a skaters' stick blade must not exceed 1.5 cm ($\frac{5}{8}$ "). The curve is determined by making a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade.
- iii. A stick may have only one curve and one blade. Any double curvature of the blade as measured by a curve gauge will render the stick illegal.
- iv. The shaft of the stick, from the top down to the start of the blade, must be straight.
- v. The butt end of the stick must be covered by a form of protection. If the cap at the top of a stick has been removed or falls off, the stick will be considered dangerous equipment.
- vi. It is forbidden to insert any material into the hollow shaft of a stick to alter its weight, substance, or purpose.
- vii. Adhesive, non-fluorescent tape of any colour may be wrapped around the stick at any place. Fluorescent-painted sticks are not allowed.
- viii. It is illegal to play with a broken stick. If a skater's stick breaks during game action, he must drop it immediately.
- ix. At no time is a skater allowed to use a goaltender's stick.
- x. At no time is a skater allowed to use more than one stick at a time.
- xi. It is forbidden for a skater to use an opponent's stick, whether by picking it up from the floor or by grabbing it from an opponent's grip.
- xii. The maximum length of the shaft of a stick is 163 cm (64") from the top of the shaft to the heel; the maximum width is 3 cm ($1\frac{3}{16}$ "); the maximum thickness is 2.54 cm (1").
- xiii. The maximum length of the blade of a stick is 32 cm (12 $\frac{1}{2}$ ") along the bottom, from the heel to the toe of the blade, and it must be between 5–7.62 cm (2"–3") high.
- xiv. Special exemptions on the length of a stick will be permitted if: (1) the player is at least 2.0 metres (6' 6 $\frac{3}{4}$ ") tall; (2) an application is made to the IIHF in writing a suitable time before the player wishes to use the stick; (3) the height of the shaft does not exceed 165.1 cm (65").



RULE 1037 – TAPE

- i. Only non-fluorescent tape is permitted.
- ii. Tape may be applied to a stick by either rolling it around the blade or shaft or by peeling and sticking it on.

RULE 1038 – UNIFORMS/SKATER

- i. All players of a team must be dressed uniformly in matching sweaters, pants, and helmet.
- ii. All sweaters of a team must be of the same design, including logo on the front and numbers on the sleeves and back.
- iii. Players are not allowed to tamper with their uniforms in any manner, whether by cutting any part of it, writing on it, or marking it.
- iv. If, in the opinion of the referees, the uniform colours of the competing teams are so similar that there is the possibility of misidentifying players, it is the responsibility of the home team to change its sweaters.
- v. Sweaters must be worn entirely outside of the pants.
- vi. Sweaters must follow the contours of the player's body and not be excessively baggy.
- vii. Sweaters must not extend length-wise past the crotch of the pants, and the sleeves must not extend past the fingers of the glove.
- viii. Each player must wear a number that is 25–30 cm (10"–12") high on the back of the sweater and 10 cm (4") high on both sleeves. Numbers are limited to whole numbers from 1 to 99 (no fractions or decimals).
- ix. No two players on a team may use the same number in the same game.
- x. Players are not allowed to change or exchange sweater numbers once the game has started. They must wear their number for the game's entirety.
- xi. The only exception to Rule 1038-x is if a player's sweater becomes stained with blood or becomes badly torn during a game. At that point, he may be told by the referees to leave the floor and change into a designated sweater with another number.
- xii. A player whose hair is long enough to obscure the number on the back of the sweater must fashion it in a ponytail or tuck the hair under the helmet.
- xiii. Graffiti-type designs, patterns, artwork, drawings, or slogans that are abusive or obscene and refer to culture, race, or religion are not allowed.
- xiv. Players who do not comply with these provisions are not allowed to participate in the game.

RULE 1039 – MEASUREMENT OF A PLAYER'S EQUIPMENT

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

- sions of any opponent's equipment. He may do so at any stoppage of play or prior to the start of any period.
- v. The referees will make the necessary measurement immediately. If the complaint is invalid, the requesting team will be assessed a bench-minor penalty. If the complaint is upheld, the offending player will be assessed a minor penalty and the illegal equipment will be returned to the player's bench by the referee.
 - vi. There is no limit to the number of stick-measurement requests a team may make in a game, but only one measurement per stoppage of play is allowed and by only one team.
 - vii. If the captain of a team that is two skaters short due to penalties in the last two minutes (2:00) of the game or at any time in overtime requests an equipment measurement that is invalid, the referees will award a penalty shot against the requesting team. If the measurement is upheld, the offending player will be assessed a minor penalty.
 - viii. The player whose stick is to be measured must be holding the stick at the time the request is made. He may be on the bench or on the floor, but the referees must make visual confirmation that the stick in question belongs to the player.
 - ix. If a stick is deemed illegal, the offending skater must enter the penalty box immediately, and a teammate is allowed to bring him another stick. The referees will return the illegal stick to the team's players' bench, and if the team alters the stick to legal dimensions, it can be used again. As a result, it can also be measured again.
 - x. If the referees are unable to use the curve gauge for whatever reason to measure the curvature of a stick, the stick will be considered illegal and be removed from the game. However, no penalty will be assessed to either team.
 - xi. There can be a measurement of a player's or goaltender's stick anytime in overtime or the penalty-shot shootout or any time from the start of the game until its conclusion.
 - xii. If a measurement is made to a skater's stick after a goal, and the stick is deemed illegal, the goal will still be allowed.

RULE 1040 – MEASUREMENT OF A SKATER'S STICK/ PENALTY-SHOT SHOOTOUT

- i. A captain may request a stick measurement during a penalty-shot shootout.
- ii. If the measurement is requested prior to a skater taking a shot and the stick is legal, the requesting team will incur a bench-minor penalty, and a skater from that team must go to the penalty box. He will be ineligible to participate in the penalty-shot shootout from that point forward. The skater whose stick was measured may then take his shot.
- iii. If the measurement in Rule 1040-ii shows the stick to be illegal, the skater who was about to take the shot must go to the penalty box

and he will be ineligible to participate in the penalty-shot shootout from that point forward. Another skater will then be assigned to take the shot.

- iv. Captains can request stick measurements between any and all shots of a penalty-shot shootout, but no more than one per "stoppage" (i.e., the time between shots) is permitted.
- v. If the measurement occurs after a skater has taken his shot, the same outcomes from Rules 1040-ii and 1040-iii will be in effect. If the skater scores with what is ruled an invalid stick, the goal still counts.

SECTION 6 – PLAYING RULES/GENERAL

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

RULE 1041 – HOW THE GAME IS PLAYED

- i. A game consists of four periods of 12 minutes (12:00) plus overtime and a penalty-shot shootout if required.
- ii. Two teams compete to score the most goals in a game. The team that scores the superior number is declared the winner.
- iii. To score a goal, a team must put the puck by legal means according to the rules into the goal net of its opponent (for exceptions see also Rules 1171, 1172, and 1173).
- iv. Skaters control the puck on their stick and work their way down the floor by passing, shooting, and skating.
- v. Bodychecking is not permitted.
- vi. Players and team officials who violate the rules are punished by the referees or, in more serious cases, by the proper authorities.

RULE 1042 – LENGTH OF PLAY

- i. Regulation time consists of four periods of 12 minutes (12:00) of game action, stop time.
- ii. There is a two-minute rest (2:00) after the first and third periods and a 10-minute intermission (10:00) after the second period (first half).
- iii. Overtime follows the fourth period when the score is tied after 48 minutes (48:00) of regulation time and can consist of a 5-minute period (5:00) or a 12-minute period (12:00, for medal games). In each case, these periods are played on a sudden-death basis (next goal wins). The penalty-shot shootout consists of three shots per team (if needed) followed by a sudden death, penalty-shot shootout if the score in the shootout is tied after three shots.

RULE 1043 – SCORECLOCK

- i. The scoreclock keeps time of the game and runs from the length of the period (12 minutes (12:00) or 5 minutes (5:00)) down to 0:00.
- ii. The scoreclock is activated by the facing off of the puck by a referee and is stopped by the whistle of a referee.

RULE 1044 – WHISTLE

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

RULE 1045 – PUCK

- i. The puck must be primarily dark and of a material suitable for sliding along a floor.
- ii. The puck must be 7.50–8 cm (3"–3'1") in diameter and 2–2.54 cm ($\frac{3}{4}$ "–1") thick.
- iii. The puck must weigh 100–120 grams (3.5–4.2 ounces).



RULE 1046 – WARMUP

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

RULE 1047 – PUCK MUST BE WHOLE

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

RULE 1048 – MULTIPLE PUCKS ON FLOOR

- i. If a puck other than the one legally in play appears on the floor during game action, game action will not be stopped until a change of possession occurs or if the illegal puck is erroneously played in place of the game puck.

RULE 1049 – PUCK KEPT IN MOTION

- i. The puck must be in motion or be played at all times. If either or both teams refuse to play the puck, the referees will stop play, and the

- ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when play was stopped.
- ii. If two or more opponents try to freeze the puck along the boards, play will not be stopped unless one skater has fallen on the puck.
 - iii. A team in its defending zone must advance the puck up the floor. It may take the puck behind its own goal only once. The only other exceptions to this rule are: (a) if a skater is being prevented from doing so by an opponent; (b) if the team is short-handed.
 - iv. A player on the defending team cannot stop behind his own goal with the puck for more than three seconds.

RULE 1050 – CHANGE OF ENDS

- i. Teams must start a game defending the goal net furthest from their players' bench.
- ii. Teams must change ends to start the second half but do not change ends to start an overtime period or a penalty-shot shootout.

RULE 1051 – STARTING GAME ACTION

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

RULE 1052 – DETERMINING FACEOFF LOCATION/GENERAL

- i. When game action is stopped for any reason not specifically outlined below, the ensuing faceoff will take place at a faceoff spot nearest to where the puck was last played.
- ii. If two rule violations by one team are the reason for a stoppage of play (i.e., high-sticking the puck and offside), the ensuing faceoff will take place at a faceoff spot which provides the offending team no territorial advantage.
- iii. If rule violations are committed by both teams, resulting in a stoppage of play (i.e., high-sticking the puck and offside), the ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when play was stopped.
- iv. When a stoppage of play is caused by an attacking skater in the attacking zone below the high-zone faceoff spot, the ensuing faceoff will take place at the nearest high zone faceoff spot.
- v. If a player lifts the puck high enough to hit the scoreclock or any obstacle above the floor, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was lifted.

RULE 1053 – DETERMINING FACEOFF LOCATION/ PENALTIES ASSESSED

- i. If the attacking team incurs a penalty anywhere in the attacking zone, the ensuing faceoff will take place at a high zone faceoff spot in the attacking zone nearest to where game action was stopped.
- ii. If a defending team incurs a penalty anywhere in the defending zone, the ensuing faceoff will take place at the faceoff spot nearest to where game action was stopped.
- iii. The only exceptions to 1053-i and 1053-ii are:
 1. When a penalty is assessed after the scoring of a goal, the ensuing faceoff will take place at the centre faceoff spot;
 2. When a penalty is assessed before the start or at end of a period, the ensuing faceoff will take place at the centre faceoff spot;
 3. When the defending team is about to be penalized and an attacking skater enters the attacking zone beyond the outer edge of the end zone faceoff circles during a player confrontation, the ensuing faceoff will take place at one of the two high zone faceoff spots in the attacking zone;
 4. When the team not being penalized is called for illegally clearing the puck, the ensuing faceoff will take place at a high zone faceoff spot in that team's defending zone.
- iv. If a skater of the attacking team is assessed a penalty during a faceoff in the attacking zone, the faceoff will take place at a high zone faceoff spot of the defending team, even if the faceoff was already taking place at a high zone faceoff spot.
- v. When both teams incur penalties which are displayed on the score-clock, the ensuing faceoff will take place at the nearest faceoff spot in the zone where game action was stopped.
- vi. If an attacking player incurs a misconduct or game-misconduct penalty in his attacking zone, the ensuing faceoff will take place at the nearest high zone faceoff spot to where game action was stopped.

RULE 1054 – DETERMINING FACEOFF LOCATION/INJURY

- i. When game action is stopped for an injured player, the ensuing faceoff will take place at a faceoff spot determined by the location of the puck and by which team is in possession of the puck at the time of the whistle.
- ii. If the injured player's team has possession of the puck in the attacking zone, regardless of where the injured player is situated, the ensuing faceoff will take place at one of the high zone faceoff spots in the attacking zone.
- iii. If the injured player's team has possession of the puck in the defending zone, regardless of where the injured player is situated, the ensuing faceoff will take place at one of the faceoff spots in the defending zone.
- iv. In the case where a referee suffers an injury during game action, play will be stopped immediately (unless one team has a scoring oppor-

tunity) to assess the severity of the injury and attend to the injured referee. The ensuing faceoff will take place at the nearest faceoff spot to where the puck was being played at the time of the whistle.

RULE 1055 – DETERMINING FACEOFF LOCATION/ DEFENDING ZONE

- i. When a player on the defending team freezes the puck along the boards in his defending zone, the ensuing faceoff will take place at the end zone faceoff spot on the side where the stoppage occurred.
- ii. If an attacking skater shoots or passes the puck up the floor and a defending skater deflects the puck in any way out of play in his defending zone, the ensuing faceoff will take place at the faceoff spot nearest to where the puck was deflected.

RULE 1056 – DETERMINING FACEOFF LOCATION/CENTRE FACEOFF SPOT

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

RULE 1057 – DETERMINING FACEOFF LOCATION/ ATTACKING ZONE

- i. If a skater on the attacking team freezes the puck along the boards in the attacking zone in what the referee deems to be a clear attempt to stop play, the ensuing faceoff will take place at a high zone faceoff spot in the attacking zone on the side where the stoppage occurred.
- ii. If a skater on the attacking team shoots the puck over the protective glass in the attacking zone without the puck touching an opponent's body or stick, the ensuing faceoff will take place at the high zone faceoff spot nearest to where the puck was shot.
- iii. If a skater on the attacking team shoots the puck over the protective glass in the attacking zone, but the puck touches an opponent's body or stick, the ensuing faceoff will take place at the high zone faceoff spot on the side where the puck was last touched.

