

OFFICIAL INLINE HOCKEY RULE BOOK 2012

ENGLISH

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The IIHF Playing Rules have been designed to include both administrative and conduct rules.

For the past fifteen years of IIHF Inline Hockey Championships, the IIHF goal is to promote fair play and address changes in the game. The rules that are applied to our sport are intended to create a safe playing environment where players can apply their skills and enjoy equal competition for all teams.

Officiating standards for the enforcement of these playing rules have been developed and continuously evaluated over these same years. The consistent implementation of these rules and enforcement standards will continue to create strong competition and grow the interest of our sport.

PLAYING RULES AT A GLANCE

<u>Rule</u>	<u>Description</u>
Age	10 or Under
Classifications	12 or Under 14 or Under 16 or Under 18 or Under Juniors 20 or Under Seniors 20+ (Note) The player's age on December 31 will determine the age classification
Rink	Size is 40m-61m long and 20m-30m wide Temporary and permanent both acceptable. Note: For IIHF Championships the size of the rink shall be a minimum of 58m long and 27m wide
Teams	4 players on playing surface plus 1 goalkeeper (smaller rinks may play with 3 players plus 1 goalkeeper)
Roster	Maximum of 16 players plus 2 goalkeepers Mandatory Equipment <u>Players 18 and under</u> Helmet approved for hockey Full face mask designed for hockey Elbow pads / Gloves / Knee and shin protection Internal mouth guard Players 19 and 20 years of age must wear visors <u>Players over 20</u> Same, except - no internal mouth guard required - no facial protection required The wearing of a full face mask or 1/2 face shield is highly recommended
Puck	Puck may be used only when rink has minimal 100cm+ high boards and adequate spectator protection IIHF Championships shall be played with a puck
Minor Penalties	Team cannot be reduced to less than two players plus a goalkeeper. For a minor penalty, the offending player, other than a goalkeeper, shall be ruled off the playing surface for one and one half minutes, during which time no substitute is permitted.

Major Penalties	For the first major penalty in any one game, the offending player, other than a goalkeeper, shall be ruled off the playing surface for four minutes, during which time no substitute shall be permitted.
Referees	Standard two man system using approved IIHF officials
Body-Checking	No intentional body contact allowed at any level
Face-Offs	Must take place at all the special face-off spots only.
Fighting	Fighting will not be tolerated - Match penalty
Hand Pass to a Teammate	Permitted in Defending Zone
Slapshots	Prohibited in 10 and Under age groups and below (when follow-through is higher than waist)
Illegal Clearing	The puck cannot be shot from behind the center red line (Icing) over the opponents goal line.
Off-Sides	Players may proceed the puck over the center red line but, the puck must be carried over the red line. Passes made to a teammate over the center red line are illegal unless the puck preceded the teammate over the center red line.
Player out of Bounds	Immediate stoppage of play whenever a player skates or steps over the rink border (temporary rinks only)
Length of Game Tied Game	4 quarters 12 minutes in duration. If running time is played: Stop time in the last two minutes when score is within 1 goal. Games shall end in a tie if no winner must be determined. If a winner must be determined. 5 minute 'sudden victory' overtime will be played followed by a shoot-out.
Time out	Each team is permitted 1 one-minute time-out per game The game clock shall stop during a time-out

RULES GOVERNING THE GAME OF INLINE HOCKEY

SECTION ONE - THE RINK

Rule 101 Rink

- (a) The game of "inline hockey" shall be played on wood, cement, asphalt or plastic surface known as a "RINK".
- (b) The rink may be an outdoor, partially enclosed or indoor facility.

Rule 102 Dimensions of Rink

- (a) As nearly as possible, the dimensions of the rink shall be 58m long and 30m wide. The minimum size for a rink shall be 40m long and 20m wide. In all rinks used for IIHF Championships, the surface dimensions shall be 58-61m long and 27-30m wide. It is recommended that the corners be uniformly rounded in the arc of a circle with a radius of 7m minimum to 8.5m maximum.
- (b) The rink shall be surrounded by a permanent or temporary wall or fence known as the "BOARDS", which shall extend not less than 20cm and not more than 1.22m in height above the playing surface. The ideal height of the boards shall be 1.08m. It is recommended that the kick plate at the bottom of the boards be yellow or light in color. The boards shall be constructed in such a manner that the surface facing the playing surface shall be smooth and free of any obstruction or object that could cause injury to players. All doors giving access to the playing surface must swing away from the playing surface.

It is highly recommended that the entire rink, including players and penalty benches, be enclosed with safety glass, fencing and/or other protective screens designed to separate players from spectators. All gear used to hold such equipment in place shall be mounted on the boards on the side away from the playing surface.

Rule 103 Goal Posts and Nets

- (a) The goal frame shall be made of metal, or other approved material. The goal posts shall be set 1.83m apart measured from the inside of the posts and the crossbar shall extend vertically 1.22m above the playing surface, connecting the tops of the goal posts. The goal posts and cross bar shall be

painted red and all other exterior surfaces shall be painted white.

- (b) Attached to each goal frame shall be netting strong enough to withstand any shot by a puck.
- (c) A minimum of 3.50m to a maximum of 4.50m from each end of the rink a red line 5cm wide known as the 'GOAL LINE' shall be painted extending completely across the rink and continuing vertically up the side boards.
The goal shall be centered on the goal line and shall be fixed in such a manner as to remain stationary during the progress of the game.
Play shall be stopped immediately when the goal post has been displaced from its normal position.

Rule 104 Goal Crease and Goalkeeper's Privileged Area

- (a) In front of each goal, a 'GOAL CREASE' shall be marked by a line 5cm wide. The goal crease shall be laid out as follows: A semicircle 180cm. in radius and 5cm. in width shall be drawn using the center of the goal line as the center point. In addition, an 'L' shaped marking of 15cm. in length (both lines) at each front corner shall be painted on the surface. The location of the 'L' mark is measured by drawing an imaginary line 1.22m. from the goal line to the edge of the semicircle. At that point, the 'L' is drawn.
- (b) The goal crease area shall include all the space outlined by the semicircular crease lines (including goal crease lines) and extending vertically 1.27 meters to the top of the goal frame.
- (c) The goalkeeper's "PRIVILEGED AREA" is an area bounded in the rear by the end boards, in front by an imaginary line connecting the end zone face-off spots and on the sides by imaginary lines extending perpendicular from the end boards to the end zone face off spots.

Rule 105 Division of Rink

- (a) The playing surface shall be divided into two halves by a 'CENTER RED LINE' 30cm wide, extending completely across the rink and continuing vertically up the side boards.
- (b) The center red line shall be considered to be a part of the zone in which the puck is located.
- (c) The half of the playing surface in which the goal is situated shall be called the 'DEFENDING ZONE' of the team defending that

goal. The half of the playing surface furthest from the defending goal shall be known as the 'ATTACKING ZONE'.

Rule 106 Center Face-Off Spot and Circle

- (a) One 30cm diameter blue face-off spot shall be at the exact center of the rink.
With this spot as a center, a 4.50m radius circle shall be marked with a red line 5cm wide. On both sides of the circle there shall be two lines 60cm long, 5cm wide and 1.20m apart.

Rule 107 Special Face-Off Spots and Circles

- (a) Four red face-off spots 60cm in diameter shall be marked on the surface 9.90m from the end zone face-off spots along an imaginary line connecting the end face-off spots. Within each face off spot drawn two parallel lines 10cm from the top and bottom of the spot. The area within the two lines shall be painted red.

Rule 108 End Zone Face-Off Spots and Circles

- (a) In both ends and on both sides of each goal, red face-off spots and circles shall be marked on the playing surface. The face-off spots shall be 60cm in diameter. Within each face-off spot drawn two parallel lines 10cm from the top and bottom of the spot. The area within the two lines shall be painted red. With this spot as a center, a 4.50m radius circle shall be marked with a red line 5cm wide. On both sides of the circle there shall be two lines 60cm long, 5cm wide and 1.20m apart.
The End Zone face-off spots shall be located equidistant from the side boards and 6.10m from each goal line. It is recommended that there be a 13.50m distance between the End Zone face-off spots in the same zone.

Rule 109 Player Benches

- (a) Each rink shall have seats or benches for the use of each team. Each player bench shall have accommodations for at least 10 people and shall be placed immediately alongside the playing surface, as near as possible to the center of the rink.
All doors opening to the playing surface shall swing away from the playing surface.
- (b) None but players in uniform, and Team Officials (up to a maximum of six) shall be permitted to occupy the bench area.
- (c) During a game, Coaches, Managers, and Trainers are restricted to the length of the player benches.

Rule 110 Penalty Bench

- (a) Each rink must be provided with seats or benches to be used for the seating of a penalized player, the Game Timekeeper, and Official Scorer. The penalty bench must be separated from the player's benches, ideally on the opposite side of the rink.
- (b) On the playing surface immediately in front of the Penalty Timekeeper's seat there shall be marked in red a semicircle of 3m radius and 5cm wide which shall be known as the Referee's Crease.

Rule 111 Signal and Timing Devices

- (a) Each rink shall be provided with some form of electrical clock for the purpose of keeping the spectators, players and Game Officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played. Timing devices for both game time and penalty time shall show time remaining to be played or served.
- (b) Each rink shall be provided with a siren, or other suitable sound device to signify the end of playing time.
- (c) Behind each goal electric lights or similar devices shall be set up for the use of the Goal Judges. A red light or other signal shall signify the scoring of a goal.

SECTION TWO - TEAMS

Rule 201 Composition of Team

- (a) A team shall be composed of five players on the surface including the goalkeeper. No team shall be allowed to start a game with less than five players. A maximum of 16 players plus no more than 2 goalkeepers shall be permitted on any one team roster.

Rule 202 Captain of Team

- (a) Each team shall appoint a Captain and no more than two Alternate Captains.
The Captain will wear the letter 'C', and the Alternate Captain the letter 'A', 8cm in height and in contrasting color, in a conspicuous position on the front of the jersey.
On the surface, only these designated players, if they are not penalized, shall have the privilege to discuss with the referee any questions relating to the interpretation of rules that may arise during the course of the game.
A complaint about a penalty is not a matter relating to the interpretation of rules and a Misconduct penalty shall be assessed to any Captain or other player making such a complaint.
- (b) The Referee(s) and Official Scorer shall be advised prior to the start of the game, the names of the Captain of the team and the designated alternate.
- (c) Any player, except a goalkeeper, shall be entitled to be identified as the Captain.

No playing Coach or Manager shall be permitted to act as Captain.
- (d) Any Captain or player who comes off the players' bench and makes any protest or intervention with the Officials for any purpose shall be assessed a misconduct penalty for Abuse of Officials.

Rule 203 Players in Uniform

- (a) At the beginning of each game the Manager or Coach of each team shall list names and numbers of the players and goalkeepers who shall be eligible to play in the game. No change or addition to the roster shall be permitted once the game has commenced.

- (b) Each team shall be allowed one goalkeeper on the playing surface at one time. The goalkeeper may be removed and another "player" substituted. Such substitute shall not be permitted the privileges of the goalkeeper.
- (c) It is recommended (required for IIHF Championships) that each team has on its bench a substitute goalkeeper who shall be fully dressed and equipped to play. When the substitute goalkeeper enters the game the position shall be taken without delay and no warm-up shall be permitted.
- (d) Except when all designated goalkeepers are incapacitated, no player on the playing roster in that game shall be permitted to wear the equipment of the goalkeeper. If a team's goalkeeper(s) is unavailable to continue, the team must immediately appoint a temporary goalkeeper or place an additional skater on the playing surface with none of the goalkeeper's privileges. A goalkeeper may be substituted for by another goalkeeper during play with full goalkeeper's privileges.
- (e) If during the game a team cannot place on the playing surface the number of players in uniform required under these rules because of penalties, injuries, etc., the Referee has no alternative but to declare that the game shall be forfeited. The non-offending team shall be declared the winner and the score of 5-0 shall be recorded, or if the difference is greater than five (5) goals the score shall stand.

