

International
Paralympic Committee

Ice Sledge Hockey Rules 2014-2018

July 2014



Contents

1	Introduction	10
2	Field of play specifications	11
200	Definition of the field of play.....	11
201	Dimensions of the rink	11
202	Boards.....	11
203	Kick plate	11
204	Benches	11
205	Doors.....	14
206	Protective glass	14
207	End zone nets	15
208	Division and marking of the surface.....	15
209	Goal lines.....	15
210	Blue lines.....	15
211	Centre line	16
212	Face-off spots and circles	16
213	Centre face-off spot and circle	16
214	Face-off spots in neutral zone	16
215	End zone face-off spots and circle.....	17
216	Referee crease.....	18
217	Goal crease.....	18
218	Goal frames, posts and netting (goal net).....	19
219	Team benches	20
220	Penalty benches	21
221	Goal judge's bench	21
222	Scorekeeper's bench	21
223	Siren.....	21
224	Clock	21

226	Red and green lights	22
229	Rink lighting.....	22
3	Player equipment, clothing and protective equipment	24
300	Sledge frames.....	24
301	Heel support.....	27
302	Front skid	27
303	Foot guard/support	28
304	Foot protection	28
305	Skate blades/blade carrier	29
306	Sledge seat (bucket)	29
307	Hockey sticks	30
308	Picks	31
309	Uniforms.....	32
310	Helmet	33
311	Full face mask	33
312	Gloves	33
313	Throat protector.....	33
314	Mouth guard.....	34
315	Shin protection	34
316	Elbow pads	34
317	Shoulder pads.....	34
318	Sledge height measurement tool	34
319	Pick measurement tool	35
320	Sledge length measurement standard	35
4	Goalkeeper equipment (mobility devices), protective clothing, accessories and foot protection.....	37
400	Goalkeeper's sledge frame	37
401	Goalkeeper's sticks.....	37

402	Goalkeeper's gloves	38
403	Blocking glove	39
404	Goalkeeper's clothing	39
405	Goalkeeper's helmet and full face mask	39
406	Goalkeeper's leg guards	40
5	Competition equipment.....	41
501	Puck.....	41
6	Game format	42
600	Timing of game	42
601	Start of game and periods	42
602	Time out	42
603	Determining the outcome of the game.....	43
604	Overtime period	43
605	Game winning penalty shots.....	44
7	Teams.....	46
700	Team composition and players in uniform	46
701	Team Captain	46
702	Athletes on the ice	46
703	Substitution of players and goalkeepers	46
704	Change of players and goalkeepers from the team bench during play	47
705	Change of player's procedure during stoppage of play.....	48
706	Change of players from the penalty bench.....	49
707	Change of goalkeepers during stoppage of play	49
8	Safety	50
801	Injured players.....	50
802	Injured goalkeepers	50
803	Prevention of infections	51
804	Ice cleaning	51

9	Playing rules.....	52
900	Face-offs	52
901	Face-off spots.....	52
902	Procedure for conducting face-offs	53
903	Offsides	54
904	Delayed offside procedure	55
905	Icing the puck.....	56
906	Definition of a goal	58
907	Disallowing a goal	58
908	Goal and assist awarded to the player.....	60
909	Puck out of bounds	60
910	Puck on the net.....	60
911	Puck out of sight	60
912	Illegal puck	61
913	Puck striking an official.....	61
914	Stopping/Passing the puck with hands	61
915	High sticking the puck	61
916	Interference by spectators	62
10	Penalties.....	63
1000	Penalties – Definition and procedures.....	63
1001	Minor penalty.....	65
1002	Bench Minor penalty.....	65
1003	Major penalty.....	65
1004	Misconduct penalty	65
1005	Game Misconduct penalty.....	66
1006	Match penalty.....	66
1007	Penalty shot.....	66
1008	Penalty shot procedure	67

1009 Supplementary discipline.....	69
1010 Goalkeeper penalty procedure	69
1011 Coincidental penalties.....	70
1012 Delayed penalty	70
1013 Calling of penalties.....	71
1014 Boarding.....	72
1015 Butt ending.....	72
1016 Charging.....	73
1017 Checking from behind.....	74
1018 Checking to the head and neck area.....	74
1019 Cross checking	75
1020 Elbowing.....	75
1021 Excessive roughness	76
1022 Fisticuffs or roughing	76
1023 Head butting.....	78
1024 High sticking.....	78
1025 Holding an opponent.....	78
1026 Holding the stick.....	79
1027 Hooking.....	79
1028 Interference.....	80
1029 Slashing.....	81
1030 Spearing.....	82
1031 Teeing	82
1032 Abuse of official and unsportsmanlike conduct by players	83
1033 Abuse of officials and unsportsmanlike conduct by team officials	85
1034 Broken stick	86
1035 Captain and alternative Captain complaint	87
1036 Delay of game – Adjustment of equipment.....	87

1037 Delay of game – Displacing the goal frame	87
1038 Delay of game – Injured player refusing to leave the ice.....	88
1039 Delay of game – Keeping the puck in motion.....	88
1040 Delay of game – Late line up	89
1041 Delay of game – More than one change after goal scored	89
1042 Delay of game – Shooting or throwing the puck outside the playing area.....	89
1043 Delay of game – Violation of face-off procedures.....	89
1044 Diving.....	90
1045 Illegal or dangerous equipment	90
1046 Falling on the puck by a player	91
1047 Falling on the puck by a goalkeeper.....	92
1048 Handling the puck with hands by a player.....	93
1049 Handling the puck with hands by a goalkeeper	93
1050 Infringement of change of players procedure.....	94
1051 Interference with spectators.....	94
1052 Players leaving the penalty or player’s bench.....	94
1053 Players leaving the penalty bench	95
1054 Players leaving the benches during an altercation	95
1055 Prevention of infections by blood	96
1056 Team officials leaving the player’s bench	96
1057 Refusing to start play – Team on the ice.....	96
1058 Refusing to start play – Team not on the ice	97
1059 Throwing a stick or any object out of the playing area	97
1060 Throwing a stick or any object within the playing area.....	97
1061 Throwing a stick or any object on a breakaway situation	98
1062 Too many players on the ice	99
1063 Penalties for goalkeepers	99
1064 Goalkeeper beyond the centre red line	99

