



IIHF CASE BOOK

2010 - 2014

A SUPPLEMENT TO THE IIHF OFFICIAL RULE BOOK

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If you have any questions or comments regarding the rule interpretations contained in the IIHF Case Book 2010-2014, please direct them to:

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INTRODUCTION

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

This version of the IIHF Case Book is applicable for the 2012-13 season. It is important to note that during the period 2010-2014 many situations may occur in the games that are not covered in this book. To counter this, the IIHF will provide a Rules Bulletin each year prior to the start of the season for clarification.

The IIHF Case Book is divided into sections and each section is numbered in a manner similar to the IIHF 2010-2014 Rule Book. It means that the information in this section corresponds to the rule that have the same number in the IIHF 2010-2014 Rule Book.

The IIHF Case Book is structured in three parts:

Part A consists of procedures and techniques for Referees and Linesmen to follow in the course of performing their responsibilities;
Part B clarifies rules, which are not fully explained in the IIHF Official Rule Book; and
Part C deals with situations that occur during the course of a game and the correct ruling for each situation.

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

TABLE OF CONTENTS

Introduction	3
--------------	---

Section 1 - Ice Rink

119 Goal Crease	6
141 Penalty Benches	6

Section 2 - Teams, Players and Their Equipment

200 Players in Uniforms	7
201 Captain of Team	7
210 Equipment	7
223 Players Helmet	8
224 Player's Face Mask and Visor	8
234 Goalkeeper's Helmet and Face Mask	8
260 Measurement of Equipment	8

Section 3 - Officials and Their Duties

313 Linesmen Duties	12
322 Scorekeeper	12
323 Timekeeper	12
330 Video Goal Judge System & Video Support System	13

Section 4 - Playing Rules

411 Change of Players and Goalkeepers from the Player's Bench during Play	15
412 Change of Players Procedure during Stoppage of Play	15
415 Change of Goalkeepers during Stoppage of Play	17
416 Injured Players	17
417 Injured Goalkeepers	17
420 Timing of Game	17
422 Times Out	18
440 Face-Offs	18
442 Procedure for Conducting Face-Offs	20
450 Off sides	22
451 Delayed Offside Procedure	25
460 Icing the Puck	27
470 Definition of a Goal	30
471 Disallowing a Goal	31
472 Goals and Assists Awarded to the Players	33

480	Puck out of Bounds	34
481	Puck on the Net	35
490	Stopping / Passing the Puck with Hands	36
492	High Sticking the Puck	37

Section 5 – Penalties

500	Penalties (Definition and Procedure)	39
502	Bench Minor Penalty	40
503	Major Penalty	47
504	Misconduct Penalty	47
508	Penalty Shot	47
509	Penalty Shot Procedure	49
511	Goalkeeper Penalty Procedure	52
512	Coincidental Penalty	56
513	Delayed Penalty	62
514	Calling of Penalties	64
523	Checking From Behind	66
528	Fisticuffs or Roughing	67
530	High Sticking	68
534	Interference	68
541	Women Body – Checking	69
550	Abuse of Officials and Unsportsmanlike Conduct by Players	70
551	Abuse of Officials and Unsportsmanlike Conduct by Team Officials	70
554	Delaying the Game	71
555	Illegal and Dangerous Equipment	73
556	Broken Stick	74
557	Falling on the Puck by a Player	76
559	Handling the Puck with Hands by a Player	76
560	Handling the Puck with Hands by a Goalkeeper	77
565	Team Officials Leaving the Player's Bench	77
570	Throwing a Stick or Any Object on a Breakaway Situation	77
571	Prevention of Infection by Blood	77
573	Too Many Players on the Ice	78
591	Goalkeeper beyond the Center Red Line	78
592	Goalkeeper Going to the Players Bench during Stoppage of Play	79
593	Goalkeeper Leaving his Crease during an Altercation	79
595	Protection of Goalkeeper	80
A4.7	Linesmen Duties	80

New wording are highlighted.

SECTION 1 - ICE RINK

RULE 119 - GOAL CREASE

B - Interpretation

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

RULE 141 - PENALTY BENCHES

B - Interpretation

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

SECTION 2 - TEAMS, PLAYERS AND EQUIPMENT

RULE 200 - PLAYERS IN UNIFORMS

A – Referee Procedure

1. Referees shall be informed where the emergency goalkeeper has been used by the team and shall notify the Scorekeeper.

B - Interpretation

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

RULE 201 - CAPTAIN OF TEAM

B - Interpretation

1. When a situation arises and both the captain and alternate captain(s) are on the player's bench, the Referee should request to speak to the captain by calling him from the player's bench.
2. In all cases the referee shall speak to the Captain. If for some reasons Referee obtains the problems of communication with the Captain, he shall go directly to the bench and talk with the Coach.

RULE 210 – EQUIPMENT

B - Interpretation

1. At IIHF Championships teams shall not be permitted during pre game warm up to wear different jerseys than those to be worn in games. This is done due to IIHF statistics program and player data systems.

RULE 223 - PLAYERS HELMET

B - Interpretation

1. The back up goalkeeper is not required to wear his helmet and face mask when he crosses the ice to return to his players' bench during intermission.
2. The players and substitute goalkeeper are not required to wear their helmets while sitting on their players' bench.

RULE 224 – PLAYER’S FACE MASK AND VISOR

RULE 311 – REFEREE AND LINESMEN EQUIPMENT

B – Interpretation

1. Visors shall be transparent and clear. This rule applies to players and game officials.

RULE 234 - GOALKEEPER’S HELMET AND FACE MASK

B – Interpretation

1. If the helmet and/or face mask come off while the play is in progress and before Referee's whistle to stop the play the puck enters the net, the GOAL shall be allowed.
2. If the puck hits goalkeeper's helmet/face mask and goes in the net, the Referee shall allowed a GOAL.

RULE 260 - MEASUREMENT OF EQUIPMENT

A - Referee Procedure

1. All stick measurements (including curvature) shall be made using a regulation stick gauge.
2. Goalkeepers' equipment (specified by IIHF Rule Book) shall be measured immediately after the end of the period following the request of the captain of either team.
3. No measurement of the stick or the goalkeeper's equipment between the end of the overtime and Game Winning Shots.

4. Goalkeeper equipment measurement may be carried out in the Referee's crease or in a suitable location as determined by the facilities.
5. A Referee can measure any type of stick or equipment that is dangerous without a request from a team, and the dangerous stick or equipment shall be removed from play. Any other equipment deemed illegal shall be measured only on appeal by the opposing team.

B - Interpretation

1. Goalkeepers' sticks or players' sticks can be measured at any time.
2. Stick measurement is permitted after a goal by either team.
3. It is not necessary that a player participated physically in the game for his stick to be measured. The fact that the player was legally on the ice is sufficient to justify a request for a measurement.
4. A goalkeeper may participate in the game using a player's stick and if a stick measurement is requested, the stick shall be measured as if it is a player's stick.
5. The measurement of the width of the blade of a player's stick is to be taken 1.5 centimeters in from the toe of the blade or at any spot from this point along the blade to the heel of the stick.
6. If the stick is found to be illegal, the Referee shall return the stick to the team and the teammate of the player, whose stick was found to be illegal, shall bring a legal stick to the penalized player on the penalty bench. The team can adjust the curvature of the blade at the bench, and if the player uses the stick again and another measurement is requested, the stick can be measured again.
7. When a formal complaint is made to the Referee by a team captain concerning the dimensions of an opponent's stick, that opponent shall be on the ice at the time the request is made.
8. If a team captain formally complains about the curvature of an opponent's stick blade and the Referee is unable to effect the measurement, the stick shall be removed from the game. Under Rule 555, no penalty shall be assessed to either team.
9. A stick measurement can be requested during Game Winning Shots (G.W.S.)
10. A player other than a Captain or Alternate Captain is not permitted to request or make a formal complaint against the specific dimensions of any equipment of the opposing team.

C - Situations

Situation 1

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

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

Situation 2

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

Ruling: Any player may serve the penalty since there were no players on the ice at the time of the measurement. When a goalkeeper's stick is measured during a stoppage of play and is found to be illegal, a player of his team who was on the ice at the time the play was stopped shall serve the penalty (See Rule 511(a)).

Situation 3

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

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

Situation 4

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

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

Situation 5

A player has been designated to take a Penalty Shot. Before the player takes the shot, the opposing team requests a measurement of the player's stick that shall take a shot.

Ruling: If the stick is found to be legal, than the requested team shall be assessed a Bench Minor Penalty. Manager or the Coach through the Captain shall designate a player to serve a Minor penalty and this player shall immediately proceed to the penalty bench and remains there regardless off the result of the shot.

If the stick is found to be illegal, the player shall be assessed a Minor penalty. He shall immediately proceed to the penalty bench. Manager or the Coach through the Captain shall designate another player who will take a shot.

Note: The period in front of taking the penalty shot and after it's end is to be classified as one stoppage.

Situation 6

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

Ruling: The player may not use this stick unless it is measured and deemed to be legal. The player is NOT permitted to take the shot. He shall be assessed a Minor plus Misconduct penalty and shall immediately proceed to the penalty bench and remain there for 12 minutes. Manager or the Coach through the Captain shall designate an additional player to serve his Minor penalty who shall immediately go to the penalty bench before taking the shot. Manager or the Coach through the Captain shall also designate another player who shall take a penalty shot.

Situation 7

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

Ruling: Team A shall be assessed a penalty, A player of Team A shall go immediately to the penalty bench and shall serve the penalty regardless the result of the Penalty Shot. (See Rule 502 (b)

SECTION 3 - OFFICIALS AND THEIR DUTIES

RULE 313 - LINESMEN DUTIES

A - Linesman Procedure

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

C - Situations

Situation 1

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

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

RULE 322 - SCOREKEEPER

A – Referee Procedure

1. Referees shall ensure that the Scorekeeper receives the correct information from them.

RULE 323 - TIMEKEEPER

B – Interpretation

1. Any loss of time on the game or penalty clocks due to a false face-off violation shall be replaced. The Video Goal Judge (VGJ) may be consulted to ensure the time is accurately replaced.