Rule 204 Playing Lineup

- (a) Upon the Referee's signal prior to the start of the game and following any stoppage of play, the Visiting Team shall promptly place a lineup on the playing surface ready to play and no substitution shall be made from that time until play has resumed. The Home Team may then make any desired substitution which does not result in the delay of the game.

If there is any undue delay by either team in changing lines, the Referee shall order the offending team(s) to take their positions immediately and not permit line changes.

When a substitution has been made under the above rule, no additional substitution may be made until play commences, except when a penalty is assessed.

Rule 205 Change of Players

- (a) Players may be changed at any time from the players' bench, provided that the changing players shall be within an imagi-

nary area limited by the length of the respective players' bench and three (3) meters from the boards and out of play before any change is made.

If, in the course of making a substitution, either player deliberately plays the puck while the retiring player is still on the playing surface, the infraction "Too Many Players" shall be assessed.

If, in the course of a substitution, either player is accidentally struck with the puck, the play shall not be stopped and no penalty shall be assessed.

- (b) A goalkeeper may be substituted by a player or goalkeeper at any time during play. The goalkeeper must be within 3m of the players' bench before the substitute may enter the playing surface.

For a violation of this rule there shall be no time penalty to the team making the premature substitution, but the ensuing face-off shall take place at the center face-off spot.

- (c) A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the playing surface before any change can be made.

For a violation of this rule, a bench minor penalty shall be assessed.

- (d) During a stoppage of play, other than a time-out, a goalkeeper may not go to the players' bench without the permission of the Referee unless there is a substitution by another player or goalkeeper. When a substitution is made under this rule, the replaced goalkeeper shall not return to the playing surface until play resumes, except that immediate re-entry into the game shall be permitted when a penalty is assessed to either team.

For a violation of this rule, a bench minor penalty shall be assessed.

- (e) For player changes taking place during a stoppage of play, the Referee will assume the normal position for the ensuing face-off. The Referee will then allow a five-second period during which the visiting team may make a player change. After this five-second period has elapsed, the Referee will raise an arm to indicate that the visiting team may no longer make a player change.

With the arm still up, the Referee will allow a five-second period during which the home team may make a player change. After this five-second period has elapsed, the referee will drop the arm to indicate that the home team may no longer make a player change.

If a team attempts to make a player change after their allotted time period, the Referee shall send the player(s) back to the player's bench. For any subsequent infraction to this procedure at any time during the course of the game, the Referee shall assess a Bench Minor Penalty to the offending team. Any change of one to five players are considered to be a line change under this rule.

Rule 206 Injured Players

(a) When a player, other than a goalkeeper, is injured or compelled to leave the playing surface during a game, the player may retire from the game and be replaced immediately by a substitute.

(b) Any goalkeeper who sustains an injury or becomes ill must be ready to resume play immediately or be replaced by a substitute goalkeeper. No additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume the position. The substitute goalkeeper shall enter the game without delay and no warm-up shall be permitted.

The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.

(c) Any penalized player who has been injured, may proceed to the dressing room without going to penalty bench. The penalized team shall immediately put a substitute player on the penalty bench to serve the entire penalty. The penalized player who has been injured and has been replaced on the penalty bench is not eligible to play until the penalty time has expired.

(d) When a player is injured and cannot continue play or go to the players' bench, play shall not be stopped until the injured player's team has secured possession of the puck. If the player's team is in possession of the puck at the time of injury, play shall be stopped immediately unless the team has a scoring opportunity.

In the case where it is obvious that a player has sustained a serious injury, play shall be stopped immediately.

- (e) A player, other than the goalkeeper, whose injury appears serious enough to warrant a stoppage of play, may not participate further in the game until the completion of the ensuing face-off.
- (f) A player bleeding or covered by blood shall be considered as an injured player and shall leave the playing surface for treatment and/or cleaning. If he does not comply with this regulation he shall be assessed Minorpenalty.
- (g) Such player shall be permitted to return to the surface provided that:
 - 1.) The cut is completely closed sealed with appropriate bandages.
 - 2.) Any blood is removed from the player and his equipment and uniform are replaced or properly cleaned.
- (h) If the surface, rink facilities or any objects stained with blood, the Referee shall ensure that the bloodstains are removed by rink personnel after the first stoppage of play.

SECTION THREE - EQUIPMENT

Rule 301 Sticks

- (a) The sticks shall be made of wood, carbon composite, graphite or aluminum materials approved by the IIHF and must not have any projections extending from the stick. Adhesive tape of any color may be wrapped around the stick at any place.
- (b) No stick shall exceed 163cm in length from the heel to the end the shaft, nor more than 32cm from the heel to the end of the blade.

The blade of the stick shall not be less than 5cm nor more than 7.5cm in width at any point.

The curvature of the blade of the stick shall not exceed 1.5cm.

- (c) The blade of the goalkeeper's stick shall not exceed 9cm width at any point except at the heel where it shall not exceed 11.5cm. The length of the blade shall not exceed 39cm in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not exceed more than 71cm from the heel and shall not exceed 9cm in width.

- (d) A minor penalty shall be assessed to any player or goalkeeper who uses a stick not conforming to the provisions of this rule. If a goal is scored with an illegal stick, the proper penalty shall be assessed and the goal shall be allowed.

Rule 302 Skates

- (a) All players and Referees must wear inline skates of a design approved by IIHF. Players and Referees are permitted to wear skates with up to 5-wheels, provided they are designed for inline hockey.
- (b) The use of speed skates, quad skates, or any skate not designed for inline hockey is prohibited.

Rule 303 Goalkeeper's Equipment

- (a) With the exception of skates and sticks, all the equipment worn by the goalkeeper must be constructed solely for the protection of the head or body, and must not include any

garment or contrivance which would give the goalkeeper undue assistance in keeping goal.

Abdominal aprons extending down the thighs or the outside of the pants are prohibited.

- (b) The goalkeeper's blocker glove shall not exceed 20.32cm in width nor 38.1cm in length at any point.

The maximum length of a goalkeeper's catching glove shall not exceed 41cm. The cuff shall not exceed 20.32cm in width. Any bar or attachment between the cuff and the thumb shall only extend in a straight line. Any pocket or pouch added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.

For a violation of this rule, a minor penalty shall be assessed.

- (c) The leg guards worn by goalkeepers shall not exceed 28cm in extreme width when on the leg of the player. Goalkeepers are not permitted to use or have an apron or plate attached to the bottom of the goalkeeper leg-guards covering the space between the floor and the bottom of the goalkeepers leg-guards in front of the skates.

For a violation of this rule, a minor penalty shall be assessed.

- (d) It is mandatory for all goalkeepers to wear a helmet approved for hockey with helmet strap properly fastened and a full face mask designed for hockey with a chin cup. All goalkeepers must wear chest protection. Throat protection is mandatory (for Goalkeepers) NOTE: A helmet with built-in throat protection is considered acceptable. Where a goalkeeper is found to be wearing or using an illegal piece of equipment, the goalkeeper shall not be permitted to participate in the game until the illegal equipment has been corrected or removed.

Rule 304 Protective Equipment

NOTE: Although some protective equipment is not mandatory in all age classifications, the IIHF strongly recommends that all players in all age classifications properly wear an internal mouthpiece, a H.E.C.C. approved helmet and a H.E.C.C. approved full face mask for all games and practices.

- (a) Each participant is personally responsible to wear protective equipment for all games, warm-ups and practices.

Recommended equipment for all players is: hip pads, padded hockey pants, protective cup or pelvic protector, chest pro-

tection, shoulder pads and throat protection. Eye and full facial protection is strongly recommended for all players.

Mandatory equipment for players over 18 years of age is: helmet approved for hockey with helmet strap properly fastened, elbow pads, gloves designed for hockey and knee and shin protection and an internal mouth guard is recommended.

Mandatory equipment for players 18 years of age and under is: helmet approved for hockey with helmet strap properly fastened, full face mask designed for hockey, elbow pads, gloves designed for hockey, internal mouth guard, knee and shin protection. Players in the category 18 years of age and under must wear a full face mask in all IIHF competitions. Full facemask for players or goalkeeper's face-head protectors must be constructed in such a way that neither the puck nor a stick blade might get through it. Players 19 and 20 years old must wear visors.

All Referees must wear a black helmet approved for hockey with helmet strap properly fastened, elbow pads and knee and shin protection.

When a player is wearing non-approved equipment (helmet, facial protection), or is not wearing the proper mandatory equipment, or is not wearing the equipment in a manner for which it was intended, the player will be ruled off the playing surface and will not be allowed to return until such equipment has been replaced or corrected. The Referee will issue a warning to the offending team. For a second violation by any player of the same team for the same offence, the Referee shall assess a Bench Minor Penalty to the offending team.

- (b) All protective equipment, except gloves, head protection and goalkeeper's leg guards, must be worn entirely under the uniform. For a violation of the rule the player will be ruled off the playing surface and a warning will be issued by the Referee to the offending team. For a second violation by any player of the same team for the same offense, the Referee shall assess a Bench Minor Penalty to the offending team.
- (c) During the game and during the pre-game warm-up, all players shall wear a hockey helmet with chin strap properly fastened. Where a player(s) fails to wear a helmet during the pre-game warm-up in International competitions, the Referee shall report to the competition Chairman who shall report to

the Directorate or the IIHF Disciplinary Committee. A helmet shall be worn so that the lower edge of the helmet is not more than one finger-width above the eyebrows, and there should only be enough room between the strap and the chin to insert one finger. Should the helmet of a player come off while play is in progress, the player shall not be permitted to participate in the play and must go directly to the player's bench. Should the helmet and/or facemask of a goalkeeper come off while play is in progress, the referee must immediately stop play. If the action of removing the helmet and/or facemask of a goalkeeper is deemed by the Referee(s) as a deliberate action by the goalkeeper in an attempt to stop the play, the Referee(s) shall assess a Minor Penalty for Delay of Game.

Rule 305 Dangerous Equipment

- (a) The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited.

The wearing of casts or splints made of hard or unyielding materials are prohibited, even if padded.

Elbow pads which do not have a soft protective outer covering of sponge rubber or a similar material of at least 1.27cm thick shall be considered dangerous equipment.

- (b) The player's gloves shall cover hand and wrist and their palm shall not be removed to permit the use of bare hands.

Rule 306 Puck

- (a) The puck shall be made of a material approved by the IIHF and be primarily black in color.

- (b) The dimensions of a puck shall be approximately:
- Diameter – 7.62 – 8.00 cm
 - Thickness – 2.00 - 2.54 cm
 - Weight – 100 to 120 gms

- (c) On all rinks which have boards less than 100cm in height and/or no screens for protection of the spectators, a ball must be used.

Pucks may be used on rinks that have boards at least 100cm in height and screens or safety glass for protection of the spectators.

For all IIHF Championships a puck shall be used.

Rule 307 Uniforms

- (a) All players participating in IIHF games must be uniformly dressed and have matching jerseys with long sleeves. For all IIHF Championships padded hockey pants or sweat pants must be worn.
- (b) Each player and each goalkeeper listed in the lineup must wear an individual identifying number at least 25cm to 30cm in height on the back of the sweater. All numbers assigned must be whole numbers between 1-99. No two members of the same team shall be permitted to wear the same number.
- (c) At the discretion of the Referee, the Home Team shall change its jersey if the colors of the competing team conflict.

