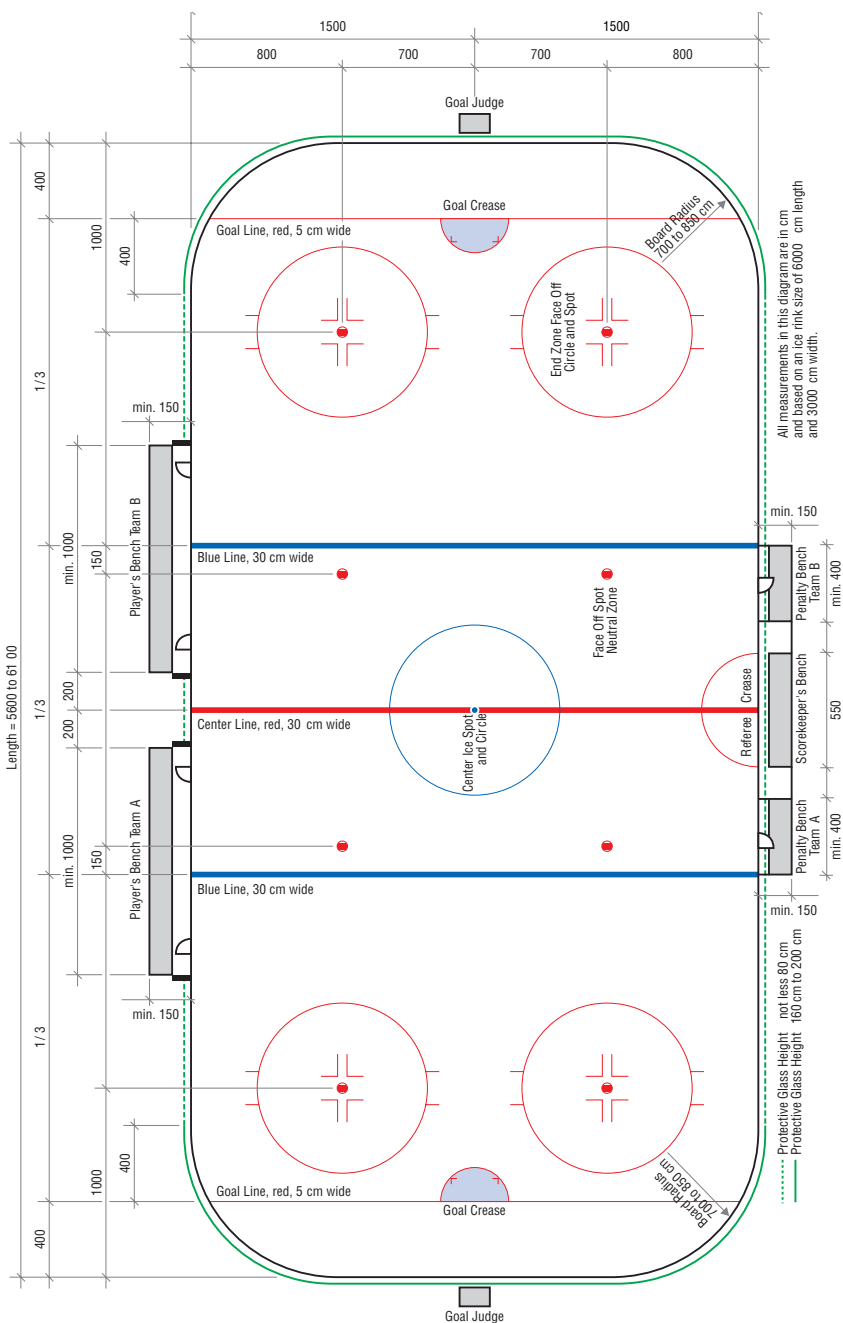


# ICE RINK





## **SECTION 1 - ICE RINK**

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

### **100 - DEFINITION OF THE RINK**

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

### **101 - DIMENSIONS OF THE RINK**

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

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

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

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

### **102 - BOARDS**

a) The rink shall be surrounded by a wooden or plastic wall known as the **"Boards"** which shall be white in colour.

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

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

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

### **103 - KICK PLATE**

At the lower part of the boards shall be fixed a **"Kick Plate"**, yellow in colour, **NEW** **15 to 25 cm in height** above the ice surface level.

### **104 - DOORS**

a) All doors giving access to the ice surface shall **swing away from the ice surface**.

b) The gaps between the door and the board shall be minimized to 5 mm.

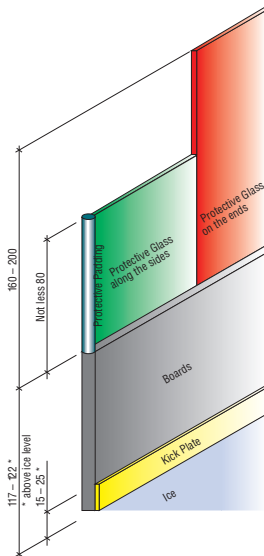
**NEW**



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

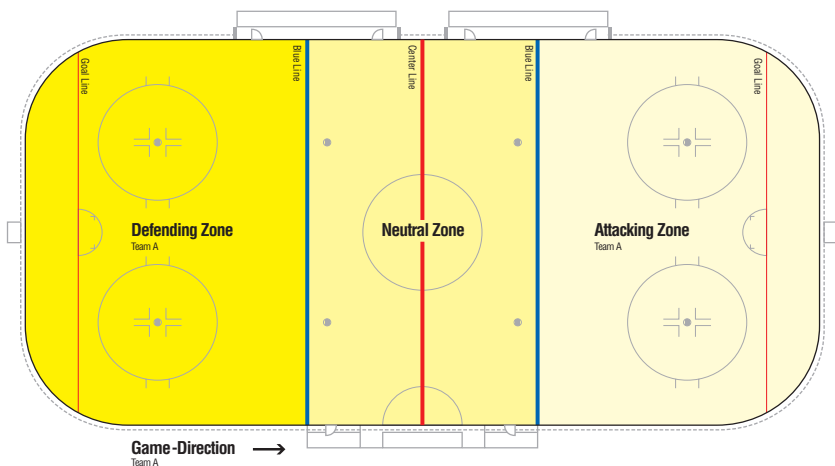
### **PROTECTIVE GLASS AND BOARDS**

All measurements in cm.



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

### **DIVISION OF ICE SURFACE**





### **105 - PROTECTIVE GLASS**

- a) The protective glass located above the boards shall be **160 cm to 200 cm in height** on the ends and shall extend 4 m from the goal line towards the Neutral Zone and **not less than 80 cm in height** along the sides, except in front of the players' benches.
- b) The gaps between the glass panels shall be minimized to 5 mm.
- c) At any interruption of the protective glass there shall be protective padding to prevent the injury of the players.
- d) No openings are allowed in the protective glass.

NEW

NEW

### **106 - END ZONE NETS**

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

### **110 - DIVISION AND MARKING OF THE ICE SURFACE**

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

### **111 - GOAL LINES**

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

**“Goal Lines”**

### **112 - BLUE LINES**

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

**“Blue Lines”**

- b) These lines shall determine the **three Zones**, defined as follows:

For one team, the zone in which their goal is situated is the:

**“Defending Zone”**

The central zone is the:

**“Neutral Zone”**

The farthest zone is the:

**“Attacking Zone”**

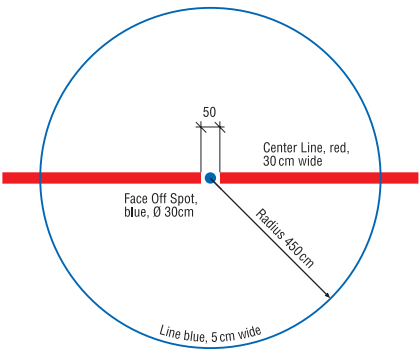
### **113 - CENTER LINE**

A line known as the **“Center Line”** shall be located in the middle of the rink. It shall be **30 cm wide** and red in colour.