- iv. If a player takes a shot on goal from anywhere on the floor and the puck, without deflection, hits any part of the goal frame and goes out of play, the ensuing faceoff will take place in the attacking zone at the faceoff spot nearest to where the puck was shot.
- v. When a skater of the attacking team scores a goal by a high stick, kicking motion, or any other method that is deemed illegal by the referees, the ensuing faceoff will take place at the nearest high zone faceoff spot.
- vi. When the puck enters the goal net as a result of a puck being deflected directly off a referee, the ensuing faceoff will take place at the faceoff spot nearest to where the puck deflected.
- vii. If an attacking skater displaces the goal net in the attacking zone and makes no attempt to avoid doing so, the ensuing faceoff will take place at a high zone faceoff spot in the attacking zone. However, if an attacking player is pushed into the goal frame by a defending player, the ensuing faceoff will take place at an end zone faceoff spot in the attacking zone.
- viii. There are four instances when a whistle is blown inside the attacking zone and the ensuing faceoff takes place at a high zone faceoff spot:
 1. If one or both defencemen on the floor or a player coming from the bench of the attacking team enters into the attacking zone beyond the outer edge of the end zone faceoff circle during a player confrontation;
 2. If a skater on the attacking team shoots or deflects the puck out of play without the puck touching the goal net or a player on the defending team in any way;
 3. If the attacking team high sticks the puck inside the attacking zone;
 4. If an attacking skater establishes position in the goal crease.

RULE 1058 – DETERMINING FACEOFF LOCATION/ GOAL FRAME OFF

See also Rule 1094-v and Rule 1167

- i. If the attacking team displaces the goal frame, the ensuing faceoff will occur at one of the high zone faceoff spots.
- ii. If the defending team displaces its goal frame, the ensuing faceoff will occur at an end zone faceoff spot.

RULE 1059 – PROCEDURE FOR CONDUCTING FACEOFFS

- i. The referee must drop the puck on one of the nine designated faceoff spots.
- ii. Only one skater from each team is allowed to participate in a faceoff.
- iii. The two skaters participating in the faceoff must be positioned squarely facing their opponent's goal, approximately one stick length apart, with the tip of the stick blade stationary.

- iv. The referee may drop the puck if only one player is ready for the faceoff provided all other skaters not involved in the faceoff are onside and in ready position.
- v. The attacking player must always place his stick on the faceoff spot first.
- vi. All skaters not taking the faceoff must keep their skates outside the circle (contact with the line is permitted). A skater's stick may be inside the circle provided there is no contact with either an opponent or an opponent's stick.
- vii. A skater must also keep his skates on his side of the hash marks (contact with the line is permitted). A skater's stick may be inside the area between the two hash marks provided there is no contact with either an opponent or an opponent's stick.
- viii. All skaters must be on their side of the floor at a suitable distance removed from their opponents at a high zone faceoff. They must remain stationary and cannot skate freely during the faceoff procedure or influence or interfere with the faceoff procedure.
- ix. Once the skaters are in the set position for a faceoff, they cannot change positions.

RULE 1060 – FALSE FACEOFFS

- i. If one or both of the skaters taking the faceoff fail to take their proper position immediately when directed to do so, the referee may order him or them replaced for the faceoff by a teammate on the floor.
- ii. If one of the other skaters not taking the faceoff enters the faceoff circle prematurely, the referee will stop the faceoff. The skater of the offending team taking the faceoff must be replaced.
- iii. If one of the other skaters not taking the faceoff enters the faceoff circle prematurely, and the puck has already been dropped, game action will be stopped and the faceoff will be re-taken, unless the opposing team gains possession of the puck. If play is stopped, the skater of the offending team taking the faceoff must be replaced.
- iv. No substitution of players is allowed after a false faceoff until the faceoff has been properly executed and game action begun, except when a penalty is assessed that affects the manpower of either team.
- v. If a skater wins a faceoff by kicking the puck to a teammate, game action will be stopped and the faceoff re-taken. The skater of the offending team taking the faceoff must be replaced.
- vi. If a faceoff is won by a hand pass, play will be stopped and the faceoff re-taken, and the skater of the team which committed the hand pass must be replaced. If a skater gloves the puck on a faceoff and the opposing team gains possession, play will continue.
- vii. Any team that incurs a second violation of faceoff procedures at the same faceoff will be assessed a bench-minor penalty.
- viii. No faceoff may be won by virtue of a player knocking or batting the puck with his hand in the air immediately after it has been dropped by a referee.

- ix. If a skater's skate crosses the hash mark prior to the drop of the puck at a faceoff, it will be considered a faceoff violation.
- x. Any contact with an opponent or his stick prior to the drop of the puck at a faceoff will be considered a faceoff violation.

RULE 1061 – TEAM TIMEOUT

- i. Each team is allowed one, 60-second timeout (1:00) during a game (48 minutes of regulation (48:00) time plus overtime).
- ii. A skater designated by the coach or the coach himself may ask the referees for the team timeout during a stoppage in play.
- iii. All players on the floor are allowed to go to their respective benches during a team timeout.
- iv. Both teams can take their timeout at the same stoppage of play, but the team taking the second timeout must notify the referees of its intentions before the end of the first timeout.
- v. A team cannot call a timeout during the penalty-shot shootout, before a period has started, or after a period has ended.
- vi. A team timeout cannot be called after player changes have been complete.
- vii. A team timeout cannot be called after a false faceoff.
- viii. A team timeout cannot be called during game action.
- ix. A goaltender is not allowed a warmup during a team timeout.

RULE 1062 – OVERTIME PERIOD

- i. A game which must have a winner (i.e., in which a tie score is not allowed) and which is tied after regulation time must be extended by one, sudden-death overtime period of five (5:00) or 12 (12:00) minutes.
- ii. For both a 5-minute (5:00) and 12-minute (12:00) overtime period, there will be a two-minute (2:00) rest after regulation time, and teams will defend the same goals as they did for the fourth period.
- iii. For rules pertaining to penalties in overtime and manpower adjustments, see Rule 1111.

RULE 1063 – PENALTY-SHOT SHOOTOUT

See also Rules 1170 and 1171 for Penalty-Shot Procedure.

- i. If no goal is scored in the sudden-death overtime period, a penalty-shot shootout will be used to determine a winner.
- ii. The home team will have the choice of shooting first or second
- iii. Goaltenders will defend the same goal net as in the overtime period.
- iv. Goaltenders can be changed prior to the penalty-shot shootout but cannot be changed during the shootout except in the case of injury.
- v. Three different skaters from each team will take shots alternately (A,B,A,B,A,B). The skaters do not need to be named beforehand and

can be changed any time up to the point when the referee blows his whistle to signal the start of a shot.

- vi. Eligible to participate in the penalty-shot shootout are all players from both teams listed on the official game sheet except those serving penalties which had not expired prior to the completion of the overtime period as well as players who had been assessed game-misconduct or match penalties. These players must remain in the penalty box or in the dressing room during the penalty-shot shootout.
- vii. The team with the most goals after the first six shots is declared the winner of the game. If the game's outcome is known before all six shots have been taken, the remaining shots will be abandoned.
- viii. If the score of the penalty-shot shootout is still tied after six shots, it will continue under a sudden-death format.
- ix. The sudden-death penalty-shot shootout will allow one skater from each team to take a shot until a winner is determined. Any skater, including those who participated in the first stage of the penalty-shot shootout, is eligible to shoot in as many rounds of the sudden-death format as may occur.
- x. The team that took the first shot during the penalty-shot shootout for the first three rounds will shoot second for the fourth and subsequent shots of the sudden-death format until a winner is determined.
- xi. If, at the referees' urging, a coach does not send a skater out to take a shot, or if a skater declines to take a shot, the shot will be declared "no goal" and the opposing team will take its next shot.
- xii. If a team declines to participate in the penalty-shot shootout, its opponent will be awarded the win.

SECTION 7 – PLAYING RULES/STOPPAGES OF PLAY

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

RULE 1064 – INTERFERENCE BY SPECTATORS

- i. Any occurrence of spectator interference must be reported by the referees to the proper authorities.
- ii. In the event that objects are thrown onto the floor by spectators and game action is compromised, play will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where play was stopped.
- iii. In the event of a skater being held or interfered with by a spectator, play will be stopped unless the team of that skater is in possession of the puck. In such a case, play will not be stopped until a change of possession occurs, and the ensuing faceoff will take place at the nearest faceoff spot to where the puck was situated when game action was stopped.

RULE 1065 – ILLEGAL CLEARING/GAME SPECIFICS

See also Rule 1198 – Illegal Clearing and the Goaltender.

- i. For the purposes of illegal clearing, the entire centre red line is part of the attacking zone. Once a skater has “gained the line”, he may shoot the puck the rest of the way down the floor without incurring an illegal clearing charge.
- ii. To “gain the line”, a player must make contact with the centre red line with the puck on his stick (not skate).
- iii. Only a team that is playing short-handed (i.e., has fewer skaters on the floor than its opponent) is allowed to shoot the puck from its own side of the centre red line to beyond its opponent’s end red line without incurring an illegal clearing call.
- iv. Whether a team is short-handed or not is decided by the number of skaters on the floor at the time the puck leaves the player’s stick. If the penalty-box attendant has opened the door at the expiration of a penalty, but the player has not physically stepped onto the floor, he will be considered on the floor as far as interpretation of illegal clearing is concerned.
- v. A team is not considered short-handed if the number of players on the floor is fewer than allowed but that number is not the result of penalties.
- vi. If the puck hits a referee on its way down the floor, an illegal clearing call will still be in effect. If, by virtue of hitting a referee, the puck

- slows down and does not cross the end red line, the illegal clearing call will be nullified.
- vii. After an illegal clearing call, the ensuing faceoff will take place at the end zone faceoff spot of the offending team nearest to where the player shooting or directing the puck last touched it.
 - viii. If the referees have erred in making an illegal clearing call, the ensuing faceoff will take place at the centre faceoff spot.
 - ix. If any of the following situations occur, illegal clearing will not be called:
 - 1. If the puck is illegally cleared directly by a skater participating in a faceoff;
 - 2. If any opponent, except the goaltender, is able to play the puck before it crosses the end red line (including skaters who slow down to ensure the puck crosses the end red line or who pretend to skate fast but don't make a genuine effort to get to the puck before it crosses the end red line);
 - 3. If a player making a line change ignores the puck to go to the bench instead of playing the puck, whether to avoid a penalty for too-many-men or any other reason;
 - 4. If the puck touches any part of an opponent's body or equipment any time from when it is shot to when it crosses the end red line;
 - 5. If the puck hits the goal frame and crosses the end red line.

RULE 1066 – PUCK OUT OF PLAY/GENERAL

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

- vi. If the puck hits the netting behind either goal, it is considered out of play and normal rules for faceoffs apply so long as the whistle has stopped play.

RULE 1067 – PUCK OUT OF PLAY/ATTACKING ZONE

- i. If the puck is shot from inside the attacking zone and leaves the playing area directly from the shot, the ensuing faceoff will take place at the high zone faceoff spot nearest to where the puck was shot.
- ii. If the puck is shot from inside the attacking zone and leaves the playing area as a result of a deflection by the defending team, the ensuing faceoff will take place at the nearest end zone faceoff spot in the attacking zone to where the shot was taken.
- iii. If the puck is shot from outside the attacking zone and leaves the playing area directly by the shot, the ensuing faceoff will take place at the nearest faceoff spot to where the shot was taken.
- iv. If the shot in Rule 1067-iii is made in the attacking zone, the ensuing faceoff will take place at the nearest high zone faceoff spot to where the shot was taken.
- v. If the shot in Rule 1067-iii is made in the defending zone, the ensuing faceoff will take place at the nearest faceoff spot in the defending zone unless the puck leaves the playing area behind the end red line, in which case rules for delay of game will apply.
- vi. If the puck is deflected in the defending zone by a defending player, the ensuing faceoff will be in the defending zone. If the deflection is made by an attacking player, the faceoff will take place at a high zone faceoff spot.

RULE 1068 – PUCK ON DASHER

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

RULE 1069 – PUCK ON GOAL NET (BASE AND TOP)

- i. When the puck lands on the outside of the goal net (at either the base along the back of the goal net or on the top) for longer than the flow of the game permits, or if it is frozen against the goal net by opposing players, the referees will stop play.
- ii. If the stoppage is caused by a defending player, the ensuing faceoff will take place at the nearest end zone faceoff spot.
- iii. If the stoppage is caused by an attacking skater, the ensuing faceoff will take place at the nearest high zone faceoff spot.
- iv. A player who, during the course of continuous action, is able to knock the puck off the goal net, at either the base along the back of the goal net or at the top, game action will continue.

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

RULE 1070 – PUCK OUT OF SIGHT

- i. As soon as the referee loses sight of the puck he will blow his whistle to stop play. The ensuing faceoff will take place at the nearest faceoff spot to where play was stopped, unless otherwise provided for in these rules.

RULE 1071 – PUCK OFF THE GOAL NET

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

RULE 1072 – PUCK STRIKING A REFEREE

- i. Game action will not be stopped because the puck touches a referee during the regular course of play except when:
 - 1. The puck enters the goal net as a result of that contact;
 - 2. The puck goes out of play as a result of that contact;
 - 3. A referee is injured.
- ii. If the attacking team scores a goal because the puck deflects or bounces directly off a referee, the goal will not be allowed and the ensuing faceoff will take place at the nearest faceoff spot to where the puck made contact with him.
- iii. If the puck hits a referee and is subsequently put into the goal net in any legal manner, the goal will be allowed.
- iv. If the puck leaves the playing area after hitting a referee in either end zone, the ensuing faceoff will take place at the faceoff spot in the end zone nearest to where the puck made contact with him.

RULE 1073 – HAND PASS

- i. A skater is not allowed to catch the puck in his palm and skate with it, either to avoid an opposing skater or to maintain possession of the puck.
- ii. When a hand-pass violation occurs, game action will be stopped and the ensuing faceoff will take place at the nearest faceoff spot to where the infraction occurred or where the teammate gained possession of the puck, whichever provides the offending team with less territorial advantage.

- iii. A hand pass is allowed in the defending zone provided that both the puck and the skater receiving the pass are still inside that defending zone.
- iv. If a skater in his defending zone deliberately directs the puck with a glove or arm to a teammate or has allowed his team to gain an advantage in the attacking zone, game action will be stopped and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the hand pass originated.
- v. If the puck enters the goal net as a result of either being gloved by an attacking skater or being deflected into the goal net by any player in any manner after the initial contact with the glove, the goal will not be allowed and the ensuing faceoff will take place at a high zone faceoff spot closest to where the hand pass was initiated by the offending team.
- vi. If a defending player bats or gloves the puck into his own goal, the goal will be allowed.

RULE 1074 – HIGH STICKING THE PUCK/GAME ACTION

- i. If a player touches the puck with his stick above the height of his shoulder, and either he or a teammate is the next player to come into possession and control of the puck, or the puck is batted out of play, game action will be stopped.
- ii. If this infraction occurs in the attacking zone, and the teammate subsequently comes into possession and control of the puck in the attacking zone, the ensuing faceoff will take place at a high zone faceoff spot on the side nearest to where the teammate gained control.
- iii. If this infraction occurs in the attacking zone, and the teammate subsequently gains control of the puck in the defending zone, the ensuing faceoff will take place at a faceoff spot closest to where the puck was controlled.
- iv. If the infraction in Rule 1074-i occurs in the defending zone, the ensuing faceoff will take place in the defending end on the side nearest to where the teammate subsequently came into possession and control of the puck.
- v. High sticking the puck during game action is determined by the player's shoulder (whereas the allowable height for deflecting a puck into the goal net is the crossbar).
- vi. If a player touches the puck in any manner with his stick above the height of his shoulder, and an opponent is the next player to play the puck, game action will continue.
- vii. If a player hits the puck with a high stick and knocks the puck into his own goal, the goal will be allowed.
- viii. The 'lacrosse-like' manoeuvre, whereby a skater cradles the puck on the blade of his stick, is permitted provided he does not raise his stick (and, by extension, the puck) above the height of his shoulder at any time during the motion. If the puck and stick are above the

height of the shoulder at any time during the manoeuvre, game action will be stopped.