Rule 308 Equipment Measurement

- (a) The Referee may, at any time and at his own discretion, measure any equipment.
- (b) The Captain of a team may make a formal complaint against specific dimension of any equipment. The Referee shall make the necessary measurement immediately. However, no goal shall be disallowed as a result of any measurement.
- (c) If the complaint is not sustained, the requesting team shall be penalized with a Bench Minor.
- (d) If the complaint is sustained, the guilty player shall be penalized with a Minor penalty.
- (e) Such request shall be limited to one team at any stoppage of play.
- (f) The measurement of goalkeeper's equipment, with the exception of the stick, may only be requested immediately at the end of any period.
- (g) If a captain of the team that is two men short in the last two minutes of the game or in any time in overtime, requests an equipment measurement that proves to be legal equipment following the measurement, the Referee shall award to the non-offending team a Penalty Shot (PS).

SECTION FOUR - PENALTIES

Rule 401 Penalties

- (a) Penalties shall be actual playing time and shall be divided into the following classes:
- 1.) Minor Penalties
 - 2.) Bench Minor Penalties
 - 3.) Major Penalties
 - 4.) Misconduct Penalties
 - 5.) Match Penalties
 - 6.) Penalty Shot
- (b) When play is not actually in progress and an offense is committed by any player or Team Official, the same penalty shall apply as though play were actually in progress.

Rule 402 Minor Penalties

- (a) For a 'MINOR PENALTY' the offending player, other than a goalkeeper, shall be ruled off the playing surface for one and one half minutes, during which time no substitute shall be permitted. If running time is being played and a minor or bench minor penalty terminates, allowing the team to have an additional player on the playing surface, during a stoppage of play, the player so penalized shall remain in the penalty bench until the ensuing face-off is conducted.
- (b) For a 'BENCH MINOR PENALTY' one player of the penalized team shall be ruled off the playing surface for one and one half minutes, during which time no substitute shall be permitted. Any non-penalized player, other than a goalkeeper, may be designated to serve the penalty by the Coach or Manager and such player shall immediately serve the penalty.
- (c) If the opposing team scores a goal while a team is short-handed by one or more minor or bench minor penalties, the first of such penalties shall automatically terminate.

'Shorthanded' means that the team must be below the numerical strength of its opponents on the playing surface at the time the goal is scored. The minor or bench minor which terminates automatically is the one which causes the team to be "shorthanded". Thus, if an equal number of players from each team is serving an equal number of minor penalties, neither team is 'shorthanded'.

This rule shall also apply when a goal is scored on a penalty shot or an awarded goal.

- (d) When the minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which of such players shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly.
- (e) When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player except if the major penalties are coincident, in which case the minor penalty shall be served first.
- (f) When coincident minor penalties are assessed to players of both teams, the penalized players shall take their place on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitutions shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

Rule 403 Major Penalties

- (a) For the first "MAJOR PENALTY" in any one game, the offending player, other than a goalkeeper, shall be ruled off the playing surface for four minutes, during which time no substitute shall be permitted.
- (b) For the second major penalty in the same game, to the same player or goalkeeper, the player shall be assessed a game misconduct penalty in addition to the major penalty. This game misconduct penalty shall be in lieu of any required game misconduct penalty for the major infraction. A player from the offending team shall be placed in the penalty bench immediately to serve the major penalty.
- (c) When coincident major penalties or coincident penalties of equal duration including a major penalty are assessed to players of both teams, the penalized players shall all take their place on the penalty bench and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitutions shall be made for an equal number of major penalties or coincident penalties of equal duration including a major penalty to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of a delayed penalty.

Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty under Rule 408, the penalized team shall have the right to make such designation not in conflict with Rule 402.

- (d) When coincident penalties of unequal duration (each including one major penalty) are assessed to one player of each team, the penalized players shall all take their place on the penalty bench and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties.

The penalties which create the disparity in total penalty time shall be served first in the normal manner by the penalized players. Immediate substitution shall be permitted for the major penalties of each player.

Rule 404 Misconduct Penalties

- (a) A "MISCONDUCT PENALTY" involves the removal of a player, other than a goalkeeper, for a period of ten minutes, but another player is permitted to immediately replace a player so removed. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play.

Unless immediate substitution is permitted under coincident penalty rules 402 and 403, when a player receives a minor or major penalty and a misconduct, game misconduct or a match penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than a goalkeeper, on the penalty bench and such player may not be changed.

Any violation of this provision shall be treated as illegal substitution under Rule 205.

If any player is assessed a second misconduct penalty in the same game, he shall automatically be assessed a game misconduct penalty.

- (b) A "GAME MISCONDUCT" penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace the player so removed.
- (c) The Referee is required to report game misconduct penalties and all surrounding circumstances to the League Authorities immediately following the Game. The League Authorities shall have full power to impose further penalties.

For all game misconduct penalties regardless of when assessed, a total of ten minutes shall be charged in the records against the offending player.

- (d) A Team Official who is assessed a game misconduct may not sit near the team bench, nor in any way attempt to direct the play of the team.

Rule 405 Match Penalties

- (a) A 'MATCH PENALTY' involves the suspension of a player or Team Official for the balance of the game and the offending player shall be ordered to the dressing room immediately. Unless immediate substitution is permitted under the coincident penalty rules 403 and 405, the penalized team shall immediately place a non-penalized player, other than a goalkeeper, on the penalty bench to serve the four minute time portion of the penalty and such player may not be changed.

The player shall also serve any additional minor or major penalty assessed to the offending player unless immediate substitution is permitted under coincident penalty rules 402 and 403.

The Referee is required to report all match penalties and all surrounding circumstances to the League Authorities immediately following the game. The League Authorities shall have full power to impose further penalties.

For all match penalties, regardless of when assessed, a total of ten minutes shall be charged in the records against the offending player.

- (b) When coincident match penalties have been assessed or when any combination of coincident major and match penalties have been assessed to a player or players of both teams, rule 403 covering major penalties shall be applicable with respect to player substitutions.
- (c) A player who has been assessed a match penalty shall be suspended from participating in any games or practices until the case has been dealt with by the League Authorities. A mandatory hearing shall be held and a decision made relative to any further disciplinary action within 30 days of the incident. If circumstances prevent the League Authorities from conducting the hearing, the suspension shall be automatically terminated after 30 days.

- (d) A Team Official who is assessed a match penalty may not sit near the team bench, nor in any way attempt to direct the play of the team.

Rule 406 Penalty Shot

- (a) In cases where a player was fouled in a manner that warrants a penalty shot, the player fouled shall be designated to take the penalty shot. If the fouled player is injured on the play, the Captain shall designate any non-penalized player who was on the playing surface at the time of the infraction to take the penalty shot.
- (b) In cases where the player fouled is not identifiable, the Coach or the Captain of the non-offending team selects and reports to the Referee the number of any non-penalized player who was on the playing surface at the time of the infraction, who shall take the shot.
- (c) The Referee shall cause to be announced the name and number of the player taking the penalty shot, who cannot be a player serving a penalty or have been assessed a delayed penalty.
- (d) The players of both teams shall withdraw to their player benches.
- (e) The Referee shall place the puck on the center face-off spot. Only a player designated as a goalkeeper shall defend against the Penalty Shot.
- (f) The goalkeeper shall stay in his crease until the player has touched the puck.
- (g) The player shall, on instructions of the Referee and once the puck is touched, play the puck and proceed toward his opponent's goal line and attempt to score on the goalkeeper.
- (h) If the player misses the puck and does not touch the puck on the way past it as it sits on the center face-off spot, then the player can return and continue with the Penalty Shot.
- (i) Once the puck is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
- (j) If a goal is scored, the face-off shall take place at the center face-off spot.
- (k) If no goal is scored, the face-off shall take place at either of

the end zone face-off spots in which the Penalty Shot has been attempted.

- (l) In cases where a penalty shot has been awarded under Rule 609 deliberately displacing the goal post or removing the helmet/face mask during a breakaway, Rule 609 delaying the game, Rule 624 illegal entry into the game, Rule 635 for throwing a stick and under Rule 638 for fouling from behind, the Referee shall designate the player who has been fouled as the player who takes the shot.

In cases where a penalty shot has been awarded under Rule 612 falling on the puck in the goal crease or Rule 616 picking up the puck from the goal crease area, the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the playing surface at the time when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

If by reason of injury the player designated by a Referee to take the penalty shot is unable to do so, the shot may be taken by a player selected by the Captain of the non-offending team from players on the playing surface when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

- (m) Should the player in respect to whom a penalty shot has been awarded, commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be first permitted to take the shot before being sent to the penalty bench to serve the penalty, except when such a penalty is for a game misconduct or match penalty in which case the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the playing surface at the time the foul was committed.

If, at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the playing surface for another player, the goalkeeper shall be permitted to return to the playing surface before the penalty shot is taken.

- (n) If, while the penalty shot is being taken, any player of the opposing team shall interfere with or distract the player taking the shot, a goal shall be awarded.

- (o) Whether or not a goal is scored from a penalty shot, if an infraction for which the penalty shot was awarded was such to incur:
 - 1.) a major, match or misconduct penalty, the penalty shall be assessed in addition to the penalty shot.
 - 2.) a minor or bench minor penalty, a further penalty to the offending player shall not be applied.
- (p) If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately following the normal stoppage of play. The time required for the taking of a penalty shot shall not be included in the regular playing time.

Rule 407 Goalkeeper Penalties

- (a) A goalkeeper shall not be sent to the penalty bench for an infraction which incurs a minor, major or misconduct penalty, but instead the penalty shall be served by a teammate who was on the playing surface at the time the infraction was committed. Such player shall be designated by the Coach and shall not be changed.
- (b) When a goalkeeper incurs a game misconduct penalty, the position shall be taken by a teammate, or by a substitute or temporary goalkeeper who is available, and such player shall be allowed the goalkeeper's full equipment.
- (c) When a goalkeeper incurs a match penalty, the position shall be taken by a teammate or a substitute goalkeeper who is available, and such player shall be allowed the goalkeeper's equipment.

However, any additional penalties specifically called for by the individual rules covering match penalties shall apply, and the offending team shall be penalized accordingly. Such additional penalty shall be served by another member of the team who was on the playing surface at the time the infraction was committed.

Such player is to be designated by the Coach through the playing Captain and shall not be changed.
- (d) All penalties assessed to a goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.
- (e) A minor penalty shall be assessed to a goalkeeper who participates in the play in any manner beyond the center line.

Rule 408 Delayed Penalties

- (a) Except in the last two minutes of play or at any time during Overtime, if a second player of any team is penalized while one player of the same team is serving penalties, the penalty time of the second player shall not commence until the penalty time of the player already penalized has elapsed. Nevertheless, the second player penalized must immediately proceed to the penalty bench and may be replaced by a substitute until such time as the penalty time of the penalized player shall commence.

In the last two minutes of play or at any time during Overtime, the delayed penalty rule applies to the third penalized player of the same team. This rule allows a team to have a minimum of three players including the goalkeeper on the playing surface.

- (b) Except in the last two minutes of play or at any time during overtime, when any team shall have two players serving penalties at the same time and because of the delayed penalty rule a substitute for the second offender is on the playing surface, none of the two penalized players on the penalty bench may return to the playing surface until play has been stopped. When the play has been stopped, the player whose full penalty has expired may return to the playing surface.

Except in the last two minutes of play or at any time during Overtime, the Penalty Timekeeper shall permit the return to the playing surface in the order of expiration of their penalties, of a player or players when by reason of the expiration of their penalties the penalized team is entitled to have more than four players on the playing surface.

In the last two minutes of play or at any time during Overtime, the delayed penalty rule applies to the third penalized player of the same team. This rule allows a team to have a minimum of three players on the playing surface.

- (c) In the case of delayed penalties, the penalized players whose penalties have expired shall only be allowed to return to the playing surface when there is a stoppage of play.