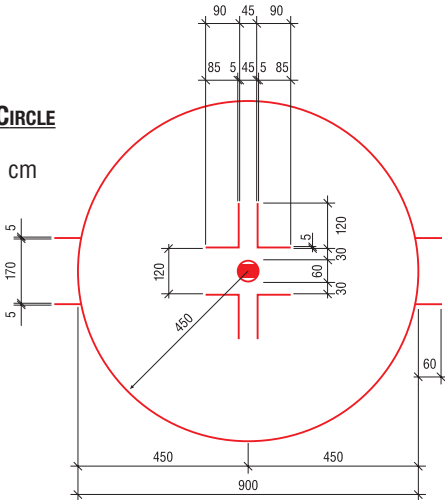
**CENTER ICE SPOT  
AND CIRCLE**

All measurements in cm



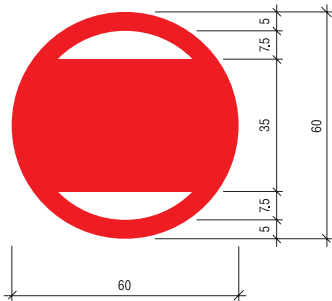
**END ZONE FACE-OFF CIRCLE  
AND SPOT**

All measurements in cm



**DETAIL OF FACE-OFF SPOT**

All measurements in cm





#### **114 - FACE-OFF SPOTS AND CIRCLES**

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

#### **115 - CENTER FACE-OFF SPOT AND CIRCLE**

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

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

#### **116 - FACE-OFF SPOTS IN NEUTRAL ZONE**

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

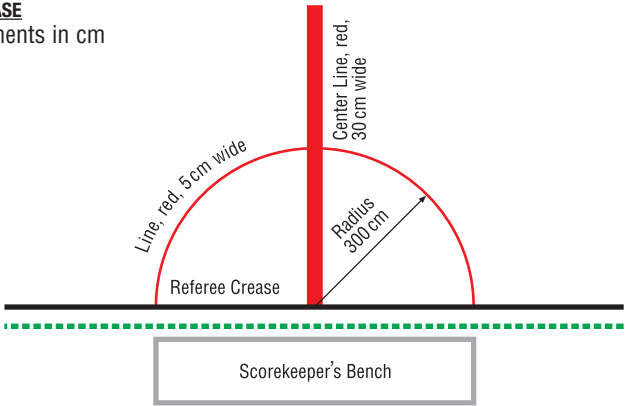
#### **117 - END ZONE FACE-OFF SPOTS AND CIRCLES**

- a) Face-off spots and circles shall be marked on the ice in both end zones and on both sides of each goal as illustrated on the opposite page.
- b) The face-off spots shall be **60 cm** in diameter, red in colour, as illustrated on the opposite page.
- c) On opposite sides of the end zone face-off spots shall be marked **double "L"**, as illustrated on the opposite page.
- d) The circles shall have a **radius of 4.5 m** from the center of the face-off spots and marked with a red line, **5 cm wide**.



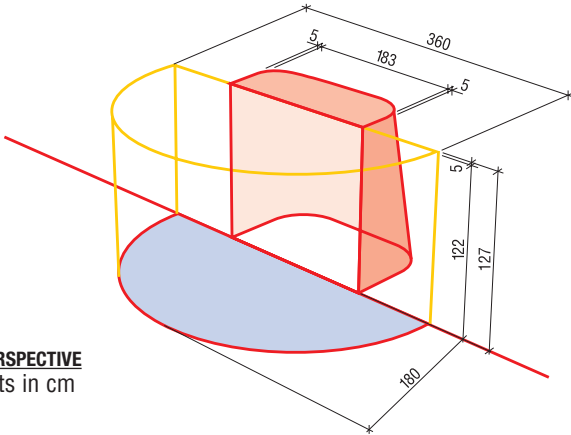
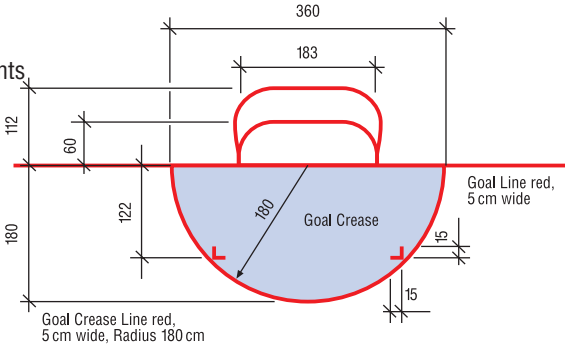
**REFEREE CREASE**

All measurements in cm



**GOAL CREASE**

All measurements in cm



**GOAL CREASE PERSPECTIVE**

All measurements in cm



## **118 - REFEREE CREASE**

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

## **119 - GOAL CREASE**

- a) In front of each goal a **"Goal Crease"** area shall be marked by a red line, **5 cm wide**, as illustrated on the opposite page.
- b) The goal crease area shall be painted light blue. The inside of the goal area from **NEW** the goal line to the back of the net shall be white.
- c) The goal crease shall include all the space outlined by and include the crease **NEW** line and extending vertically **1.27 m** to the top of the goal frame.
- d) The goal crease shall be laid out as follows: A semi-circle **180 cm** in radius and **NEW** **5 cm** in width shall be drawn using the center of the goal as the center point. In addition, an **"L"** shaped marking of **15 cm** in length and **5 cm** in width (both lines) at each front corner shall be painted on the ice. The location of the **"L"** marking is measured by drawing an imaginary line **122 cm** from the goal line to the edge of the semi-circle. At that point, the **"L"** marking shall be drawn.



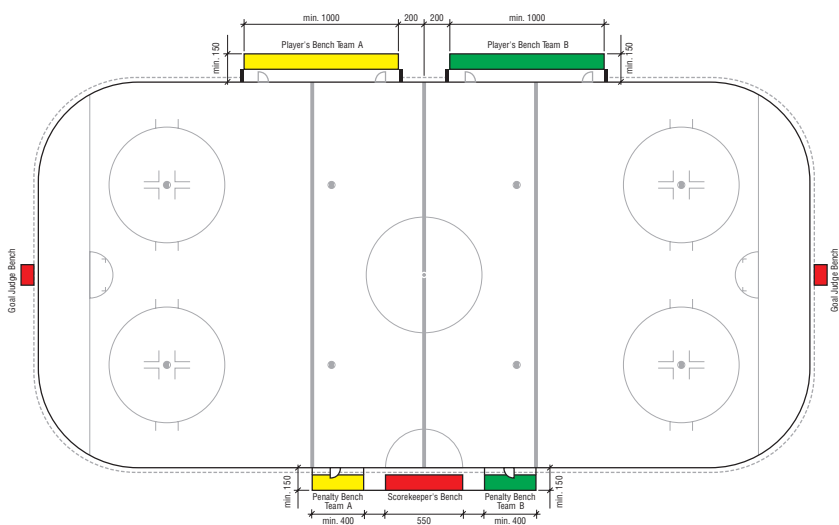
- 1. Goal posts and nets shall be set in such manner as to remain stationary during the progress of the game.
- 2. For Olympic Games, IIHF World Senior A Men and Women ,Division 1, Junior Under 20 , Junior Under 18 championships, **flexible goal pegs** are mandatory and are strongly recommended for other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



- 1. Each player's bench shall have two doors, one of which shall be in the **NEUTRAL ZONE.**
  - 2. The players' benches shall be protected from access by persons other than the players and the six team officials.
- **Report** to the Proper Authorities.