1065 Goalkeeper going to the players' bench during stoppage of play	100
1066 Goalkeeper leaving the crease during an altercation	100
1067 Goalkeeper dropping the puck on the goal netting	100
1068 Protection of the goalkeeper	100
11 Referee and linesmen signals	102
Referee signals	102
Boarding – Rule 1014	102
Butt-ending – Rule 1015	102
Player change signal – Rule 705	102
Charging – Rule 1016	102
Checking from behind – Rule 1017	103
Cross-checking – Rule 1019	103
Delayed calling of penalty – Rule 1012	103
Elbowing – Rule 1020	103
Puck in the net – Rule 906	104
Hand pass – Rule 914	104
High sticking – Rule 1024	104
Holding – Rule 1025	104
Holding the stick – Rule 1026	105
Hooking – Rule 1027	105
Interference – Rule 1028	105
Match penalty – Rule 1006	105
Misconduct penalty – Rules 1004, 1005	106
Penalty shot – Rule 1008	106
Roughing – Rule 1022	106
Slashing – Rule 1029	106
Spearing – Rule 1030	107
Teeing – Rule 1031	107

Time out – Rule 602.....	107
Too many players on the ice – Rule 1062	107
Checking to the head and neck area – Rule 1018	108
Wash out.....	108
Delay of game – Rule 1042	108
Linesman’s signals.....	109
Delayed offside – Rule 904.....	109
Icing the puck – Rule 905	109
Offside call – Rule 903	109
Annex 1: Illustration of goal frame	110
Annex 2: Major rule differences.....	111
Overview	111
A 2.1 – Rule differences	111
A 2.2 – Positioning procedures and judgment.....	112
Annex 3: Protective equipment	114
Annex 4: IPC Ice Sledge Hockey Case Book	115
Introduction	115
Section 2: Ice Rink	116
Section 3: Teams, players and equipment.....	116
Section 4: Goalkeeper equipment, protective clothing, accessories and foot protection.	120
Section 6: Game format.....	120
Section 7: Teams.....	120
Section 8: Safety	124
Section 9: Playing rules	125
Section 10: Penalties.....	147
Index	189

1 Introduction

This Rulebook contains the Rules for IPC Ice Sledge Hockey Sport. Specific sections of the IPC Handbook complement these rules and the general activities of the sport.

a) IPC Code of Ethics

The complete IPC Code of Ethics can be found in the IPC Handbook Section 2, Chapter 1.1 and can be accessed at the following link: <http://www.paralympic.org/the-ipc/handbook>

b) Athlete Nationality

IPC Policies regarding Athlete Nationality will apply and can be found in the IPC Handbook Section 2, Chapter 3.1: <http://www.paralympic.org/the-ipc/handbook>

c) IPC Anti-Doping Code

All IPC Ice Sledge Hockey competitors, officials, entourage, etc. are subject to the provisions of the IPC Anti-Doping Code. The use of prohibited substances or methods in contravention of the IPC Anti-Doping Code is forbidden. The IPC Anti-Doping Code may be found in the IPC Handbook Section 2, Chapter 1.2: <http://www.paralympic.org/the-ipc/handbook>

Participants in IPC Ice Sledge Hockey Sport are also governed by the IPC Ice Sledge Hockey Sport Regulations and IPC Classification Code.

2 Field of play specifications

200 Definition of the field of play

The game of ice sledge hockey shall be played on a white ice surface known as a RINK.

201 Dimensions of the rink

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

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

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

202 Boards

The rink shall be surrounded by a wooden or plastic wall known as the '**BOARDS**', which shall be white in colour.

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

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.

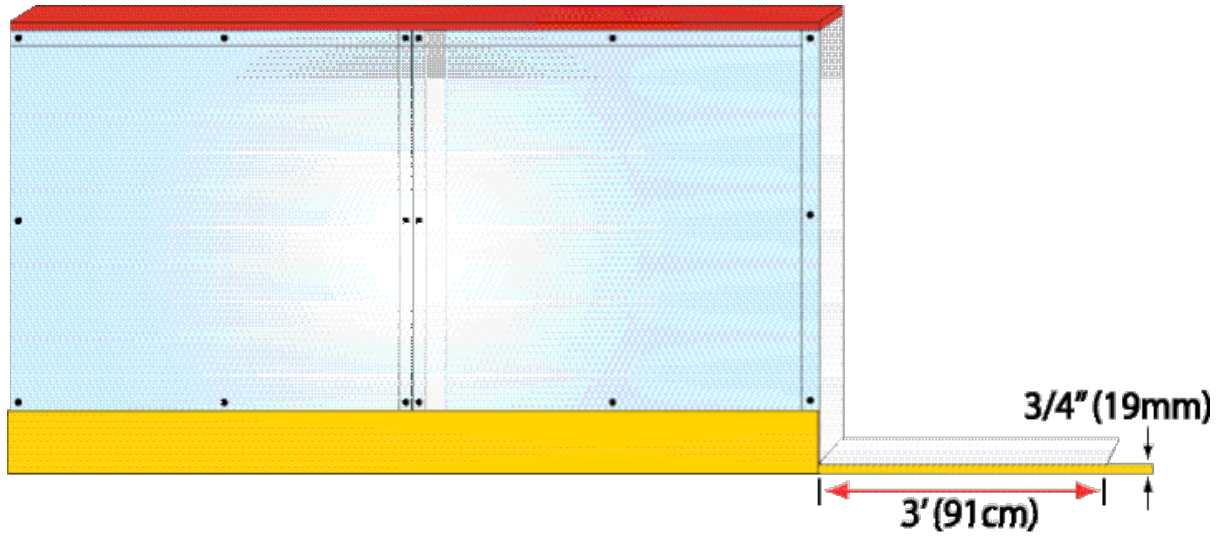
The gaps between the panels shall be minimized to **3mm**.