When the penalties of two players of the same team shall expire at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly. When a major and a minor penalty are

assessed at the same time to different players of the same team, the minor penalty shall be recorded as being the first of such penalties.

Rule 409 Calling of Penalties

- (a) Should an infraction of the rules be committed by a player of the team in possession of the puck, the Referee shall immediately stop play and assess the penalty(s) to the offending player(s).
- (b) Should an infraction of the rules which would call for a penalty, be committed by a player of a team not in possession of the puck the Referee shall signify the calling of a delayed penalty by raising the arm and, upon completion of the play by the team in possession, will immediately stop play and assess the penalty to the offending player.

"Completion of the play by the team in possession" in this rule means the puck must have come into the possession and control of an opposing player or has been 'frozen'. This does not mean a rebound off the goalkeeper, the goal or the boards or any accidental contact with the body or equipment of an opposing player.

- (c) The ensuing face-off shall take place at the face-off spot nearest to the location of the puck when play is stopped unless the stoppage occurs in the Attacking Zone of the player penalized, in which case the face-off shall be conducted at the nearest special face-off spot.
- (d) If the penalty to be assessed is a minor penalty, and a goal is scored on the play by the non-offending team, the minor penalty shall not be assessed, but all other minor, major or match penalties shall be assessed in the normal manner whether or not a goal is scored or not.
- (e) If, after the Referee has raised his arm, a goal is scored in any manner against the non-offending team as a result of an action of that team, the goal shall be allowed and a penalty shall be imposed in a normal manner.
- (f) If, after the Referee has raised his arm and the non-offending team scores a goal, the goal will be allowed and the first Minor penalty will not be assessed. All other penalties shall be assessed.

If the offending team is already shorthanded, the first minor or bench minor penalty being served shall be terminated and

all penalties being signaled shall be assessed in the normal manner.

- (g) Should the same offending player commit other fouls on the same play, either before or after the Referee has stopped play, the offending player shall serve such penalties consecutively.
- (h) All minor and bench minor penalties occurring after a goal has been scored or during the stoppage of play when a penalty shot is being attempted, shall be served in the normal manner under this rule.

Rule 410 Supplementary Discipline

- (a) In addition to the suspensions assessed under these rules, the League Authorities may, at the conclusion of the game, at their discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed before, during or after any game by a player or Team Official, whether or not such offense had been penalized by the Referee.
- (b) Violations of the Official Playing Rules (on the field to play or in the area connected with the field to play) occurring during the course of an IIHF World Championship are dealt with by the tournament directorate or league authorities. Requests by the Directorate for supplementary discipline must be submitted by the Directorate Chairman to the IIHF Disciplinary Committee.

Match penalties assessed on the last playing day of the team concerned, must be submitted to the IIHF Disciplinary Committee for investigation and disciplinary action. The same applies for other penalties assessed on the last playing day of the team concerned, if the Directorate Chairman considers additional sanctions as necessary, and for other requests of the Directorate Chairman for additional suspensions that exceed the duration of the championship.

SECTION FIVE - OFFICIALS

Rule 501 Appointment of Officials

- (a) Referee system - The official method of officiating IIHF games is with two Referees (2 man system).
- (b) All Game Officials shall be controlled and assigned by the league or by the Local Officials Association.

For IIHF Championships, the Referee-in-Chief shall appoint all Game Officials.

- (c) The Referee(s) shall have full authority and final decision in all matters of dispute, and not subject to appeal, during the course of a game.
- (d) All Referees shall wear trousers with black as the base color, black and white striped sweaters designed for inline hockey, a facial visor and a black hockey helmet with chin strap properly fastened, elbow pads and shin and knee protection.

For tournament play, Referees shall wear the current IIHF Officials crest on the left chest of the sweater or the IIHF logo elsewhere on the sweater during all games. The wearing of name plates shall be regulated by each league.

- (e) For tournament play, the Tournament Committee shall appoint a Game Timekeeper, a Penalty Timekeeper, an Official Scorer and two Goal Judges.

Rule 502 Referee

- (a) The 'REFEREE(S)' shall have general supervision of the game and shall have full control of all Game Officials and players before, during and after the game on and off the playing surface. In case of any dispute, the decision of the Referee shall be final.

The Referee(s) shall enter the playing surface prior to the start of the game and remain on the surface at the conclusion of each half until all players have proceeded to their dressing rooms. Penalties may be assessed at any time before, during and after the game.

- (b) The Referee(s) shall order the teams onto the playing surface at the appointed time for the beginning of each game and at the start of each quarter.

If for any reason there should be more than fifteen minutes delay in the commencement of the game or any undue delay in resuming play for the following quarters, the Referee shall state in the report to the League Authorities the cause of the delay and the team(s) that was at fault.

- (c) The Referee(s) shall make a visual inspection of all players. If there is any lack of conformity to the regulations on mandatory equipment, the Referee(s) shall ensure that the required equipment is in place.
- (d) The Referee(s) shall, prior to the start of the game, see that the appointed Game Timekeeper, Penalty Timekeeper, Official Scorer and Goal Judges are in their respective places and that the timing and signaling equipment is in good working order.
- (e) The Referee(s) shall impose such penalties as are prescribed by the rules for infractions thereof and the Referee(s) shall have the final decision regarding all goals. The Referee(s) shall consult with the Goal Judge, if necessary, before making a final decision.
- (f) The Referee(s) shall report to the Official Scorer or Penalty Timekeeper all goals and assists legally scored and all penalties assessed and the reason for the assessment of such penalties.

The Referee(s) shall report the reason for not allowing a goal every time the goal light is turned on in error during the course of play and every time a goal is illegally scored.

- (g) If a Referee cannot appear for a game or is unable to continue due to illness or injury, the Referee and the Managers or Coaches of the teams shall agree on the Referee(s). If they are unable to agree the Referee shall appoint a player who shall act as Referee.

If the regularly appointed Referees appear during the progress of the game, they shall at once replace the temporary Referees.

- (h) After each game, the Referees shall check and sign the score sheet and return it to the Official Scorer.

Referees are required to report to the League Authorities all game misconduct and match penalties immediately following the game giving full details of the circumstances surrounding the incident.

Rule 503 Other Duties by the Referee

- (a) The Referee shall stop play for any off-side infraction, illegal clearing infraction, when the puck goes outside the playing area, when it is interfered with by any ineligible person, when it is struck above the height of the shoulder, when it is passed to a teammate with the hand and when the goal post has been displaced from its normal position. When in the vicinity of the goal, the Referee shall stop play when the puck is observed entering the goal. The Referee shall stop play when there has been a premature substitution for a goalkeeper under Rule 205, for injured players under Rule 206 and for interference by spectators under Rule 621.
- (b) If a Referee accidentally leaves the playing area or receives an incapacitating injury, while play is in progress, play will be stopped immediately.

Rule 504 Goal Judges

- (a) There shall be one 'GOAL JUDGE' at each end of the rink. They shall not be members of either team engaged in the game, nor shall they be replaced after the start of the game, unless it becomes apparent to the Referees that either Goal Judge makes unjust decisions, in which case, the Referees shall appoint a replacement.
- (b) The Goal Judges shall be stationed behind the goals during the progress of the game in properly screened cages so there can be no interference with their activities. They shall not change goals during the game.
- (c) In the event of a goal being claimed, the Goal Judge shall decide whether or not the puck has passed between the goal posts, under the crossbar and entirely over the goal line. The decision of the Goal Judge shall be 'Goal' or 'No Goal', and may be overruled by the Referee(s).

Rule 505 Penalty Timekeeper

- (a) The 'PENALTY TIMEKEEPER' shall keep a correct record of all the penalties assessed by the Referee(s) including the names of the penalized players, the infractions penalized, the duration of each penalty and the time at which each penalty was assessed. The Penalty Timekeeper shall record each penalty shot awarded and the result of the shot.
- (b) The Penalty Timekeeper shall check and ensure that the time served by all penalized players is correct. The Penalty Timekeeper shall be responsible for the correct posting of all minor and major penalties on the scoreboard and shall

promptly notify the Referee(s) of any discrepancy between the time recorded on the clock and the correct official time.

The Penalty Timekeeper shall, upon request, inform a penalized player of any unexpired penalty time.

Misconduct and coincident penalties shall not be recorded on the clock, but such penalized players shall be alerted and released at the first stoppage of play following the expiration of the penalties.

- (c) If a player leaves the penalty bench prior to the expiration of the penalty, the Penalty Timekeeper shall note the time and signal the Referee(s) at the next stoppage of play.

Rule 506 Official Scorer

- (a) The 'OFFICIAL SCORER' shall obtain a list of eligible players from each team, prior to the start of the game. This information shall be made known to the Coach of each team.

The Official Scorer shall secure the names of the Captain of each team and note such on the Official Score Sheet.

- (b) The Official Scorer shall keep a correct record of all goals scored, and to whom credit shall be given for assists.

The Official Scorer shall also record the time of entry into the game of any substitute goalkeeper and shall record when a goal has been scored while the goalkeeper has been removed from the playing surface.

- (c) The points for goals and assists shall be announced over the public address system and all changes shall also be announced.

No requests for changes in any award of points shall be considered unless they are made at or prior to the conclusion of the game by the team Captain.

- (d) The Official Scorer shall prepare the Official Score Sheet for signature by the Referees and forward it to the League Authorities.

Rule 507 Game Timekeeper

- (a) The 'GAME TIMEKEEPER' shall signal the Referee(s) for the start of each quarter and the Referee(s) shall start play

promptly in accordance with the scheduled playing time. The Game Timekeeper shall record all official playing time.

- (b) If the rink is not equipped with an automatic sound device, or such sound device fails, the Game Timekeeper shall signal the end of play time by blowing a whistle.
- (c) The Game Timekeeper shall announce when one minute of actual playing time remains in each of the first three quarters and when two minutes remains in the last quarter.

Rule 508 League Authorities

- (a) The 'LEAGUE AUTHORITIES' as applied under these rules shall be defined as the immediate governing body of the team or teams involved.

SECTION SIX - PLAYING RULES

Rule 601 Abuse of Officials and Other Misconduct

- (a) Any player who challenges or disputes the ruling of an Official, attempts to incite an opponent or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such conduct a misconduct penalty shall be assessed and any further persistence by the same player shall result in the assessment of a game misconduct penalty.

In the case of a Coach or other Team Official a bench minor penalty shall be assessed first and if such conduct continues, a game misconduct penalty shall be assessed.