### **PLAYERS' BENCHES AND PENALTY BENCHES**

All measurements in cm





### **130 - GOAL FRAME, POSTS AND NETTING**

- a) The goal nets shall be located in the center of the goal lines.
- b) The goal posts shall extend vertically **1.22 m** above the ice surface and be **1.83 m** apart (internal measurements). The goal posts and horizontal crossbar that form the tubular steel frame shall be of a specified design with an external diameter of **5 cm** and shall be painted red.
- c) The goals and crossbar shall be completed by a frame supporting the netting, the deepest point of which shall not be more than **1.12 m** or less than **0.60 m**. It shall be painted white, except for the exterior part of the base frame, which shall be painted red.
- d) A netting of white nylon cord shall be draped over to enclose the back of the goal frame in such a manner as to prevent the puck from coming to rest on the outside of it, yet strung in a manner that shall keep the puck inside the goal net.
- e) The inside of the supports, other than the goal posts and crossbar, shall be covered by a white padding. The padding of the base frame shall start not less than **10 cm** from the goal posts and shall be attached in a manner that shall not restrict the puck from completely crossing the goal line.

### **140 - PLAYERS' BENCHES**

- a) Each rink shall be provided with two identical benches, exclusively for the use of players in uniform and officials of both teams.
- b) The benches shall be on the same side of the rink, immediately along the ice but opposite to the penalty benches, separated by a substantial distance or by other facilities, and convenient to the dressing rooms.
- c) Each bench shall begin **2 m** from the center line with a minimum length of **10 m** and a minimum width of **1.5 m**.
- d) Each bench shall accommodate:
  - **16 players and 6 team officials.**

### **141 - PENALTY BENCHES**

- a) Each rink shall be provided with two benches to be known as the penalty benches for a minimum of **5 players each**.
- b) They shall be located on both sides of the Scorekeeper's desk and opposite to the players' benches and shall have a minimum length of **4 m** and a minimum width of **1.5 m**.
  - Access to the penalty benches shall be restricted to persons other than the penalized players and the penalty bench attendants.

### **142 - GOAL JUDGES' BENCHES**

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

### **143 - SCOREKEEPER'S BENCH**

Between the penalty benches shall be located the Scorekeeper's bench which shall have a length of **5.5 m** to accommodate **6 people**.



PLAYER	PENALTY			PLAYER	PENALTY
44-4.43		20:00		20-3.45	
38-1.37		HOME	GUEST	88-1.28	
22-2.00		2	2 1	30-5.00	

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

- 1. The red light shall be connected to the timing device in such a manner so that, when the period has ended, it should be impossible for the Goal Judge to turn it on.
- 2. At the end of a period, the fact that the Goal Judge is not able to turn on the red light does not necessarily mean that a goal is not valid. The determining factor is whether or not the puck is completely over the goal line and in the goal before the period ends.
- 3. The purpose of the green light is to enable the Referee and Linesmen to observe the goal and light in the same sight line and know exactly when the period ends.

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

➤ **Report** to the Proper Authorities.

- 1. If, in the opinion of the Referee, there is not sufficient light to continue the game, he shall have the authority to postpone the remainder of the game or take time-out, pending improvement of the lighting situation.
- 2. If one team is handicapped to a greater extent by the failure of lights, and in the opinion of the Referee the game should not be cancelled, he shall have the authority to alternate the teams so that each team shall play the same amount of time in each end of the rink.



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



## **150 - SIGNAL AND TIMING DEVICES**

### **151 - SIREN**

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

### **152 - CLOCK**

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

1. **Names of both teams**
2. **Time played in any period**, counting up in minutes and seconds from 0.00 to 20.00,
3. **Penalty time remaining** to be served for at least two players on each team, counting down from the total number of minutes to 0,
4. **Score**
5. **Time-outs**, counting down from 30 to 0 seconds,
6. **Intermission time**, counting down from 15 to 0 minutes.

### **153 - RED AND GREEN LIGHTS**

Behind each goal there shall be:

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

## **160 - PLAYERS' DRESSING ROOMS**

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

### **161 - REFEREE'S AND LINESMEN DRESSING ROOM**

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

### **170 - RINK LIGHTING**

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

### **171 - SMOKING IN THE ARENA**

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

### **172 - MUSIC IN THE ARENA**

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



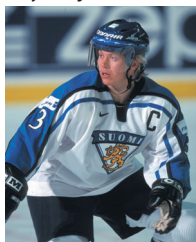
- 1. **No changes** or additions shall be permitted to the list once the game has started.
- 2. If, during the game, a team cannot place the correct number of players on the ice because of penalties or injuries, the Referee shall declare the game a **forfeit**.
  - **Report** to the Proper Authorities.

- 1. It is not permitted to appoint a goalkeeper, Playing Coach or Manager as a Captain or Alternate Captain.

**NEW** ➤ 2. If a Captain or Alternate Captain is not on the ice, they cannot come off the bench to discuss any situation with the Referee, unless invited by the Referee.

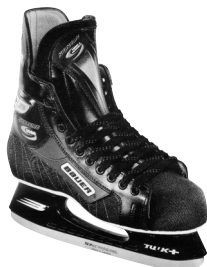
➤ **Misconduct** penalty (see Rule 572)

- 3. If both the Captain and Alternate Captain are on the ice, only the Captain has the privilege of conversing with the Referee.
- 4. Players that do not wear a “C” or “A” on their jersey shall not be granted the privileges of conversing with the Referee.



**NEW** ➤ 1. The official playing rules specify the use of protective equipment out of concern for the orderly playing of the game, and for the safety, health and welfare of participants. However, such rules do not imply a guarantee by the IIHF that the use of such equipment will provide protection from injury. It is the responsibility of the player to ensure that the equipment used conforms, where specified, with the official playing rules and is worn and maintained in good condition in accordance with the manufacturer's warranties.

- 2. For advertising and/or brand identification on the player's equipment, see Annex 1.



**PLAYER'S SKATE**



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

### **200 - PLAYERS IN UNIFORM**

- a) Before the game, the Manager or Coach of each team shall provide the Referee or Scorekeeper with a list of names and numbers of eligible players and goalkeepers, including the names of the Captain and Alternate Captains.
- b) Each team shall be allowed a maximum of:
  - **20 players**, and
  - **2 goalkeepers**,
  - for a total of **22**.

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

- a) Each team shall appoint a **“Captain”** and no more than two **“Alternate Captains”**.
- b) The Captain shall wear the letter **«C»** and Alternate Captains shall wear the letter **«A»**, **8 cm in height** and in a contrasting colour, in a conspicuous position on the front of their sweater.
- c) On the ice, only these designated players, if they are not penalized, shall have the privilege to discuss with the Referee any questions relating to the interpretation of rules that may arise during the course of the game.

➤ **Important:** A complaint concerning a penalty is not a matter relating to the interpretation of the rules and shall be penalized.

➤ **Misconduct** penalty (see Rule 572)

**NEW**

### **210 - EQUIPMENT**

- a) Player's and goalkeeper's equipment shall consists of sticks, skates, protective equipment and uniforms.
- b) All protective equipment, except gloves, helmets and goalkeepers' leg guards, shall be worn entirely underneath the uniform.
- c) All infractions related to the wearing of equipment shall be penalized under Rule 555.