C - Situations

Situation 1

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

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

RULE 330 – VIDEO GOAL JUDGE SYSTEM

A – Referees Procedure

1. Before dropping the puck for the start of the game and each period Referee shall check the telephone line between the scorekeeper's bench and Video Goal Judge (VGJ) booth to ensure that the line and VGJ system are working.
2. After a close play at the net with the possibilities for scoring of a goal, Referee shall be prepared that the VGJ may call down for a review. Before dropping the puck to resume play Referees should check if the VGJ light is not flashing.
3. The Referee should give a distinctive signal - goal or no goal. However, if there is any uncertainty, still give the signal, then immediately indicate that you are calling for a review.
4. Referee shall avoid going to the benches before starting the review
5. Referee shall not explain to the players what is being reviewed (it might be something else)
6. All players should go to their benches during the review
7. It is not necessary to report to the benches after the result of the review simply give the signal "goal" or "no goal".
8. Before the play is being reviewed, the game officials should quickly and briefly discuss the situation and be prepared for any answer from the VGJ
9. Game officials should be prepared to have a ruling if the VGJ reply is "inconclusive".

10. When a Referee is calling for a review of a situation, he should inform the VGJ the reason why he is calling for the review, but at the same time be prepared that the VGJ will check all situations.
11. A review may be called by either a Referee or VGJ after a Penalty Shot or on G.W.S.
12. Referees shall be familiar with Rule 330 and the 7 factors that can be reviewed.

B – Interpretation

1. No video review can be requested by Referee on the following situations:
 - a. Whether or not puck entered net before or after whistle
 - b. Whether puck directed in with any part of the body other than hand or skate
 - c. Player slides into the goalkeeper unless to see if puck is in the net
 - d. Moving the puck backward on a Spin-O-Rama move during the PS or GWS
 - e. Player in the crease when the puck enters the net
 - f. The net comes off during the PS or GWS
2. During the Penalty Shot and G.W.S. the Referee cannot request a video goal review on the second shot after rebound of the puck.
3. The V.G.J can be used for the reset of the clock after a false face-off during which the clock has been running.

SECTION 4 - PLAYING RULES

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

B - Interpretation

1. The player entering the game must remain within the 1.5 m imaginary area by his player's bench until the retiring player has left the ice.
2. A player with one skate on the ice and one skate on the bench is considered as OFF the ice.
3. There is no limit to the number of times a goalkeeper can be changed back and forth for a player or the backup goalkeeper while play is in progress.
4. Section (a) of this rule covers the process of substituting players and goalkeepers. If the goalkeeper changes for a substitute goalkeeper or back, or a player for a player, or player for goalkeeper, they shall follow the Rule 411(a). If they do not follow this rule, the Referee shall apply Rule 573 against the team.

C - Situations

Situation 1

On a delay penalty the non-offending team made the premature substitution of the goalkeeper with the stoppage of play in the non-offending team's end zone.

Ruling: The face-off shall take place at one of the two face-off spots in the end zone of the team assessed the penalty.

RULE 412 - CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY

A - Referee Procedure

1. The Referee shall put his arm up and then down during all stoppages of play, even if there is definitely no change of players.
2. In situations where the visiting team is delaying in placing players on the ice in hopes that the home team will place their players on the ice first, this procedure will control the player changes. This will give the visiting team their only change and allow the home team to place their players on the ice, giving them the last change. The Referee should be strict with the five-second count and not permit the visiting team to change players once he raises the arm. If the Referee observes that a coach is trying to get his players on the ice and is not making any deliberate attempt to delay the change (by either team), he may give teams a few extra seconds.

3. The Referee shall permit players who are in the process of coming over the boards to continue their change even though the five seconds are up, but he shall issue a warning to the team for the slow change.
4. When there has been a stoppage of play, the Referee shall look at the visiting team's player's bench and, even if there is no indication of a change, count the required time and then put his arm up. The same procedure should be followed for the home team. In this case, the Referee must have some feeling for the game as to whether there will be a change of players or not.
5. After a goal has been scored, the Referee shall follow the same signaling procedure for a change of players as during any other stoppage of play.
6. The line change procedure is the responsibility of the Referee and the Linesmen shall not become involved in the process.
7. After an icing situation, the Linesman retrieving the puck shall have time to reach the end zone face off spot and shall have the opportunity to observe the line change hand signals made by the Referee.
8. If a team attempts to make a change after the required time, the Referee shall send the players back and shall not hesitate to approach the player's bench to explain the situation to the coach and warn him before a penalty is assessed.
9. The Referee shall issue a warning to the offending team when there has been a late player change that any subsequent violation of the player change procedure will result in a Bench Minor penalty.
10. The Referee shall issue a separate warning to the offending team trying to make change of the players after committing the icing violation that any subsequent violation will result in a Bench Minor penalty.

B - Interpretation

1. Once the change of players procedure has been completed, teams are not permitted to make player's substitution until the face-off has been completed legally and play has resumed, except when a penalty or penalties are assessed that affect the one ice strength of either or both teams. This may include penalties assessed following the completion of change of player's procedure and prior to the face-off, or due to a penalty assessed for a face-off violation.

Note: Team's on ice strength means the number of players on the ice.

2. A change of players is considered to be from one to five players, excluding the goalkeeper.

RULE 415 - CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY

B - Interpretation

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

RULE 416 - INJURED PLAYERS

B – Interpretation

1. A substitute player serving a penalty for an injured player shall remain in the penalty bench until the injured player is able to return to the game. When the injured player returns to play, he shall replace the substitute in the penalty bench at the next stoppage of play (See Rule 416(c)).

RULE 417 - INJURED GOALKEEPERS

A - Referee and Linesman Procedure

1. The Referee and the Linesmen have the authority to stop play for an injured goalkeeper.

B - Interpretation

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

RULE 420 - TIMING OF THE GAME

A - Referee Procedure

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

RULE 422 - TIME OUT

A - Referee Procedure

1. No time out shall be called by either team after the player change procedure has been completed and/or the players and official are in position and ready for the face-off.
2. No time out shall be called by either team after a player has been removed from a face-off.
3. A goalkeeper is not permitted to warm-up during a time out.

RULE 440 - FACE-OFFS

B – Interpretation

1. The end zone face-off shall take place at the end zone face off spot on the side of the ice where the puck was frozen. If the puck is shot out of play, the face-off goes to the end zone face-off spot on the side of the ice where the shot originated.
2. If a player of the attacking team is assessed a penalty during the face-off in his attacking zone, the face-off shall now take place at one of the two end zone face-off spots in the offending team's end zone.
3. If an attacking player knocked the goal net off its mooring in his attacking zone and made no attempt to avoid the contact, the face-off shall take place at the face-off spot in the neutral zone closest to that end zone. However, if the player did not have an opportunity to avoid contact with the goal net, the face-off is to take place at the end zone face off spot of his attacking zone.
4. If a Linesman signals a delayed offside and the defending team ices the puck, the face-off shall take place at the end zone face-off spot, just as for a regular icing situation.
5. If only an attacking player has been assessed a penalty in the attacking zone, the face-off shall take place at one of the two face-off spot in the offending team's end zone regardless of which team was responsible for the stoppage of play.
6. If the puck strikes an official and goes out of the playing area in the neutral zone, the face-off shall take place at the nearest face-off face - off spot in the neutral zone closest to the place where the puck hit the official or deflected off of him. If it is happened in the end zone the face-off shall take place at the end zone face-off spot on the side of the ice where the puck hit the official or deflected off of him
7. A goalkeeper shall not participate in a face-off.

8. In choosing the nearest face off spot game officials should follow the policy not to give the team that committed the rule violation territorial advantage. In this case the nearest face off spot will be the next that close to the end zone of the team that committed the rule violation. This may include the center ice face off spot.

C - Situations

Situation 1

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

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

Situation 2

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

Ruling: The resulting face-off shall take place at the end zone face off spot in the defending zone on the side where the stoppage occurred.

Situation 3

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

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

Situation 4

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

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

Situation 5

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

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

RULE 442 - PROCEDURE FOR CONDUCTING FACE-OFFS

A - Referee and Linesman Procedure

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

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

B - Interpretation

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

C - Situations

Situation 1

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

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

RULE 450 - OFFSIDE

A - Referee and Linesman Procedure

1. If a Linesman makes an error on an offside play and stops play, the face-off should still take place at the face-off spot in the neutral zone closest to that zone.

B - Interpretation

1. A player shall have one skate or skate boot on the ice the instant the puck completely crosses the blue line.
2. If a player shoots the puck from his defending zone down the ice, and a teammate skates down the ice, precedes the puck across the attacking blue line and plays the puck, offside is called. The face-off shall take place at of the end zone face off spot on the side from where the puck was shot.
3. When a penalty is over and the Penalty Bench Attendant opens the door (the door is in the end zone), the player coming out would be offside. The fact that the player might wait until the puck crosses the blue line to come on to the ice would not change that he is in offside. As soon as the penalty bench door opens the player is considered to be on the ice.
4. Regarding Rule 450c, if the puck was passed or shot by the attacking player to his teammate who is in off side, from the area between the center red line and the attacking zone blue line, then the face off shall be conducted at the center face off spot. If the puck was passed or shot by the attacking player to his teammate, who is in off side, from the area between the blue line of his defending zone and the center red line, then the face off shall be conducted at one of the face off spots in the neutral zone close to the blue line of his defending zone.

C - Situations

Situation 1

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

Ruling: It is not offside.

Situation 2

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

Ruling: It is not offside.

Situation 3

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

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

Situation 4

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

Ruling: It is offside.

Situation 5

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

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

Situation 6

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

Ruling: It is not offside.

Situation 7

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

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

Situation 8

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

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

Situation 9

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

Ruling: It is offside.

Situation 10

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

Ruling: It is not offside.

Situation 11

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

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

Situation 12

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

Ruling: It is offside.

Situation 13

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

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

Situation 14

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

Ruling: It is offside.

Situation 15

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

Ruling: It is not offside.

Situation 16

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

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

Situation 17

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

Ruling: The face-off shall take place at the nearest to this zone face-off spot in the neutral zone.