- (b) Any player who shoots the puck after the whistle shall be assessed a minor penalty if, in the opinion of the Referee(s), the player had sufficient time after the whistle to refrain from taking the shot.
- (c) If any player does any of the following, the team shall be assessed a bench minor penalty:
- 1.) After being penalized, does not proceed directly to the penalty bench or dressing room when ordered to do so by the Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate).
 - 2.) Throws anything onto the playing surface from the players' bench or penalty bench.
 - 3.) Interferes with any Game Official, (non-physically) in the performance of their duties.
- (d) If any player does any of the following, a misconduct penalty shall be assessed:
- 1.) Uses obscene, profane or abusive language to any person before, during or after the game.
 - 2.) During a stoppage of play, intentionally shoots or throws the puck out of the reach of a Referee who is retrieving it.
 - 3.) Enters and remains in the Referee's Crease, when asked to leave, except for the purpose of skating to the penalty bench.
 - 4.) Touches or holds any Game Official with the hand or stick.
 - 5.) Intentionally bangs the boards, protective glass or goal with a stick at any time.
- (e) If any player does any of the following, a game misconduct penalty shall be assessed:

- 1.) Persists in any course of conduct for which the player has previously been assessed a misconduct penalty.
 - 2.) Uses obscene gestures anywhere in the rink before, during or after the game.
 - 3.) Makes any racial remark or ethnic slur anywhere in the rink, before, during, or after the game.
- (f) If any player does any of the following, a match penalty shall be assessed:
- 1.) Deliberately inflicts physical harm to a Game Official or a Team Official in any manner or attempts to do so.
 - 2.) Behaves in any manner which is critically detrimental to the conducting of the game including spitting at an opponent, Game Official or Team Official.
- (g) If any Team Official does any of the following, the team shall be assessed a bench minor penalty:
- 1.) Bangs the boards with a stick or other instrument at any time.
 - 2.) Uses obscene, profane or abusive language to any person before, during or after the game.
 - 3.) Throws anything onto the playing surface from the players' bench.
 - 4.) Interferes with any Game Official, (non-physically) in the performance of their duties.
 - 5.) Attempts to incite an opponent into incurring a penalty.
- (h) If any Team Official does any of the following, a game misconduct penalty shall be assessed:
- 1.) Persists in any course of conduct for which the Team Official has previously been assessed a bench minor penalty.
 - 2.) Uses obscene gestures anywhere in the rink before, during or after the game.
- (i) If any Team Official does any of the following, a match penalty shall be assessed:
- 1.) Deliberately inflicts physical harm to a Game Official or a Team Official in any manner or attempts to do so.
 - 2.) Behaves in any manner which is critically detrimental to the conducting of the game including spitting at an opponent, Game Official or Team Official.

Rule 602 Adjustment to Clothing and Equipment

- (a) Play shall not be stopped or delayed by reason of adjustment of clothing, equipment, skates, or sticks.

For a violation of this rule a minor penalty shall be assessed.

- (b) The onus of maintaining clothing and equipment in the proper condition shall be upon the player. If adjustments are required, the player shall retire from the playing surface and play shall continue uninterruptedly with a substitute.
- (c) No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required the goalkeeper shall retire from the playing surface and be replaced by the substitute or temporary goalkeeper immediately and no warm-up shall be permitted.
For a violation of this rule by a goalkeeper, a minor penalty shall be assessed.

Rule 603 Attempt to Injure

- (a) A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, Official, Coach, or Trainer in any manner and the circumstances shall be reported to the League Authorities for further action. A substitute for the penalized player shall be permitted at the end of the fourth minute.

Rule 604 Body-Checking and Boarding

- (a) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who intentionally body-checks an opponent, with or without the puck.
- (b) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who makes physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.
- (c) A minor or major penalty, at the discretion of the Referee based upon the degree of violence of the impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards. 'Rolling' an opposing puck carrier along the boards where the player is attempting to go through too small an opening is not considered boarding.
- (d) When a player injures an opponent as the result of 'boarding' or 'body-checking', the Referee shall assess a major plus a game misconduct penalty or Match Penalty to the offending player.

Rule 605 Broken Stick

- (a) A player or goalkeeper whose stick is broken shall not receive a stick thrown onto the playing surface but may

receive a stick from a teammate on the playing surface at the time without proceeding to his player bench.

- (b) If a player or goalkeeper whose stick is broken, does not immediately drop the broken portions and continue to play, a minor penalty shall be assessed.
- (c) If the goalkeeper goes to the player bench during a stoppage of play to replace his stick, and then returns back to resume play, a minor penalty shall be assessed. However, if the goalkeeper is changed for the substitute goalkeeper, no penalty shall be assessed.
- (d) The goalkeeper is allowed to go to the player bench and change his stick when the play is in progress.
- (e) If a player participates in the play while taking a replacement stick to a player or goalkeeper, a minor penalty shall be assessed.
- (f) If a player, whose stick is broken receives a stick during play from a teammate in the penalty bench, the receiving player shall be assessed a Minor penalty.

Rule 606 Charging and Checking From Behind

- (a) A minor or major penalty, at the discretion of the Referee, shall be assessed to a player who runs, jumps into, or charges an opponent. If more than two steps or strides are taken, it shall be considered 'charging'.
- (b) A minor plus misconduct or major plus a game misconduct, at the discretion of the Referee, shall be assessed to a player who pushes or body-checks an opponent from behind.
- (c) A minor penalty or a major penalty shall be assessed to a player who body-checks or charges a goalkeeper while the goalkeeper is within the goal crease or privileged area. A goalkeeper is not 'fair game' just because the goalkeeper is outside the privileged area. A penalty for interference or charging must be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper.
- (d) When a player injures an opponent as the result of "charging" or 'checking from behind', the Referee shall assess a major plus a game misconduct penalty to the offending player.

- (e) Charging may also be treated as a match penalty under attempt to injure or deliberate injury of an opponent.

Rule 607 Cross-Checking and Butt-Ending

- (a) A minor or major penalty, at the discretion of the Referee, shall be assessed to a player who cross-checks an opponent.
- (b) A double minor plus a misconduct penalty shall be assessed to a player who attempts to butt-end an opponent. A major plus game misconduct penalty shall be assessed to a player who butt-ends or cross checks an opponent. Attempt to butt-end shall include all cases where a butt-end gesture is made regardless of whether body contact is made or not.
- (c) When a player injures an opponent as the result of 'cross-checking' or 'butt-ending', the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (d) Cross-checking and Butt-ending may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 608 Deliberate Injury of Opponents and Head-Butting

- (a) A match penalty shall be assessed to a player who deliberately injures an opponent, Team Official or Game Official in any manner, and the circumstances shall be reported to the League Authorities for further action.
- (b) No substitute shall be permitted to take the place of the penalized player until after four minutes actual playing time have elapsed, from the time the penalty was assessed.
- (c) A match penalty shall be assessed to a player who deliberately head-butts an opponent, Team Official or Game Official, and the circumstances shall be reported to the League Authorities for further action.

Rule 609 Delaying the Game

- (a) When any player or goalkeeper, while in his defending zone, shoots, throws or bats the puck with his hand or stick directly, (non-deflected) out of the playing area, except where there is no glass, a minor penalty shall be assessed for delaying the game according to this rule.
- (b) When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper into the player's bench (or

penalty bench if there is no protective glass), no penalty shall be assessed.

- (c) When the puck is shot, thrown or batted with the hands or stick by a player or goalkeeper over the glass, behind the player's bench (or penalty bench if there is no protective glass) a minor penalty shall be assessed according to this rule.
- (d) A Minor penalty for delay of game shall be imposed on any player or goalkeeper who deliberately shoots or bats the puck outside the playing area during the play or after a stoppage of play unless covered by this rule.
- (e) A minor penalty shall be assessed to a player or goalkeeper who delays the game by deliberately displacing the goal post from its normal position. Play shall be stopped immediately when the goal post has been displaced.
If a goalkeeper deliberately displaces the goal post or deliberately removes the helmet or face mask during the course of a breakaway by the attacking team, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by the player last in possession of the puck.
- (f) A bench minor penalty shall be assessed to any team which, after a warning by the Referee, fails to place the correct number of players on the playing surface, thereby causing a delay in any manner.
- (g) A minor penalty shall be assessed to a player who, after a warning by the Referee, fails to maintain a proper position during the face-off.

Rule 610 Elbowing and Kneeing

- (a) A minor or major penalty shall be assessed to any player who uses the elbow or knee in such a manner as to foul an opponent, in any manner.
- (b) When a player injures an opponent as the result of 'elbowing' or 'kneeing', the Referee shall assess a major plus a game misconduct penalty or match penalty to the offending player.

Rule 611 Face-Offs

- (a) The puck shall be 'faced-off' by the Referee dropping the puck onto the playing surface between the sticks of the two players facing-off. Players facing off shall stand facing their opponent's end of the rink with the blade of their sticks in contact with nearest while area of the face-off spot and clear of the red

center area of the spot. The attacking team player shall be the first player to place the stick on the playing surface.

If a player facing-off fails to take the proper position immediately when directed by the Referee, the Referee may order a replacement for that face-off by a teammate on the playing surface.

No other player shall be allowed to enter the face-off circle or come within four and one-half (4 ½) meters of the players facing-off the puck, and they must stand on-side on all face-offs. When a player, other than the player facing-off, fails to maintain the proper position, the center of the offending team shall be ejected from the face-off.

For a second violation of any of the provisions of this rule, a minor penalty shall be assessed to the player who commits the second violation.

No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is assessed during the face-off.

The whistle shall not be blown to start play. Playing time shall commence from the instant the puck is faced-off and shall stop when the whistle is blown.

- (b) If, after a warning by the Referee, either of the players fails to take the proper position for the face-off promptly, the Referee shall be entitled to conduct the face-off regardless of such default.
- (c) During the conduct of any face-off, no player shall make any physical contact with an opponent except in the course of playing the puck after the face-off has been completed.

For a violation of this rule the Referee shall assess a minor penalty to the player whose action caused the physical contact. 'Conduct of any face-off' commences when the Referee designates the spot of the face-off and takes up a position to drop the puck.

- (d) A face-off shall be conducted at the beginning of each period and after any stoppage of play. All face-offs will only be conducted at the nine designated face-offs spots.
- (e) When a stoppage of play occurs between the end zone face-off spots and the near end of the rink, the ensuing face-off shall take place at the end zone face-off spot on the side

where the stoppage occurred, unless otherwise provided in these rules.

- (f) When a violation of a rule has been committed or a stoppage of play has been caused by any player of the attacking team in the Attacking Zone, the ensuing face-off shall take place at the nearest high-zone face-off spot.
This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's goal without any intervening action by the defending team.
- (g) When a rule violation has been committed or a play stoppage has been caused by players of both teams, the ensuing face-off shall take place at the face-off spot nearest to the puck was last played.
- (h) When players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two end zone face-off spots in the offending team's end zone. There are only four exceptions to this application:
 - 1.) When a penalty is assessed after the scoring of a goal – face-off at center face-off spot.
 - 2.) When a penalty is assessed at the end (or start) of a period - face-off at center face-off spot.
 - 3.) When the defending team is about to be penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circles – face-off at the High Zone face-off spots.
 - 4.) When the team not being penalized illegally clears the puck, the face-off shall be at the High Zone face-off spot of the team icing the puck.
- (i) When a goal is legally scored, the ensuing face-off shall be conducted at the center face-off spot.
- (j) When the game is stopped for any reason not specifically covered in the Official Playing Rules, the ensuing face-off shall take place at the face-off spot nearest to where the puck was last played.

Rule 612 Falling on Puck

- (a) A minor penalty shall be assessed to a player, other than a goalkeeper, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or the boards.

Any player who drops to block a shot shall not be penalized if the puck is shot under the player or becomes lodged in any clothing or equipment. A minor penalty shall be assessed to any player who uses the hands to obtain such stoppage.

- (b) A minor penalty shall be assessed to a goalkeeper who falls on or gathers the puck into the body, when the body is entirely outside the boundaries of the privileged area or who falls on or gathers the puck into the body, when the body is entirely outside the goal crease and the puck is behind the goal line.
A minor penalty shall be assessed to a goalkeeper who holds the puck against any part of the goal or the boards.
- (c) No defending player, except the goalkeeper, shall be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease. For a violation of this rule, play shall be immediately stopped and a penalty shot shall be awarded to the non-offending team's player who was in the act of shooting. If no player is identified, then any player who was on the surface at the time of the penalty.

However, if the goalkeeper has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the penalty shot.

This rule shall be interpreted so that a penalty shot shall be awarded only when the puck is in the goal crease at the instant the infraction occurs. However, in cases where the puck is outside the goal crease, Rule 612 (a) may still be applied and a minor penalty assessed, even though no penalty shot is awarded.

Rule 613 Fighting

- (a) A match penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game.
- (b) A minor or a double minor penalty shall be assessed to a player who, having been struck, retaliates with a punch or an attempt punch. However, at the discretion of the Referee, a match penalty shall be assessed if such player continues the altercation.