203 Kick plate

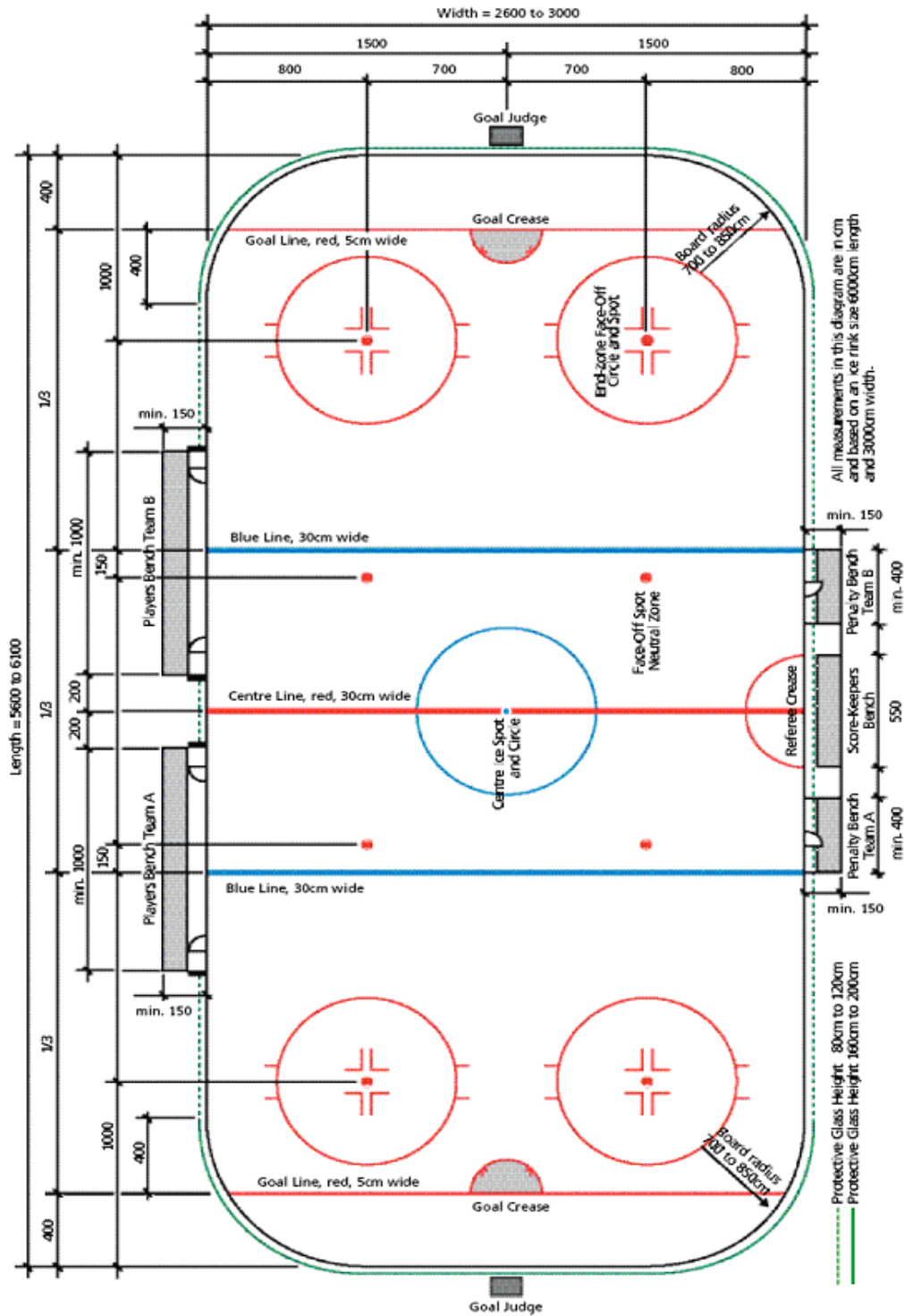
At the lower part of the boards a '**KICK PLATE**' will be fixed, yellow in colour, **15cm** to **25cm** in height.

204 Benches

Team benches and penalty boxes must have plexiglass in front; the team benches must have two doors with level access to the ice surface. Allowing the athletes entrance and egress without assistance or lifting by support staff. The penalty boxes should have level access also. Additionally, the surfaces inside these off-ice areas should be covered with **plastic-ice** or other material to avoid damage to sledge blades. Any structural supports protruding must be securely padded or protected to avoid damage or injury.



Ice rink

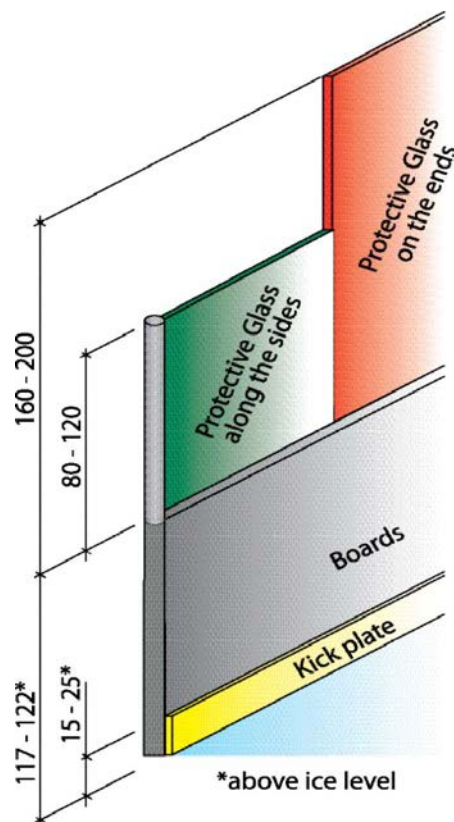


205 Doors

- a) All doors giving access to the ice surface must swing away from the ice surface.
- b) The gaps between the door and the board shall be minimized to **5mm**.

206 Protective glass

- a) The protective glass located above the boards shall be **160cm to 200cm** in height on the ends and shall extend **4m** from the goal line towards the neutral zone, and not less than **80cm** in height along the sides, except in front of the team benches.
- b) The gaps between the glass panels shall be minimized to **5mm**.
- 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. In case of advertising allowed on the boards, the lines shall at least be marked on the kick plate. The entire width of the line shall be considered as part of the zone that the puck is in.