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

1. A defending player in the process of clearing the zone may carry the puck behind the goal line provided he makes no attempt to delay the game.
2. If there is a hard shot at or in the vicinity of the goalkeeper, the intentional offside rule shall apply.
3. When an attacking player comes out of the end zone and deliberately plays the puck, or checks a defending player bringing the puck out, it shall be classified as an intentional offside.
4. If the puck is shot into the attacking zone resulting in a delayed offside and as a result of this shot, enter the defending team's net, either directly or off the goalkeeper, a player or an official on the ice or after rebounding from the protective glass or the boards, the goal shall be disallowed as the original shot was off-side. The fact that the attacking team may have cleared the zone prior to the puck entering the goal has no bearing on this ruling. The face-off shall be conducted at the face off spot in the zone closest to the point of origin of the shot that give the offending team the least amount of territorial advantage.

The only way an attacking team can score a goal on a delayed off-side situation is if the defending team shoots or puts the puck into their own net without action or contact by the offending team.

5. If the puck is shot from behind the center red line and crosses the goal line, icing shall be called even if the delayed offside is still in effect. On any delayed offside play the Linesman shall first ensure that the puck is not moving toward the net. If it is, play shall be stopped immediately. The non-whistle arm shall be used to signal.
6. If a goalkeeper has been removed and a clearing-the-zone situation arises with the puck being shot on the open net as the attacking player(s) just clear the zone, no goal shall be awarded until a team has gained control of the puck and the zone has been cleared.
7. With reference to number 6 above, a goal may be scored by the attacking team once the delayed offside has been removed.
8. If play has been stopped as a result of a delayed offside, the face-off shall take place at the face-off spot in the neutral zone closest to that zone or at the face – off spot closest to origin of the pass
9. If an errant pass or shoot - in by an attacking player makes unintentional contact with another attacking player who preceded the puck into the attacking zone, or if the pass or shoot-in goes out of playing area, the whistle shall be blown and the ensuing face-off shall take place at the nearest face-off spot in the zone closest to the location from where the pass or shot originated.
10. When the Linesman signals a delayed off-side and a defending player or goalkeeper shoots the puck which goes directly over the glass and out of play, the ensuing face-off shall be conducted at one of the defending team's end zone face-off spots closest to the location from where shot originated and the defending player or goalkeeper shall be assessed a Minor penalty under Rule 554c.
11. When the linesman signals a delayed off-side and the original shot deflect off a defending player and out of play, the ensuring face-off shall take place at the nearest face-off spot in the zone from where the puck was shot.
12. If, during a delayed off-side, an attacking player in the attacking zone decides to proceed to his players' bench (which extends into the attacking zone) to be replaced by a teammate, he shall be considered to have cleared the zone provided he is completely off the ice and his replacement comes onto the ice in the neutral zone. If his replacement comes onto the ice in the attacking zone, if the delayed off-side is still in effect, he too must clear the attacking zone. If the remaining attacking players have cleared the attacking zone and the Linesman has lowered his arm for the delayed off-side, he shall be considered on-side.

13. When the defending team is about to be penalized in the defending zone and the linesman has a delayed off-side signaled against the attacking team on the same play, the ensuing face-off shall be conducted at one of the defending zone end zone face-offs spots of the team assessed the penalty.

RULE 460 - ICING THE PUCK

A – Referee and Linesman Procedure

1. Once the front Linesman receives the icing signal from the back Linesman, the front Linesman shall take over the judgement of the icing call. However, the front Linesman shall check with the back Linesman as he crosses the blue line and again before he either blows the whistle or washes out the icing.
2. It is always the responsibility of the front Linesman to determine whether or not the player can play the puck.
3. If there is no icing signal from the back Linesman, the front Linesman shall take the responsibility to call icing if he is certain that it is icing.
4. If the front Linesman goes in deep on a possible icing and fails to acknowledge the back Linesman's washout signal and then blows the whistle to indicate icing, the face-off shall take place at centre ice spot.
5. When the back Linesman is unable to determine whether the puck has been shot or deflected from behind the centre red line, the front Linesman may give the washout signal.
6. Regardless of the situation or reason, whenever either Linesman waves off icing, the other Linesman shall also acknowledge the action by giving the washout signal.
7. If the puck passes through the goal crease or touches one of the lines of the goal crease, icing shall be called.
8. In a 4 Man Officiating System the Referee (R2) in the neutral zone shall control the players on the ice of the offending team at the stoppage due to the icing the puck violation.
9. The back linesman, who initiated the icing the puck signal, shall on the stoppage of play move to the front of the offending team's bench, to ensure there are no player changes and then complete the remainder of the icing the puck signal procedure.

B - Interpretation

1. Icing is determined by the number of players on the ice surface at the time or instant that the puck is shot by either team from their side of the centre ice red line across the opposing team's goal line.

2. The resulting face-off shall take place at the end face-off spot on the side where the puck was shot on an icing the puck.
3. In icing situations, the Penalty Bench Attendant should open the door of the penalty bench at the instant that the penalty time expires to indicate that the player is classified as being on the ice.
4. Icing shall be called if the goalkeeper, being outside his goal crease when the puck has been shot from behind the center red line, moves back to his crease.
5. No icing shall be called if the goalkeeper leaves his crease after the puck has been shot from behind the center red line and then decides to go back to his crease.
6. If the goalkeeper is outside his goal crease in an attempt to go to his player's bench to be substituted for an extra player, when the puck has been shot from behind the center red line, and on his way to the player's bench:
 - Makes no attempt to play the puck – Icing shall be called
 - Makes attempt to play the puck – No icing shall be called
 - Turns back to his goal crease and makes no attempt to play the puck - Icing shall be called
 - Turns back and attempts to play the puck – No icing shall be called
7. No icing shall be called if the goalkeeper is outside his goal crease and makes no attempt to return to his crease.
8. The team in possession shall “gain the line” in order for the icing to be nullified.
9. “Gaining the line” shall mean that the puck, while on the player's stick (not the player's skate) shall make contact with the center red line in order to nullify a potential icing.
10. If, in the opinion of the Linesman, any player (other than the goalkeeper) of the opposing team is able to play the puck before it passes his goal line, but has not done so, play shall continue and the icing violation shall not be called. This includes the situation whereby the opposing team, while in the process of making player substitutions during the play, is able to play the puck, but chooses not to do so to avoid being called for too many men on the ice. Icing should not be called.

C - Situations

Situation 1

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

Ruling: The goal shall be allowed.

Situation 2

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

Ruling: It is not icing.

Situation 3

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

Ruling: It is not icing.

Situation 4

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

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

Situation 5

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

Ruling: It is icing.

Situation 6

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

Ruling: It is no icing

Situation 7

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

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

Situation 8

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

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

Situation 9

A goalkeeper with one or both skates in his goal crease reaches out with his stick and lets the puck go by.

Ruling: It is icing.

RULE 470 - DEFINITION OF A GOAL

A - Referee Procedure

1. If the puck enters the net, the Referee shall blow his whistle and indicate toward or into the goal net.
2. If the puck enters the net before the buzzer sounds at the end of a period (19:59) and the Referee allows the goal to count, it is not necessary for the Referee to conduct a face-off at centre ice. The Referee shall ensure that the Scorekeeper records the goal at 19:59 on the Official Game Sheet.
3. If a goalkeeper catches the puck before the goal line and the glove goes back in over the goal line the goal shall be allowed. This situation can be reviewed.
4. If the puck is not seen in the net, but known it is over the goal line (i.e. in the glove) the goal shall be allowed. This situation can be reviewed.
5. Where the puck is under the body and as a referee or V.G.J. it cannot be seen over the goal line no goal shall be allowed
6. It is possible a situation where the puck is not seen, but all other factors indicate the puck had to be in the net the goal shall be allowed.

C - Situations

Situation 1

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

Ruling: The goal shall be allowed provided there was no distinct kicking action.

Situation 2

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

Ruling: The goal shall be allowed provided there was no distinct kicking action.

Situation 3

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

Ruling: The goal shall be allowed provided there was no distinct kicking action.

Situation 4

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

Ruling: The goal shall be allowed.

Situation 5

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

Ruling: The goal shall be allowed provided there was no deliberate direction of the puck by the head or any part of the body.

Situation 6

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

Ruling: The goal shall be allowed provided that the period was not over.

Situation 7

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

Ruling: The goal shall be allowed.

Rule 471 - Disallowing a Goal

B - Interpretation

1. No goal shall be allowed if the goal net is off its moorings at the time the puck enters the goal net or crosses the goal line.
2. No goal shall be allowed if an attacking player contacts the puck with his stick above the height of the cross bar and the puck deflects off of any player, goalkeeper or official into the goal net. The same rule applies when an attacking player has batted the puck.
3. No goal shall be allowed from any type of kick shot.
4. An attacking player may not deliberately direct the puck with any part of the body into the goal net. No goal shall be allowed even if the puck has been further deflected off into the goal net of any player, goalkeeper or official, unless a player has directed the puck into his own goal net.

5. No goal shall be allowed if a player deliberately hits or directs the puck into the goal net of the opposing team with his head or helmet, facial protector, or any part of his body, other than the skates.
6. No goal shall be allowed if the time clock reads 20:00 or 0:00.
7. No goal shall be allowed after a puck deflects off an official, unless a player shoots the puck into the goal net after the deflection.
8. No goal shall be allowed if a puck hits an official and then deflects off of a player or goalkeeper into the goal net.
9. No goal shall be allowed unless the puck crosses the goal line in one piece.
10. If an attacking player is moving through the goal crease and the puck deflects off the player or his stick and enters the goal net, the goal shall not be allowed (assuming the player was in the crease before the puck)
11. If the puck is covered and Referee has stopped play before it goes over the goal line, the goal cannot be allowed and cannot be reviewed.

C - Situations

Situation 1

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

Ruling: The goal shall be allowed.

Situation 2

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

Ruling: No goal shall be allowed.

Situation 3

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

Ruling: No goal shall be allowed.

Situation 4

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

Ruling: The play shall be stopped but no goal shall be allowed.

Situation 5

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

Ruling: No goal shall be allowed.

Situation 6

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

Ruling: This judgement may only be applied after the stoppage and before play resumes. The goal that caused the stoppage of play shall be disallowed, the first goal shall be allowed, and the clock shall be reset to the time of the first goal.