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

RULE 1075 – HIGH STICKING THE PUCK INTO THE GOAL NET

See also Rule 1093-ii – Disallowing a Goal/Game Action.

- i. No goal will be allowed if an attacking skater directs, deflects, or bats the puck into the goal net in any way with his stick above the height of the crossbar, even if the puck subsequently deflects off any player, the goaltender, or a referee, or bounces off the floor and in.
- ii. The determining factor is where the puck makes contact with the stick in relation to the crossbar. If that part of the stick making contact with the puck is at or below the crossbar, the goal will be allowed.

RULE 1076 – PROTECTIVE GLASS/DAMAGED

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

RULE 1077 – OFFSIDE

- i. The only offside line is the centre red line.
- ii. Skaters may precede the puck over the centre red line provided that a teammate subsequently carries the puck over the line.
- iii. When the puck is passed over the centre red line, the puck must precede the attacking skater who is receiving the pass over the line. All others attacking players are free to cross the line at any time.
- iv. If a skater precedes the puck over the centre red line, he is not eligible to touch the puck until (a) a teammate who did not precede the puck over the centre red line first touches the puck; (b) an opponent first touches the puck; (c) he tags up by making skate contact with the centre red line.
- v. Any violation of this rule will result in a stoppage of game action. The ensuing faceoff will take place at the faceoff spot nearest to where the pass originated.
- vi. If the puck is inside the defending zone, it is not considered inside the attacking zone until it is completely over the centre red line.
- vii. If the puck is in the attacking zone, it is not considered outside the zone until it is completely over the centre red line.
- viii. Skaters' skates are interpreted only in two dimensions. Any skate that is in the air is considered not on any side of the red line until it touches the floor.

- ix. To be onside, a skater may have one skate inside the centre red line as long as one is on or outside the centre red line touching the floor.
- x. During a man-advantage situation, if the defending team is in its zone and clears the puck over the centre red line, all attacking players must tag up and make skate contact with the centre red line before being onside.

RULE 1078 – OFFSIDE SITUATIONS

- i. If an attacking skater shoots or passes the puck, which hits a teammate who preceded the puck into the attacking zone, game action will be stopped and an offside called. The ensuing faceoff will take place at the nearest faceoff spot to where the pass or shot was made.
- ii. If a player makes a pass from inside his defending zone to a teammate inside the attacking zone, the play will be called offside and the ensuing faceoff will take place in the defending zone at the nearest faceoff spot to where the pass was made.

RULE 1079 – FACEOFFS AFTER OFFSIDE

- i. If an offside occurs, game action will be stopped and a faceoff will take place as follows:
 - 1. At the nearest faceoff spot in the defending zone of the offending team if the puck was passed or shot by an attacking skater from his defending zone;
 - 2. At the faceoff spot nearest to where the puck was shot if the shot or pass that created a delayed offside goes out of play;
 - 3. At the nearest faceoff spot in the defending zone if the defending team is about to incur a penalty on a delayed offside play.

RULE 1080 – ONSIDE

- i. If the puck carrier maintains control of the puck while his skates cross the centre red line ahead of the puck, he is considered onside provided that he first had control of the puck with both skates in the defending zone and that he kept the puck on his stick until the puck fully crossed the centre red line.
- ii. If a skater receives a pass and his stick and one skate are over the centre red line but one skate is in the defending zone touching the floor, the play is onside.
- iii. If a skater moves the puck from his defending zone into the attacking zone and then moves the puck back inside his defending zone (by stickhandling, passing, or kicking the puck) while skaters from the attacking team are in that zone, the play is onside.
- iv. If an attacking skater is inside the attacking zone but he stickhandles or controls the puck outside that zone or zig-zags back and forth over the centre red line, the play is onside.

RULE 1081 – DELAYED OFFSIDE

- i. If a delayed offside results in a stoppage of play, the ensuing faceoff will take place at a high zone faceoff spot in the defending zone of the team that created the delayed offside.
- ii. If, during a delayed offside, the defending team puts the puck into its own goal net, the goal will be allowed.
- iii. During a delayed offside, the defending team is allowed to take the puck behind its own goal net in the process of clearing the zone as long as there is no attempt to delay the game.
- iv. If the puck is shot into the attacking zone resulting in a delayed offside but, as a result of this shot, the puck enters the defending team's net (either directly or off the goalkeeper, a defending player, or an official or after bouncing off the protective glass or the boards), the goal will be allowed.
- v. If the puck is shot into the attacking zone resulting in a delayed offside but any member of the defending team makes contact with the puck (skater or goaltender), the play is onside and the attacking team may try to gain possession of the puck.
- vi. If, during a delayed offside, a player from the defending team shoots the puck directly out of play in his own zone, rules pertaining to delay of game will be applied and the appropriate penalty assessed.
- vii. If the situation in Rule 1081-vi occurs but the puck deflects off the glass or a teammate but does cross the centre red line, no penalty will be assessed but the ensuing faceoff will be in the defending zone on the side where the puck was shot or deflected.

RULE 1082 – INJURED SKATER

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

RULE 1083 – INJURED REFEREES

See also Rules 1003-iii and 1054-iv

- i. In the case where a referee suffers an injury during game action, play will be stopped immediately (unless one team has a scoring opportunity) to assess the severity of the injury and attend to the injured referee. If the problem can be treated immediately, the injured referee will skate to an area where medical personnel are situated.
- ii. If injury or illness prevents a referee from participating in or continuing in a game, both teams must agree on a replacement, if necessary. If the teams are unable to agree, the referee will appoint a player to act as referee.
- iii. If an IIHF referee is able to join a game in progress, the temporary referee will be immediately replaced.

SECTION 8 – PLAYING RULES/PLAYER CHANGES

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

RULE 1084 – DEFINING ON/OFF FLOOR

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

RULE 1085 – PLAYER CHANGE DURING GAME ACTION

- i. Player changes may occur at any time during game action provided that the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way.
- ii. If an oncoming player leaves the 1.5 metre (5') zone and participates in game action before the departing player is at the players' bench, the team will be assessed a penalty for too many men.
- iii. If, during a player change during game action, a player coming onto the floor or coming off the floor plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the floor within the 1.5 metre (5') zone, a penalty for too many men will be assessed.
- iv. If player changes are made during game action and the changing players are within 1.5 metres (5') of the boards across the width of their players' bench, and the changing players are not involved in game action in any way, no penalty for too many men will be assessed.

RULE 1086 – ILLEGAL ACCESS OF OPPONENT'S PLAYERS' BENCH

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

RULE 1087 – PLAYER CHANGE DURING STOPPAGE

- i. The changing of one or more players constitutes a player change.
- ii. The home team is entitled to "last change". This means the visiting team must put its players out on the floor first, after which time the home team must do so as per the procedure set out below. If either

- team does not make its changes promptly, the referees will not permit the change.
- iii. Failure by either team to comply, or tardiness to comply, or deliberate error in complying with this rule will result first in a warning from the referees and then a bench-minor penalty for delay of game.
 - iv. Once player changes have been made, a team is not allowed to alter its lineup on the floor until after play has started after a legal faceoff.
 - v. Teams are not allowed to make player changes after a false faceoff.
 - vi. If, after player changes are made and before a legal faceoff, one or both teams incur penalties which alter the manpower of either team, teams may make further player changes.
 - vii. Players from the players' bench can come onto the floor after a goal only for the purpose of making changes, and not more players than those changing can come onto the floor to celebrate.

RULE 1088 – PLAYER CHANGE PROCEDURE

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

RULE 1089 – ILLEGAL PLAYER ON FLOOR

- i. If a player enters the game illegally – for whatever reason and in whatever manner – any goal his team scores while on the floor will not be allowed, but all penalties assessed to either team must be served.

SECTION 9 – PLAYING RULES/GOALS

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

RULE 1090 – SCORING A GOAL

- i. A goal is scored when a team has shot or directed the puck into the goal net and entirely over the plane of the goal line during game action and is deemed legal by the referees.
- ii. A goal is scored when the puck is put between the goal posts below the crossbar and entirely across the plane of the goal line.
- iii. A goal is scored when the puck is shot, kicked, directed, or put into the goal net in any way by a defending player.
- iv. A goal is scored when the puck is deflected into the goal net by accidentally striking any part of a skater's body from a shot of a teammate.
- v. The puck must be whole when it crosses the plane of the goal line.
- vi. Any puck shot into the goal net during a stoppage in play is not considered a goal.
- vii. A goal is considered official once a faceoff has taken place at the centre faceoff spot following that goal.
- viii. The 'lacrosse-like' manoeuvre whereby a skater whips the puck into the goal net is permitted provided he does not raise his stick above the height of his shoulder at any time during the motion (see also Rule 1074-viii).
- ix. If a puck is deflected into the goal net by the stick or body of an attacking skater who has established position while the goaltender is in his crease prior to the puck entering the three-dimensional space of the crease, the goal will not count and the ensuing faceoff will take place at a high zone faceoff spot in the attacking zone.
- x. If a skater's skates are not in the goal crease in 1090-ix, but his stick is, then any goal scored off the stick will be allowed provided the stick is not interfering with the goaltender's ability to play his position. If the stick is interfering, the goal will not be allowed, and the ensuing faceoff will take place at a high zone faceoff spot in the attacking zone.
- xi. For a goal to be legal, the puck must cross the plane of the goal line prior to the expiration of a period.
- xii. If the penalty-box attendant fails to open the penalty-box door when a penalty expires, thus delaying a skater's re-entry to the floor, and during this time the opposing team scores a goal, the goal will be allowed.

RULE 1091 – GOAL CREASE AS IT PERTAINS TO SCORING GOALS

- i. If a skater of the attacking team is pushed, shoved, or fouled by a defending skater to cause him to be in the goal crease when the

- puck enters the goal net, the goal will be allowed unless the attacking skater had sufficient time to get out of the goal crease.
- ii. If the puck is loose in the goal crease and put into in the goal net by the stick of an attacking skater, the goal will be allowed.
 - iii. If an attacking skater is in the goal crease at the moment the puck crosses the plane of the goal line and his position in no way affects the goaltender's ability to make a save or play his position properly, the goal will be allowed.
 - iv. If a goaltender is outside his goal crease and an attacking skater prevents the goaltender from returning to his crease or prevents the goaltender from playing his position properly while a goal is scored, the goal will not be allowed, and the attacking skater will be assessed a minor penalty for interference.
 - v. If a goaltender is outside his crease for any reason caused by his own actions, an attacking skater is allowed to be in the crease and any goal his team scores will be allowed.
 - vi. The goal crease is a three-dimensional area, and all crease rules pertain not only to the surface area but to the air space above the surface of the goal crease to the height of the crossbar.

RULE 1092 – GOALS WITH THE SKATE

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

RULE 1093 – DISALLOWING A GOAL/GAME ACTION

See also Rules 1178–1180 for rules pertaining to the goaltender and goal-crease violations.

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

RULE 1094 – SCORING A GOAL/GOAL FRAME OFF

- i. If a defending player displaces his own goal frame and the opposing team scores a goal, the goal will be allowed provided:
 1. The opponent was in the act of shooting prior to the goal frame being displaced;
 2. The referees determine that the puck would have entered the goal net had the goal frame been in its normal position.
- ii. A goal will be awarded if a goaltender has been removed from the floor for an extra skater and a teammate displaces the goal frame from its normal position when an attacking skater is on a breakthrough.

- iii. The goal frame is considered displaced if it is not positioned on the end red/goal line or if one or both of the goal posts are not flat on the floor.
- iv. If the position of the goal net is altered in any way during game action, play will be stopped if the goal net does not return to its normal position. If the goal net returns to its normal position, game action will continue.
- v. If the goal net becomes displaced during game action as a result of some action by the attacking team as the defending team gains possession of the puck with a clear chance to move up, there will be no whistle until puck possession changes again. If the defending team moves up and scores a goal, the goal will be allowed.
- vi. No goal will be allowed if the goal frame is displaced before the puck crosses the plane of the goal line unless provided by Rule 1094-i.

SECTION 10 – GAME PENALTIES/DURATION AND SITUATIONS

OVERVIEW – Game penalties are assessed at the discretion of the referees.

For all infractions related to goaltenders, see Section 13 – Rules Specific to Goaltenders.

RULE 1095 – WHEN PENALTIES CAN BE CALLED

- i. Penalties can be called at any time during the playing of a game. This constitutes the 48 minutes (48:00) of regulation play, the overtime, penalty-shot shootout, stoppages in play, and the arrival and departure of the teams from the floor to the dressing rooms.
- ii. A referee must witness first-hand any infraction if a penalty is to be assessed and incorporated into the official game sheet. This includes events before, during, and after the playing of the game.
- iii. “Before” the game constitutes the minutes prior to the opening faceoff when the referees and players are in the playing area but game action has yet to begin.
- iv. Any violations of the rules committed during the pre-game skate or off the floor cannot be punished by the assessment of penalties during the game as the referees were not participating in events at the time. Instead, these violations will be dealt with by the proper authorities.
- v. No player or team official is allowed to enter the dressing room of the referees during the course of or immediately following the game. Any violation of this rule will be reported to the proper authorities.

RULE 1096 – IMPLICATIONS OF PENALTIES

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

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

RULE 1097 – PENALTIES ON SCORECLOCK

- i. Penalties are said to have expired at the exact time of the penalty on the scoreclock plus the length of the penalty. For instance, if a minor penalty is called at 4:58, it expires at 3:28. If a major penalty is assessed at 11:05, it expires at 7:05, whether or not the skater steps on the floor at that exact second. For coincident minor, major, and misconduct penalties, the skater is allowed to return to floor only at the first whistle after the penalty time has been served.
- ii. Only penalties displayed on the scoreclock allow a team to gain extra skaters during game action when they expire. Penalties not displayed on the scoreclock include coincident minors or majors, misconducts, game misconducts, and coincident match penalties.
- iii. Penalties which must be displayed on the scoreclock include minors, double minors, majors, and match.
- iv. Penalties with a delayed start time will be displayed on the scoreclock only when their time has started.
- v. In the case of misconduct penalties, the skater is allowed to return to the floor only after the first whistle after the expiration of his penalty.
- vi. In the case of more than one penalty to a team, skaters are allowed to return to the floor only when their own penalty has expired. A skater who comes onto the floor after a teammate's penalty has expired – not his own – may be subject to further penalty.