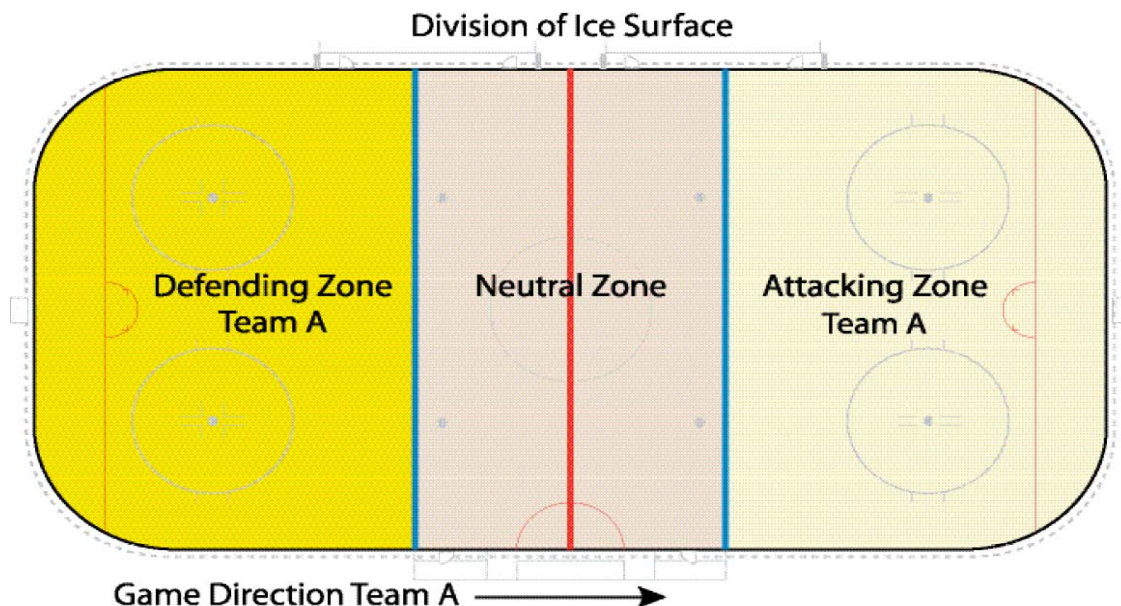


207 End zone nets

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

208 Division and marking of the surface

The ice surface will 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.



209 Goal lines

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

210 Blue lines

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

These lines will 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**.

211 Centre line

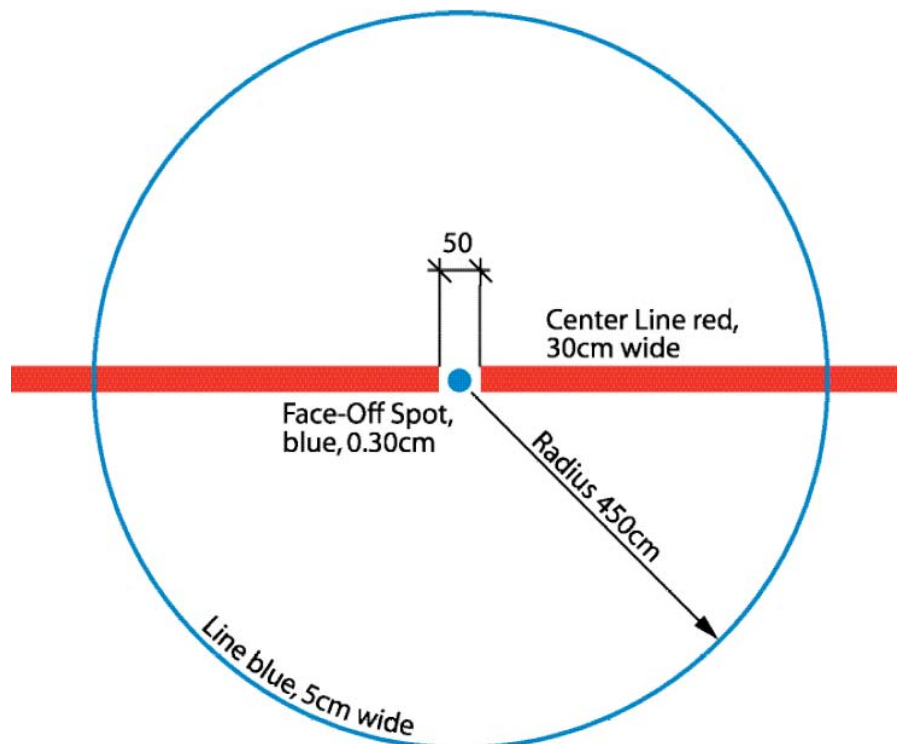
A line known as the **CENTRE LINE** shall be located in the middle of the rink. It shall be **30cm** wide and **red** in colour.

212 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.

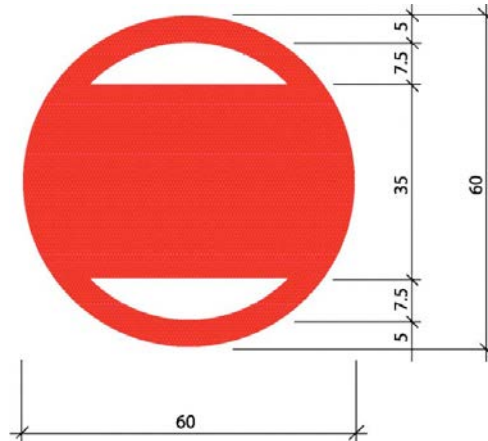
213 Centre face-off spot and circle

A circular blue spot, **30cm** in diameter, shall be marked exactly in the centre of the rink. With this spot as a centre, a circle with a radius of **4.5m** shall be marked with a blue line **5cm** wide.



