

2012 HPC – Game Protocol



GAME TIME

- 3x 20 min stop-time periods
- 20 min warm up to start 40 minutes prior to game time
- 15 minute breaks between periods

PENALTIES

- All penalties will apply as per the IIHF 2010-2014 Rule Book
- All penalties are served as normal
- A player who is assessed a Game Misconduct Penalty or Match Penalty is to be removed immediately from the game. The Camp Leadership team along with the Game Official Instructors will decide if any further disciplinary sanctions are necessary.
- A second Game Misconduct Penalty to the same player at any time during the camp will result in disciplinary sanctions being put into force by the Camp Leadership team along with the Game Official Instructors with possible exclusion from the camp.

509 - PENALTY SHOT PROCEDURE

- 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 ice at the time of the infraction to take the penalty shot.
- 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 ice at the time of the infraction, who shall take the shot.
- 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.
- The players of both teams shall withdraw to their player benches.
- The Referee shall place the puck on the center spot. Only a goalkeeper shall defend against the Penalty Shot.
- The goalkeeper shall stay in his crease until the player has touched the puck.
- The player shall, on instruction of the Referee, play the puck and proceed towards his opponent's goal line and attempt to score on the goalkeeper.
- If the player misses the puck and does not touch the puck on the way past it as it sits on the centre Face-off dot, then the player can return and continue with the Penalty Shot
- Once the puck is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
- If a goal is scored, the face-off shall take place at center ice.
- 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.

For Rule 509

- If the foul upon which the Penalty Shot is based occurred during actual playing time, the Penalty Shot shall be awarded and taken immediately in the usual manner, notwithstanding any delay occasioned by a slow whistle by the Referee. In this case, the play shall be permitted to be completed, which delay results in the expiry of the regular playing time in any period.
- If the goalkeeper leaves his crease before the player has touched the puck, or commits any foul, the Referee shall raise his arm but allow the shot to be completed.
- If the shot fails, he shall permit the Penalty Shot to be taken again. If the goalkeeper leaves the goal crease too early, the Referee shall issue a WARNING the first time and a new Penalty Shot. issue a Misconduct penalty the second time and a new Penalty Shot, and award a Goal the third time.
- The goalkeeper shall attempt to block the shot in any manner, except by throwing his stick or any other object, in which case a goal shall be awarded.
- When the Penalty Shot is taken, if any player of the opposing team interferes or distracts the player taking the shot, and because of such action the shot fails, the Referee shall allow a second Penalty Shot and assess a Misconduct penalty on the offending player.
- The time required for taking a Penalty Shot shall not be recorded in the actual playing time in any period.
- The 'spin-o-rama' type of move where the player completes a 360° turn as he approaches the goal, shall be permitted as it involves continuous forward motion.
- Should two Penalty Shots be awarded to the same team at the same stoppage of play (two separate fouls), only one goal can be scored or awarded at a single stoppage of play. Should the first Penalty Shot result in a goal, the second Penalty Shot would not be taken but the appropriate penalty would be assessed and served for the infraction committed
- Cradling the puck on the blade of the stick (like lacrosse) above the normal height of the shoulders shall be prohibited and a stoppage of play shall result.
- If this is done by a player on a Penalty Shot or a Game Winning Shot, the play will be immediately blown dead by the Referee and the play will be considered complete
- When a player and goalkeeper has been selected by their respective coaches to take a shot or defend the net against this shot, such player and/or goalkeeper cannot be changed if the Shot shall be repeated due to a violation or a foul committed by the goalkeeper unless such player and/or goalkeeper received an injury and cannot participate in the Penalty Shot Procedure. In this case the Coach may designate another player to take a Shot or the other goalkeeper to defend the net.



GAME WINNING SHOTS PROCEDURE - (Extract from IIHF Sport Regulations)

If following the completion of regulation time in any IIHF Championship game and the score of such a game is tied, the teams will then play a 4-on-4 overtime period with the team scoring first declared the winner.

If no goal is scored in the overtime period then the IIHF Game Winning Shots Procedure will apply. The following procedure will be utilized:

- Shots will be taken at both ends of the ice surface. The longitudinal centre section of the rink will be dry-scraped by the ice-resurfacing machine prior to the Game Winning Shots during the time required to organize the program accordingly.
- The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand. Eligible to participate in the Game Winning Shots will be the four goalkeepers and all players from both teams listed on the official game sheet except as specified in article 3 below.
- Any player whose penalty had not been completed when the overtime period ended is not eligible to be one of the players selected to take the shots and must remain in the penalty box or in the dressing room. Also players serving penalties imposed during the game winning shots must remain in the penalty box or in the dressing room until the end of the procedure.
- The Referee will call the two captains to the Referee Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his team will shoot first or second.
- The goalkeepers shall defend the same goal as in the overtime period.
- The goalkeepers from each team may be changed after each shot.
- The shots will be taken in accordance with rule 509 of the IIHF Official Rule Book.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If the result is still tied after 3 shots by each team the procedure shall continue with a tie-break shoot-out by one 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. The game shall be finished as soon as a duel of two players brings the decisive result.
- The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.