### **220 - PLAYER'S EQUIPMENT**

#### **221 - PLAYERS' SKATES**

The players shall wear **“Ice Hockey Skates”** with safety blades.

#### **222 - PLAYER'S STICK**

- a) Sticks shall be made of wood or other material approved by the IIHF.
- b) It shall not have any projections and all edges shall be bevelled.
- c) Adhesive non-fluorescent tape of any color may be wrapped around the stick at any place.

**NEW**



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

### PLAYER'S HELMET



### PLAYER'S VISOR

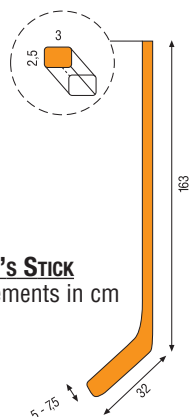


### FULL FACE MASKS



- Rule 226 applies for players;

Born in 1989 – for season 2006–2007  
 Born in 1990 – for season 2007–2008  
 Born in 1991 – for season 2008–2009  
 Born in 1992 – for season 2009–2010



### PLAYER'S STICK All measurements in cm

- Rule 224 applies for players;

Born in 1989 – for season 2006–2007  
 Born in 1990 – for season 2007–2008  
 Born in 1991 – for season 2008–2009  
 Born in 1992 – for season 2009–2010

### **NEW**

- Each national association participating in an IIHF championship shall ensure that each of their players is equipped with a hockey helmet and where applicable, a visor or face mask, properly attached to the helmet all fit for the purposes for which they were intended by the manufacture.
- The full face masks shall be constructed in such a way that neither the puck nor a stick blade might get through it.



d) Player's Stick Dimensions:

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

## **223 - PLAYER'S HELMET**

- a) During the game and during the pre-game warm-up, all players shall wear a hockey helmet with chin strap properly fastened.
- b) Where a player(s) fail to wear a helmet during the pre-game warm-up in **NEW** International competition, the standby Referee shall report to the Chairman who shall report to the Directorate or the IIHF Disciplinary Committee. In National competitions, the procedure shall follow the national association rules in this matter.
- c) 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 shall only be enough room between the strap and the chin to insert one finger.
- d) Should the helmet of a player come off while play is in progress, the player shall not be permitted to participate in the play except if he replaces the helmet on his head with the chin strap properly fastened.
  - If the player continues to play without his helmet properly fastened he shall be penalized under Rule 555 e.

## **224 - PLAYER'S FACE MASK AND VISOR**

- a) It is recommended that all players wear a full face mask or a visor.
- b) Players born **after December 31, 1974** shall wear, as a minimum, a visor.
- c) The visor shall extend down to cover the eyes and the lower edge of the nose in frontal and lateral projections.
- d) All women players shall wear full face masks.
- e) Players and goalkeepers in the category under 18 years and younger shall wear a full face mask.
- f) Players shall not be permitted to wear a coloured or tinted visor or tinted **NEW** full face mask.

## **225 - PLAYERS' GLOVES**

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

## **226 - NECK AND THROAT PROTECTOR**

- a) It is recommended that all players wear a neck and throat protector.
- b) Players and goalkeepers in the category under 18 years and younger shall wear a neck and throat protector.



➤ Rule 227 applies for players;

Born in 1989 – for season 2006–2007

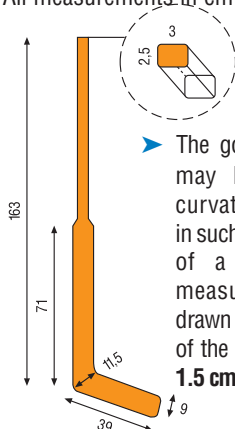
Born in 1990 – for season 2007–2008

Born in 1991 – for season 2008–2009

Born in 1992 – for season 2009–2010

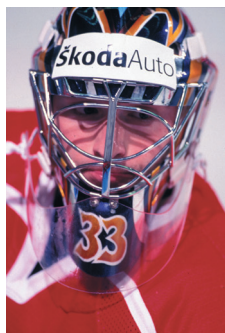
### GOALKEEPER'S STICK

All measurements in cm

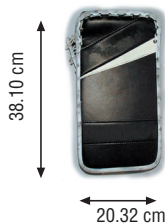


➤ The goalkeeper's stick blade may be curved, and the curvature shall be restricted in such a way that the distance of a perpendicular line, measured from a straight line drawn from the heel to the end of the blade, shall not exceed **1.5 cm.**

### GOALKEEPER FULL FACE MASK



### BLOCKER GLOVE

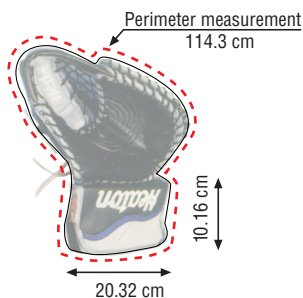
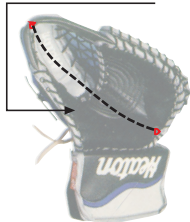


### GOALKEEPER'S SKATE



### CATCHING GLOVE

"T" Trap measurement 46 cm





## **227 – MOUTH GUARD**

- a) It is recommended that all players shall wear a custom made mouth guard.
- b) All players in the age category under 20, and not wearing a full face mask, shall wear a custom made mouth guard.

## **230 - GOALKEEPER'S EQUIPMENT**

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

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

## **231 - GOALKEEPERS' SKATES**

The goalkeeper shall wear special **“Goalkeeper Skates”** of approved design.

## **232 - GOALKEEPERS' STICKS**

- a) The stick shall be made of wood or other material approved by the IIHF.
- b) It shall not have any projections and all edges shall be bevelled.
- c) Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.
- d) Dimensions:
  - 1. **Shaft:** maximum length - **163 cm** from the heel  
maximum width - **3 cm**  
maximum thickness - **2.5 cm**  
**Widened part of the shaft:** maximum length - **71 cm** from the heel  
and not more than **9 cm** wide. The shaft shall be straight.
  - 2. **Blade:** maximum length - **39 cm** from the heel  
maximum width - **9 cm**, except at the heel where it shall not exceed **11.5 cm**

## **233 - GOALKEEPERS' GLOVES**

### **233a) - BLOCKING GLOVE**

The maximum outside dimensions of the protective padding attached to the back, forming part of a blocking glove, shall not exceed:

- **38.1 cm** in length
- **20.32 cm** in width

**NEW**

**NEW**

### **233b) - CATCHING GLOVE**

- a) The maximum outside dimensions of the catching glove shall not exceed:

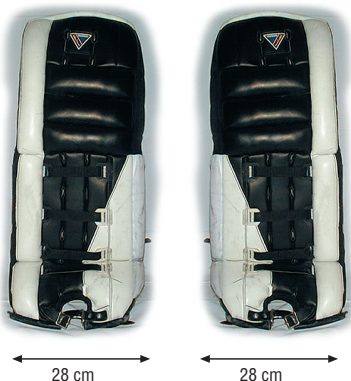
- **20.32 cm** in length at any part of the wrist cuff, which shall be **10.16 cm** in width (height) **NEW**
- Distance from the heel along the pocket to the top of the T trap shall be no more than **46 cm**. **NEW**

- b) The perimeter of the catching glove shall not exceed **114.3 cm**. **NEW**

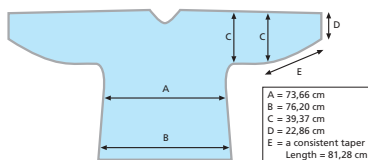




## HELMET OFF GOALKEEPER



## LEG GUARDS



## GOALKEEPER JERSEY MEASUREMENTS

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



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

- a) All goalkeepers shall wear a **“Face Mask”** with a hockey helmet, or a goalkeeper's full face head protector.
- Goalkeeper's face mask shall be constructed in such a way that a puck shall not get through it.
- b) Should the helmet and /or face mask come off while play is in progress, the Referee shall stop play.
- c) If a goalkeeper removes his helmet and/or face mask in order to bring a **NEW** stoppage in play in a breakaway situation, the Referee shall award to the non-offending team a:
- **Penalty Shot** (PS)
- d) If a goalkeeper removes his helmet and/or face mask in order to bring a stoppage **NEW** in play during a Penalty Shot, the Referee shall award to the non-offending team a:
- **Goal**
- e) Should a hard shot hit the goalkeeper's face mask while play is in progress ,the Referee shall stop play.