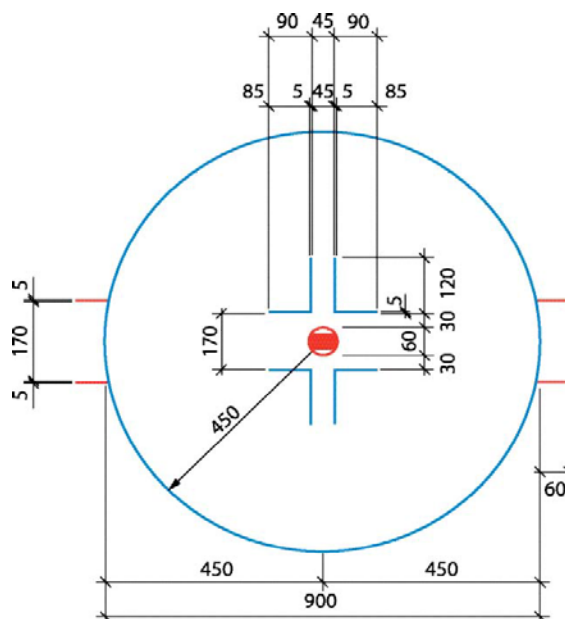
214 Face-off spots in neutral zone

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



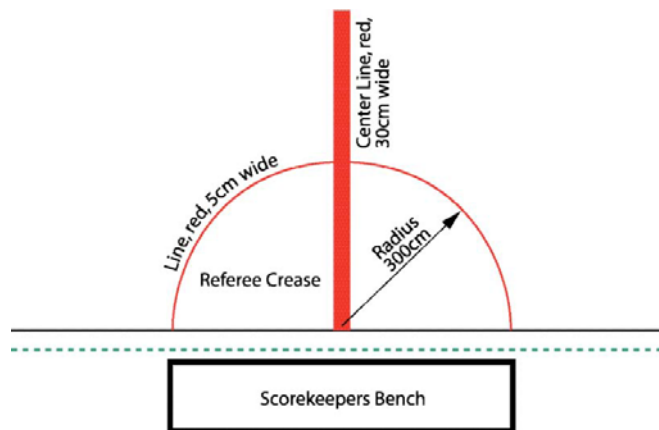
215 End zone face-off spots and circle

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



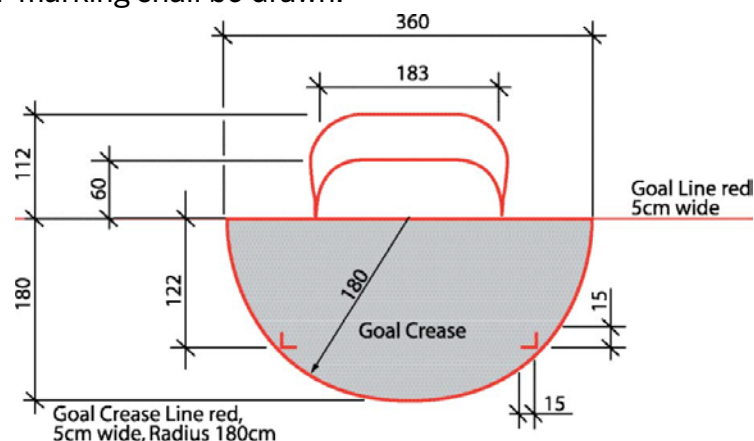
216 Referee crease

An area known as the **REFEREE CREASE** shall be marked on the ice in a semi-circle by a red line, **5cm** wide, and with a radius of **3m**, immediately in front of the scorekeeper's bench, as illustrated.



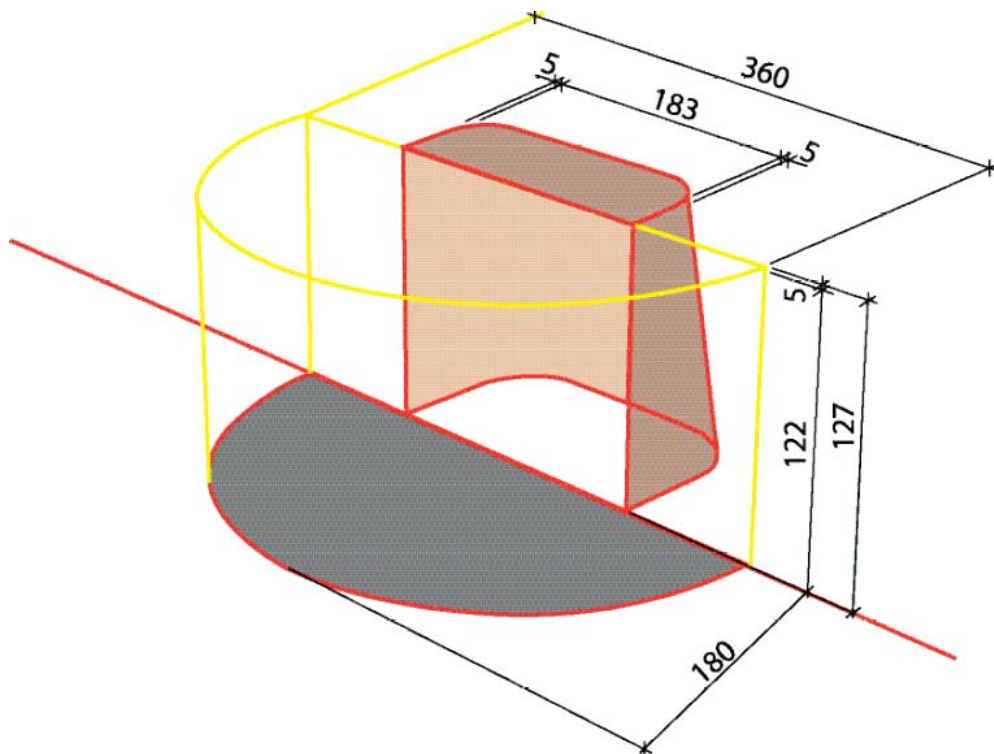
217 Goal crease

- In front of each goal a **GOAL CREASE** area shall be marked by a red line, **5cm** wide, as illustrated.
- The goal crease area shall be painted **light blue**. The inside of the goal area from the goal line to the back of the net shall be white.
- The goal crease shall include all the space outlined by and include the crease line and extending vertically **1.27m** to the top of the goal frame.
- The goal crease shall be laid out as follows: A semi-circle **180cm** in radius and **5cm** in width shall be drawn using the centre of the goal as the centre point. In addition, an 'L' shaped marking of **15cm** in length and **5cm** 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 **122cm** from the goal line to the edge of the semi-circle. At that point, the 'L' marking shall be drawn.