The Referees are provided very wide latitude in the penalties which may be assessed under this rule. This is done intentionally to enable the Referees to differentiate between the obvi-

ous degree of responsibility of the participants either for starting the fight or persisting in continuing the fight.

- (c) A game misconduct penalty shall be assessed to any player or goalkeeper who is the first to intervene in an altercation already in progress. This penalty is in addition to any other penalty incurred in the same incident.
- (d) A game misconduct penalty shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.
- (e) A minor penalty shall be assessed to a goalkeeper who leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

Rule 614 Goals and Assists

NOTE: It is the responsibility of the Referee to award goals and assists, and such decision is final.

In cases of an obvious error in awarding a goal or an assist which has been announced, it should be corrected promptly. Changes shall not be made on the scoring summary after the Referee has signed the Official Score Sheet.

- (a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking team from in front, below the cross bar and entirely across the goal line.

A 'goal' shall be credited in the scoring records to a player who shall have propelled the puck into the opponent's goal. Each 'goal' shall count as one point in the player's record.

An 'assist' shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be credited on any goal. Only one point can be credited to any one player for any one goal scored.

- (b) A goal shall be scored if the puck is put into the goal in any way by a player of the defending team. The player of the attacking team who last played the puck shall be credited with the goal, but no assist shall be awarded.
- (c) If an attacking player kicks the puck and the puck goes directly into the goal or is further deflected into the goal by

any player, including the goalkeeper, the goal shall not be allowed.

- (d) If the puck shall have been deflected into the goal from the shot of an attacking player by striking any part of any player, the goal shall be allowed. The player who deflected the puck shall be credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown, or otherwise deliberately directed by an attacking player into the goal by any means other than a stick.
- (e) If a goal is scored as a result of a puck being deflected directly into the goal off a Referee, the goal shall not be allowed.
- (f) Should a player legally propel the puck into the goal crease of the opposing team and the puck becomes loose in the goal crease and available to a player of the attacking team, any goal scored on the play shall be allowed.
- (g) Any goal scored, other than as covered by the Official Playing Rules, shall not be allowed.

Rule 615 Handling Puck with Hands

- (a) If a player, other than a goalkeeper, closes the hand on the puck/ball, play shall be stopped and a face-off shall follow; however, if the puck is dropped immediately, play shall be allowed to continue.

If a goalkeeper holds the puck with the hand for more than three seconds, play shall be stopped and a face-off shall follow, however, after an initial warning by the Referee, a goalkeeper who holds the puck unnecessarily shall be assessed a minor penalty for delaying the game.

- (b) A goalkeeper shall not intentionally drop the puck into the pads or onto the goal net nor deliberately pile obstacles at the goal that, in the opinion of the Referee, would tend to prevent the scoring of a goal.

The object of this rule is to keep the puck in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage shall be penalized. For a violation of this rule, a minor penalty shall be assessed to the offending player.

- (c) If a goalkeeper throws the puck forward toward the opponent's goal and it is first played by a teammate, play shall be

stopped and the ensuing face-off shall be conducted at the nearest end zone face-off spot of the offending team.

- (d) If a defending player, other than the goalkeeper, picks up the puck in the goal crease from the playing surface with the hands, or holds the puck while it is in the goal crease, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team. If the above situation occurs while the goalkeeper is off the playing surface, a goal shall be awarded to the non-offending team.
- (e) A player shall be permitted to stop or "bat" the puck in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the puck has been deliberately directed to a teammate in the Attacking Zone, in which case the play shall be stopped and the puck faced off at the nearest special face-off spot.

Rule 616 High Sticks

- (a) The carrying of the stick above the normal height of the shoulders is prohibited. The Referee shall assess a minor or a major penalty to any player who strikes an opponent with a stick so carried.

The use of the "slap shot" in the 10 and Under age classification and below is prohibited. A face-off shall take place at an end zone face-off spot of the offending player's team who, in the process of making a shot or pass, raises the blade of the stick above the waist in the back swing of such shot.

- (b) When a player injures an opponent as the result of 'high sticking', at the discretion of the Referee(s), shall assess a double minor or major plus a game misconduct penalty to the offending player.
- (c) A goal scored by an attacking player who strikes the puck with the stick which is carried above the height of the goal frame cross bar, shall not be allowed.
- (d) Batting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs play shall be stopped and the ensuing face-off shall take place at an end zone face-off spot of the offending player's team unless:

- 1.) The puck is batted to an opponent, in which case the play shall continue.
 - 2.) A player of the defending team shall bat the puck into the player's own goal, in which case the goal shall be allowed.
- (e) High Sticking may also be treated as a match penalty under attempt to injure or deliberate injure to an opponent.

Rule 617 Holding an Opponent

- (a) A minor penalty shall be assessed to a player who holds an opponent with the hands, legs, feet, stick, or in any other way.
- (b) A minor or major penalty shall be assessed to any player who grabs or holds the face mask of an opponent with the hand.
- (c) When a player injures an opponent as the result of 'holding the face mask' the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (d) A player who holds an opponent's stick with his hands or in any other way shall be assessed a minor penalty.

Rule 618 Hooking

- (a) A minor penalty shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with the stick.
- (b) When a player injures an opponent as the result of 'hooking', the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (c) When a player, in control of the puck on the opponent's side of the center red line and having no opponent to pass other than the goalkeeper, is hooked or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a Penalty Shot shall be awarded to the non-offending team. The Referee, however, shall not stop the play until the attacking team has lost possession of the puck to the defending team.

NOTE: The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent's side of the center red line.

By 'control of the puck' is meant the act of propelling the puck with the stick. If, while it is being propelled, the puck is

touched by another player or his equipment or hits the goal or goes free, the player shall no longer be considered to be 'in control of the puck'.

- (d) If the goalkeeper has been removed and a player who has the puck under control and is in the attacking zone has no opponent to pass other than the goalkeeper, is hooked or otherwise fouled directly from behind, preventing a reasonable goal, the Referee shall stop play and award a goal to the non-offending team.

Rule 619 Illegal Clearing (Icing)

- (a) For the purpose of this rule, the center red line shall divide the playing surface in halves. Should any player of a team equal or superior in numerical strength to the opposing team, shoot, bat or deflect the puck from the defending half of the playing surface, beyond the goal line of the opposing team, play shall be stopped and the puck faced-off at the end face-off spot of the offending team, unless on the play the puck shall have entered the goal of the opposing team, in which case a goal shall be awarded.

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

If during the period of a delayed whistle, due to a foul by a player not in possession of the puck, the team in possession illegally 'clears' the puck, then the ensuing face-off shall take place at the nearest end-zone face-off spot of the offending team.

- (b) Illegal clearing shall be washed-out and the play allowed to continue when:
- 1.) The puck was shot by a player on a team that is short-handed.
 - 2.) A team is below the numerical strength of the opposing team at the instant the puck is shot.
 - 3.) The puck is shot and rebounds off the body of an opposing player in that player's own half of the playing surface so as to cross the goal line of the player shooting the puck.
 - 4.) The puck goes beyond the goal line in the opposite half of the playing surface directly from either of the players participating in a face-off.
 - 5.) In the opinion of the Referee(s), a player of the opposing team, except the goalkeeper, is able to play the puck before it crosses his goal line, but has not done so.

- 6.) The puck touches any part of an opposing player, including the goalkeeper, or skates or stick, before crossing the goal line.

The purpose of this section is to enforce continuous action and the Officials should interpret the rule to produce this result.

- (c) If the Referees shall have erred in calling an "illegal clearing" infraction (regardless of whether either team is shorthanded) the puck shall be faced-off at the center face-off spot.

Rule 620 Interference

- (a) A minor penalty shall be assessed to any player who interferes with or impedes the progress of an opponent who is not in possession of the puck deliberately knocks a stick out of an opponent's hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it or shoots a stick or other object towards an opponent.
The last player to touch the puck shall be considered to be the player in possession.
- (b) A minor penalty shall be assessed to any player on the players' or the penalty bench who, by means of the stick or body, interferes with the movements of the puck or an opponent on the playing surface during the progress of play.
- (c) A minor penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the goalkeeper while the goalkeeper is in the goal crease area.
- (d) Unless the puck is in the goal crease area, a player of the attacking team may not stand on the goal crease line or in the goal crease or hold the stick in the goal crease. If the puck should enter the goal while such a condition prevails, a goal shall not be allowed. For a violation of this rule, while the attacking team has possession of the puck, play shall be stopped and the ensuing face-off shall take place at the nearest special face-off spot.
This rule shall not apply when the goalkeeper is out of the crease.
- (e) If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, and the puck should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed.

- (f) When the goalkeeper has been removed from the playing surface and any member of his or her team not legally on the playing surface interferes by means of the body, stick, or any other object with the movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.
- NOTE: The attention of the Referee is directed particularly to three types of offensive interference which shall be penalized:
- 1.) When the defending team secures possession of the puck in its own zone and the other members of the same team runs interference for the puck carrier by forming a protective screen against forecheckers.
 - 2.) When a player facing-off obstructs an opponent after the face-off when the opponent is not in possession of the puck.
 - 3.) When the puck carrier makes a drop pass and follows through so as to make body contact with an opposing player.

Rule 621 Interference by Spectators

- (a) In the event of a player being held or interfered with by a spectator, the Referee shall immediately stop the play, unless the team of the player being interfered with is in possession of the puck at the time, in which case the play shall be allowed to be completed. The ensuing face-off shall take place at the nearest face-off spot to where the puck was last played.
- (b) Any player who physically interferes with a spectator shall be assessed a game misconduct penalty and the circumstances shall be reported to the League Authorities for further action.
- (c) In the event that objects are thrown onto the playing surface which interfere with the progress of the game, the Referee shall stop the play and the ensuing face-off shall take place at the nearest face-off spot to where the puck was last played.

Rule 622 Kicking Player

- (a) A minor or major, at the discretion of the Referee, shall be assessed to a player who kicks an opponent.
- (b) When a player injures an opponent as the result of 'kicking', the Referee shall assess a major plus a game misconduct to the offending player.

- (c) Kicking may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 623 Kicking Puck

- (a) Kicking the puck shall be permitted in all zones; however, a goal that is scored as the result of the puck being kicked by an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper is not allowed.

Rule 624 Leaving Player or Penalty Benches

- (a) No player may leave the players' bench or penalty bench at any time during an altercation. Substitutions made prior to the start of the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.

A double minor penalty plus a game misconduct penalty shall be assessed to the player who was the first to leave the players' or penalty bench during an altercation. If players of both teams leave their respective benches at the same time, the first identifiable player of each team shall be penalized under this rule.

For the purposes of determining which player was the first to leave the players' bench during an altercation, the Referee(s) may consult with the other Game Officials.

Any player who leaves the players' bench during an altercation and is assessed a minor, major or misconduct penalty for such actions, shall also be assessed a game misconduct penalty.

Other players who leave the player' bench or penalty bench during an altercation shall be assessed a misconduct penalty (maximum 4 per team).

If a player shall illegally enter the game, any goal scored by that team while the illegal player is on the playing surface shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

- (b) Except at the end of each quarter or upon the expiration of a penalty, no player may leave the penalty bench, at any time.

A penalized player who leaves the penalty bench prior to the expiration of the penalty, whether play is in progress or not, shall be assessed an additional minor penalty after serving the unexpired penalty time.

When a player leaves the penalty bench prior to the expiration of the penalty, the Penalty Timekeeper shall note the time and verbally alert the Referee who shall stop play when the offending player's team gains possession and control of the puck.

In the case of a player returning to the playing surface prior to the expiration of the penalty, through an error of the Penalty Timekeeper, the player is not to serve an additional penalty, but must serve the unexpired time.