Situation 7

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

Ruling: The incident shall be reported by the Linesman to the Referee who shall disallow the goal and assess the penalty.

RULE 472 - GOALS AND ASSISTS AWARDED TO THE PLAYERS

C - Interpretation

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

C - Situations

Situation 1

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

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

Situation 2

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

Ruling: Assists shall be awarded to A8 and A9.

Situation 3

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

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

Situation 4

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

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

Situation 5

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

Ruling: An assist shall be awarded to A8.

Situation 6

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

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

Situation 7

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

Ruling: An assist shall be awarded to A8 and A9. (See Rule 472)

RULE 480 - PUCK OUT OF BOUNDS**B - Interpretation**

1. Should the puck hit the glass of the turnbuckle (termination point), play shall be stopped immediately as it will be considered out of play. If the puck only makes contact with the support member or stanchion holding this glass to the boards inside the ice rink, the puck is considered in play.

Turnbuckle (termination point) is the curved protective glass at the player benches designed to prevent injury to the players instead of the installation of protective padding.

RULE 481 - PUCK ON THE NET

A- Referee Procedure

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

B - Interpretation

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

C - Situations

Situation 1

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

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

Situation 2

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

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

Situation 3

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

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

RULE 490 - STOPPING/PASSING THE PUCK WITH HANDS

A - Referee and Linesman Procedure

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

B - Interpretation

1. There is no limit to the number of hand passes permitted by a defending team in their defending zone.
2. A goalkeeper may make a hand pass or bat the puck to a teammate in his defending zone, but he may not catch and throw the puck forward to a teammate (See Rule 560b).

C - Situations

Situation 1

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

Ruling: The Referee shall stop play.

Situation 2

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

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

Situation 3

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

Ruling: Play shall be stopped. The face off shall take place at the end zone face off spot of the team whose player originally bats the puck.

RULE 492 - HIGH STICKING THE PUCK

A - Referee and Linesman Procedure

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

B - Interpretation

1. When play is stopped because of a player striking the puck with a high stick, the face-off shall take place according to Rule 492(c) and Rule 440(d), regardless of the fact that the stoppage of play was due to the puck leaving the playing area.
2. When the play is stopped for the high-sticking the puck violation, the ensuring face-off must take place at the face off spot that provides the least amount of territorial advantage to the team striking the puck, either where the puck was contacted illegally, or where it was last played by the offending team.

C - Situations

Situation 1

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

Ruling: No goal shall be allowed.

Situation 2

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

Ruling: No goal shall be allowed.

Situation 3

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

Ruling: The goal shall be allowed, as the puck did not contact the stick.

Situation 4

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

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

SECTION 5 - PENALTIES

RULE 500 - PENALTIES - DEFINITIONS AND PROCEDURES

B - Interpretation

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

RULE 502 - BENCH MINOR PENALTY AND RULE 514 – CALLING OF PENALTIES

B - Interpretation

1. Three questions shall be asked with reference to a Minor penalty:
 - Is the team serving a Minor penalty?
 - Is the team below the numerical strength of the opposing team on the ice due to Minor or Bench Minor Penalty?
 - Is a goal scored against the team?If the answer to all three questions is yes, the first Minor or Bench Minor penalty being served expires after the goal has been scored, except if the goal is scored on the Penalty Shot or unless otherwise expressly provided by Rule 502 (b).
2. If the team is shorthanded and a goal is scored on a Penalty Shot no player returns to the ice.
3. Should a Minor or Bench Minor penalty be signaled against a team already short-handed by reason of a major (or Match) penalty, but before the play can be stopped to assess the minor or bench minor penalty, a goal is scored by the non-offending team, the signaled minor or bench minor penalty shall not be imposed due to the scoring of the goal
4. Should a penalty be signaled against a team already short-handed by reason of one or more minor or bench minor penalties, and the signaled penalty would result in the awarding of a penalty shot, but before the Referee can stop play to award the penalty shot, the non-offending team scores a goal, then the signaled penalty (that would have resulted in a penalty shot) shall be assessed as a minor (double minor, major or match) penalty and the first of the minor penalties already being served shall automatically terminates under Rule 502.

C - Situations

Situation 1

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

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

Situation 2

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

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

Examples Goals Scored Against a Short-Handed Team

	<u>Team A</u>	<u>Team B</u>
1.	A6 - 2 minutes at 3:00 A9 - 2 minutes at 3:30	B11 - 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> • At 3:00 teams play 4 on 4 • At 3:30 teams play 3 on 4 • A9 returns at 4:00 	
2.	A6 - 2 minutes at 3:30 A9 - 2 minutes at 4:00	B11 - 2 minutes at 3:00 Goal at 4:30
	<ul style="list-style-type: none"> ▪ A6 returns at 4:30 	
3.	A6 – 2 minutes at 3:00 A9 – 5 minutes + GM at 3:30	B11 – 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> • At 3:00 teams play 4 on 4 • At 3:30 teams play 3 on 4 • A9 is out of the game • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A9 ▪ No player returns at 4:00 (see Rule 502(b)) 	
4.	A6 – 5 minutes + GM at 3:00 A9 – 2 minutes at 3:30	B11 – 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> • At 3:00 teams play 4 on 4 • A6 is out of the play • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 • At 3:30 teams play 3 on 4 • A9 returns at 4:00 	
5.	A6 – 5 minutes + GM at 3:00 A9 – 2 minutes at 3:00	B11 – 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> • At 3:00 teams play 4 on 5 • A6 is out of the play • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 ▪ No player returns at 4:00 	

	<u>Team A</u>		<u>Team B</u>
6.	A6 - 2 + 5 minutes + GM A9 - 2 minutes	at 4:00 at 8:00	Goal at 9:15
	<ul style="list-style-type: none"> • A6 out of the game • Team A must put a substitute player in the penalty bench to serve penalties for A6 ▪ A9 returns at 9:15, as the Minor to A9 is the first Minor being served 		
7.	A6 - 2 + 5 minutes + GM A9 - 2 minutes	at 4:00 at 9:10	Goal at 9:15
	<ul style="list-style-type: none"> • A6 out of the game • Team A must put a substitute player in the penalty bench to serve penalties for A6 ▪ Substitute player for A6 returns at 9:15, as his Minor was the first Minor being served 		
8.	A7 - 5 minutes + GM A11 - 5 minutes + GM A12 - 2 minutes	at 3:00 at 3:10 at 4:00	Goal at 4:30
	<ul style="list-style-type: none"> • A7 and A11 are out of the game • Team A must put a substitute players in the penalty bench to serve the 5 minutes time penalty for A7 and A11 • No player returns as the Minor to A12 is not being served at the time of goal 		
9.	A4 - 2 minutes at 10:00 A7 - 2 minutes at 10:30 A9 - 2 minutes at 11:00		B8 - 2 minutes at 11:00 Goal at 12:10
	<ul style="list-style-type: none"> • At 11:00 teams play 3 on 5, as the Minors to B8 and A9 cancel out • A4 returns to the ice at 12:00 and the teams play 4 on 5 with the Minor to A7 being the only penalty on the clock • A7 returns on the goal at 12:10 		

	<u>Team A</u>		<u>Team B</u>
10.	A9 - 5 minutes + GM A6 - 2 minutes	at 3:00 at 3:30	B11 - 2 + 2 minutes at 3:30 Goal at 4:30
	<ul style="list-style-type: none"> • Player A9 out of the play • Team A must put a substitute player in the penalty bench to serve 5 minutes for A9 • At 3:30 teams play 4 on 4 • At 3:30 A6 Minor and one Minor to B11 cancel out • Team B must put a player in the penalty bench to serve the extra Minor for B11. • B11 returns on the first stoppage after 7:30 • No player returns 		
11.	A6 - 5 minutes + GM A9 - 2 minutes	at 3:00 at 3:30	B11 - 5 minutes + GM at 3:30 Goal at 4:00
	<ul style="list-style-type: none"> • A6 and B11 are out of the game • Team A and Team B must put a substitute player in the penalty bench to serve 5 minute for A6 and B11 • At 3.30 teams play 3 on 4 • A9 Minor and B11 Major do not cancel out • A9 returns 		
12.	A7 - 2 + 2 minutes A9 - 2 minutes	at 12:00 at 13:15	B3 - 2 minutes at 12:00 Goal at 13:30
	<ul style="list-style-type: none"> • At 12:00 Team A must put a substitute in the penalty bench to serve one Minor for A7, as one Minor for A7 and Minor for B3 cancel out • The substitute for A7 returns at 13:30 on goal by Team B • A7 returns on first stoppage after 15:30 		
13.	A7 - 2 minutes Goal	at 3:30 at 4:00	B11 - 2 minutes at 3:30 B14 - 5 minutes + GM at 3:30 B19 - 2 minutes at 3:30
	<ul style="list-style-type: none"> • B14 is out of the game • Team B must put a substitute player in the penalty bench to serve the 5 minute time penalty for B14 ▪ At 3:30 teams play 5 on 3, as A7 Minor cancels out Minor B11 or B19 (Captain's choice) • With goal by Team A at 4:00 either B11 or B19 returns to the ice 		

	<u>Team A</u>		<u>Team B</u>	
14.	A6 - 5 minutes + GM A9 - 2 minutes	at 3:00 at 3:30	B11 - 2 minutes Goal	at 3:30 at 4:00
	<ul style="list-style-type: none"> • A6 is out of the game • Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 • At 3:30 teams play 4 on 5 • A9 Minor and B11 Minor cancel out • No player returns because substitute for A6 serves Major penalty • A9 and B11 returns in the first stoppage of the play after 5:30 			
15.	A8 - 2 + 2 minutes A9 - 2 minutes	at 3:00 at 4:00		Goal at 4:30 Goal at 5:30
			<ul style="list-style-type: none"> • At 4:30 first Minor to A8 is cancelled and teams play 3 on 5 • At 5:30 the Minor to A9 is cancelled and teams play 4 on 5 	

Examples on implementation of Rule 502 and Rule 514 regarding signaling a delayed penalty and a goal is scored

	<u>Team A</u>		<u>Team B</u>
1.	A15 – 2 min A23 – 2 + 2 min	at 3:00 (S)	
	(S)* - signaled		Goal at 4:30
			Ruling: A15 returns. The signaled double Minor penalty to A23 is assessed at 4:30
2.	A15 - 2 min A23 – 2 min	at 3:00 (S)	B12 - 2 min at 3:30 Goal at 4:10

Ruling: No player returns. The goal nullifies the signaled penalty to A23
Reason: Team A was not short-handed.