218 Goal frames, posts and netting (goal net)

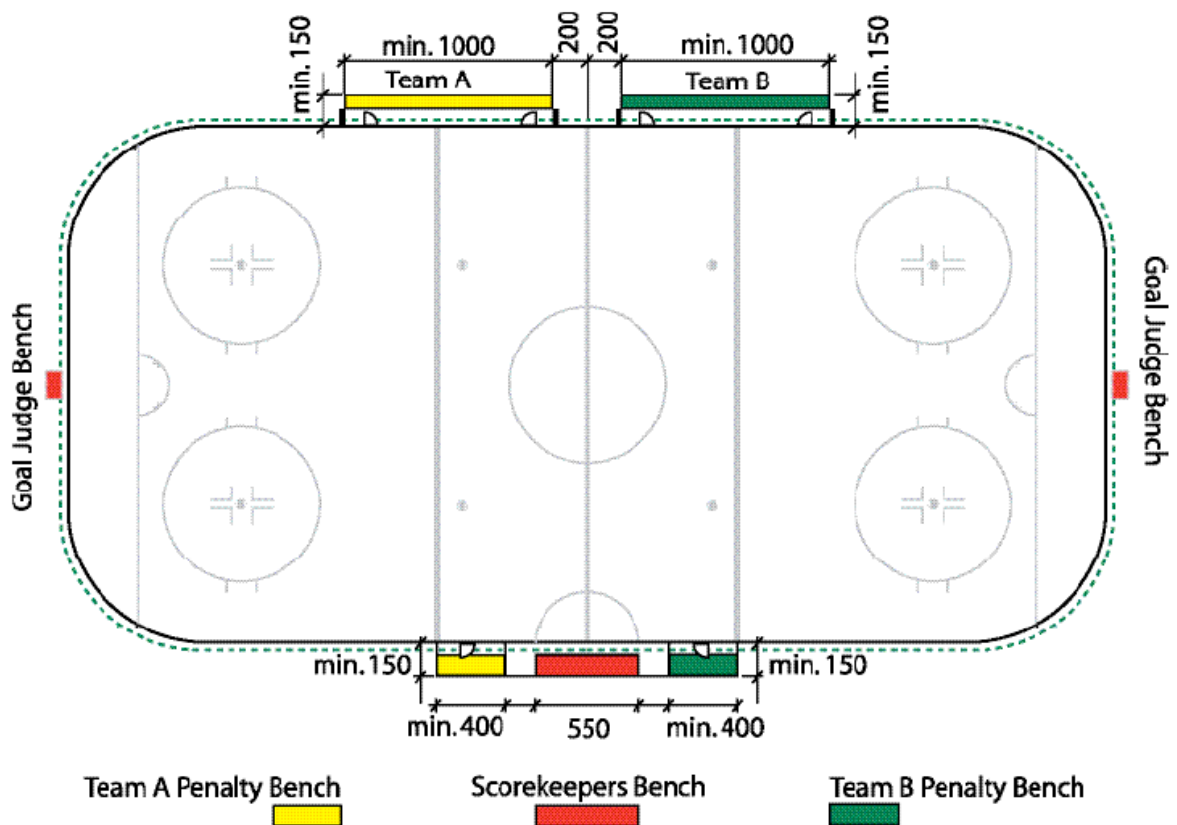
- a) The goal nets shall be located in the centre of the goal lines.
- b) The goal posts shall extend vertically **1.22m** above the ice surface and be **1.83m** apart (internal measurements). The goal posts and horizontal crossbar that form the tubular steel frame shall be of a specified design with an external diameter of 5cm 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 **1.12m** or less than **0.60m**. 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 **10cm** from the goal posts and shall be attached in a manner that shall not restrict the puck from completely crossing the goal line.



219 Team benches

Each rink shall be provided with two identical benches, exclusively for the use of players/Goalkeeper's in uniform and officials of both teams. The team benches shall be on the same side of the rink, immediately along the ice but opposite to the penalty benches, and convenient to the dressing rooms.

Each team bench shall begin **2m** from the centre line with a minimum length of **10m** and a minimum width of **1.5m**.



Each team bench shall accommodate: **15 players** in sledges and **6 team officials**.

Each team bench must have two doors, one of which must be in the **NEUTRAL ZONE**. Each team bench must be protected from access by persons other than the players and the six team officials.

220 Penalty benches

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

221 Goal judge's bench

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

222 Scorekeeper's bench

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

Signal and timing devices

223 Siren

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

224 Clock

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

a) Names of both teams

b) Time played in any given period, counting up in minutes and seconds from 0.00 to 15.00

c) Penalty time remaining to be served for at least two players on each team counting down from the total number of minutes to 0

d) Score

e) Time-outs, counting down from 60 to 0 seconds

f) Intermission time, counting down from 15 to 0 minutes.

Electronic scoreboards with video text are recommended for IPC competitions.

JAPAN		HOME	GUEST	ESTONIA	
PLAYER	PENALTY	03	03	PLAYER	PENALTY
19	— 4.27	T.O.	T.O.	06	— 3.45
11	— 1.53	1	1	22	— 1.53
04	— 2.00	20:00		30	— 5.00
17	— 1.07			17	— 0.47
20	— 0.14			20	— 0.54

226 Red and green lights

Behind each goal there shall be a red light to be lit by the goal judge when a goal is scored, and a green light to be lit automatically by the electric clock when the timekeeper stops the clock at the end of each period.

- a) The red light shall be connected to the timing device in such a manner so that, when the period has ended, it would be impossible for the goal judge to turn it on.
- b) At the end of a period, the fact that the goal judge is not be able to turn on the red light on 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.
- c) 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.