A penalized player who leaves the penalty bench during an altercation shall be assessed a minor penalty plus a game misconduct penalty, in addition to any unexpired time.

When a penalized player returns to the playing surface from the penalty bench prior to the expiration of the penalty, any goal scored by that team, while the player is illegally on the playing surface, shall be disallowed, but all penalties assessed to either team shall be served as regular penalties.

- (c) If a player of the attacking team in possession of the puck shall be in position as to have no opposing player to pass other than the goalkeeper, and is interfered with by a player who has entered the game illegally, the attacking player shall be awarded a penalty shot.

If the opposing goalkeeper is off the playing surface and the attacking player is interfered with by an illegal player, a goal shall be awarded to the non-offending team.

- (d) If a Team Official steps onto the playing surface after the start of a quarter and before that quarter is completed without the permission of the Referee, the Referee shall assess a bench minor penalty to the team of the offending Coach.
- (e) During any face-off, if a team starts with fewer players than entitled to, any player subsequently entering the game shall not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless the puck is first played by another player in the Attacking Zone.

Rule 625 Off-Sides

- (a) Players of the attacking team may precede the puck over the center red line, provided that the puck is carried over the center line.

- (b) When the puck is passed over the center red line, the puck must precede the attacking player(s) over the center line.

A player who precedes a pass over the center red line is not eligible to play the puck until:

- 1.) The puck is first touched by a teammate who did not precede it over the center line or by an opponent.
- 2.) The puck is first touched by an opponent.
- 3.) The player who has preceded the puck over the center red line "tags up" by making skate contact with the center line.

For a violation of this rule, play shall be stopped and a face-off conducted at the location nearest to where the pass originated.

- (c) When a team that is shorthanded clears the puck out of their Defending Zone, or if the puck in any other way gets out of the shorthanded team's Defending Zone, beyond the center red line, all players on the power play team must clear the Attacking Zone by making skate contact with the center red line. The Referee shall signal by pointing to the power-play team zone until all players have cleared the Attacking Zone. Once the Attacking Zone is completely cleared of attacking players on the power play, the Referee shall drop the signal and the attacking team may re-enter the opponents Defending Zone.

For an infraction of this rule, the Referee(s) shall stop the play immediately when the puck re-enters the Defending Zone of the shorthanded team, unless the puck is brought back or passed back to the Defending Zone of the shorthanded team by the shorthanded team itself. The ensuing face-off shall take place at the nearest End Zone face-off spot of the offending team.

Rule 626 Passes

- (a) The puck may be passed by any player to any player of the same team within the same zone.

Whenever the puck is passed from the Defending Zone and crosses over the center red line, Rule 625 (b) Off-Sides, applies.

- (b) When a minor or major penalty expires during play, any penalized player or the immediate substitute, either from the penalty bench or the players' bench, entering the game shall

not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless:

- 1.) The puck is first played by another player in the Attacking Zone.
- 2.) The player who has preceded the puck over the center red line "tags up" by making skate contact with the center line.

Rule 627 Puck Must be Kept in Motion

- (a) The puck must be kept in motion at all times. Play shall not be stopped because the puck is frozen along the boards by two or more opposing players, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck a minor penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.
- (b) The team in possession of the puck in its own defending zone shall advance the puck towards the opposing goal except:
 - 1.) To carry the puck behind their own goal once;
 - 2.) If a player is prevented from doing so by players of the opposing team;
 - 3.) If the team is short-handed.

For the first infraction, the referee shall assess a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team.

For the second infraction, the offending player shall be assessed a minor penalty for delay-of-game.

- (c) The puck shall not be stopped behind a team's defending goal by the player(s) in possession and control of the puck longer than three (3) seconds. For the first infraction, the referee shall stop play and issue a warning to the captain of the offending team, with a face-off in the Defending Zone at the end zone face-off spot of the offending team. For a second infraction during the same period, the offending player shall be assessed a minor penalty for delay-of-game.

Rule 628 Puck Out of Bounds or Unplayable

- (a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards,

glass or wire, it shall be faced-off at the nearest face-off spot to where it was last played.

When the puck becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest face-off spot to where it was last played.

- (b) When the puck becomes lodged in the netting on the outside of the goal or if it is frozen between opposing players, the Referee shall stop play and face-off the puck at the nearest face-off spot to where it was last played unless, in the opinion of the Referee the stoppage was caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high-zone face-off spot.

The defending team and/or the attacking team may play the puck off the net at any time. However, should the puck remain on the net for longer than three (3) seconds, play shall be stopped and the face-off shall take place at the nearest end zone face-off spot, except when the stoppage is caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high-zone face-off spot.

If the puck comes to rest on top of the goal frame, the play shall be stopped immediately.

- (c) A minor penalty shall be assessed to a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.
- (d) If the puck comes to rest on top of the boards around the playing area, it is considered to be in play and may be played legally by the hand or stick.

Rule 629 Puck Out of Sight and Illegal Puck

- (a) Should a scramble take place, or a player accidentally fall on the puck and it is out of the sight of the Referee, play shall be stopped immediately. The ensuing face-off shall take place at the nearest face-off spot, unless otherwise provided for in the rules.
- (b) If, at any time during play, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

Rule 630 Puck Striking Official

- (a) Play shall not be stopped because the puck touches a Referee anywhere on the rink.

Rule 631 Refusing to Start Play

- (a) If, when both teams are on the playing surface, one team for any reason shall refuse to play when ordered to do so by the Referee, the Captain shall be warned and the team so refusing shall be allowed thirty seconds to begin the game or resume play. If, at the end of that time the team shall still refuse to play, the Referee shall assess a bench minor penalty to the offending team.

Should there be a recurrence of the same incident, the Referee(s) shall suspend the game, and the circumstances shall be reported to the League Authorities for further action.

- (b) If a team, when ordered to do so by the Referee(s), fails to leave the dressing room and go onto the playing surface promptly, it shall be assessed a bench minor penalty.

If after the assessment of a bench minor penalty, the team shall still refuse to go onto the playing surface and start play within two minutes, the Referee(s) shall declare the game a forfeit and the score shall be recorded as with 1-0 or the current score, whichever is more advantageous for the non-offending team.

Rule 632 Slashing

- (a) A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick.

Referees should penalize as 'slashing' any player who swings the stick at an opponent (whether in or out of range) without actually making contact or when a player on the pretext of playing the puck makes a wild swing at the puck with the intent to intimidate an opponent.

- (b) When a player injures an opponent as the result of 'slashing', the Referee shall assess a major plus a game misconduct penalty to the offending player. Slashing may also be treated as a match penalty under attempt to injury or deliberate injury to an opponent.
- (c) Any player who swings the stick at another player during the course of an altercation shall be subject to a major plus a

game misconduct or match penalty, and the circumstances shall be reported to the Disciplinary Authorities for further action.

- (d) A minor penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper, in the goal crease, who has covered or caught the puck, regardless of whether or not the Referee has stopped the play.

Rule 633 Spearing

- (a) A double minor plus a misconduct penalty shall be assessed to a player who attempts to spear an opponent. A major plus a game misconduct penalty shall be assessed a player who spears an opponent.
Attempt to spear shall include all cases where a spearing gesture is made regardless of whether body contact is made or not.
- (b) When a player injures an opponent as the result of 'spearing', the Referee shall assess a major plus a game misconduct penalty to the offending player.
- (c) Spearing may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 634 Start of Game and Periods

- (a) The game shall begin at the time scheduled with a face-off at the center face-off spot. A face-off conducted in the same manner shall take place at the start of each period. At the start of the game each team shall start defending play on the opposite half of the rink from their respective bench. Teams shall defend play during the first half of the game on the opposite half.
During the second half of the game, teams shall defend play on the same half of the rink as their respective bench.
- (b) During the pre-game warm-up and before each half, each team shall confine its activity to its own end of the rink. All players must wear full equipment during warm-ups and during the handshake following the game.
- (c) It is recommended that when both teams are to leave the playing surface through a common exit, the team whose players' bench closest to the exit leaves first. The home team should enter the playing surface first.
- (d) When a team fails to appear on the playing surface without a proper justification, a Referee shall warn the team that it

must enter the playing surface immediately. If the team fails to do so promptly, the Referee shall assess a bench minor penalty for Delaying the Game.

Rule 635 Throwing Stick

- (a) When any player or Team Official of the defending team deliberately throws or shoots a stick or any other object at the puck in the Defending Zone, the Referee shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the fouled player.

If, however, the goal is unattended and the attacking player has no defending player to pass and has a chance to score on an open goal, and a stick or any other object is thrown or shot at the puck by a member of the defending team, thereby preventing a shot on the open goal, a goal shall be awarded to the non-offending team.

- (b) A minor penalty shall be assessed to any player on the playing surface who throws or shoots a stick or any other object in the direction of the puck in any zone except when such act has been penalized by a penalty shot or awarded goal.

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

- (c) A misconduct penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area.

A game misconduct penalty shall be assessed to any player who deliberately throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

Rule 636 Time of Match and Time-Outs

- (a) A game shall consist of four 12-minute stop time quarter. Leagues have the jurisdiction to set the length of each quarter (running or stop time) based on the amount of time designated to complete the game.

If running time is used and if at any time during the last two minute of the fourth quarter, or any overtime, the score is tied or within one goal, then the remainder of the game shall be player stoppage time.

To start the game, teams shall defend the goal furthest from their players' bench and shall defend that goal for the first

half. A rest period shall be taken between halves, after which the teams shall change ends. A two-minute rest shall be taken between other quarters.

- (b) The team scoring the great number of goals during the four quarters shall be declared the winner, and shall be credited with two points in the standings.
- (c) The Referee(s) may order the game to be suspended anytime the playing area is deemed to be in an unsafe condition. The game shall remain suspended until such condition is corrected.

Referees are particularly cautioned about wet playing surfaces and should take the overly cautious approach when determining whether or not playing conditions are safe. If any unusual delay occurs during the first half, the Referee(s) may order the intermission to take place immediately and the balance of the half shall be completed upon the resumption of play with the teams defending the same goals, after which the teams shall change ends and resume play of the second half without delay.

- (d) Each team shall be permitted to take one time-out of a one minute duration which must be taken during a stoppage of play. If running time is played, the clock shall be stopped during a time out. The clock shall be restarted upon the conducting of the ensuing face-off.
During a time-out all players on the playing surface may proceed to their respective players' bench. Any penalized player must remain in the penalty bench during a time-out.
A time-out may not be used to warm-up a goalkeeper.

Rule 637 Tied Games

- (a) If, at the end of the game, the score is tied, the game shall be declared a tie. No overtime period shall be played unless it is necessary to determine a winner.
- (b) In Tournament and Play-Off games and IIHF Championships in which it is necessary to determine a winner for advancement, the following shall take place.
 - 1.) A two minute rest period shall follow.
 - 2.) The teams shall not change ends.
 - 3.) A five minute 'sudden victory' overtime period shall be played.
 - 4.) The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.

- 5.) If no team scores during the overtime period the Game Winning Shot Procedure shall take place as follows:
- a. The home team shall have the choice of having the first or second player shooting.
 - b. The procedure will begin with three (3) different shooters from each team taking alternate shots. The players do not need to be named beforehand.
 - c. Eligible to participate in the Game Winning Shots will be all players from both teams listed on the official game sheet except any player with an unexpired penalty, or that is serving a game misconduct penalty.
 - d. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
 - e. If the result is still tied after three (3) shots by each team the procedure shall continue with a tie-break shoot-out by one (1) player of each team, with the same or new players with the other team starting to take the tie-break shots. The same player can also be used for each shot by a team in the tie-break shoot-out.
 - f. The game shall be finished as soon as a duel of two (2) players brings the decisive result.
 - g. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
 - h. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored.