RULE 1098 – PLAYING SHORT-HANDED

- i. A team is short-handed by virtue of having fewer players on the floor as a result of one or more penalties than its opponent.
- ii. If the opposition scores a goal while a team is short-handed with a minor or bench-minor penalty, the penalized skater can return to the floor immediately.

RULES 1099–1105 – DURATION OF PENALTIES

SUMMARY (for one player)

Minor/Bench-minor penalty = 1:30 on scoreclock (1:30 PIM)

Major penalty = 4:00 on scoreclock (4 PIM)

Minor+Major penalty = 4:00 on scoreclock, then 1:30 on scoreclock (5:30 PIM)

Misconduct penalty = 10:00, time not on scoreclock (10 PIM)

Minor+Misconduct penalty = 1:30 on scoreclock + 10:00, time not on scoreclock (11:30 PIM)

Minor+Game Misconduct penalty = 1:30 on scoreclock + balance of the game, time not on scoreclock (11:30 PIM)

Game Misconduct penalty = balance of the game, time not on scoreclock (10 PIM)

Match penalty = 4:00 on scoreclock + balance of the game, time not on scoreclock (14 PIM)

RULE 1099 – DURATION OF PENALTIES/MINOR – BENCH MINOR

- i. A minor penalty constitutes 1:30 of playing time and must be served in full. However, if the opposition scores during the ensuing power play, the penalized player is allowed to leave the penalty box.
- ii. If a team scores a goal on a penalty shot during a power play, the penalized skater is not allowed to return to the floor.

RULE 1100 – DURATION OF PENALTIES/MAJOR

- i. A major penalty constitutes four minutes (4:00) of playing time. No substitution of this skater is allowed in game-situation manpower for the full 4:00. Once 4:00 has expired, the skater may return to the floor immediately.
- ii. For a second major penalty in the same game to a skater or goaltender, the player will be assessed an additional game-misconduct penalty. The player must go to the dressing room immediately, and a teammate must go to the penalty box to serve the major penalty.

RULE 1101 – DURATION OF PENALTIES/MINOR AND MAJOR

- i. When a player is assessed a minor and major penalty at the same time, the major penalty is served first after which the minor penalty begins.

- ii. When a minor and major penalty are imposed at the same time on two players of the same team while the team is already short-handed, the minor penalty is considered the first to be served and the start of the major penalty will not begin until the first penalty has expired.

RULE 1102 – DURATION OF PENALTIES/MISCONDUCT

- i. A misconduct penalty constitutes ten minutes (10:00) of playing time, but immediate substitution in manpower is allowed. The skater must serve his misconduct in full unless he is injured, in which case a teammate designated by the coach through the captain must sit in the penalty box in his place. The skater is not allowed to leave the penalty box until the first whistle after ten minutes of playing time has elapsed.
- ii. If a player is assessed a second misconduct any time during a game, it will become an automatic game-misconduct penalty instead. He must go to the dressing room but may be substituted immediately on the floor, and no teammate has to serve his penalty.
- iii. If a goaltender is assessed a misconduct penalty, it must be served by a skater on the floor at the time of the whistle to stop play who is designated by the coach through the captain.

RULE 1103 – DURATION OF PENALTIES/MINOR AND MISCONDUCT

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

RULE 1104 – DURATION OF PENALTIES/GAME MISCONDUCT

- i. A game-misconduct penalty requires the penalized player or team official to go to the dressing room, but immediate substitution in manpower is allowed.
- ii. A player who receives two game-misconduct penalties in the same game or different games of a tournament or event is automatically suspended for one further game.
- iii. The referees will report all game misconduct penalties to the proper authorities.

RULE 1105 – DURATION OF PENALTIES/MATCH

- i. A match penalty results in the immediate expulsion of the player or team official from the game and a four-minute penalty (4:00) served by a teammate designated by the coach through the captain. No substitution of this skater is allowed in manpower until after the expiration of 4:00.
- ii. If the player receives additional penalties to the match penalty, the skater serving this penalty must also serve all other penalties to the offending player.
- iii. A match penalty carries with it an automatic suspension until the situation has been dealt with by the proper authorities. However, if 30 days elapse after the incident and no action taken, the suspension will be automatically terminated.

RULE 1106 – SERVING PENALTIES

Minor – Skater serves penalty unless injured (teammate serves)

Bench Minor – Skater designated by the coach through the captain

Major – Skater serves penalty unless injured (teammate serves)

Minor/Major – Skater serves penalty unless injured (teammate serves)

Misconduct – Skater serves penalty unless injured (teammate serves)

Minor/Misconduct – Skater serves penalty unless injured (teammate serves)

Game Misconduct – Player must go to dressing room

Match – Player must go to dressing room

RULE 1107 – PENALTY SITUATIONS

- i. Only penalties that are displayed on the scoreclock affect manpower (except penalties which have a delayed start time).
- ii. For a penalized skater to return to the game as a result of an opponent's goal, his team must have been short-handed by a minor or bench-minor penalty at the time of the goal (not counting a delayed penalty). In the case where more than one skater is penalized, the first minor or bench-minor penalty will terminate (unless it were a coincident minor or bench-minor penalty with an opponent, in which case the next minor or bench-minor penalty will be cancelled).
- iii. If there is a delayed-penalty call for a minor or bench-minor penalty against a team already short-handed by reason of a major or match penalty, and the opposition scores before the play can be stopped to assess the new penalty, that signalled penalty will be cancelled because of the goal.
- iv. If a delayed penalty is about to be called against a player which will result in a minor, major, or match penalty, but the opposing team scores during the delayed penalty, the minor penalty is cancelled but the major or match penalty will still be assessed.
- v. If a team incurs two or more penalties of the same duration at the same stoppage, the captain of that team must notify the referees

- before the start of game action which skater will be first out of the penalty box (either after the scoring of a power-play goal by the opposition or at the expiration of the penalties when the skaters leave the penalty box). The referees will inform the scorekeeper accordingly.
- vi. A player who is assessed more than one penalty at the same time will serve all penalties consecutively.

RULE 1108 – COINCIDENT PENALTIES

See also IIHF Case Book – Coincident Penalties

- i. When an equal number of minor, major, or match penalties of the same duration are assessed to both teams at the same stoppage of play, the penalties are considered coincident penalties.
- ii. When penalties are assessed to both teams at the same stoppage of play, the referees will cancel as many penalties of equal duration (minor, bench minor, double minor, major, game misconduct, match) to each team as possible.
- iii. If teams are playing 4-on-4 and only one minor or bench-minor penalty is assessed to each team, teams will still play 4-on-4. The two players must go to the penalty box without substitution, and they can return to the floor at the first whistle after the expiry of their penalties.
- iv. When penalties as in Rule 1108-i are assessed and one team is short-handed, immediate substitution is allowed for an equal number of coincident penalties of equal duration to each team and will not have a bearing on delayed start time of penalties (see Rule 1109).
- v. If teams are playing with manpower that is not 4-on-4, there is no further reduction of manpower as a result of penalties of equal duration and number which can cancel each other.
- vi. If multiple penalties are assessed to both teams, equal numbers of minor, major, and match penalties will be cancelled as per rules for coincident penalties. Any differential in penalty times will be displayed on the scoreclock, and players will serve the time accordingly. They will not be allowed to return until the first stoppage in play after the expiration of their penalties.
- vii. Players who receive major or match penalties which are coincident penalties must go to their dressing room, but no teammate is required in the penalty box unless one of the penalties appears on the scoreclock.
- viii. Where goaltenders are involved, see Rule 1200 – Goaltender Penalties/Overview.
- ix. In the application of coincident penalties, minor and bench-minor penalties are considered the same.

RULE 1109 – DELAYED START TIME OF PENALTIES

- i. No team may have fewer than three skaters on the floor at any time during game action except in the last two minutes (2:00) of regulation and any overtime period.

- ii. Players must always return to the floor in the order of the expiry of their own penalties.
- iii. If a second or subsequent player of any team is assessed a penalty during regulation time which requires him to go to the penalty box, and one teammate is already serving a penalty, the penalty time of the second player or any subsequent players will not start until the penalty time of the first player has elapsed (excepting Rule 1109-i). The second or subsequent skaters must still proceed to the penalty box as soon as their penalties have been assessed, but they can be replaced on the floor by a substitute until their penalty time begins.
- iv. Once the first penalty of two or more players has elapsed, the skater cannot return to the floor until the first whistle on or after the expiration of his penalty.

RULE 1110 – DELAYED PENALTY CALL

- i. For most penalties, a player from the offending team must be in control of the puck for game action to be stopped and the penalties assessed.
- ii. A touch of the puck or glancing contact between stick and puck does not constitute control unless that contact results in a goal for the team being penalized.
- iii. If the offending team is not in control of the puck, the referee will raise his arm signifying his intention to call a penalty, but he will not stop game action until:
 - 1. The offending team has gained control of the puck;
 - 2. The puck is frozen;
 - 3. The puck goes out of play;
 - 4. The team in control commits a foul of its own;
 - 5. Either team commits an illegal clearing of the puck;
 - 6. Other reasons specified by these rules.
- iv. If the team in control of the puck during a delayed-penalty situation scores into its own goal, the goal will be credited to the opposition, but the penalty will still be assessed.
- v. A team being penalized during a delayed-penalty situation cannot score a goal by its own means.
- vi. If, after the referee has raised his arm, a goal is scored by the team in control of the puck, the goal is allowed and the referee will ask the captain of the penalized team which penalty – if more than one is intended to be called – is cancelled.
- vii. If the team being penalized is already short-handed and its opponent scores a goal during a delayed-penalty call, the earlier minor penalty being served is automatically terminated and all new penalties being signalled will be assessed.
- viii. If there is a delayed penalty to a team for a minor or bench-minor penalty, and that team is already short-handed with a major or match penalty, and the opposition scores, the delayed penalty will be cancelled but the major or match penalty remains on the scoreclock.

- ix. If a team incurs a penalty and scores a goal on the same play so quickly that the referee does not have time to blow his whistle before the puck enters the goal net, he can still nullify the goal and assess the penalty after stopping play.

RULE 1111 – PENALTIES IN OVERTIME

- i. Regardless of the length of the overtime, it must be played four skaters and one goaltender a side if there were no penalties carried over from the end of regulation time or assessed prior to the start of the overtime period which affect the manpower of either team.
- ii. If a team incurs a minor penalty in overtime, the teams will play 4-on-3.
- iii. Coincident penalties in overtime do not affect manpower.
- iv. If a team is penalized in overtime such that a two-man advantage occurs, the offending team will be reduced to two skaters.
- v. If teams are playing 4-on-4 at the end of regulation time with skaters in the penalty box serving coincident penalties, overtime starts 4-on-4.
- vi. If teams are playing 3-on-3 at the end of regulation time, overtime starts 3-on-3.

SECTION 11 – DESCRIPTION OF GAME PENALTIES

OVERVIEW – These are definitions, explanations, and interpretations of fouls during a game (which constitutes 48 minutes of regulation time, overtime, penalty-shot shootout, and the time immediately after the end of the game when players leave the floor and go to their respective dressing rooms).

RULE 1112 – ABUSE OF REFEREES

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

- i. Minor Penalty
 1. A player who bangs the protective glass in protest of a referee's decision;
 2. A player who bangs the boards with his stick or other objects to protest a referee's decision.
- ii. Bench-Minor Penalty
 1. An unidentifiable player or team official who uses obscene, profane, or abusive language or uses the name of any official coupled with any vociferous remarks;
 2. A penalized player who does not go directly to the penalty box or dressing room as instructed by a referee;
 3. A team official who bangs the boards with a stick or other object to protest a referee's decision.
- iii. Misconduct Penalty
 1. A player who challenges or disputes the ruling of a referee;
 2. A player who shoots the puck intentionally out of reach of a referee who is retrieving it;
 3. A player who enters or remains in the referees' crease while they are in consultation with each other or reporting to officials off the floor;
 4. A captain or alternate captain who complains at any time to a referee about how he is conducting the game, interpreting the rules, or handling game action;
 5. A player who bangs the boards with his stick or other objects to protest a referee's decision for which they have been already been assessed a minor or bench-minor penalty;
 6. A player who bangs the protective glass in protest of a referee's decision for which he has been already been assessed a minor penalty.
- iv. Game-Misconduct Penalty
 1. A player or team official who uses obscene, profane, or abusive language directed to a referee for which he has been already been assessed a minor or bench-minor penalty. When this conduct occurs after expiration of the game, the game-misconduct

penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.

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

RULE 1113 – BENCH-MINOR

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

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

RULE 1114 – BITING

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

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

RULE 1115 – BOARDING

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

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

RULE 1116 – BROKEN STICK/PLAYING WITH – REPLACING

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

- i. A player must drop a broken stick immediately. If he participates in game action with a broken stick he will be assessed a minor penalty.

- ii. A skater who uses a goaltender's stick during game action will be assessed a minor penalty.
- iii. A player whose stick is broken is forbidden to receive a stick thrown onto the floor from either the players' bench or from a spectator, but he may receive a stick from a teammate on the floor at the time without having to proceed to his players' bench to obtain a new one. This exchange, however, must be made hand-to-hand. A teammate who throws, tosses, slides, or shoots a stick to him will be assessed a minor penalty.
- iv. Rule 1116-iii includes situations where a skater has lost an intact stick and a teammate is trying to get it to him.
- v. At no time is a skater allowed to grab an opponent's stick: (1) from an opponent on the floor who may either be holding the stick or who may have dropped it to the floor; (2) from an opponent sitting on his players' bench; (3) from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.
- vi. A skater who participates in game action while taking a replacement stick to a skater or goaltender will be assessed a minor penalty.
- vii. If a player receives a stick during game action from a teammate in the penalty box, the player receiving the stick will be assessed a minor penalty.
- viii. A skater who does not have a skater's stick in his hands may still participate in game action.

RULE 1117 – BUTT-ENDING

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

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

RULE 1118 – CHARGING

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

- i. A player who checks an opponent with unnecessary force or who runs at or jumps into an opponent will be assessed at least a minor penalty.
- ii. A player who makes physical contact with an opponent after the whistle has been blown but who had sufficient time to avoid such contact will be assessed at least a minor penalty.
- iii. A goaltender is not "fair game" simply because he is outside of the goal crease. A minor penalty for interference or charging is warranted

where an opponent makes unnecessary contact in the goaltender's privileged area.