## **235 - GOALKEEPERS' LEG GUARDS**

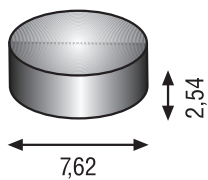
The goalkeepers' leg guards shall not exceed **28 cm** wide when on the leg of the **NEW** goalkeeper.

- A piece of any material covering the space between the ice and the bottom of the leg guards in front of the skates are not permitted.

## **240 - UNIFORMS**

- a) **All players** from each team shall be dressed uniformly in sweaters, pants, stockings and helmet (except for the goalkeeper who is permitted to wear a helmet of a different colour to the rest of the team).
- The **basic colour** shall cover approximately **80 percent** of each part of the equipment, excluding names and numbers.
  - Sweaters, including the sleeves, and stockings shall be of the same colour.
  - Sweaters shall be worn outside of the pants.
  - Each player shall wear an individual number **25 to 30 cm high** on the back of **NEW** the sweater and **10 cm high** on both sleeves. Numbers are limited to the numbers **1 to 99**.
- b) In IIHF competitions, each player shall wear his name on the upper portion of **NEW** the back of his sweater, printed **10 cm high**, in block capital Roman letters.





# Puck

All measurements in cm



# Puck Logo



## **250 - Puck**

- a) The “**Puck**” shall be made of vulcanized rubber or other material approved by the IIHF and be primarily black in colour.
- b) The dimensions of a puck shall not exceed:
  - Diameter - **7.62 cm**
  - Thickness - **2.54 cm**
  - Weight -**156 to 170 gms**
- c) The printed logo, trademark and/or advertising shall not exceed in diameter **4.5 cm** **NEW** of the area of each side of a puck or 35% of the area of each side of the puck. There may be printing on both sides of a puck.

## **260 - MEASUREMENT OF EQUIPMENT**

- a) The Referee may, at any time and at his own discretion, measure any equipment.
- b) The Captain of a team may make a formal complaint against a specific dimension of any equipment. The Referee shall make the necessary measurement immediately. However, no goal shall be disallowed as a result of any measurement.
  - If the complaint is not sustained, the requesting team shall be penalized.
    - **Bench Minor** penalty (see Rule 555)
  - If the complaint is sustained, the guilty player shall be penalized.
    - **Minor** penalty (see Rule 555)
- c) Such request shall be limited to one team at any stoppage of play.
  - The measurement of goalkeeper's equipment, with the exception of the stick, may only be requested immediately at the end of any period.
- d) If a Captain of the team that is two men short in the last two minutes of the game **NEW** or at 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)



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





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

### **300 - APPOINTMENT OF OFFICIALS**

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

- GAME OFFICIALS**
- One **Referee**
  - Two **Linesmen**

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

### **310 - GAME OFFICIALS**

#### **311 - REFEREE AND LINESMEN EQUIPMENT**

- a) All Referees and Linesmen shall be dressed in black trousers and official sweaters. The Referee shall wear red armbands, **8 cm** wide, on the upper part of each sleeve (only in the three official system).
- b) They shall wear skates and a black hockey helmet with a visor, and shall be equipped with an approved whistle and metal tape measure with a minimum **2 m** length.

#### **312 - REFEREE DUTIES**

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

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

- a) The Linesmen shall be responsible mainly for the infractions concerning the lines (offsides, icing the puck).
- b) They shall face-off the puck in most circumstances and shall assist the Referee in conducting the game.

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



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

**NEW** ➤ See also Video Goal Judge System and Video Support System in IIHF Sports Regulations



**REFEREE DISCUSSING WITH VIDEO GOAL JUDGE**



## **320 - OFF-ICE OFFICIALS**

### **321 - GOAL JUDGES**

- a) There shall be one Goal Judge stationed behind each goal. The Goal Judges shall not change goals during the game. In IIHF competitions they may not be nationals of either team engaged in the game.
- b) The Goal Judge shall decide only if **the puck has passed between the goal posts and completely over the goal line**, and shall then give the appropriate signal.
- c) The **Referee** may consult with the Goal Judge, but the Referee **shall give the final** decision in matters of a disputed goal.

### **322 - SCOREKEEPER**

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

### **323 - TIMEKEEPER**

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

### **324 - ANNOUNCER**

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

### **325 - PENALTY BENCH ATTENDANTS**

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

## **330 - VIDEO GOAL JUDGE SYSTEM & VIDEO SUPPORT SYSTEM**

- a) The Video Goal Judge System (VGJ) shall be applied only at the request of the Referee or the Video Goal Judge.
- b) Only the Referee may apply the Video Support System (VSS).
- c) The following are the only situations subject to review by the Video Goal Judge System or by the Referee using the Video Support System:
  - 1. Puck crossing the goal line.
  - 2. Puck in the net prior to the goal frame being displaced.
  - 3. Puck in the net prior to or after the expiration of time at the end of a period.
  - 4. Puck directed into the net by hand or kicked into the net.
  - 5. Puck deflected into the net of an official.
  - 6. Puck struck with a high stick above the height of the crossbar by an attacking player prior to entering the net.
  - 7. Establishing the correct time on the official clock, provided the game time is visible on the Video Goal Judge's monitor.

**NEW**  
**NEW**

## **340 - PROPER AUTHORITIES**

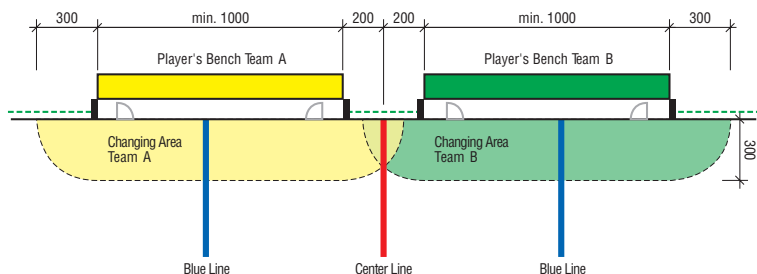
The term **“Proper Authorities”** or **“Proper Disciplinary Authorities”** as applied under these rules, is defined as the immediate governing body of the games involved.



- Each team shall be allowed to have only one goalkeeper on the ice at a time.  
This goalkeeper may be removed and be substituted by another player. Such player shall not be permitted the privileges of the goalkeeper.
  
- 1. If the home team has not been established, the competing teams shall decide which team shall be the home team by mutual agreement, by the flip of a coin or some similar method.
- 2. **Home team privileges:**
  1. Choice of the player's bench,
  2. Choice of uniform colours.
  3. At the face-off following a stoppage of play, the home team shall place their line-up after the visiting team.
- 3. At any time in the game, the Referee may request, through the Captain, that the visiting team put a playing line-up on the ice to promptly commence play.
  