	<u>Team A</u>		<u>Team B</u>
3.	A15 – 2 min A23 – 2 min	at 3:00 at 4:00	B12 – 2 min Goal
			at 3:30 at 4:30
<i>Ruling:</i> A15 returns. He had the least amount of time to serve in his minor penalty.			
4.	A15 – 5 min A23 – 2 min	at 3:00 at 3:30	B12 – 2 min Goal
			at 4:00 at 4:30
<i>Ruling:</i> A23 returns. Short-handed by reason of a minor penalty			
5.	A15 – 2 min A23 – 2 min	at 3:00 at 3:15	B12 – 2 min Goal
			at 3:00 at 4:30
<i>Ruling:</i> A23 returns			
6.	A15 – 2 min A23 – 2 min	at 3:00 at 4:00	B12 – 2 min B3 – 2 min
			at 3:30 (S)
Goal at 4:30			
<i>Ruling:</i> Signalled penalty to B3 is not assessed. The penalty to B12 does not make Team B short-handed			
7.	A15 – 2 min A23 – 2 min A6 – 2 min	at 3:00 at 4:00 (S)	B12 – 2 min Goal
			at 3:30 at 4:30
<i>Ruling:</i> A15 returns. The minor penalty to A6 begins at 4:30			

	<u>Team A</u>		<u>Team B</u>
8.	A15 – 2 min A23 – 2 min	at 3:00 at 4:00	B12 – 2 min Goal
			at 3:30 at 5:00
	<i>Ruling:</i> A15 returns. His minor penalty is completed. Teams are at equal strength at the time of the goal.		
9.	A15 – 2 min A23 – 2 min	at 3:00 at 3:30	B12 – 2 min Goal
			at 4:00 at 4:30
	<i>Ruling:</i> A15 returns.		
10.	A15 – 2 min A23 – 5 min	at 3:30 at 4:00	B12 – 2 min Goal
			at 3:00 at 4:30
	<i>Ruling:</i> A15 returns		
11.	A15 – 5 min A23 – 2 min	at 3:00 at 4:00	B12 – 5 min Goal
			at 3:30 at 4:30
	<i>Ruling:</i> A23 returns. Team A is short-handed by reason of a minor penalty.		
12.	A15 – 2 min A23 – 5 min A6 – 2 min	at 3:00 at 3:30 (S)	B12 – 2 min Goal at 4:30
			at 3:00
	<i>Ruling:</i> The penalty to A6 is not assessed (unless it is a major or match penalty). Team is not short handed by reason of a Minor penalty.		

RULE 503 - MAJOR PENALTY

C - Interpretation

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

C - Situations

Situation 1

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

Ruling: The first Minor penalty being served is terminated (Rule 502 (b)). But Referee shall still assess a Major plus automatic Game Misconduct penalty to the offending player.

RULE 504 - MISCONDUCT PENALTY

C - Situations

Situation 1

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

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

RULE 508 - PENALTY SHOT

A - Referee Procedure

1. The Referee shall give first the signal for the Penalty Shot when it is called and then give a signal for infraction.

2. The Referee shall remember the jersey number of the offending player and report the number and infraction for what the Penalty shot is called to the Scorekeeper.

C - Situations

Situation 1

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

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

Situation 2

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

Ruling: The Referee shall not award a Penalty Shot as the player took a clear shot, but he shall assess a Minor penalty to the offending player.

Situation 3

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

Ruling: The Penalty Shot washes out the first infraction but the player shall be assessed a penalty for the second infraction. He shall immediately go to the penalty bench to serve the penalty and shall remain on it regardless of the result of the Penalty Shot. If the team is already serving another Minor penalty, then the team shall still serve this penalty regardless of the result of the Penalty Shot according to the Rule 502(b) and team shall play two men short handed.

Situation 4

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

Ruling: No player returns but A8 shall still serve the time for his penalty regardless of the result of the Penalty Shot.

Situation 5

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

Ruling: The Referee shall award a Penalty Shot as no defending player was between the player on the breakaway and the goalkeeper.

Situation 6

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

Ruling: The Referee shall not award a goal unless the player made a deliberate attempt to cover the puck.

RULE 509 - PENALTY SHOT PROCEDURE

A – Referee Procedure

1. During the course of the Penalty Shot (PS) or Game Winning Shots (GWS) where the player is using the Spin-O-Rama type move the Referee and Linesman shall focus on the following items:
 - a. That a player is in a continuous movement toward the net while controlling the puck
 - b. If the player and the puck stops continuous movement towards the net PS is completed
 - c. If the player contacts goalkeeper before the puck enters the net, the PS is completed. No goal shall be allowed and the player may be assessed a penalty for interference (See rule 595)

B - Interpretation

1. A goalkeeper is the only player allowed to tend goal during a Penalty Shot.
2. A substitute goalkeeper is not allowed a warm-up prior to a Penalty Shot.
3. If there is a foul on which a Penalty Shot is based in the last few seconds of a game but the game time expires before the Referee blows the whistle to stop play, the Penalty Shot is still awarded. If a goal is scored on the shot, the time of the goal is recorded as 19:59.
4. If the player taking a Penalty Shot trips or falls onto the ice and the puck is still moving toward the goal net, the player can get up and continue the shot.
5. If a team official interferes or distracts the player taking a Penalty Shot and causes the shot to fail, the Referee shall allow a second Penalty Shot and assess a Game Misconduct Penalty on the offending team official (see Rule 551(b)).

6. If a team is playing without a dressed goalkeeper when a Penalty Shot is awarded against them, they shall designate a player and provide him full goalkeeper privileges. This player shall follow the same regulations as a regular goalkeeper during the shot; however, he is not required to wear all of the equipment. After the shot has been taken, the player shall be reclassified as a regular player. This situation applies only when a team does not have a goalkeeper and only in the case of a Penalty Shot.
7. During the course of the PS or GWS where the goal post is dislodged, as a result of a goalkeeper stretching his leg to stop the puck by the pad, no goal shall be allowed, if puck has not entered the net.
8. During the course of the Penalty Shot or GWS where the puck enters the net and the net comes off or is not in the correct position as a result of the goalkeeper's action the goal shall be allowed and situation is not reviewable
9. During the course of the Penalty Shot or GWS where the net comes off before the puck enters the net as a result of the goalkeeper "making a save" the goal shall be allowed and situation is not reviewable.
10. During the course of a Penalty Shot (PS) or Game Winning Shots (GWS) any penalty that may be assessed to a player or goalkeeper during the game, may also be assessed during the PS or GWS situations.
11. Any methods used by the player taking a PS or GWS in order to distract the goalkeeper, shall result in the shot considered to be completed and no goal shall be awarded.

C - Situations

Situation 1

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

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

Situation 2

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

Ruling: No goal shall be allowed. Once the puck crosses the goal line the play is completed.

Situation 3

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

Ruling: A goal shall be allowed, as the puck is always understood to be going in the direction of the goal net.

Situation 4

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

- a. The goal post and rebounds into the net;
- b. The goalkeeper and rebounds into the net;
- c. The goal post and then goes into the net off of the goalkeeper;
- d. The goalkeeper and then goes into the net off of the goal post.
- e. The goalkeeper slides together with the puck into the goal net and the puck crosses the goal line;

Ruling: A goal shall be allowed.

Situation 5

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

Ruling: No goal shall be allowed.

Situation 6

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

Ruling: The Penalty Shot is considered complete. No goal shall be allowed and the player shall be assessed a Misconduct penalty.

Situation 7

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

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

Situation 8

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

Ruling: The shot is considered complete.

Situation 9

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

Ruling: The Referee shall assess a Minor penalty to the goalkeeper. Any player from his team, as designated by the manager or coach through the captain, shall serve the penalty. This player shall immediately proceed to the penalty bench and remain on it regardless of the result of the Penalty Shot, which shall be repeated.

Situation 10

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

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

Situation 11

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

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

RULE 511 - GOALKEEPER PENALTY PROCEDURE**A - Referee Procedure**

1. After stopping play and signaling a penalty against a goalkeeper, the Referee shall immediately skate backwards to the penalty bench.
2. The Referee shall keep all players in view during this time and record on his notepad the jersey numbers of all players of the violating team that were on the ice at the time the play was stopped to assess the penalty for the infraction. It is important that the Referee is aware of which players were on the ice in order to determine who will serve the penalty.

3. At the penalty bench the Referee shall instruct the Scorekeeper to record the jersey numbers of all of the players of the goalkeeper's team who were on the ice at the time the play was stopped to assess the penalty for the infraction. One of the players who were on the ice shall serve the penalty.
4. The Referee shall notify the captain of the offending team that one of the players (listing the players' jersey numbers) shall serve the goalkeeper's penalty time.

B - Interpretation

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

C - Situations

Situation 1

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

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

Situation 2

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

Ruling: One player who was on the ice at the time the play was stopped shall serve the Minor penalty and a second player who was on the ice at the time the play was stopped shall serve the full 12 minutes. The Manager or Coach shall designate these players through the Captain.

Situation 3

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

Ruling: A player, who was on the ice at the time the play was stopped, shall serve his penalty. The Manager or Coach shall designate this player through the captain.

Situation 4

A goalkeeper is assessed a delayed Minor Penalty and upon stoppage of play, the goalkeeper is assessed another Minor penalty.

Ruling: One player, who was on the ice at the time the play was stopped, shall serve both Minor penalties. The Manager or Coach shall designate this player through the captain.

Situation 5

A goalkeeper is assessed a Double Minor plus Major plus automatic Game Misconduct penalties during one stoppage.

Ruling: One player who was on the ice at the time the game was stopped shall serve all penalties. The Manager or Coach shall designate this player through the captain.