229 Rink lighting

All rinks shall be sufficiently well illuminated in accordance with the standards stipulated in the technical requirements for the specified/respective competition:

- a) If there is not sufficient light to continue the game, the Referee shall have the authority to postpone or cancel the remainder of the game, or take a time-out, pending improvement of the lighting situation.
- b) If one team is disadvantaged to a greater extent by the failure of lights, and in the opinion of the Referee in consultation with the technical delegate, the game should

not be cancelled; the teams will alternate ends of the rink and play the same amount of time in each end of the rink.

c) If in the opinion of the Referee in consultation with the technical delegate the failure of lighting does not result in a greater disadvantage to one team, play will resume.

3 Player equipment, clothing and protective equipment

Note:

The IPC Ice Sledge Hockey Sport Technical Committee (IPC ISH STC) may conduct equipment verification to ensure equipment adheres to the rules. The IPC ISH STC reserves the right to conduct equipment verification at any time throughout the competition including, but not limited to pre-competition training.

All protective equipment, clothing, accessories and footwear must meet generally accepted standards for ice hockey. It is the responsibility of the player to ensure that the equipment used conforms, where specified to the official playing rules.

All equipment used by the athletes must be in compliance with the IPC uniform and trademark guidelines as stipulated in the [IPC Ice Sledge Hockey Uniform Advertising Guidelines](#). The IPC ISH STC adheres to HECC (Hockey Equipment Certification Council) as the governing body on the approval of all hockey helmets and facial protection, for players and goalkeepers.

For any current and updated lists refer to the HECC web site: <http://www.hecc.net/>

The equipment listed in Annex 3 is a current list of IPC ISH STC recognized players' equipment.

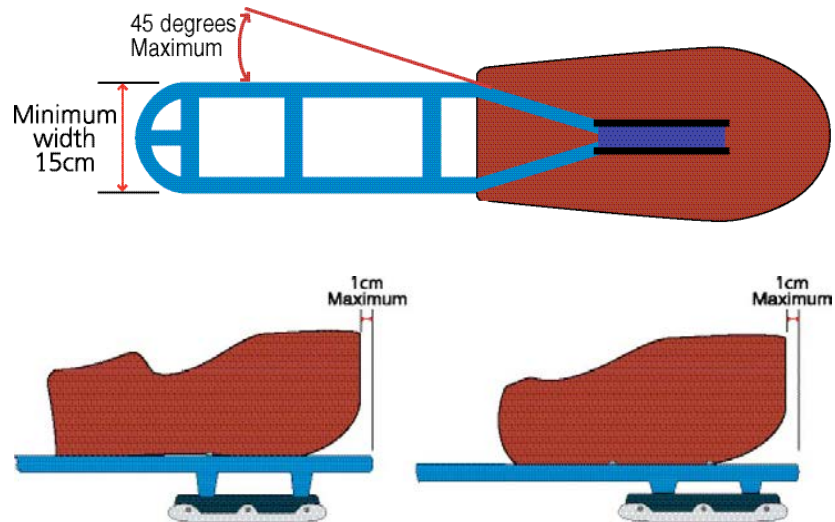
Player equipment (Mobility devices)

Player equipment shall be defined as the sledge, bucket, skate holder, skate blade, sticks and picks.

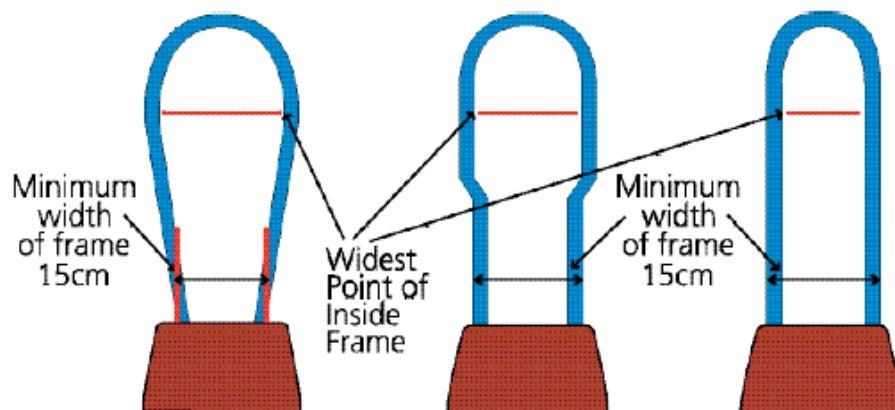
300 Sledge frames

a) Sledge frames may be constructed of the following approved material: Steel, aluminium, titanium and magnesium. The material must be cylindrical and not have a diameter smaller than **1.5cm** or greater than **3cm**.

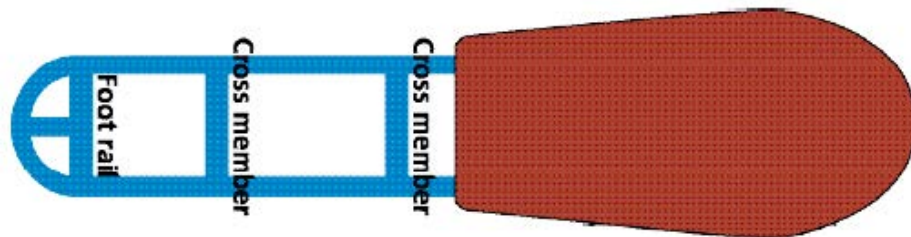
b) The frames main side rails shall be **15cm** minimum width (measured from the outside of the frame) and a maximum width no greater than the seat of the sled. The side rails of the frame may taper underneath the seat to accommodate the blades; any taper must **not** exceed **45 degrees**. No more than **1cm** of the frame may protrude beyond the rear of the seat. The blade carrier may sit on the rear end of the frame, however the frame must protrude **1cm** beyond the end of the blade.



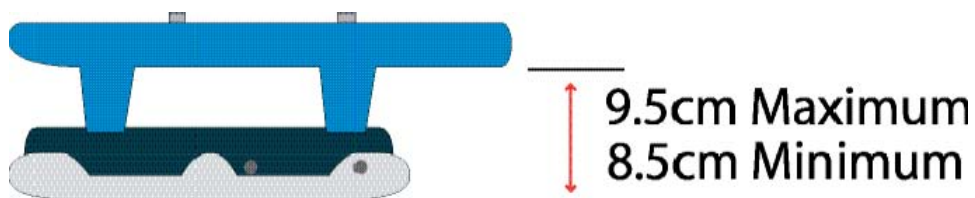
c) The front of the sledge shall have a continuous curve with a maximum radius **one half ($\frac{1}{2}$)** of the inside width of the frame at its widest point forward of the seat.