- 1. No warm-up shall be allowed to any player or goalkeeper at the end of the first and second period, or at any stoppage of play.
- 2. Teams shall not change ends when the ice is not resurfaced for overtime or game winning shots.
- 3. In the application of the rule, the change of one or more players shall constitute a line change.

### **CHANGING AREA FOR PLAYERS**

All measurements in cm





## **SECTION 4 - PLAYING RULES**

### **400 - PLAYERS ON THE ICE**

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

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

The six players shall be:



### **402 - START OF GAME AND PERIODS**

- The game shall begin at the scheduled time with a face-off at the center face-off spot. A face-off conducted in the same manner shall take place at the start of each period.
- The teams shall start the game defending the goal nearest to their player bench.
- Teams shall change ends for each succeeding regular or overtime period.

### **410 - CHANGE OF PLAYERS AND GOALKEEPERS**

- Under the conditions set out in this section, the players and goalkeepers **may be changed at any time** during the play or during a stoppage of play.
- If, during a substitution, the player entering the game plays the puck or makes any physical contact with an opponent while the retiring player is actually on the ice, there shall be a penalty.

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

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

### **411 - CHANGE OF PLAYERS AND GOALKEEPERS FROM THE PLAYER'S BENCH DURING PLAY**

- The players and goalkeepers may be changed at any time from the player's bench while the game is in progress provided that:
  - The changing players and goalkeepers are within an imaginary area limited by the length of the respective player's bench and **3 m from the boards**, as illustrated on the opposite page,
  - The changing players and goalkeepers are out of the play before any change is made.

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

- If, when a goalkeeper leaves his goal crease and proceeds to his player's bench **NEW** for the purpose of substituting another player and if the substitution is made prematurely, the official shall stop the play when the offending team gains possession of the puck. The ensuing face-off shall take place at the center ice face-off spot, except in cases where the offending team would gain as a result a territorial advantage, in which cases the face-off shall be where the stoppage of play occurred (See Rule 440g)





### **PLAYER CHANGE SIGNAL RULE 412**

- NEW** ➤ 1. When a team attempts to make a player change after its allotted period of time, the Referee shall send the player(s) back to the bench and issue a warning to the Coach.
- 2. Any subsequent infraction of this procedure at any time during the course of the game shall result in the team receiving a:
- **Bench Minor** penalty (see Rule 575)
- **No warm-up** shall be permitted for a substitute goalkeeper.



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

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

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

- b) The procedure shall be carried out as follows:

1. The Referee shall take his position for the start of the next play, and the Linesman dropping the puck shall proceed promptly to the location of the face-off.
2. The Referee shall allow the visiting team **five seconds** to make their player changes.
3. After the **five seconds**, the Referee shall raise his arm to indicate that the visiting team shall no longer make a player change.
4. With the arm still up, the Referee shall allow the home team **five seconds** to make their player changes.
5. After the **five seconds**, the Referee shall drop his arm to indicate that the home team shall no longer make a player change.
6. As soon as the Referee drops his arm, the Linesman conducting the face-off shall blow the whistle, which signals to both teams that they shall have no more than **five seconds** to line-up for the face-off.
7. At the end of the **five seconds**, or sooner if the facing-off players are ready, the Linesman shall drop the puck. It shall not be the responsibility of the Linesman to wait for the players to come into position for the face-off.

- c) Teams are not permitted to make a player(s) substitution following a false face-off, **NEW** except when a penalty is assessed that affects the on-ice strength of either team.

#### **413 - CHANGE OF PLAYERS FROM THE PENALTY BENCH**

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

➤ **Bench Minor** penalty (Rule 563)

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

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

➤ **Minor** penalty (Rule 592)

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

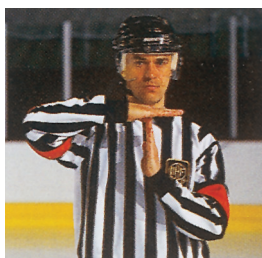


- 1. If it is obvious that a player has sustained a serious injury, the Referee and/or the Linesman shall stop the play immediately.
  - 2. When play has been stopped due to an injured player, excluding the goalkeeper, the injured player shall leave the ice and shall not return to the ice until after play has resumed.
- **Minor** penalty (see Rule 554e)

- 1. **No warm-up** shall be permitted for the substitute goalkeeper.
- 2. In this case, neither of the two regular goalkeepers shall return to the game.

*Note:* In IIHF competitions where 3 goalkeepers are registered and one of the two goalkeepers on the Official Game Sheet is incapacitated the IIHF By-Law 618, f) applies.

- 1. Playing time shall commence from the instant the puck is faced-off and shall stop when the whistle is blown.
- 2. If any unusual delay occurs within **five minutes** of the end of the first and second period, the Referee may order the next regular intermission to be taken immediately. When play resumes, the remaining time shall be played with the teams defending the same goal as before the intermission, after which time the teams change ends and resume playing the ensuing period without delay.
- 3. In open air rinks, teams shall change ends at the midway point of the third and overtime periods.
- 4. During the intermissions the ice shall be resurfaced.



**TIME-OUT SIGNAL**  
**RULE 422**



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

- a) If a player is injured and cannot continue to play or go to the bench, the play shall continue until his team has secured possession of the puck, unless any team is in an immediate scoring position.
- b) If a player other than the goalkeeper is injured or compelled to leave the ice during the game, he may retire and be replaced by a substitute, but play shall continue without the teams leaving the ice.
- c) If a penalized player has been injured he may proceed to the dressing room, and if he has been assessed a Minor, Major or Match penalty, the penalized team shall immediately put a substitute player on the penalty bench who shall serve the penalty without change, except by the injured penalized player if he is able to return.
- d) The injured penalized player shall not be eligible to play until his penalty has expired.
- e) If an injured player returns to play before his penalty has expired, the Referee shall assess additionally to this player a: NEW

➤ **Minor** penalty (2')

#### **417 - INJURED GOALKEEPERS**

- a) If a goalkeeper sustains an injury or becomes ill, he shall be ready to resume play immediately or be replaced by a substitute goalkeeper.
- b) If both goalkeepers of the team are incapacitated and unable to play, the team shall have **ten minutes** to dress another player in uniform as a goalkeeper.

#### **419 - ICE CLEANING**

NEW

Referee has the authority to remove a build up of snow around the goal post or on the goal line near the net.

#### **420 - TIMING OF GAME**

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

#### **421 - OVERTIME PERIOD**

In a game where a winner shall be declared, the game shall be prolonged by an actual time **“Sudden Victory”** overtime period.

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

#### **422 - TIME-OUT**

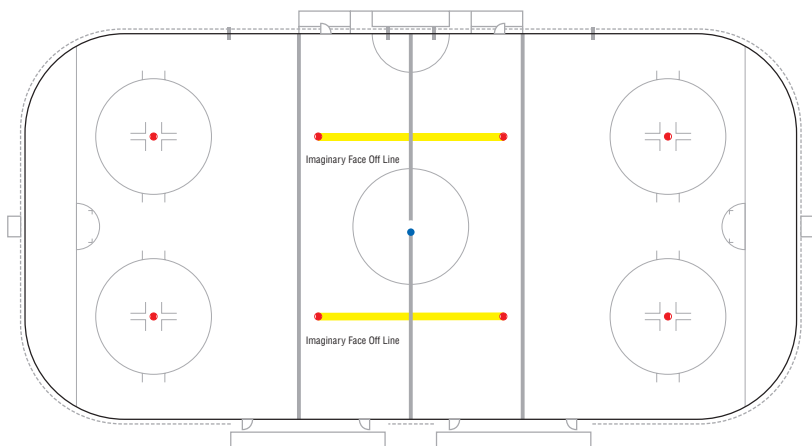
- a) Each team shall be permitted **one 30 second time-out** during the course of regular time or during overtime.
- b) During a normal stoppage of play, any player designated by the Coach may ask the Referee for the time-out. The Referee shall report the time-out to the Scorekeeper.
- c) The players and goalkeepers of both teams, except for penalized players, are allowed to go to their respective benches.
- d) Each team may take their time-out at the same stoppage of play, but the team taking the second time-out shall notify the Referee before the end of the first time-out.