Examples of Goalkeeper Penalties**Team A****Team B**

1. A1 (goalkeeper) 2 + 10 minutes at 3:00
A1 (goalkeeper) 2 + 10 minutes at 3:30
 - At 3:00 Team A shall put two players who were on the ice in the penalty bench to serve the goalkeeper's penalty, one for 2 minutes and the second for 12 minutes.
 - At 3:30 Team A shall put another player who was on the ice in the penalty bench to serve the goalkeeper's second Minor penalty.
 - Due to the second Misconduct penalty, A1 (goalkeeper) is assessed an automatic Game Misconduct penalty.
 - The player serving 2 + 10 minutes assessed at 3:00 can leave the penalty bench (the goalkeeper is out for the balance of the game).
 - At 3:30 Team A shall play 3 on 5.
 - The second Minor for the goalkeeper will start at 3.30.
 - The player serving the first Minor penalty for the goalkeeper shall return at 5.00 if no goal is scored.
 - A total of 34 minutes (2 + 10 + 2 + 20) shall be recorded against A1 (goalkeeper) on the Official Game Sheet.

2. A30 (goalkeeper) 2 minutes at 3:00
A30 (goalkeeper) 2 minutes at 3:30
- At 3:00 teams play 4 on 5.
 - Team A shall put a player who was on the ice in the penalty bench to serve the first Minor penalty.
 - At 3:30 the Team A shall put another player who was on the ice in the penalty bench to serve the second Minor penalty.
 - At 3:30 teams play 3 on 5.
 - The player serving the first Minor penalty shall return to the ice at 5:00 (if no goal is scored).
 - All penalties shall be recorded against the A30 on the Official Game Sheet.

Team A

Team B

3. A30 (goalkeeper) 2 minutes at 3:00
A30 (goalkeeper) 10 minutes at 3:30
- At 3:00 teams play 4 on 5.
 - Team A shall put a player who was on the ice in the penalty box to serve the Minor penalty.
 - At 3:30 Team A shall put another player who was on the ice in the penalty box to serve the Misconduct penalty.
 - At 3:30 teams play 4 on 5
 - The second penalty (Misconduct) starts at 3:30.
 - The player serving the Minor penalty shall return on the ice at 5:00 (if no goal is scored).
 - The player serving the Misconduct penalty shall return to the ice at the first stoppage of play after 13:30.
 - All penalties shall be recorded against the A30 on the Official Game Sheet.
4. A30 (goalkeeper) 10 minutes at 3:00
A30 (goalkeeper) 2 minutes at 3:30
- At 3:00 teams play 5 on 5.
 - Team A shall put a player who was on the ice in the penalty box to serve the Misconduct penalty.
 - At 3:30 Team A shall put another player who was on the ice in the penalty box to serve the Minor penalty.
 - At 3:30 teams play 4 on 5.
 - The Minor penalty starts at 3:30.
 - The player serving the Minor penalty shall return on the ice at 5:30 (if no goal is scored).
 - The player serving the Misconduct penalty shall return to the ice after the first stoppage of play after 13:00.
 - All penalties shall be recorded against the A30 on the Official Game Sheet.

RULE 512 - COINCIDENTAL PENALTIES

B - Interpretation

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

Examples of Coincidental Minor Penalties

<u>Team A</u>	<u>Team B</u>
1. A6 - 2 minutes at 3:00 <ul style="list-style-type: none">• At 3:00 both teams play 4 on 4	B11 - 2 minutes at 3:00
2. A6 - 2 + 2 minutes at 3:00 <ul style="list-style-type: none">• At 3:00 teams play 4 on 5• Team A must place a substitute for A6 in the penalty bench• The Minor to B11 and one Minor to A6 cancel out	B11 - 2 minutes at 3:00
3. A6 - 2 minutes at 3:00 A9 - 2 minutes at 3:30 <ul style="list-style-type: none">• At 3:30 teams play 4 on 5, as Minors to A9 and B11 cancel out	B11 - 2 minutes at 3:30
4. A6 - 2 minutes at 3:00 A9 - 2 minutes at 3:30 A7 - 2 minutes at 3:30 <ul style="list-style-type: none">• At 3:30 teams play 3 on 5, as penalty to B11 cancels one Minor to either A9 or A7 (captain's choice)	B11 - 2 minutes at 3:30
5. A6 - 2 minutes at 3:00 A9 - 2 minutes at 3:15 <ul style="list-style-type: none">• At 3:15 teams play 4 on 5, as Minors to A9 and B12 cancel out	B12 - 2 + 10 minutes at 3:15
6. A6 - 2 minutes at 3:00 A9 - 2 + 2 minutes at 4:00 <ul style="list-style-type: none">• At 4:00 teams play 4 on 5, as double Minors to A9 and B12 cancel out	B12 - 2 + 2 minutes at 4:00

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

Team A**Team B**

15. A6 - 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:00
 A9 - 2 + 2 + 2 minutes at 3:00 B12 - 2 + 2 minutes at 3:00
 A7 - 2 minutes at 3:00
- At 3:00 teams play 4 on 5, as the Minors to B11 and B12 cancel out the Minors to A9 and either A6 or A7 (captain's choice)
16. A6 - 2 minutes at 3:00 B11 - 2 + 2 + 2 minutes at 3:00
 A9 - 2 + 2 minutes at 3:00 B12 - 2 + 2 minutes at 3:00
 A7 - 2 + 2 minutes at 3:00
- At 3:00 teams play 5 on 5, as all Minors for both teams cancel out
17. A6 - 2 minutes at 3:00 B8 - 2 minutes at 3:00
 A3 - 2 + 2 minutes at 3:00 B9 - 2 minutes at 3:00
 A5 - 2 minutes at 3:00 B7 - 2 minutes at 3:00
- At 3:00 teams play 4 on 5, as the three Minors to Team B cancel out A3's double Minor and Minor to either A6 or A5 (captain's choice)
18. A5 - 2 minutes at 3:00 B8 - 2 minutes at 3:00
 A6 - 2 + 2 minutes at 3:00 B9 - 2 minutes at 3:00
 A7 - 2 minutes at 3:00
- At 3:00 teams play 4 on 5, as the Minors to A5 and A7 cancel out the Minors to B8 and B9
19. A5 - 2 + 2 minutes at 3:00 B8 - 2 + 2 minutes at 3:00
 A6 - 2 minutes at 3:00 B9 - 2 + 2 minutes at 3:00
 A7 - 2 + 2 + 2 minutes at 3:00
- At 3:00 teams play 4 on 5, as the Minors to B8 and B9 cancel out the Minors to A7 and A6
20. A6 - 2 minutes at 3:00 B11 - 2 + 2 minutes at 3:00
 A9 - 2 minutes at 3:00
- Teams play 5 on 5, as the double Minor to B11 cancels out the Minors to A6 and A9
21. A6 - 2 minutes at 3:00 B8 - 2 minutes at 3:00
 A9 - 2 minutes at 3:00 B7 - 2 minutes at 3:00
- At 3:00 teams play 5 on 5, as all four Minors cancel out
22. A6 - 2 + 2 minutes at 3:00 B8 - 2 + 2 minutes at 3:00
- At 3:00 teams play 5 on 5, as all four Minors cancel out

<u>Team A</u>	<u>Team B</u>
23. A6 - 2 + 10 minutes at 3:00 A9 - 2 + 2 minutes at 3:00	B11 - 2 minutes at 3:00
<ul style="list-style-type: none"> • Teams play 4 on 5 • A6 and B11 Minors cancel out • Team A short-handed one player (A9) for 4 minutes • A9 returns to the ice at 7:00 • A6 returns on the first stoppage of play after 15:00 and B11 returns on the first stoppage of play after 5:00 	
24. A6 – Penalty Shot at 3:00 A9 - 2 minutes at 3:00	B11 - 2 minutes at 3:00
<ul style="list-style-type: none"> • Teams play 4 on 4 	
25. A15 – 2 minutes at 4:00 A18 – 2 minutes at 4:30 A77 – 2 + 2 minutes at 5:00	B10 – 2 minutes at 4:20 B21 – 2 minutes at 5:00
<ul style="list-style-type: none"> • At 4:20 teams play 4 on 4 • At 4:30 teams play 3 on 4 • At 5:00 teams play 3 on 4 • At 5:00 B21 Minor cancels out one Minor A77 • Team A shall put substitute player • At 6:00 starts Minor penalty for substitute A77 but A15 must remain on the penalty bench until first stoppage of play following expiration of his penalty and the teams are playing 3 on 4 • A77 leave the penalty bench on the first stoppage after 10:00 • B21 leave the penalty bench on the first stoppage after 7:00 	
26. A6 – 2 minutes at 3:00 A7 – 2 minutes at 3:30	B9 – 2 minutes + GM at 3:30
<ul style="list-style-type: none"> • At 3:00 teams play 4 on 5 • At 3:30 teams play 4 on 5 • B9 shall go to the dressing room for the balance of the game • It does not need to put a substitute player for B9 on the penalty bench as the penalty time of A7 and B9 are not on the clock.(Coincidental penalties) 	

Examples of Coincidental Major Penalties

Team A	Team B
1. A3 - 5 minutes + GM at 3:00 <ul style="list-style-type: none">▪ At 3:00 teams play 5 on 5▪ Teams do not need to put substitute players in the penalty bench because A3 and B8 are out of the game	B8 - 5 minutes + GM at 3:00
2. A1 (goalkeeper) - 5 minutes + GM at 3:00 <ul style="list-style-type: none">▪ At 3:00 teams play 5 on 5▪ Teams do not need to put substitute players in the penalty bench because A1 and B8 are out of the game	B8 – 5 minutes + GM at 3:00

Examples of Combined Coincidental Minor and Major Penalties

<u>Team A</u>	<u>Team B</u>
1. A6 - 2 minutes at 3:00 A9 - 5 minutes + GM at 3:30 <ul style="list-style-type: none">▪ At 3:30 teams play 4 on 5, as the Majors plus GM to A9 and B14 cancel out▪ Teams do not need to put substitute players in the penalty bench, because A9 and B14 are out of the game	B14 - 5 minutes + GM at 3:30
2. A6 - 2 minutes at 3:00 A7 - 2 + 5 minutes + GM at 4:00 <ul style="list-style-type: none">▪ At 4:00 teams play 4 on 5, as the Minor plus Major plus GM to both A7 and B19 cancel out▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game	B19 - 2 + 5 minutes + GM at 4:00
3. A6 - 2 minutes at 3:00 A5 - 2 minutes at 4:00 A7 - 5 minutes + GM at 4:00 <ul style="list-style-type: none">▪ At 4:00 teams play 4 on 5, as the Minors to A5 and B11 and the Majors plus GM to A7 and B19 all cancel out▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game	B11 - 2 minutes at 4:00 B19 - 5 minutes + GM at 4:00

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

Examples of Combined Coincidental Major and Match Penalties

Team A

1. A6 - 5 minutes + GM at 3:00

- Teams play 5 on 5 and no substitutes required in the penalty bench

2. A6 - Match penalty at 3:00

- Teams play 5 on 5 and no substitutes required in the penalty bench

Team B

B7 - Match penalty at 3:00

RULE 513 - DELAYED PENALTY

B - Interpretation

1. When the delayed penalty rule is applied, the players shall serve the full time of their penalty and shall not leave the penalty bench until the first stoppage of play following the completion of their penalties.
2. The delayed penalty rule does not apply when there is an immediate substitution.
3. The penalties shall be recorded on the Official Game Sheet but they may not be shown on the time clock.