- iv. A player who injures or recklessly endangers an opponent as a result of charging will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1119 – CLOSING HAND ON PUCK

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

- i. A skater who catches the puck and holds it while stationary or skates with it in his glove either to avoid an opponent or to gain clear possession of it will be assessed a minor penalty for closing his hand on the puck.
- ii. A skater who picks the puck up from the floor with his glove or hand outside his own goal crease during game action will be assessed a minor penalty.
- iii. A skater who covers the puck with his glove on the floor outside his own goal crease will be assessed a minor penalty.
- iv. If a skater picks the puck up from the floor with his glove, conceals, or covers the puck with his glove on the floor inside the three-dimensional area of his own goal crease while his goaltender is on the floor, a penalty shot will be awarded to the opposition.

RULE 1120 – CROSS-CHECKING

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

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

RULE 1121 – DANGEROUS EQUIPMENT

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

- i. A referee can prohibit the use of any player equipment he feels might cause injury.
- ii. The team of a player who participates in game action with illegal equipment will first be issued a warning by the referee. Failure to comply with the warning to adjust, replace, or secure any equipment as per the referee's instructions will mean any player from that team

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

RULES 1122–1130 – DELAY OF GAME

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

RULE 1122 – DELAY OF GAME/ADJUSTMENT OF EQUIPMENT

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

RULE 1123 – DELAY OF GAME/DISPLACED GOAL NET

See also Rule 1167.

- i. A player who deliberately displaces the goal net from its normal position will be assessed a minor penalty.

RULE 1124 – DELAY OF GAME/FALLING ON THE PUCK

- i. A skater who falls on, holds, or gathers the puck into his body or equipment to create a stoppage in play will be assessed a minor penalty. If, however, a puck becomes lodged in a skater's skates or equipment as he blocks a shot or pass, game action will be stopped but no penalty assessed.
- ii. If the situation in 1124-i occurs in the goal crease, rules for Penalty Shot (Rule 1168) and Awarded Goals (Rule 1172) apply.
- iii. A skater who uses his hands to conceal the puck in his palm or equipment to force a whistle will be assessed a minor penalty.

RULE 1125 – DELAY OF GAME/FREEZING THE PUCK UNNECESSARILY

- i. A skater who holds or freezes the puck with his stick, skates, or body at any time and anywhere on the floor when not being pressured by an opponent will be assessed a minor penalty.

RULE 1126 – DELAY OF GAME/GOAL CELEBRATION

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

RULE 1127 – DELAY OF GAME/LATE LINEUP

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

RULE 1128 – DELAY OF GAME/PUCK IN MOTION

- i. A player who holds the puck behind his own end red line for more than three seconds without pressure from the attacking team will be issued at first a warning by the referees and for a second offence will be assessed a penalty for delay of game.
- ii. A player who carries the puck behind his end red line more than once during the same possession will be issued at first a warning by the referees and for a second offence will be assessed a penalty for delay of game except:
 - 1. If a player is prevented from doing so by an opposing skater;
 - 2. If the team is short-handed.

RULE 1129 – DELAY OF GAME/SHOOTING OR THROWING THE PUCK OUT OF PLAY

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

- iv. A player who lifts the puck from the defending zone and hits the scoreclock or roof above the floor, causing a stoppage of play, will not be assessed a penalty.

RULE 1130 – DELAY OF GAME/VIOLATION OF FACEOFF PROCEDURES

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

RULE 1131 – ELBOWING

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

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

RULE 1132 – ENGAGING WITH SPECTATORS

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

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

RULE 1133 – FIGHTING

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

- i. A player who starts a fight will be assessed a match penalty.
- ii. A player who in any way retaliates to being punched will be assessed at least a minor penalty.
- iii. A player who removes his glove(s) or helmet with the intention of engaging in a confrontation with an opponent will be assessed a misconduct penalty in addition to any other penalties.

- iv. If there is a clear instigator and aggressor in a fight, that player will be assessed a minor penalty as the aggressor in addition to any other penalties he may incur.
- v. A player who is on the floor and is the first to intervene in a fight already in progress (third man in) between two opposing players will be assessed, in addition to any other penalties incurred during the incident, a game-misconduct penalty. The degree of intervention is the criterion for interpretation of enforcement.
- vi. A player who tries to fight or continues to fight after he has been ordered by the referees to stop, or who resists a referee who is trying to circumvent the continuation of a fight, will be assessed a double-minor penalty or a major penalty and automatic game-misconduct penalty or a match penalty.
- vii. If a fight involves one player on the floor with another player off it, both players will be assessed a misconduct penalty, a game-misconduct penalty, or a match penalty.
- viii. A team official who is involved in a fight, on the floor or off, will be assessed either a game-misconduct penalty or a match penalty.
- ix. The first player from either team to leave the players' bench or penalty box during a player confrontation on floor will be assessed a double-minor penalty and an automatic game-misconduct penalty. Any other players who leave the players' bench during a player confrontation will be assessed a misconduct penalty. Any other skaters who leave the penalty box during a player confrontation will be assessed a minor and game-misconduct penalties. These penalties will be served at the expiration of all previous penalties. The act alone of leaving either the players' bench or penalty box constitutes a violation of these rules, even if the players do not engage in fighting once they are on the floor.
- x. The rules in 1133-ix apply even at the end of a period.
- xi. A player who leaves the player's bench during an altercation and who is assessed a minor, major, or misconduct penalty as a result of these actions will be assessed an automatic game-misconduct penalty as well.
- xii. Player substitutions (i.e., line changes) made prior to a player confrontation are allowed, but any player subsequently becoming involved in a player confrontation will be penalized as if he left players' bench or penalty box to participate in that confrontation.
- xiii. A maximum of four misconduct and/or game-misconduct penalties per team can be assessed under this rule.
- xiv. A player cannot be assessed both a match penalty and a game-misconduct penalty for continuing a fight.

RULE 1134 – HEAD-BUTTING

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

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

RULE 1135 – HIGH-STICKING

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

- i. A player who makes contact with an opponent with a high stick will be assessed a minor or major penalty.
- ii. A player who injures an opponent accidentally by a high-sticking foul will be assessed a double-minor penalty.
- iii. A player who injures an opponent by a careless high-sticking foul will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.
- iv. A player who makes contact with any part of an opponent's upper body while winding up to shoot or while following through on a shot or pass is subject to all penalties for high-sticking.

RULE 1136 – HOLDING

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

- i. A player who holds an opponent will be assessed a minor penalty.
- ii. There are three common methods of holding:
 - 1. A player who grabs an opponent with one or both arms with the sole intent of preventing that opponent from skating freely with or without the puck;
 - 2. A player who uses the boards to pin an opponent using his arms or upper or lower body to prevent that opponent from moving away from the boards and who makes no attempt to play the puck;
 - 3. A player who grabs the sweater of an opponent to restrain his free movement or to slow him down.

RULE 1137 – HOLDING THE STICK

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

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

RULE 1138 – HOOKING

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

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

RULE 1139 – ILLEGAL HIT

DEFINITION – A player is not allowed to deliver a bodycheck to an opponent.

- i. An illegal hit refers to bodychecking an opponent.
- ii. A player who bodychecks an opponent will be assessed a minor or major penalty, regardless if the opponent has possession of the puck or not.
- iii. A player who makes deliberate contact with an opponent after a whistle will be assessed a minor or major penalty.
- iv. A player who injures or recklessly endangers an opponent by bodychecking will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.
- v. If two players are in pursuit of the puck, they are reasonably allowed to push and lean into each other provided that possession of the puck remains the sole object of the two players.
- vi. If two or more players are fighting for possession of the puck, they are not allowed to use the boards to eliminate an opponent from the play, push him into the boards, or pin him along the boards. All of these actions indicate an absence of interest in gaining possession of the puck.
- vii. A player who is stationary is entitled to that area of the floor. It is up to the opponent to avoid body contact with such a player. If that player is stationed between the opponent and the puck, the opponent is obliged to skate around the stationary player.
- viii. If a skater with the puck is skating directly at an opponent who is stationary, it is the obligation of the puck carrier to avoid contact. But, if the puck carrier makes every effort to avoid contact and the opponent moves into the puck carrier, that opponent will be assessed a penalty as per Rule 1139-ii-iii-iv.

RULE 1140 – ILLEGAL STICK – STICK MEASUREMENT

DEFINITION: Players must use legal sticks that conform to IIHF standards. Failure to do so will result in a penalty.

- i. The captain of a team may request a stick measurement at any stoppage of play. If the measurement determines a stick to be illegal, the offending player will be assessed a minor penalty and the stick will be returned to the players' bench by the referee.
- ii. The player whose stick is to be measured must be in possession of the stick at the time of the request. He may be on the bench or on the floor, but the referee must make visual confirmation that the stick in question belongs to the player.
- iii. If the measurement determines that the stick is legal, the team requesting the measurement will be assessed a bench-minor penalty for delay of game. The penalty must be served by anyone on the floor at the time the measurement was requested.
- iv. If a player refuses to surrender his stick or destroys his stick or any part of his equipment for measurement when requested to do so by the referee, this equipment will be regarded as illegal and the player will be assessed a minor and misconduct penalty.

RULE 1141 – INCORRECT ACCESS TO OR FROM PENALTY BOX

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

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

RULE 1142 – INJURED SKATER REFUSING TO LEAVE THE FLOOR

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

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

RULE 1143 – INTERFERENCE

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

- i. A player who interferes with an opponent will be assessed a minor penalty.
- ii. Interference during game action can constitute any of the following:
 1. A skater who hinders an opponent from moving from his own goal to his opponent's goal;
 2. A skater who blocks an opponent from moving freely into the attacking zone, especially in the case where he forces the opponent to go around him by sticking out his hip on a shoot-in;
 3. A skater who prevents an opponent from moving towards a teammate of that skater in possession of the puck or who moves into an opponent's path without first having established body position (i.e., playing a pick);
 4. A skater whose contact blocks an opponent from getting into position to receive a pass;
 5. A skater who wins a faceoff but prevents his opponent from advancing to the puck (faceoff interference);
 6. A player on either of the players' benches or in the penalty box who, by means of his stick or his body, reaches onto the floor and interferes with the movement of the puck or of an opponent during game action;
 7. A skater who moves laterally to impede the progress of an opponent without first having established body position;
 8. A player who prevents an opponent from picking up a piece of equipment from the floor (stick, glove, helmet) by pushing it away from the opponent.
- iii. Skaters in front of the goal net are given leeway for penalties such as interference, cross-checking, hooking, holding, tripping, and slashing so long as the efforts to establish position in front or to remove that skater from in front do not cross the lines of a fair battle for territory. Violations in this area include: knocking down an opponent who does not have the puck; pulling at an opponent's sweater; placing a stick between an opponent's legs in a "corkscrew" manoeuvre; cross-checking an opponent violently; slashing at the back of an opponent's legs.
- iv. Some situations are not classified as interference:
 1. A skater is entitled to the area he occupies so long as he maintains his skating speed and body position between an opponent and loose puck. If he slows down, he risks interfering with his opponent;
 2. A skater is entitled to stand his ground and is not required to move if an opponent wishes to skate through that area of the floor;
 3. A skater may block an opponent so long as he is in front of the opponent and moving in the same direction;

4. A skater can use his body position to force an opponent to take a less direct route to the puck, so long as he doesn't use a hand or arm to hold or block the opponent.
- v. A player who checks an opponent who is not in possession of the puck will be assessed a minor penalty for interference.
- vi. Two skaters who jostle for position as they skate to a loose puck are within their rights to do so, but if one uses his stick, arm, or skate to obstruct his opponent's ability to skate to the puck, he will be assessed a minor penalty for interference.
- vii. A player who injures or recklessly endangers an opponent by interference will be assessed either a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1144 – INTERFERENCE ON A GOALTENDER

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

- i. A skater who, by means of his stick or his body, interferes with or impedes the progress of a goaltender who is in his goal crease, or who prevents the goaltender from playing his position, will be assessed a minor penalty.
- ii. If an attacking skater in possession of the puck, skating forwards or backwards, makes contact with the goaltender in the goal crease, and the puck enters the goal net, the goal will not be allowed and the attacking skater will be assessed at least a minor penalty. This rule also applies to penalty shots and penalty-shot shootouts.
- iii. An attacking skater who positions himself facing the opposing goaltender and engages in actions such as waving his arms or stick in front of the goaltender's face for the purpose of distracting the goaltender as opposed to positioning himself to try to make a play, regardless whether the attacking skater is positioned inside or outside of the goal crease, will be assessed a minor penalty.
- iv. An opponent who prevents or blocks a goaltender from returning to his goal crease or bumps him unduly while the goaltender plays the puck behind his goal net or is in his privileged area will be assessed a minor penalty.
- v. An attacking skater may skate through the goal crease during game action so long as he doesn't make contact with the goaltender. If he makes contact, or if the goaltender makes contact while backing up in his goal crease, the attacking skater will be assessed a minor penalty.

RULE 1145 – KICKING

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

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

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

RULE 1146 – KNEEING

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

- i. A skater who uses his knee to make contact with an opponent will be assessed at least a minor penalty.
- ii. A skater who injures or recklessly endangers an opponent by kneeing will be assessed a major penalty and automatic game-misconduct penalty or a match penalty.

RULE 1147 – LEAVING THE PENALTY BOX PREMATURELY

See also Rule 1133-ix.

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

- i. A skater who leaves the penalty box by his own error prior to the expiration of his penalty will be assessed a minor penalty in addition to having to serve the remainder of his existing penalty.
- ii. A skater who leaves the penalty box prematurely because of an error by the penalty-box attendant will not be penalized, but he must return to the penalty box to serve the remaining time of his penalty.
- iii. A skater who leaves the penalty box prior to the expiration of his penalty for the purpose of challenging the ruling of a referee will be assessed a minor penalty and game-misconduct penalty.
- iv. A skater who leaves the penalty box prior to the expiration of his penalty either to enter into or precipitate a confrontation or fight will be assessed double-minor and automatic game-misconduct penalties (if he is the first to do so) or minor and game-misconduct penalties (if he is a subsequent player).

RULE 1148 – PLAYING WITHOUT A HELMET

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

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

RULE 1149 – PULLING HAIR, HELMET, CAGE

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

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

RULE 1150 – REFUSING TO START PLAY

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

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

RULE 1151 – ROUGHING

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

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

RULE 1152 – SLASHING

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

- i. Tapping the stick of the puck carrier is not considered slashing if it is limited to hitting the stick for the sole purpose of trying to make the

- opponent lose possession of the puck. Forceful contact, especially if it results in breaking either the opponent's stick or the player's own stick, is considered slashing.
- ii. A player who slashes an opponent will be assessed a minor or major penalty.
 - iii. A player who injures or recklessly endangers an opponent by slashing will be assessed a major penalty and game-misconduct penalty or a match penalty.
 - iv. A player who swings his stick at another player during a confrontation will be assessed a major penalty and game-misconduct penalty or a match penalty.
 - v. A player who swings wildly at the puck, on the floor or in the air, with the object of intimidating an opponent will be assessed at least a minor penalty.
 - vi. A player who lifts his stick between an opponent's legs for the purpose of making contact with the groin will be assessed either a major penalty and game-misconduct penalty or a match penalty.
 - vii. A skater who makes stick contact with an opposing goaltender in the goal crease after the goaltender has covered up or caught the puck will be assessed a minor penalty, regardless if the referee has stopped game action.