- **“Sudden victory”** means that, during the overtime period, the team who scores the first goal is declared the winner.

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

### **FACE-OFF SPOTS AND IMAGINARY LINES**





#### **430 - DETERMINING THE OUTCOME OF THE GAME**

- a) The team scoring the greatest number of goals during the three 20 minute periods shall be declared the winner and shall be credited with **two points** in the standings.
- b) If, at the end of the game, the score for both teams is equal, the game shall be declared a tie with **one point** credited to each team.
- c) In a game where a winner shall be declared, the game shall be prolonged by an actual time **“Sudden Victory”** overtime period. If no goal is scored, game winning shots shall apply.

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

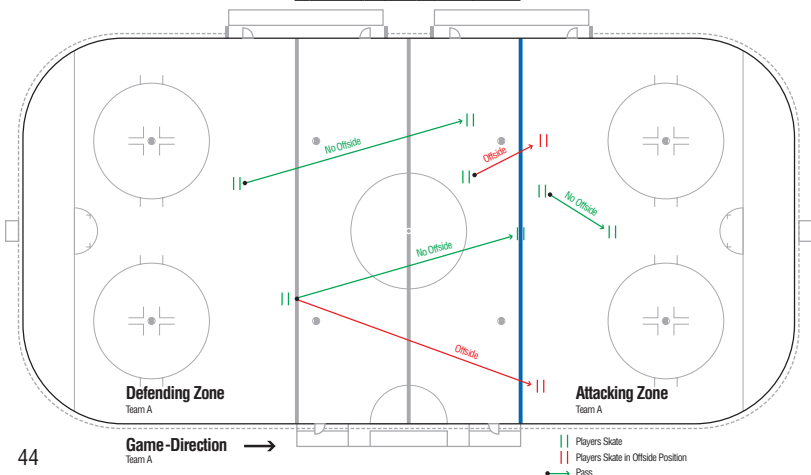
- a) A face-off shall be conducted **at the beginning of each period and after any stoppage of play.**
- b) All face-offs shall be conducted exclusively:
  - 1. At the nine designated face-offs spots, or
  - 2. On two imaginary lines parallel to the side boards and extending from one neutral zone face-off spot to the other neutral zone face-off spot.
- c) The face-offs shall be conducted at the **center ice spot:**
  - 1. At the start of a period,
  - 2. After a goal scored,
  - 3. After an error by an official on icing,
  - 4. Premature substitution of a goalkeeper unless otherwise expressly provided by these rules.
- d) Face-offs shall be conducted at the **end zone spots of the defending team:** **NEW**
  - 1. After any infringement of the rules made by the defending team in his defending zone the puck shall be faced-off at the end face-off spot on the side where the stoppage occurred.
  - 2. A goal illegally scored as a result of a puck deflected off an official.
  - 3. After an attacking team does not score on a Penalty Shot
- e) Face-offs shall be conducted at the **end zone spots of the attacking team:**
  - 1. When the puck is iced by the attacking team,
  - 2. After an intentional off-side by the attacking team,
- f) Face-offs shall be conducted at the **neutral zone spots:**
  - 1. After an offside,
  - 2. After any infringement of a rule made by the attacking team in their attacking zone.
  - 3. Following a stoppage of play, should one or both defencemen who are playing near their attacking blue line or any other player coming from the bench of the attacking team enters into the attacking zone beyond the outer edge of the end zone face-off circles.
- g) Face-offs shall be conducted at the **imaginary lines:** **NEW**
  - 1. After an offside pass, unless the puck was passed or shot by an attacking player from his defending zone.
  - 2. After any infringement of the rules by either team at the nearest point on the line where the play was stopped, unless otherwise expressly provided here above.





- 1. The whistle shall not be blown by the official to start play.
  - 2. No substitution of players shall be permitted until the face-off has been conducted and play has resumed, except when a penalty is assessed that shall affect the on ice strength of either team.
  - 3. If the player facing-off fails to take his proper position immediately when directed to do so by the official, the official shall order him replaced for the face-off by another team-mate on the ice.
  - 4. If a player enters the face-off circle, the Referee or Linesman shall blow the whistle to re-face-off the puck, unless the non-offending team gains possession of the puck.
  - 5. The Referee shall assess the corresponding **penalty(s)** for the infraction made by the player. (See Rule 554 (g) paragraph b.)
- 1. A player actually propelling and in control of the puck, who crosses the blue line ahead of the puck, shall not be considered offside.
  - 2. If a defending player carries or passes the puck into his defending zone while a player of the attacking team is in an offside position, no offside shall be called.
  - 3. An **intentional offside** is made for the purpose of causing a stoppage of play, regardless of the reason.

### **OFFSIDE PASS SITUATIONS**





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

- a) The Referee or the Linesman shall drop the puck between the sticks of the two players facing-off.
- b) The players shall be positioned squarely facing their opponent's end of the rink, approximately one stick length apart, with the blade of their stick on the ice on the white part of the face-off spot.
- c) The player of the attacking team in his attacking half of the rink shall place his stick on the ice first followed immediately by the player of the defending team.
- d) However, when the face-off is at the center ice spot the player of the visiting team shall place his stick first on the ice.

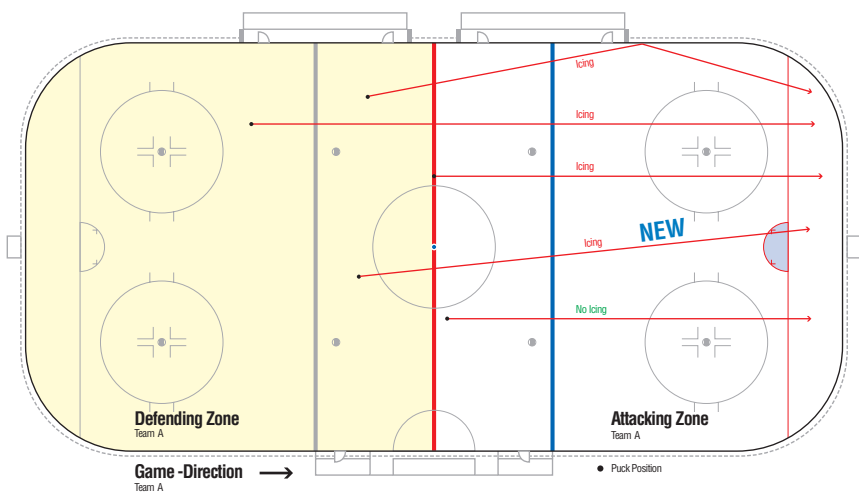
#### **450 - OFFSIDES**

- a) Players of an attacking team **shall not precede the puck** into their attacking zone.
- b) The determining factors in deciding an offside are:
  - 1. The **players' skates position** - player is offside when both skates are completely over the blue line in his attacking zone before the puck completely crosses the line,
  - 2. The **puck position** - the puck shall have completely crossed the blue line into the attacking zone.
- c) In violation of this rule, play shall be stopped and a face-off shall be conducted:
  - 1. At the nearest neutral zone face-off spot if the puck was carried over the blue line by the attacking player,
  - 2. At the place where the pass or shot originated when the puck was passed or shot over the blue line by an attacking player. (See point 4 in this rule). **NEW**
  - 3. At the end face-off spot in the defending zone of the offending team if, in the opinion of the Linesman or Referee, a player has **intentionally** caused an offside.
  - 4. At the end zone face-off spot in the defending zone of the offending team, if the puck was passed or shot by the attacking player from his defending zone. **NEW**