Examples of Delayed Penalties

Team A

1. A6 - 2 + 2 +10 minutes at 13:00

A6 - 2 minutes at 20:00 (end of period)

- The Minor assessed at the end of the period starts at the beginning of the next period and Team A will play 4 on 5
- The Misconduct shall restart again at 2:00 after the Minor is completed
- A6 shall return to the ice on the first stoppage after 9:00
- Team A would be required to place a substitute in the penalty bench to serve the Minor at the beginning of the period and he shall return to the ice at 2:00

Team B

2. The following penalties are assessed to Team A during a stoppage of play:

A4 - 2 minutes
A5 - 2 minutes
A6 - 2 + 2 minutes
A7 - 5 minutes + GM

- A7 is out of the game
- The substitute for A7 shall be the last penalty to be served
- The order that the other three players serve their penalties is the captain's choice, even though one player has a Double Minor penalty

3. A6 - 2 minutes at 3:00

B7 - 2 + 2 minutes at 3:00

B7 - 2 minutes at 3:30

(While in the penalty bench)

- At 3:00 teams play 5 on 4
- Team B shall put substitute in the penalty bench to serve the extra Minor for B7
- At 3:30 teams shall play 5 on 4, as the Minor to B7 (at 3:30 while he is in the penalty bench) is added to the time of the substitute
- The Team B substitute shall serve 4 minutes and would return to the ice at 7:00
- If Team A scored no goals, teams shall play 5 on 4 until 7:00
- B7 shall serve the total time for all three of his penalties (6 minutes) and shall return on the first stoppage of play after 9:00

4. A7 - 2 + 2 minutes at 3:00

A8 - 2 minutes at 3:00

A9 - 2 minutes (Bench Minor) at 3:00

- At 3:00 teams play 3 on 5
- At 3:00 A8 and A9 serve Minor penalties (on the clock)
- At 5:00 A7 begins to serve his two Minor penalties
- At 5:00 teams play 4 on 5
- At 5:00 either A8 or A9 returns on the ice (captain's choice)
- The precedent for this ruling is to return as many players to the ice as possible

Team A**Team B**

5. A6 - 5 minutes + GM at 3:00
 A8 (substitute for A6) - 2 minutes at 3:30
 (While in the penalty bench)
 A8 (substitute for A6) - 10 minutes at 4:00
 (While in the penalty bench)

- A6 is out of the game
- Team A shall put substitute in the penalty bench to serve the 5-minute penalty for A6
- At 3:00 teams play 4 on 5
- At 3:30 A8 assessed an additional Minor penalty while in the penalty bench
- Teams play 4 on 5
- A8 Minor penalty shall start at 8:00 after the expiration of the 5-minute time penalty (delayed penalty).
- At 4:00 A8 assessed Misconduct penalty
- Teams play 4 on 5
- At 4:00 Team A shall put another substitute in the penalty bench to serve the Minor penalty for A8 which was assessed at 3:30
- The A8 Misconduct penalty shall start at 10:00 (delayed penalty)
- If no further penalties are assessed to Team A and no goal is scored after expiration of the 5 minute penalty at 10:00, teams will play 5 on 5

RULE 514 - CALLING OF PENALTIES**A - Referee Procedure**

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

B - Interpretation

1. In case of delayed penalties to be assessed to the short-handed team and a goal is scored by the non-offending team before the whistle is blow, refer to B - Interpretation Rule 502 and Rule 514 page 40 IIHF Case Book.

C - Situations

Situation 1

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

Ruling: The Referee shall stop the play.

Situation 2

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

Ruling: No goal shall be allowed because the puck goes in the open net as a result of an action of the player, which team has a delayed penalty. (See Rule 514 (c) and a delayed penalty shall be assessed to a player of Team A.

Situation 3

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

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

Situation 4

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

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

Situation 5

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

Ruling: If Team B scores the goal before the play is stopped, the Penalty Shot is washed out, but the Referee shall assess the Minor penalty to player A6. If Team B does not score before the play is stopped, the Referee shall award a Penalty Shot to the team and assess the Minor penalty to the player A6. This player shall immediately proceed to the penalty bench and remain on it regardless of the result of the Penalty Shot.

Situation 6

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

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

Situation 7

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

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

RULE 523 - CHECKING FROM BEHIND**C - Interpretation**

1. The term "in any manner" includes such actions as high sticking, cross-checking, charging, etc., but not interference.
2. A hit from behind into the boards or goal frame, especially in a situation where a player is unable to defend himself, shall be penalised. A Referee shall strictly enforce this rule.
3. Where a player turns his back to take a hit or check from behind, this will not be classified as "checking from behind" due to the fact that the player is aware of the hit. Such infraction may be classified as "boarding" or "charging"

C - Situations***Situation 1***

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

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

Rule 528 - Fisticuffs or Roughing

A - Referee and Linesman Procedure

1. If a situation that involves pushing and shoving after the whistle, the Referee should issue a warning to the coach or captain of each team.
2. If the situation continues after the warning, the Referee should assess Minor penalties for Roughing. If incidents continue at future stoppages, the Referee may assess Misconduct penalties.
3. If a situation arises that warrants the assessment of multiple Game Misconduct penalties, the Referee shall ensure that all assessed Game Misconduct penalties were recorded on the Official Game Sheet.
4. Where multiple penalties are assessed the Referee may tell Linesmen to take the penalized players to the Penalty box until the proper penalties have been assessed.
5. Referee shall be aware of the third man coming into the scrum between the original two players.

B - Interpretations

1. When a Major plus Game Misconduct penalty are assessed under this rule, it shall be recorded and announced as Roughing.
2. When a Match penalty is assessed under this rule, it shall be recorded and announced as Fisticuffs.
3. Fisticuffs or Roughing may be called even though the players still have their gloves on.
4. In a situation involving Fisticuffs, it is possible that one player may be assessed a Match penalty and the other a Major plus a Game Misconduct penalty.
5. A Minor, Double Minor or Major penalty plus Game Misconduct penalty may be assessed for Roughing.
6. Whenever a Match penalty is assessed for Fisticuffs, whether one, two or more players receive such penalties, the incident shall be classified as a fight. In the case of retaliation by a player, a Major penalty plus Game Misconduct penalty may be assessed in this case.
7. A player cannot be assessed a Match penalty plus a Game Misconduct penalty for continuing a fight.

8. Two players may be assessed Match penalties for Fisticuffs without having an aggressor or instigator.
9. Where it is obvious that one player is the instigator or aggressor, that player may be assessed a Match penalty and the other player a Major plus Game Misconduct, depending upon the degree of retaliation.
10. The "third man in" rule applies only to the first player to intervene in an altercation. The assessment of only one penalty constitutes an altercation. However, the ruling requires judgement as to whether the player actually became involved.
11. A Game Misconduct penalty would only be assessed to the first player to intervene in a situation where a Match or Major plus Game Misconduct penalty are to be assessed to one or both players.
12. Knocking or pulling an opponent's helmet off or out of the normal worn position shall be penalized as "Roughing".

Rule 530 – High Sticking

B - Interpretation

1. A player, who in the act of shooting the puck on either the normal windup (back swing) or follow through of a shooting motion, contacts an opponent above the height of the shoulders, shall be assessed, at the discretion of the Referee, a penalty in accordance of the Rule 530 - High Sticking.

Rule 534 – Interference

B - Interpretation

1. An attacking player may skate through the goal crease either in front of or behind the goalkeeper.
2. If an attacking player skates through the crease and makes contact with the goalkeeper, or skates behind the goalkeeper and the goalkeeper backs into the player, that player shall be assessed a Minor penalty for Interference.
3. Where an attacking player has shot the puck into the attacking zone and the defenseman backing in to his end, "sticks out his hip" forcing the attacking player to go around him is classified as "extending the body" and a penalty for "interference" is to be assessed.

Rule 534 – Interference

Rule 554b) – Displacing the Goal Frame

B - Interpretation

1. Referring to Section d. of both rules the puck shall be in the neutral zone or defending zone of the offending team to award a goal.

Rule 541 – Women Body-Checking

B - Interpretation

1. The spirit of this rule is to minimize the potential for injury through physical contact. Thus any overt or intentional contact that is designed to apply physical force to an opposing player (without trying to get the puck) shall be penalized under this rule. Accidental contact that occurs during the normal course of playing the puck shall not be penalized under this rule.
2. Body contact in Women's hockey will occur and the Referee shall make judgement calls on the basic of the intent of the player who initiates the contact. The player who initiates contact shall be penalized if her intentions are to get at least the player and not the puck. All players shall make the puck the primary objective of their actions and the Referees shall allow the players to compete for the puck.
3. The creation of an intentional collision or attempt to intensify a collision shall be penalized. This includes all cases in which a player steps into an opponent who is travelling in the opposite direction, causing a body check. The player shall not be penalized if her intention is to play the puck and she unintentionally causes a collision with an opponent.
4. It is illegal to skate through or over an unsuspecting player to gain possession of the puck. This applies anytime that a player is waiting to receive the puck or moving toward the puck. If a player has established a stationary position on the ice, the onus is on the opposing team players to skate around that player.
5. Players are allowed to lean on each other and produce body-contact, while they are attempting to gain possession of the puck along the boards. Such actions shall be legal provided the action stays at the level of "contact" and does not escalate to the level of "checking".
6. When two or more players are in close proximity and struggling to gain possession of the puck along the boards, any intentional body check shall be penalized. This includes pushing, shoving, shoulder contact or pinning of an opponent against the boards. Again, any overt body contact, not directed at the puck shall be penalized.