RULE 1153 – SLEW-FOOTING

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

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

RULE 1154 – SPEARING

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

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

RULE 1155 – SPITTING

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

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

RULE 1156 – TAUNTING

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

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

RULE 1157 – TEAM OFFICIAL ENTERING THE PLAYING AREA

DEFINITION: It is forbidden for a team official to step onto the floor during a game without consent from the referees.

- i. Where an injury has occurred to a player and there is a stoppage of play, a team doctor (or other medical personnel) may go onto the floor to attend to the injured player without waiting for the referee's consent.
- ii. A team official who steps onto the floor any time between the start of a period and its conclusion (excepting Rule 1157-i) will be assessed a game-misconduct penalty.

RULE 1158 – THROWING A STICK OR OBJECT

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

See also Rule 1165.

- i. A player who throws a stick or part of it or any other object out of the playing area will be assessed a game-misconduct penalty.
- ii. A player can slide or direct any stick or any part of it, or any object, away from his immediate area on the floor so long as his actions do not interfere with an opponent. However, a player on the floor who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in any zone, will be assessed a minor penalty.
- iii. A player or team official on the players' bench or penalty box who throws or directs a stick or any part of it, or any other object, at the puck or puck carrier in the attacking zone, will be assessed a minor penalty or bench-minor penalty.
- iv. If a player or team official commits any of these actions in Rule 1158-ii or 1158-iii in his defending zone, the referee will award the opponent's team a penalty shot.
- v. The position of the puck or puck carrier at the moment when the throwing occurs is the determining factor to assess a minor penalty or bench-minor penalty or a penalty shot.

- vi. When a player or team official throws a stick or any part of it or any other object at an attacking skater who is on a breakaway, the referee will award a penalty shot to the skater.

RULE 1159 – TOO MANY MEN

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

- i. Player changes during game action and during stoppages must take place only at the players' bench. Changing game-action manpower using any other entrance or exit is illegal and will result in a bench-minor penalty for too many men.
- ii. A team which has on the floor more than the number of players to which it is entitled during game action will be assessed a bench-minor penalty for too many men.
- iii. If, during a player change during game action, a player coming onto the floor or coming off the floor plays the puck, makes contact with an opponent, or participates in game action while both the departing and entering players are on the floor within the 1.5 metre (5') zone, a bench-minor penalty for too many men will be assessed.
- iv. If player changes are made during game action and (1) the changing players are within 1.5 metres (5') of the boards across the width of his respective players' bench and (2) the changing players are not involved in game action in any way, no penalty for too many men will be assessed.
- v. A bench-minor penalty for too many men must be served by any skater not already in the penalty box.

RULE 1160 – TRIPPING

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

- i. A player who trips an opponent by any means will be assessed a minor penalty.
- ii. A player who injures or recklessly endangers an opponent by tripping will be assessed a major penalty and game-misconduct penalty.

RULE 1161 – UNSPORTSMANLIKE CONDUCT

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

- i. Minor Penalty
 1. An identifiable player who commits a violation of the rules of sportsmanship, fair play, and respect will be assessed a minor penalty.

2. An identifiable player who uses obscene, profane, or abusive language directed to any person on the floor or anywhere in the arena will be assessed a minor penalty.
 3. An identifiable player who celebrates with or congratulates a teammate after an injury to an opponent will be assessed a minor penalty.
- ii. Bench-Minor Penalty
1. A bench-minor penalty will be assessed if an unidentifiable player or team official commits a violation of the rules of sportsmanship, fair play, and respect.
 2. A bench-minor penalty will be assessed if an unidentifiable player or team official celebrates with or congratulates a teammate after an injury to an opponent.
 3. A bench-minor penalty will be assessed if an unidentifiable player or any team official uses obscene, profane, or abusive language directed to any person on the floor or anywhere in the arena.
 4. A bench-minor penalty will be assessed if an unidentified player or team official who is off the floor throws a stick or any other object onto the floor.
 5. A bench-minor penalty will be assessed to a team official who steps onto the floor after the start and before the conclusion of a period without the permission of the referees.
- iii. Misconduct Penalty
1. A player who shoots the puck after a whistle or end of a period will be assessed a misconduct penalty.
 2. If a violation is flagrant or if a player continues his unsportsmanlike conduct, he may be assessed a misconduct penalty.
 3. A player who persists in using obscene, profane, or abusive language directed to any person on the floor or anywhere in the arena for which he has already been assessed a minor or bench-minor penalty will be assessed a further misconduct penalty.
 4. A penalized player who fails to go directly and immediately to the penalty box following a fight or player confrontation will be assessed a misconduct penalty.
 5. A player who persists in inciting an opponent into taking a penalty will be assessed a misconduct penalty.
 6. A player who enters the opponent's players' bench for any reason other than accidental will be assessed a misconduct penalty in addition to any other penalties he may incur during such an incident.
- iv. Game-Misconduct Penalty
1. A team official who persists in any action for which he has been assessed a minor, bench minor, or misconduct penalty will be assessed a game-misconduct penalty.
 2. A player or team official who uses obscene, profane, or abusive language directed to any person on the floor or anywhere in the arena for which he has already been assessed a minor or bench-minor penalty will be assessed a game-misconduct penalty. When this type of conduct occurs after expiration of the

- game, on or off the floor, the game-misconduct penalty can be applied without the necessity of having previously assessed a minor or bench-minor penalty.
3. A player who interferes with a spectator will be assessed a game-misconduct penalty, and the events will be reported to the proper authorities.
 4. A player who throws a stick or any part of it outside the playing area will be assessed a game-misconduct penalty.
- v. Minor and Game-Misconduct Penalties
1. An identifiable player who is off the surface and throws a stick or any other object onto the surface will be assessed minor and game-misconduct penalties.
- vi. Bench Minor and Game-Misconduct Penalties
1. An identifiable team official who is off the surface and throws a stick or any other object onto the surface will be assessed bench minor and game-misconduct penalties.
- vii. Match Penalty
1. A player or team official who threatens, makes racial or ethnic slurs, spits, smears blood, or makes sexual remarks to any person will be assessed a match penalty.
 2. A player or team official who makes any obscene gesture to any person on the floor or anywhere in the arena before, during, or after the game will be assessed a match penalty.
 3. A player who swings his stick at a spectator or anyone other than an opponent will be assessed a match penalty.

SECTION 12 – PENALTY SHOTS AND AWARDED GOALS

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

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

RULE 1162 – PENALTY SHOTS AND PENALTY-SHOT SHOOTOUT AS PART OF THE GAME

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

RULE 1163 – AWARDING A PENALTY SHOT/ASSESSING PENALTIES

- i. If the fouled skater manages to score, the penalty shot will be cancelled. If the penalty being assessed was a minor penalty, it will also be cancelled by the goal. If the penalty being assessed was a misconduct, major and automatic game misconduct, or match penalty, these will still be assessed.
- ii. If a skater is fouled and is awarded a penalty shot, but before the play is finished he himself commits a foul, he is allowed to take the shot before going to the penalty box. However, if his own penalty is a game-misconduct or a match penalty, he must go to the dressing room immediately and a skater on the floor at the time of the foul will take the shot.

RULE 1164 – AWARDING A PENALTY SHOT/BREAKAWAY

- i. If an attacking skater is on a breakaway and is fouled by an opponent from behind, or by the opposing goaltender, the skater will be awarded a penalty shot.
- ii. If the skater loses control or possession of the puck after being fouled, the referee will stop game action and award a penalty shot.

- iii. If the skater is fouled but still manages to maintain possession of the puck, the referee will delay the penalty call and allow the skater to complete his action.
- iv. If the referee signals a penalty shot, and before the play is whistled because of a goal or to call the penalty shot another foul is assessed to the same team, the additional penalty will be assessed regardless if the skater scores on either the play or the subsequent penalty shot.
- v. If a foul occurs near the end of any period (regulation or overtime) and time expires on the scoreclock before the referee can award the penalty shot, the shot will still be taken.

RULE 1165 – AWARDING A PENALTY SHOT/INTERFERENCE OR THROWING OBJECTS

- i. If a player or team official shoots or directs a discarded or broken stick or other piece of equipment or object at the puck or puck carrier while play is in the defending zone of the player committing the foul, the referee will award a penalty shot.
- ii. If a player or any team official illegally enters the game from the players' bench or any other part of the arena and interferes with an attacking skater who is on a breakaway, the referee will award the opposing team a penalty shot.
- iii. If a player or team official throws or shoots a stick or any part of it or any object, or who directs (with any part of his body) a stick or part of it or any object, in the direction of the puck or puck carrier who is on a breakaway, the referee will award the opposing team a penalty shot.
- iv. If a player on the floor throws or directs a stick or any part of it or any object at the puck or puck carrier in his defending zone, the referee will award the opposing team a penalty shot.
- v. If a player or team official on the players' bench or in the penalty box throws or directs a stick or any part of it or any object at the puck or puck carrier in his defending zone, the referee will award the opposing team a penalty shot.

RULE 1166 – AWARDING A PENALTY SHOT/LAST TWO MINUTES OF REGULATION OR ANY TIME IN OVERTIME

- i. If a player deliberately displaces his goal frame from its normal position during the last two minutes (2:00) of regulation time or at any time in overtime, the referee will award the opposing team a penalty shot.
- ii. If, in the last two minutes (2:00) of regulation time or at any time in overtime, a team makes a deliberate illegal substitution to create a too-many-men situation, a penalty shot will be awarded to the opposition.
- iii. Deliberate illegal substitution occurs when a team intentionally sends extra skaters onto the floor during game action for the purpose of gaining an advantage, causing a stoppage in play, or preventing a goal.

- iv. Incorrect substitution during game action will not be considered deliberate illegal substitution, the offending team will be assessed a bench-minor penalty unless this becomes a tactic as in Rule 1166-iii.
- v. If a captain of a team that is two skaters short due to penalties in the last two minutes (2:00) of regulation time or at any time in overtime requests an equipment measurement that is not upheld, the referee will award a penalty shot against the team requesting the measurement.

RULE 1167 – AWARDING A PENALTY SHOT/PLAYER DISPLACING GOAL NET

- i. If a player deliberately displaces his team's goal frame from its normal position when an attacking skater is on a breakaway, the referee will award the opposing team a penalty shot.
- ii. If a player deliberately displaces his team's goal frame from its normal position during the last two minutes (2:00) of regulation time, or at any time in overtime, the referee will award the opposing team a penalty shot.

RULE 1168 – AWARDING A PENALTY SHOT/SKATER FALLING ON PUCK

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

RULE 1169 – AWARDING A PENALTY SHOT/ WHO SHOOTS & DEFENDS

- i. In cases where a skater is fouled in a manner that warrants a penalty shot, the skater fouled must take the penalty shot. If he is injured and unable to take the shot, any non-penalized skater who was on the floor at the time of the infraction may take it.
- ii. For the purposes of the penalty-shot procedure, "injured" means that a team doctor must confirm with the referee that the skater is physically unable to take the penalty shot. If, in the opinion of the referee, the skater is faking an injury, subsequent action may be taken by the proper authorities against the skater and/or coach.
- iii. In cases where the skater fouled is not identifiable, the coach of the team taking the penalty shot can designate any non-penalized skater who was on the floor at the time of the infraction to take the shot so long as that skater was not about to be penalized.
- iv. If a penalty shot is awarded for a reason other than a foul against a specific skater, the coach of the team taking the penalty shot may designate any non-penalized skater on the floor at the time of the

- infraction to take the shot so long as that skater was not about to be penalized.
- v. The coach of the defending team is allowed to change goaltenders prior to a penalty shot, but the incoming goaltender is not allowed a warmup.
 - vi. Should two penalty shots be awarded to the same team at the same stoppage of play (for two separate fouls), only one goal can be scored. Should the first penalty shot result in a goal, the second penalty shot is automatically cancelled, but the appropriate penalty is assessed for the second infraction. If the first shot is unsuccessful, the second shot is taken. The order of the penalty shots will be decided by the order of the infractions during game action.
 - vii. Only a goaltender or backup goaltender is allowed to be the goaltender during a penalty shot or penalty-shot shootout.
 - viii. A skater is only allowed to be the goaltender during a penalty shot or penalty-shot shootout if both the starting goaltender and the backup goaltender are injured or serving penalties which have removed them from the game.

RULE 1170 – PENALTY-SHOT PROCEDURE/TAKING THE SHOT

- i. The players of both teams must skate to their respective benches and leave the playing surface entirely, remaining there during the taking of the penalty-shot. Only the two opposing goaltenders defending the shots, the skater taking the shot, and the on-surface officials are allowed to be on the playing surface.
- ii. The referee places the puck on the centre faceoff spot.
- iii. The skater taking the shot must be on his own side of the centre red line prior to the start of the penalty shot.
- iv. The goaltender must stay in his goal crease until the skater has touched the puck at the centre faceoff spot. If the goaltender comes out of his goal crease before that instance, the referee will raise his arm and allow the shot to be taken. If the skater scores, the goal will stand. If he does not score, he will be allowed to re-take the penalty shot, and the goaltender will be issued a warning. If the goaltender leaves his goal crease a subsequent time against this skater on this shot, he will be assessed a misconduct penalty and a player designated by the coach through the captain must go to the penalty box. If the skater does not score, he will be allowed to re-take the shot. For a third violation, a goal will be awarded to the skater taking the penalty shot.
- v. If a goaltender commits a foul against a skater during a penalty shot and no goal is scored, the goaltender will be assessed the relevant penalty and a player designated by the coach through the captain must go to the penalty box. The skater will be allowed to re-take the shot. If a goaltender commits a foul for a second time against this skater on this shot, and no goal is scored, the referee will assess a

- misconduct penalty to the goaltender and another skater designated by the coach through the captain must go to the penalty box. The skater will re-take the shot. For a third violation against this skater on this shot, if no goal is scored, a goal will be awarded.
- vi. The penalty shot officially begins when the referee blows his whistle for the skater to start the shot. The skater must, within a reasonable time of hearing the referee's whistle, play the puck and proceed towards his opponent's goal line in continuous motion and attempt to score.
 - vii. If the skater misses the puck and does not touch the puck on his way past it as it sits on the centre faceoff spot, he can return and continue with the penalty shot. As soon as the skater touches the puck in any manner, the penalty shot can be said to have started.
 - viii. Once the puck has left the skater's stick and the shooting motion or attempt has been completed, the penalty shot is considered over. No goal can be scored by a second shot of any kind.
 - ix. The skater is allowed to use the full width of the floor so long as he demonstrates continuous forward movement of the puck towards the goal net.
 - x. The penalty shot is considered complete once one of the following occurs:
 1. The puck leaves the skater's stick as a result of shooting;
 2. The goaltender has made a save;
 3. The skater has not kept the puck in continuous forward movement;
 4. The puck touches the boards anywhere between the centre red line and end red line and does not go directly into the goal net;
 5. The puck advances past the end red line for any reason or in any way;
 6. A goal is scored.
 - xi. If a skater mishandles the puck or falls, but the puck continues in a forward motion, he may catch up to it, regain possession, and continue his shot in the normal manner.
 - xii. If a goal is scored on a penalty shot, the ensuing faceoff will take place at the centre faceoff spot. If no goal is scored, the ensuing faceoff will take place at the nearest end zone faceoff spot to where the penalty shot was attempted.