- 1. The attacking zone shall be completely clear of attacking players before the delayed offside can be nullified with the puck still in the attacking zone.
  - 2. **“Immediately”** means that the attacking players shall not touch the puck, or attempt to gain possession of a loose puck, or force the defending puck carrier further back in the zone.
  - 3. In this second case, when the Linesman drops his arm, any attacking player may re-enter his attacking zone.
- 
- 1. If the Linesmen have made a mistake in calling an icing, the puck shall be faced-off on the center ice face-off spot.
  - 2. The purpose of this section is to enforce continuous action and both Referee and Linesmen shall interpret and apply the rule to produce this result.
  - 3. **“Short Handed”** means that due to a penalty(s), the team shall be below the numerical strength of its opponents on the ice.

### ICING THE PUCK





#### **451 DELAYED OFFSIDE PROCEDURE**

If an attacking player precedes the puck into the attacking zone, but a defending player is able to play the puck, the Linesman shall raise his arm to signal a “**Delayed Offside**”, except if the puck has been shot on goal causing the goalkeeper to play the puck.

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

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

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

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

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

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

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

- d) **No icing** shall be called:

1. If the puck enters the goal - the goal is allowed,
2. If the offending team is “**Short Handed**” at the instant the puck is shot,
3. If the puck touches any part of an opposing player, including the goalkeeper, before crossing the goal line,
4. If the puck is iced directly from a player participating in a face-off,
5. If, in the opinion of the Linesman, any player from the opposing team, except the goalkeeper, is able to play the puck before it crosses the goal line.
6. Once the goalkeeper leaves his goal crease or when the goalkeeper is outside **NEW** his goal crease during icing situation and moves in the direction of the puck.





**PUCK IN THE NET**

➤ Note: All such calls shall be based strictly on the judgement of the Referee.

- 1. No goal shall be disallowed after the face-off immediately following the scoring of that goal.
- 2. The goal crease is defined as a **volume**, extending from the crease area on the ice up to **1.27 m** above the ice surface.

**NEW** Note: "**Contact**" whether or otherwise, between a goalkeeper and an attacking player may be with the stick or any part of the body.

**NEW** Note: All such calls shall be based strictly on the judgement of the Referee.



## **470 - DEFINITION OF A GOAL**

**A goal** shall be allowed:

1. When the puck has been put between the goal posts below the crossbar and entirely across the goal line by the stick of a player of the attacking team,
2. If the puck has been put into the goal net in any way by a player of the defending team,
3. If the puck has been deflected into the goal net from the shot of an attacking player by striking any part of a team-mate,
4. If a player of the attacking team has been physically interfered with, by the action of any defending player so as to cause him to be in the goal crease when the puck enters the goal net, unless if in the opinion of the Referee, he had sufficient time to get out of the crease,
5. If the puck should become loose in the goal crease and then put into the goal net by the stick of the attacking player,
6. When the puck deflects directly off the skate of an attacking or defending player.
7. If an attacking player being in the goal crease at the moment the puck crosses the goal line and in **no way** affects the goalkeeper's ability to make a save, unless the cases described in Rule 471. **NEW**

## **471 - DISALLOWING A GOAL**

a) **No goal** shall be allowed:

1. If an attacking player deliberately kicks, throws, bats with the hands or otherwise directs the puck by any means other than his stick into the goal net even if the puck has been further deflected by any player, goalkeeper or official,
  2. If an attacking player contacted the puck with the stick above the cross bar,
  3. If the puck has been directly deflected into the goal net off an official,
  4. If an attacking player stands or holds his stick in the goal crease when the puck enters the goal net, unless he has been physically interfered with, by the action of any defending player so as to cause him to be in the goal crease when the puck enters the goal net, unless if in the opinion of the Referee, he had sufficient time to get out of the crease or unless Rule 470 applies.
  5. If the goal net has been displaced from its normal position, or the frame of the goal net is not completely flat on the ice. **NEW**
  6. If an attacking player initiates contact with the goalkeeper, incidental or otherwise, while the goalkeeper is in his goal crease and a goal is scored. **NEW**
  7. If an attacking player initiates any contact with the goalkeeper, other than incidental contact, while goalkeeper is outside his goal crease and a goal is scored. **NEW**
  8. Where an attacking player enters or takes a position within the goal crease, so as to obstruct the goalkeeper's vision and impair his ability to defend his goal net and a goal is scored. **NEW**
  9. Where a goalkeeper has been pushed into the goal net together with the puck after making a stop. If applicable, appropriate penalties shall be assessed. **NEW**
- b) Where the puck is under the player who is in or around the goal crease (deliberately or otherwise), a goal cannot be scored by pushing this player together with the puck into the goal net. If applicable, the appropriate penalties shall be assessed, including the Penalty Shot (See Rule 557). **NEW**



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

**NEW** ➤ 2. Two assists may be awarded when a player scores after a rebound off of the goalkeeper.

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



#### **472 - GOAL AND ASSIST AWARDED TO THE PLAYER**

- a) A **“Goal”** shall be credited in the scoring records to the player who propelled the puck into the opponent's net.
- b) Each goal shall count as **one point** in the player's record.
- c) When a goal has been scored, an **“Assist”** shall be credited to the player(s) taking part in the play immediately preceding the action.
- d) No more than two assists shall be given on any goal.
- e) Each assist shall account as **one point** in the player's record.

#### **480 - PUCK OUT OF BOUNDS**

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

#### **481 - PUCK ON THE NET**

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

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

#### **482 - PUCK OUT OF SIGHT**

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

#### **483 - ILLEGAL PUCK**

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

#### **484 - PUCK STRIKING AN OFFICIAL**

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

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

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





**HAND PASS SIGNAL**  
**RULE 490**



**HIGH STICKING THE PUCK SIGNAL**  
**RULE 492**



**WASH-OUT SIGNAL**



- b) If a team-mate of such player obtains possession of the puck in the **Neutral Zone**, play shall be stopped and the puck faced-off at the location where the offence occurred, unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred.
- c) If a team-mate of such a player obtains possession of the puck **in his Defending Zone, the Referee shall not stop the play** provided the hand pass is completed before the play and puck leave the zone.

However when the puck is passed with the hand from a player in the **Neutral Zone** to a team-mate in his **Defending Zone**, the Referee shall stop the play with the face-off at point of stoppage.

- d) If a team-mate of such player obtains possession of the puck **in his Attacking Zone, the Referee shall stop the play** with the face-off at the Neutral Zone face-off spot outside the Attacking Zone.
- e) A goal shall be disallowed if the puck was batted by an attacking player even if deflected into the goal by any player, his stick, skate, goalkeeper or official into the goal.

#### **491 - KICKING THE PUCK**

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

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

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

#### **493 - INTERFERENCE BY SPECTATORS**

- a) In the event that objects are thrown on to the ice which interferes with the progress of the game, the Referee shall stop the play and the puck shall be faced-off at the spot the play was stopped.
- b) In the event of a player being held or interfered with by a spectator, the Referee or the Linesman shall stop the play. If the team of the player interfered with is in possession of the puck, the play shall be allowed to be completed.

➤ **Report to the Proper Authorities.**