Teams may change goalkeepers only at the beginning of the shoot-out or if a goalkeeper is injured during the shoot-out. Goalkeepers shall not change goals during the shoot-out. Goals scored during the shoot-out shall not count toward a player's statistics except the game winner shall count. Goals scored against a goalkeeper shall not count toward a goalkeeper's statistics. Goalkeepers shall receive either a win or a loss based on the result of the shoot-out. All rules applicable during the taking of a penalty shot shall also apply during the shoot-out.

- (c) Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.

Rule 638 Tripping

- (a) A minor penalty shall be assessed to any player who places the stick, leg, knee, foot, arm, hand, or elbow in such a manner that it causes an opponent to trip or fall.

When a player injures an opponent as the result of tripping, the Referee will assess a major penalty plus a game misconduct penalty of the offending player.

If, in the opinion of the Referee, a player is unquestionably hookchecking the puck and obtains possession of it, thereby tripping the opposing player, no penalty shall be assessed.

Accidental trips that occur simultaneously with the whistle shall not be penalized.

Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall shall be assessed a minor penalty.

Rule 639 Unnecessary Roughness (Roughing)

- (a) At the discretion of the Referee, a minor or double minor penalty may be assessed to any player who uses unnecessary roughness against an opponent.
- (b) A minor penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the puck/ball.

It is not the intent to penalize incidental contact between two opposing players who are actively in pursuit of the puck/ball.

The act of riding an opponent off the puck/ball shall not be considered to be roughing. However, this does not allow the player who is not in possession of the puck/ball to throw the body into an opponent to achieve possession.

GLOSSARY

Altercation: Any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed.

Break-away: A condition whereby a player is in control of the puck/ball with no opposition between the player and the opposing goal, with a reasonable scoring opportunity.

Butt-ending: The condition whereby a player uses the shaft of the stick above the upper hand to jab an opposing player.

Coach: A coach is the person primarily responsible for directing and guiding the play of the team. Along with the manager, the coach is responsible for the conduct of the team's players before, during and after a game.

Creases: Goalkeepers: Areas marked on the playing surface in front of each goal designed to protect the goalkeepers from interference by attacking players. Referee's: Area marked on the playing surface in front of the Timekeeper's seat for the use of game officials.

Cross-checking: When a player, holding the stick with both hands checks an opponent by using the shaft of the stick with no part of the stick on the playing surface.

Deflecting the Puck: The action of the puck contacting any person or object, causing it to change direction.

Directing the Puck: The act of intentionally moving or position the body, skate or stick so as to change the course of the puck in a desired direction.

Face-Off: The action of an referee dropping the puck between the sticks of two opposing players to start play. A face-off begins when the referee indicates its location and the referees take their appropriate positions at ends when the puck has been legally dropped.

Fighting: The actual throwing of punch(es) (closed fist) by a player which makes contact with an opponent.

Goalkeeper: A goalkeeper is the person designated as such by a team who is permitted special equipment and privileges to prevent the puck from entering the goal.

HECC: The Hockey Equipment Certification Council is an independent organization responsible for the development, evaluation and testing of performance standards for protective hockey equipment. Equipment approved by the HECC is recommended for all players.

Heel of the Stick: The point where the shaft of the stick and the bottom blade meet.

Hooking: The action of applying the blade of the stick to any part of an opponent's body or stick and impeding the progress by a pulling or tugging motion with the stick.

League Authorities: The immediate governing body of the team of teams involved except: In IIHF tournament, the body shall be the Discipline Committee of the tournament.

Off-Surface Official: Official appointed to assist in the conduct of the game, including the official scorer, game timekeeper, penalty timekeeper and two goal judges.

Penalty: A penalty is the result of an infraction of the rules by a player of team official. It usually involved removal of the offending player or team official for a specified amount of time. In some cases, the penalty may be the awarding of a penalty shot on goal or the actual awarding of a goal. A minor penalty is one and one-half minutes. A major penalty is four minutes.

Player: Member of a team physically participating in a game. The goalkeeper is considered a player except where special rules specify otherwise.

Possession: The last player or goalkeeper to make contact with the puck. This includes a puck that is deflected off a player or any part of the equipment.

Possession and Control: The last player or goalkeeper to make contact with the puck and who also propels the puck in a desired direction.

Protective Equipment: Equipment worn by players for the sole purpose of protection from injury.

Shorthanded: Shorthanded means that a team is below the numerical strength of its opponent on the playing surface. When a goal is scored against a shorthanded team the minor or bench minor penalty, which terminates automatically, is the one which causes the team scored against to be 'shorthanded'. Thus if an equal number of players from each team is each serving a penal-

ty(s) (minor, bench minor, major or match only) neither team is shorthanded.

Slashing: The action of striking or attempting to strike an opponent with a stick or swinging the blade of the stick at an opponent with no contact being made.

Spearing: The action of poking or attempting to poke an opponent with the tip of the blade of the stick while holding the stick with both hands.

Substitute Goalkeeper: A designated goalkeeper on the official score sheet who is not participating in the game.

Team official: A person responsible in any degree for the operation of a team, such as a team executive, coach, manager or trainer.

Temporary Goalkeeper: A player not designated as a goalkeeper on the official score sheet who assumes that position when no designated goalkeeper is able to participate in the game. The temporary goalkeeper is governed by goalkeeper privileges and limitations, and must return as a 'player' when a designated goalkeeper becomes available to participate in the game.

OFFICIAL SIGNALS



Boarding

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



Body Checking

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



Butt ending

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



Change of players

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



Charging

Rotating clenched fists around one another in front of the chest



Checking from behind

A forward motion from both arms with the palms open and facing away from the body, full extended from the chest



Cross checking

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



Delayed penalty

Extend the non-whistle hand above the head. It may start by pointing to player or bench.



Delaying the game

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



Elbowing

Tapping the elbow with the non-whistle hand



Fighting

Fist and arm extended out to the side of the body



Goal scored

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



Hand pass

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



High sticking

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



Holding

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



Holding the face mask

Closed fist in front of the face, palm in, pulling down in one motion



Holding the stick

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



Hooking

Tugging motion with both arms as if pulling something toward the stomach



Illegal clearing

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



Interference

Crossed arms stationary in front of the chest with clenched fists



Kneeing

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



Match penalty

Pat the flat of non-whistle hand on top of helmet



Misconduct

Both hands on hips at the same time



Penalty shot

Arms crossed above the head with clenched fists



Slashing

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



Spearing

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



Time-out

Using both hands to form a 'T' in front of the chest



Tripping

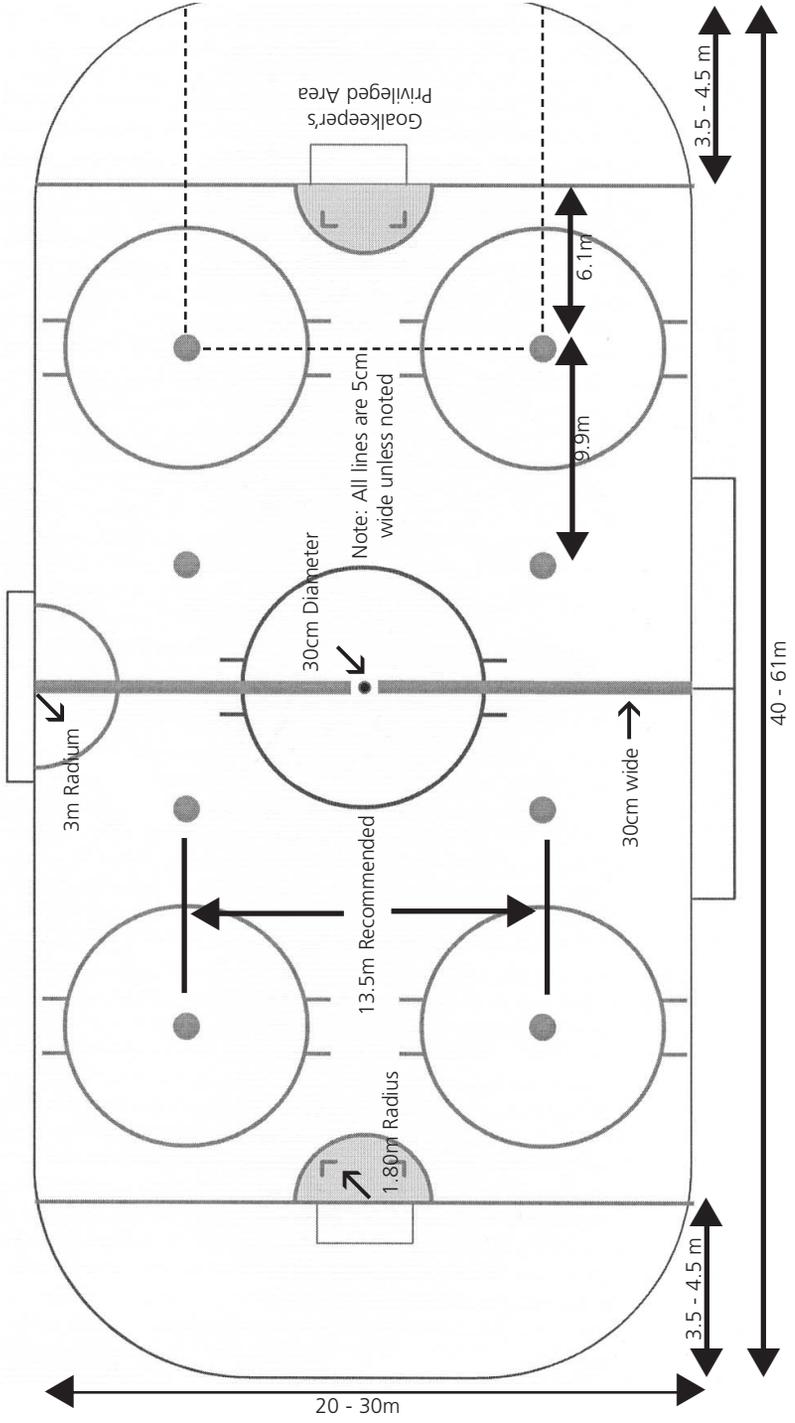
With non-whistle hand striking below the knee and follow through once



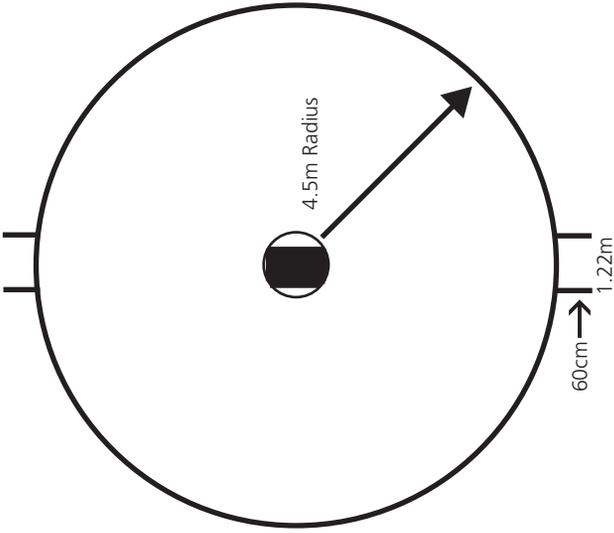
Washout

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

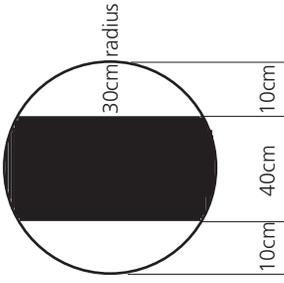
INTERNATIONAL INLINE RINK DIAGRAM



END ZONE FACE-OFF CIRCLES



END ZONE SPECIAL FACE-OFF SPOTS



CENTER FACE-OFF SPOT



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