RULE 1171 – PENALTY-SHOT PROCEDURE/SPECIFIC SITUATIONS

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

- of such action the shot fails, the referee will allow the skater to re-take the penalty shot and assess a game-misconduct penalty to the offending official.
- iii. The 'spin-o-rama' move in which a skater makes a 360-degree turn as he approaches the goal net is not allowed.
 - iv. The 'lacrosse-like' manoeuvre in which a skater flips the puck onto the blade of his stick and skates with it in this fashion is not allowed.
 - v. When a skater and goaltender have been selected by their respective coaches to take a shot and defend the goal net against this shot, neither can be changed if the shot must be re-taken due to a violation of rules or a foul committed by the goaltender unless one or both sustained an injury. In this case, the coach may designate another skater to take the shot or the backup goaltender to defend the goal net.
 - vi. During the course of a penalty shot or penalty-shot shootout, when the puck enters the goal net and the goal frame is displaced or is not in the correct position as a result of the goaltender's action or of the goaltender "trying to make the save", the goal will be allowed.
 - vii. During the course of a penalty shot or penalty-shot shootout, if the goal frame is displaced or is not in the correct position as a result of the goaltender's action or the goaltender "trying to make the save", and the puck does not go into the goal net, no goal will be awarded.
 - viii. Any methods used by the skater taking a penalty shot or penalty-shot shootout in order to distract the goaltender will result in the shot being considered complete, and no goal will be awarded.
 - ix. If a spectator interferes with the penalty shot so that either the skater is unable to take his shot properly or the goaltender is unable to play his position properly, the referee will rule the shot to be re-taken.
 - x. A skater penalized with a minor or bench-minor penalty will be allowed to return to the floor as a result of a penalty-shot goal scored during a power-play situation.
 - xi. The penalty shot will be taken with the scoreclock frozen at the time of the whistle. It does not run during the penalty-shot process.

RULE 1172 – AWARDED GOALS

- i. For the referee to award a goal without the puck going into the goal net, the defending goaltender must have been removed from the floor for an extra skater prior to the infraction.
- ii. A goal will be awarded if a goaltender has been removed from game action and the puck is in the three-dimensional space of the goal crease and a skater from his team deliberately does one of the following:
 1. Falls on, holds, or gathers the puck into his body;
 2. Picks up the puck with his hands;
 3. Covers his hand on the puck.
- iii. A goal will be awarded if a goaltender has been removed from game action and an attacking skater who is on a breakaway is fouled from behind to prevent a clear opportunity to score.

- iv. If, when a goaltender has been removed from the floor, a teammate displaces their goal net from its normal position when an attacking skater is on a breakaway, the referee will award a goal.
- v. A goal will be awarded if a goaltender has been removed from game action and a player or any team official from his team illegally enters the game from the players' bench or any other part of the arena and interferes with an attacking skater on a breakaway.
- vi. A goal will be awarded if a goaltender has been removed from game action and a player or team official from the players' bench or penalty box, by means of his stick or any other object or any part of his body, interferes with the movement of the puck in the team's defending zone.
- vii. If a goaltender has been substituted for an extra skater, and a teammate or team official throws a stick or any part of it or any other object at the puck or puck carrier in the defending zone with the net empty, thereby preventing the puck carrier from having a clear shot, a goal will be awarded to the attacking team. The goaltender is considered off the floor once his replacement has one skate on the floor.

RULE 1173 – AWARDED GOALS/BLOCKING THE GOAL NET

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

SECTION 13 – RULES SPECIFIC TO GOALTENDERS

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

RULE 1174 – PLAYING THE POSITION OF GOALTENDER

- i. Only a designated goaltender or backup can wear the equipment of a goaltender and is allowed goaltender privileges during a game. If, however, a goaltender is injured and a replacement not dressed, a “temporary goaltender” is permitted from among the skaters on the team. This player may use a chest protector, glove, blocker, and goaltender stick and is accorded full goaltender privileges until another player, dressed as a goaltender, is able to play.

RULE 1175 – GOALTENDER WARMUP

- i. Once the puck has been faced off to start a game, any goaltender subsequently entering the game is not allowed a warmup at any time (see Rule 1195-vii for exception).
- ii. “Goaltender” refers to the starting goaltender re-entering the game at any point, the backup goaltender, a third goaltender, or a skater who is forced to dress and play the position of goaltender.

RULE 1176 – GOALTENDER AS CAPTAIN OR ALTERNATE CAPTAIN

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

RULE 1177 – PROTECTION OF GOALTENDER

- i. At no time is contact initiated by a skater with an opposing goaltender acceptable. Contact, whether incidental or otherwise, may be with a stick or any part of the body.
- ii. A penalty will be assessed in every case where a skater makes contact with an opposing goaltender. Incidental contact is allowed when the goaltender is in the act of playing the puck outside his goal crease, provided the attacking skater makes a reasonable effort to minimize or avoid such contact.
- iii. If an attacking skater is pushed, shoved, or fouled by an opponent so as to cause him to come into contact with the goaltender, such contact is not deemed to be contact initiated by the attacking skater, provided the attacking skater has made a reasonable effort to avoid the contact.

- iv. An attacking skater is not allowed to jab, poke, or slash the goaltender's glove whether it is on the floor or in the air after the goaltender has made a save.
- v. An attacking skater is not allowed to knock the goaltender's stick out of his hand by any means.
- vi. A goaltender outside of his goal crease is not allowed to interfere with an attacking skater who is attempting to play the puck or to check an opponent.

RULE 1178 – GOALTENDER AND GOAL CREASE

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

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

RULE 1179 – GOALTENDER AND GOAL CREASE/GOAL ALLOWED

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

- iv. If an attacking skater establishes position outside the goal crease but in front of the goaltender, obscuring the goaltender's sightline but making no contact, and a goal is scored, it will be allowed (unless there is a violation of Rule 1144-iii).

RULE 1180 – GOALTENDER AND GOAL CREASE/GOAL DISALLOWED

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

RULE 1181 – GOALTENDER EQUIPMENT/GENERAL

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

- i. All protective equipment must be worn entirely under the uniform except gloves, facemask, and goaltender's pads.
- ii. The measurement of goaltender's equipment, with the exception of the stick, may be requested only immediately after the end of the second period.
- iii. With the exception of skates and stick, equipment worn by the goaltender must be constructed solely for the purpose of protecting the head and body and must not include any garment or addition which gives the goaltender undue assistance in tending goal or "making himself bigger".
- iv. Abdominal aprons, extending down the front of the thighs on the outside of the pants, are prohibited.
- v. Graffiti-type designs, patterns, artwork, drawings, or slogans which are abusive or obscene and refer to culture, race, or religion are not allowed on any equipment.
- vi. The referee can request that a goaltender remove any personal accessories should the accessories be regarded as dangerous. If these personal accessories are difficult to remove, the goaltender

- should tape them or put them safely under his game sweater in such way that they are no longer dangerous. In this case, the goaltender will be required to leave the floor during this process, and a warning will be issued to his team.
- vii. For a second violation of Rule 1181-vi, the referee will assess a misconduct penalty to the offending goaltender.

RULE 1182 – BLOCKING GLOVE/GOALTENDER

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

RULE 1183 – CHEST AND ARM PROTECTION/GOALTENDER

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

RULE 1184 – FACEMASK/GOALTENDER

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

RULE 1185 – KNEE PROTECTION/GOALTENDER

- i. Knee protection must be strapped and must fit under the thigh pad of the pants.
- ii. Flaps attached to the inside of the goaltender's pads above the knee that are not worn under the thigh pad of the pants are not allowed.
- iii. The knee strap pad is the pad that separates the inside of the knee from the floor.
- iv. The knee protection must be worn with the strap tight so that it does not obscure any portion of the "five hole". The padding between the knee strap pad and the inner knee channel is not affected by this measurement standard.
- v. Medial rolls (raised seam ridges) are not allowed.

RULE 1186 – NECK AND THROAT PROTECTOR/GOALTENDER

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

RULE 1187 – PADS/GOALTENDER

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

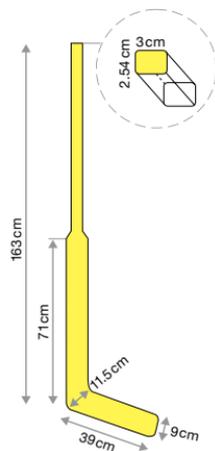
RULE 1188 – PANTS/GOALTENDER

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

RULE 1189 – STICK/GOALTENDER

- i. A goaltender's stick must be made of wood or other materials approved by the IIHF. It must not have any projections, and all edges must be bevelled.
- ii. The shaft, from the butt end to the blade, must be straight.

- iii. The butt end of a goaltender's stick must have a form of protection. If the cap at the top of a metal stick has been removed or falls off, the stick will be considered dangerous equipment.
- iv. It is forbidden to insert any material into the hollow shaft of the stick to alter its weight, substance, or purpose.
- v. Adhesive, non-fluorescent tape of any colour may be wrapped around the stick at any place. Fluorescent-painted sticks are not allowed.
- vi. The maximum length of the shaft of a goaltender's stick is 163 cm (64") from the top of the shaft to the heel; the maximum width is 3 cm (1 $\frac{3}{16}$ "); the maximum thickness is 2.54 cm (1").
- vii. The shaft consists of two parts. The lower section (shank) down to the heel must not be more than 71 cm (30") long and not more than 9 cm (3 $\frac{1}{2}$ ") wide. Both parts of the shaft must be straight.
- viii. The maximum length of the blade is 39 cm (15 $\frac{3}{8}$ ") along the bottom, from the heel to the toe. The maximum height is 9 cm (3 $\frac{1}{2}$ ") except the heel, which can be 11.5 cm (4 $\frac{1}{2}$ "). The maximum curvature of the blade is 1.5 cm ($\frac{5}{8}$ ").



RULE 1190 – SWEATERS/GOALTENDER

- i. Goaltender sweaters cannot be altered in any way without consent from an IIHF representative.
- ii. A sweater is illegal if its length is such that it covers any area between the goaltender's legs.
- iii. The sleeves must not extend past the fingers of the catching and blocking gloves.

RULE 1191 – THROAT PROTECTOR/GOALTENDER

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

RULE 1192 – UNIFORMS/GOALTENDER

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

RULE 1193 – GAME ACTION/GOALTENDER

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

RULE 1194 – THROWING THE PUCK FORWARD/GOALTENDER

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

RULE 1195 – GOALTENDER SUBSTITUTIONS

- i. If a goaltender skates to his players' bench during a stoppage in play for any reason, he must be substituted unless the stoppage is for a team or television timeout. He cannot delay the start of game action to adjust, fix, or replace equipment.
- ii. If a goaltender has a broken stick or wishes to replace his stick for any reason, he must stay in the goal crease and ask a teammate to make the change.
- iii. When a goaltender substitution is made during a stoppage of play or a timeout, the goaltender who left the game cannot re-enter the game until play has resumed.
- iv. The goaltender on the floor and substitute goaltender are allowed to change during game action just as skaters do, but they are subject to the same rules for "changing on the fly".
- v. No warmup is ever allowed for a substitute or incoming goaltender (see Rule 1195-vii for exception).

- vi. If a goaltender sustains an injury or becomes ill, he must be ready to play immediately after receiving quick medical attention on the floor. If the injury causes undue delay, he must leave the game and be replaced, although he may subsequently return at any time.
- vii. If, during the course of a game, both goaltenders of a team are unable to play, the team will be allowed to dress a skater from the players' bench to play as a goaltender. He has ten minutes in which to dress and be ready to play, but if he is ready prior to ten minutes he is allowed to use the remaining time for warmup on the floor.
- viii. If the situation in Rule 1195-vii occurs, neither of the two regular goaltenders is allowed to return to the game.

RULE 1196 – ILLEGAL SUBSTITUTION/GOALTENDER

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

- i. If a goaltender proceeds to his players' bench for the purpose of being substituted for an extra skater, but the substitution is made prematurely, the referee will stop play when the offending team gains possession of the puck.
- ii. When play is stopped in the attacking zone, the ensuing faceoff will take place at the centre faceoff spot.
- iii. When play is stopped in the defending zone, the ensuing faceoff will take place at the nearest faceoff spot to where play was stopped.

RULE 1197 – FACEOFFS/GOALTENDER

- i. A goaltender cannot participate in a faceoff.

RULE 1198 – ILLEGAL CLEARING AND THE GOALTENDER

- i. If a goaltender is on his way to the players' bench during game action and an illegal clearing is signalled, no illegal clearing will be called if he plays or attempts to play the puck.

RULE 1199 – TIMEOUTS AND THE GOALTENDER

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

RULE 1200 – GOALTENDER PENALTIES/OVERVIEW

- i. A goaltender who fouls an attacking skater will be assessed at least a minor penalty.
- ii. A goaltender never serves a penalty or penalties assessed to him or his team which requires him to sit in the penalty box.

- iii. Any additional penalties which are assessed to a goaltender at the same stoppage of play apply and must be served by a skater on his team who was on the floor at the time play was stopped to assess the penalty (provided that skater did not incur penalties himself).
- iv. A skater who serves a penalty for a goaltender must have been on the floor at the time of the whistle to assess the penalty.
- v. For a first misconduct penalty to a goaltender, he continues to play. This penalty must be served by a skater who was on the floor at the time game action was stopped (provided that skater did not incur penalties himself).
- vi. A goaltender who is assessed a second misconduct penalty in a game (which results in an automatic game-misconduct penalty) must leave the game and be replaced by the backup goaltender.
- vii. For game-misconduct and match penalties, the goaltender himself is ejected.
- viii. In case of major or match penalties to a goaltender, the four-minute penalty (4:00) must be served by a skater on his team who was on the floor at the time play was stopped (provided that skater did not incur penalties himself).
- ix. In any instance when a goaltender is ejected from a game, the backup goaltender must be the first option to replace the ejected goaltender before a skater can dress as a goaltender.
- x. When a goaltender is assessed more than one minor or major penalty at the same stoppage of play, one non-penalized skater of his team designated by the coach through the captain who was on the floor at the time the play was stopped can serve any and all of these penalties (provided that skater did not incur penalties himself).
- xi. If a goaltender is assessed both a minor penalty and misconduct penalty at the same time, one non-penalized skater who was on the floor at the time game action was stopped must serve the minor penalty and a second non-penalized skater who was on the floor at the time game action was stopped must serve the full 11:30 minutes. Both players must be designated by the coach through the captain.