7. Players are allowed to "hold their ground" any time that they have established their position on the ice. No player is required to move out of the way of an oncoming player to avoid a collision. Any move by a player to step or glide into an opposing player shall be assessed a minor penalty for body checking.

Rule 550 - Abuse of Officials and Unsportsmanlike Conduct by Players

C - Interpretation

1. Officials should not permit themselves to be verbally abused at any time. A personal comment to the official by any player at any time in the game should result in a Misconduct penalty.

C - Situations

Situation 1

A player bleeding at the nose or mouth takes his hand, wiping the fluid onto his hand and then throws this fluid into his opponent.

Ruling: This is classified as "Spitting" and the player shall be assessed a Match penalty.

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

A - Referee Procedure

1. A Referee may assess two Bench Minor penalties to a coach before ejecting him from the game with a Game Misconduct penalty.
2. A coach may not be assessed a Misconduct penalty.
3. The options available to a Referee in assessing penalties to team officials are: Bench Minor, Bench Minor plus Game Misconduct, Game Misconduct penalty or Match penalty.
4. The assessment of a Game Misconduct penalty to team official under the Rule 551(b) and Rule 551(c) does not automatically follow the assessment of the Bench Minor penalty to the team.
5. If a team official is assessed a Game Misconduct or Match penalty, he must immediately proceed to the dressing room and remain there until the game is over.

6. If a team official is assessed a Match penalty, the remaining team's staff must designate, through the captain, a player to serve the 5 minute time penalty in the penalty bench. The team shall play short-handed during this time unless other situations arise that are covered by other rules.

B - Interpretation

1. No penalties may be assessed for infractions that occur during the pre-game warm-up. However, under Rule 510 - Supplementary Discipline, the Proper Authorities may take disciplinary action.

Rule 554 Delaying The Game

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

C - Situations

Situation 1

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

Ruling: A Minor penalty shall be assessed to player or goalkeeper.

Situation 2

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

Ruling: Player or goalkeeper shall not be automatically assessed a Minor penalty.

Situation 3

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

Ruling: No penalty shall be assessed.

Situation 4

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

Ruling: The goalkeeper shall be assessed a Minor penalty.

Situation 5

A player or goalkeeper shoots the puck through an open gate.

Ruling: No penalty shall be assessed.

Situation 6

During the course of the Penalty Shot the player shoots the puck directly outside of the playing surface.

Ruling: No penalty.

Situation 7

On an “icing the puck” situation, the puck is shot from the defending zone over the glass into the netting at the opposite end of the ice.

Ruling: No penalty shall be assessed. Icing shall be called as soon as the puck crosses the goal line.

Situation 8

Situation similar situation 7 as above but the team icing the puck is shorthanded and therefore permitted to ice the puck.

Ruling: Penalty shall be assessed as the reason for the stoppage of play is the puck shot into the netting outside the playing area from the defending zone.

Situation 9

A team to be assessed a “delayed penalty” in their own defending zone, shoots the puck outside the playing area.

Ruling: Only the “delayed penalty” is to be assessed for as soon as the team shoots the puck (this is classified as being in control) play should be stopped. This is the reason for the stoppage of play and not the puck shot outside the playing area.

554(e) - Injured Player Refusing to Leave the Ice**B - Interpretation**

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

554(f) - More Than One Change After Goal Scored

A - Referee Procedure

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

554(g) – Violation of Face-Off Procedure

B – Interpretation

1. Section b) of this rule refers to the second violation of the same team during the same face-off. Any player can serve the penalty.

554(h) – Late Line-Up

B – Interpretation

1. The “**required number**” in this rule means the full number of players permitted to participate in the game according to the rules (5 player plus goalkeeper – if the team play in full strength, 4 or 3 players plus goalkeeper – if the team is a short handed).

Rule 555 - Illegal or Dangerous Equipment

A - Referee and Linesman Procedure

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

B - Interpretation

1. A Referee may decide if a stick is dangerous. If he classifies a stick as dangerous equipment, the stick shall be removed from play and no penalty is to be assessed.
2. A player who refuses to refrain from using equipment ruled dangerous by the Referee shall be assessed a Misconduct penalty after one warning.
3. A blade that has a double curvature shall be classified as dangerous equipment.
4. An illegal curvature of the blade may be found anywhere on the blade along the line of the stick gauge.
5. Goalkeepers are not permitted to wear exceptionally long jerseys that may aid in stopping the puck. The Referee shall ask the goalkeeper to change or adjust the jersey. If the goalkeeper refuses to change the jersey after a warning, he shall be assessed a Misconduct penalty.
6. With the reference to the Rule 555(g) the player shall be assessed a Minor penalty if he continues to participate in the play in any manner.

C - Situations

Situation 1

A player is checked and his helmet strap becomes unfastened.

Ruling: The player may continue to participate in the game until the stoppage of play or until the player leaves the ice. No penalty shall be assessed to the player.

RULE 556 - BROKEN STICK

A - Referee and Linesman Procedure

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

B - Interpretation

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

C - Situations

Situation 1

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

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

Situation 2

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

Ruling: No penalty shall be assessed to the player for illegally receiving a stick, but the Referee shall assess a penalty as outlined in Rule 550(g, h) or Rule 551(e, f).

Situation 3

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

Ruling: No penalty shall be assessed to the Team A player who picks up the stick, but Team B shall be assessed a penalty as outlined in Rule 550(g, h) or Rule 551(e, f).

Situation 4

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

Ruling: No penalty shall be assessed to the goalkeeper, but the Referee shall assess a penalty as outlined in Rule 550(g, h) or Rule 551(e, f).

Situation 5

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

Ruling: No penalty shall be assessed to either the goalkeeper or player, unless their actions are covered by Rule 569.

Situation 6

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

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

Situation 7

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

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

Rule 557 - Falling on the Puck by a Player

C - Situations

Situation 1

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

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

Situation 2

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

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

Rule 559 - Handling the Puck with Hands By a Player

B - Interpretations

1. If the puck contacts a player's glove but the player does not close his hand over the puck, there is no stoppage of play and no penalty.

Rule 560- Handling the Puck with the Hands by a Goalkeeper

B- Interpretation

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

Rule 565 – Team Officials Leaving The Player’s Bench

B – Interpretation

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

Rule 570 - Throwing a Stick or Any Object on a Breakaway Situation

B - Interpretation

1. If the goalkeeper is on the ice, no goal will be awarded.
2. If a goalkeeper is on the ice but out of his net and he throws his stick, the situation may be delayed before the Penalty Shot is awarded when play is stopped.

C - Situations

Situation 1

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

Ruling: The infraction of throwing a stick by a defending player in his defending zone shall be penalized. Team A shall be awarded a Goal, as the throwing of the stick cannot be washed out but their player who has a delayed penalty shall go to the penalty bench to serve his penalty.

RULE 571 - PREVENTION OF INFECTION BY BLOOD

B - Interpretation

1. A player whose jersey is covered with blood may wear another jersey with a different number, but the number change shall be reported to the Official Scorekeeper.

2. If an official has blood on his uniform, the bloodstain shall be removed before play resumes. Similarly, if an official is bleeding, the cut shall be sealed before he resumes his officiating responsibilities.
3. Blood stained objects shall not be used on the ice.

Rule 573 – Too Many Players On The Ice

C - Situations

Situation 1

A goalkeeper has been removed from the ice for an extra player and a player of the opposing team is in possession of the puck. During the game the goalkeeper re-enters the game, causing his team to have too many players on the ice but does not interfere with the player in possession of the puck (See Rule 534 (d) and attempts only to stop the shot on goal.

Ruling: Referee shall assess a penalty for too many players on the ice to the offending team. If the situation occurs in the last 2 minutes of the game or at any time in overtime, the Referee shall award to the non-offending team a Penalty Shot.

Rule 591 - Goalkeeper Beyond The Centre Red Line

C - Situations

Situation 1

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

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

Situation 2

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

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

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

A - Referee and Linesman Procedure

1. When there has been a lengthy delay in the game caused by an injury to a player by poor ice condition or other maintenance to the playing area, the Referee may permit the goalkeepers to return to their players' bench. In these situations, the goalkeeper has not caused the delay by returning to the players' bench.
2. Goalkeepers are permitted to return to their players' bench during a television commercial break.
3. A goalkeeper CANNOT go to his player's bench after a goal is scored to celebrate it with the players.
4. On a delayed penalty and play is stopped, the goalkeeper cannot continue on to his player's bench and shall go back to the net. Linesmen can warn the goalkeeper to return to the net. Referees should warn the team in order to prevent this situation from becoming a delaying situation. Warning first time, a second time team must change the goalkeeper.
5. Where there is an altercation or scrum at one end of the ice, the goalkeeper at the other end is not permitted to go to his bench and shall remain on his side of ice. If he goes to his player's bench the Referee shall classify this situation as situation of a goalkeeper going to his player's bench on a stoppage of play.

RULE 593 - GOALKEEPER LEAVING HIS CREASE DURING AN ALTERCATION

C - Situations

Situation 1

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

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

RULE 595 – PROTECTION OF GOALKEEPER

B – Interpretation

1. Where a puck carrier skating either forward or backward skates into and contacts the goalkeeper and the puck enters the net, the goal shall be disallowed and the player shall be assessed a penalty. This ruling applies also on a penalty shot or on game winning shots.

ANNEX A4.7 – LINESMAN DUTIES

B – Interpretation

Linesman can stop the play when the puck out of bounds, unplayable or interfered by an ineligible person including the situation when the puck shot directly out of the playing surface. In the case when the puck goes directly out of the playing surface and the linesman stop the play due to the fact that the Referee did not see this situation, he shall immediately inform the Referee about this fact.