RULE 1201 – GOALTENDER PENALTIES/DESCRIPTION

- i. A goaltender is subject to all penalties outlined in Section 11 – Description of Game Penalties. Additionally, there are rules specific to his position on the floor, his equipment, and his role in the game as outlined below.

RULE 1202 – BEYOND CENTRE RED LINE/GOALTENDER

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

- i. A minor penalty will be assessed for violation of this rule.

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

RULE 1203 – BROKEN STICK/GOALTENDER

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

- i. A goaltender must drop a broken stick immediately. If he participates in game action with a broken stick he will be assessed a minor penalty.
- ii. A goaltender whose stick is broken is forbidden to receive a stick thrown onto the floor from either the players' bench or from a spectator, but he may receive a stick from a teammate on the floor at the time without having to proceed to his players' bench to obtain a new one. This exchange, however, must be made hand-to-hand. See also Rule 1116-iii and 1116-iv.
- iii. A goaltender who skates to his players' bench during a stoppage of play to replace his stick, and then returns to his goal crease, will be assessed a minor penalty. However, if he is substituted until play has resumed, no penalty will be assessed.
- iv. A goaltender is allowed to go to the players' bench and change his stick during game action.
- v. At no time is a goaltender allowed to grab an opponent's stick: (1) from an opponent on the floor who may either be holding the stick or who may have dropped it to the floor; (2) from an opponent sitting on his players' bench; (3) from the stick rack at the opponent's bench. Any violation of this rule will result in a minor penalty.
- vi. If a goaltender whose stick is broken receives a stick during game action from a teammate in the penalty box, the goaltender receiving the stick will be assessed a minor penalty.
- vii. A goaltender may use a skater's stick.
- viii. A goaltender cannot use more than one stick at any one time.

RULE 1204 – DANGEROUS EQUIPMENT/GOALTENDER

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

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

RULES 1205–1210 – DELAY OF GAME/GOALTENDER

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

RULE 1205 – DELAY OF GAME/GOALTENDER – ADJUSTMENT OF EQUIPMENT

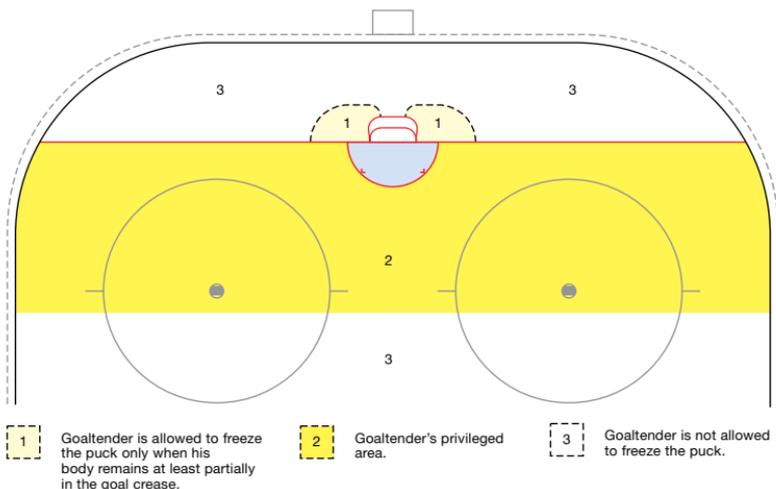
- i. A goaltender who stops game action or delays the start of game action to repair or adjust his equipment will be assessed a minor penalty.

RULE 1206 – DELAY OF GAME/GOALTENDER – DISPLACED GOAL NET

- i. A goaltender who deliberately displaces the goal net from its normal position will be assessed a minor penalty.
- ii. If a goaltender displaces the goal net from its normal position in the last two minutes (2:00) of regulation time or at any time in overtime, a penalty shot will be awarded to the opposition.
- iii. If a goaltender displaces the goal net from its normal position during a penalty shot or during a penalty-shot shootout, a goal will be awarded unless Rule 1171-vi or 1171-vii applies.

RULE 1207 – DELAY OF GAME/GOALTENDER – FREEZING THE PUCK

- i. A goaltender who falls on or gathers the puck into his body when he is entirely outside the privileged area will be assessed a minor penalty.
- ii. A goaltender who falls on or gathers the puck into his body when he is entirely outside the goal crease and the puck is behind the end red line will be assessed a minor penalty.
- iii. A goaltender who holds the puck along the boards or along the back of the net will be assessed a minor penalty.



RULE 1208 – DELAY OF GAME/GOALTENDER – GOING TO PLAYERS' BENCH DURING STOPPAGE

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

RULE 1209 – DELAY OF GAME/GOALTENDER – REMOVING FACEMASK

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

RULE 1210 – DELAY OF GAME/GOALTENDER – SHOOTING OR THROWING THE PUCK OUT OF PLAY

- i. A goaltender who shoots, throws, or bats the puck directly out of the playing area from inside his defending zone anywhere in the arena (except where there is no protective glass) during game action, without any deflection, will be assessed a minor penalty. The determining factor will be the position of the puck when it is played.
- ii. A goaltender will not be penalized if he deflects the puck over the protective glass while making a save, but if he makes a save and in the same motion bats or swats the puck out of play, he will be assessed a minor penalty.
- iii. A goaltender who deliberately shoots the puck out of play anywhere on the floor during game action or a stoppage will be assessed a minor penalty.

RULE 1211 – DROPPING THE PUCK ON GOAL NETTING/GOALTENDER

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

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

RULE 1212 – FIGHTING/GOALTENDER

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

- i. A goaltender who uses his blocker glove to punch an opponent in the head, neck, or face will be assessed a match penalty.

- ii. A goaltender who removes his glove and blocker to engage in a confrontation with an opponent will be assessed a misconduct penalty in addition to any other penalties.
- iii. A goaltender who starts a fight will be assessed a match penalty.

RULE 1213 – HOLDING THE PUCK IN GOAL CREASE/ GOALTENDER

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

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

RULE 1214 – HOLDING THE PUCK OUTSIDE GOAL CREASE/ GOALTENDER

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

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

RULE 1215 – ILLEGALLY BLOCKING GOAL NET OR PILING SNOW/GOALTENDER

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

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

RULE 1216 – LEAVING GOAL CREASE DURING PLAYER CONFRONTATION/GOALTENDER

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

- i. A goaltender who leaves the immediate vicinity of his goal crease to participate in any way in a confrontation will be assessed a minor penalty.
- ii. A goaltender who is outside of his goal crease (i.e., to play the puck behind the goal net, to go to the players' bench) and becomes involved in a player confrontation will not be assessed a penalty for leaving his goal crease, but he is subject to other penalties based on his actions during that confrontation.
- iii. If a player confrontation takes place in his goal crease, the goaltender must leave his goal crease, without penalty, or skate to a corner or any area in his defending zone nearest to his goal crease which is not part of a player confrontation if instructed to do so by a referee.

RULE 1217 – TOO MANY MEN – GOALTENDER

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

- i. All rules apply to a goaltender as they do for skaters (see Rule 1159).
- ii. At no time during game action is a team allowed to have two goaltenders on the floor except for the time it takes one goaltender to change with another goaltender "on the fly".

RULE 1218 – PENALTY SHOTS/FOULS BY A GOALTENDER

- i. If a goaltender commits a foul on an attacking skater who is on a breakaway, the referee will award the opposing team a penalty shot regardless if the foul takes place from behind or not.
- ii. If a goaltender deliberately displaces the goal frame from its normal position during the last two minutes (2:00) of regulation time or at any time in overtime, the referee will award the opposing team a penalty shot.
- iii. If a goaltender deliberately displaces the goal frame from its normal position when an attacking skater is on a breakaway, the referee will award the attacking skater a penalty shot.
- iv. If a backup goaltender enters the game illegally and interferes with an attacking skater who is on a breakaway, the referee will stop play and award the opposing team a penalty shot. If the player scores a goal prior to the whistle, the goal will stand and the penalty shot will be cancelled.
- v. If a goaltender removes his facemask when an attacking skater is on a breakaway, the referee will stop play and award the opponent a penalty shot.

RULE 1219 – AWARDED GOALS/FOULS BY A GOALTENDER

See also Rule 1170-v

- i. If, during the course of a penalty shot, the goaltender moves or dislodges the goal frame, a goal will be awarded unless otherwise provided by these rules (see Rule 1171-vi and 1171-vii).
- ii. If, during the course of a penalty shot, the goaltender removes his facemask, a goal will be awarded.
- iii. If, during the course of a penalty shot, the goaltender throws his stick at the puck or puck carrier, a goal will be awarded.

APPENDIX – RECORDING STATISTICS

See also IIHF Case Book – Scoring a Goal

GOALS AND ASSISTS

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

EMPTY-NET GOAL

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

EVEN-STRENGTH GOAL

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

EXTRA-ATTACKER GOAL

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

FACEOFF WIN/LOSS

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

GAME-WINNING GOAL

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

penalty-shot shootout, it is the decisive goal in the shootout (i.e., if a team wins the shootout, 2–0, the player who scored the first goal is credited with the winning goal)

GOALTENDER LOSS

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

GOALTENDER WIN

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

GOALS AGAINST

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

GOALS AGAINST AVERAGE

Calculated by dividing the number of goals a goaltender allows by minutes played and multiplying this number by 48 (the length of a regulation game).

OWN GOAL

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

PENALTY MINUTES BY NUMBERS

Minor penalty = 1:30 PIM

Major penalty = 4 PIM

Misconduct penalty = 10 PIM

Game Misconduct penalty = 10 PIM

Match Penalty = 14 PIM

PLUS/MINUS

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

POINTS

Calculated by adding goals and assists.

POWER-PLAY GOAL

A goal scored by a team that has one or more skaters on the floor than its opponent as a result of penalties at the time the goal was scored.

SAVE PERCENTAGE

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

SHORT-HANDED GOAL

A goal scored by a team that has one or fewer skaters on floor than its opponent as a result of penalties at the time the goal was scored.

SHOT ON GOAL

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

SHUTOUT

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

TIME ON FLOOR

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

REFEREE SIGNALS

REFEREE SIGNALS



SECTION 7 – GAME ACTION STOPPED

Both arms extended above the head.



RULE 1060 – EJECTED FROM FACEOFF CIRCLE

Arm extended in the direction of the offending team.



RULE 1061 – TEAM TIMEOUT

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



RULE 1065 – ILLEGAL CLEARING

Folded arms stationary in front of the chest held out from the body.



RULE 1073 – HAND PASS

The open palm of non-whistle hand in a pushing motion.



RULES 1074 & 1135 – HIGH-STICKING THE PUCK/ HIGH-STICKING

Holding both fists, one above the other, to the side of the head.

REFEREE SIGNALS



RULE 1077 – OFFSIDE

Arm extended, pointing towards the faceoff location.



RULES 1081 & 1110 – DELAYED OFFSIDE/DELAYED PENALTY

The non-whistle hand extended above the head.



RULE 1087 – PLAYER CHANGE

Referee allows five seconds for the visiting team, followed by signal stopping more changes, and allows five seconds for home team.



RULE 1090 – GOAL SCORED

A single point with the non-whistle hand directly at the goal while blowing the whistle with the other.



**RULE 1091 – ATTACKING
PLAYER IN THE GOAL
CREASE**

Non-whistle hand in front of the body, waist high, moving in a semi-circle.



WASHOUT

Both arms sweeping from chest straight out to the sides with palms down.



RULE 1115 – BOARDING

Striking the closed fist of the non-whistle hand once into the open palm of the whistle hand in front of the chest.



RULE 1117 – BUTT-ENDING

Cross motion of the forearms, one moving under the other. Upper hand is open (whistle) lower hand is clenched (non-whistle).

REFEREE SIGNALS



RULE 1118 – CHARGING

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



RULE 1120 – CROSS-CHECKING

A forward motion of the arms with both hands clenched, extending from the chest.



RULES 1122-1130 – DELAY OF GAME

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



RULE 1131 – ELBOWING

Tapping the elbow of one arm with the hand of the other.



**RULE 1133 & 1151 – FIGHTING/
ROUGHING**

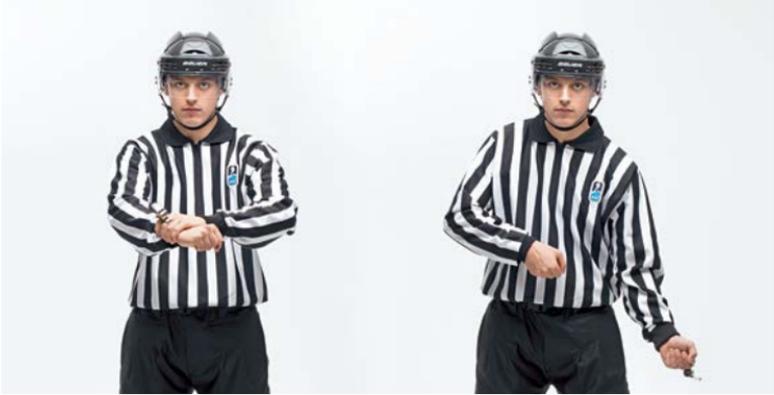
Fist and arm extended out to the side of the body.



RULE 1136 – HOLDING

Clapping the wrist of the whistle hand in front of the chest.

REFEREE SIGNALS



RULE 1137 – HOLDING THE STICK

Holding the wrist of the whistle hand with the non-whistle hand, then moving hands to show holding a stick.



RULE 1138 – HOOKING

Tugging motion with both arms as if pulling a stick towards the stomach.



RULE 1139 – ILLEGAL HIT

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



RULE 1143 – INTERFERENCE

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



RULE 1146 – KNEEING

A single tap with the non-whistle hand to one knee.



RULE 1161iii & iv –

**MISCONDUCT/
GAME-MISCONDUCT**

Both hands on hips at the same time.

REFEREE SIGNALS



RULE 1161vii – MATCH PENALTY

Patting the palm of the non-whistle hand on top of the helmet.



RULE 1152 – SLASHING

One chop with the non-whistle hand across the opposite forearm.



RULE 1154 – SPEARING

Jabbing motion with both hands together thrust out in front of the body.



RULE 1159 – TOO MANY MEN

One hand up, palm facing out, with five fingers showing.



RULE 1160 – TRIPPING

Non-whistle hand striking below the knee and following through once past the knee.



RULES 1163–1169 – PENALTY SHOT

Arms crossed above the head with clenched fists.

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