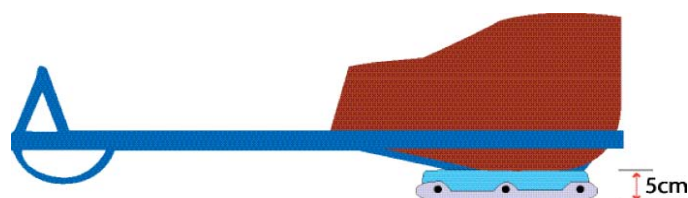
d) The frame may be fitted with a maximum of **(4) four** cross members, and one foot rail, mounted forward of the seat. The cross members may be square or cylindrical and not have a diameter smaller than **1.5cm** or greater than **3cm**.



e) The height of the main frame measured from the ice to the bottom of the frame shall be **8.5cm minimum - 9.5cm maximum**.

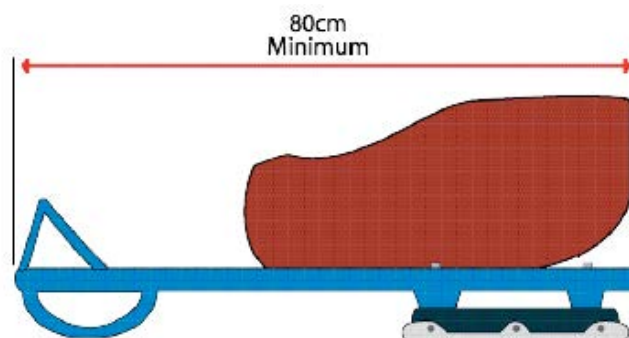


f) Players seats/buckets may sit on the ice hockey blades/ blade carrier, as long as it is not below **5cm**.



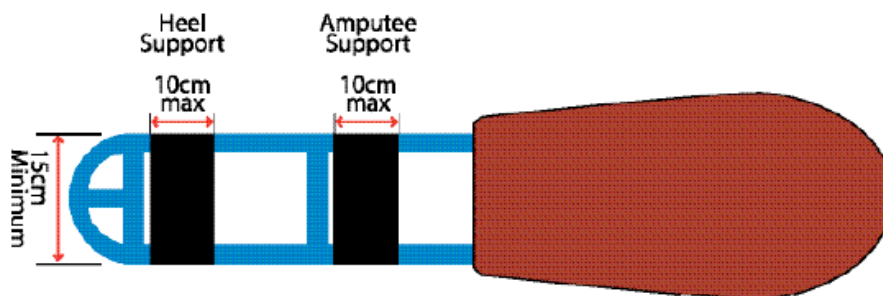
g) For double amputee minimum length of the frame must be:

- **80cm**
- Accommodate the required **minimum 10cm** length of the front skid.



301 Heel support

Each sledge may have a heel support with a maximum width of **10cm**. If the player is a single amputee, a second support may be used for the stump (maximum width of **10cm**). No part of the stump may hang below the frame.

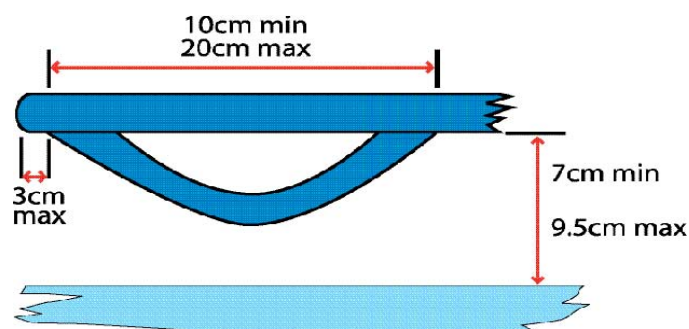


302 Front skid

The sledge must have one skid. The front skid must be attached to the frame not more than **3cm** from the front of the main frame. The skid must be mounted in the centre of the frame and extend backwards **10cm minimum** and **20cm maximum**. The skid measured from the frame downward towards the ice must be no less than **7cm minimum** and **9.5cm maximum**.

a) The skid may be made of the same material as the main frame. If made of the same material, it must be cylindrical and have a diameter of not less than **1.5cm minimum** and **3cm maximum**.

b) The skid may be designed of a nylon/plastic material. It may be solid in shape and have a width of not less than **1.5cm minimum** and **3cm maximum**.



Skids **cannot** be designed in the following styles:



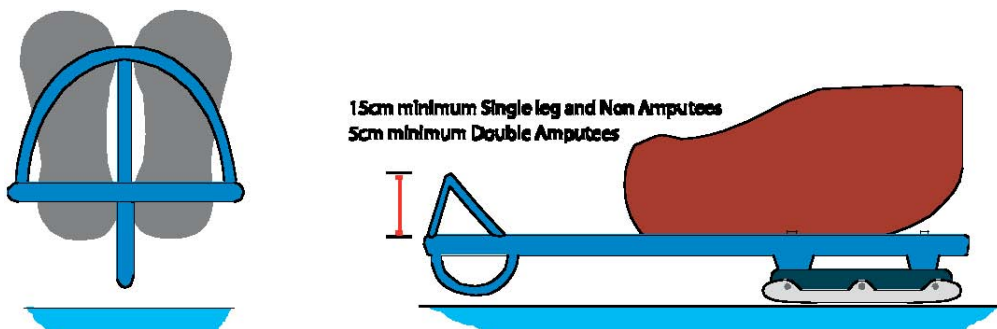
303 Foot guard/support

A foot guard/support is required of **all players**, regardless of disability, and shall be made of the same material as the main frame, and have a diameter of not less than **1.5cm minimum and 3cm**.

- a) The foot guard/support shall vary in height (depending on each player's foot size), but shall be a minimum of **15cm** high.
- b) The foot guard/support must not extend outside the main frame, and must not extend above the players feet/foot.
- c) Note: please refer to rule 304 foot protection.

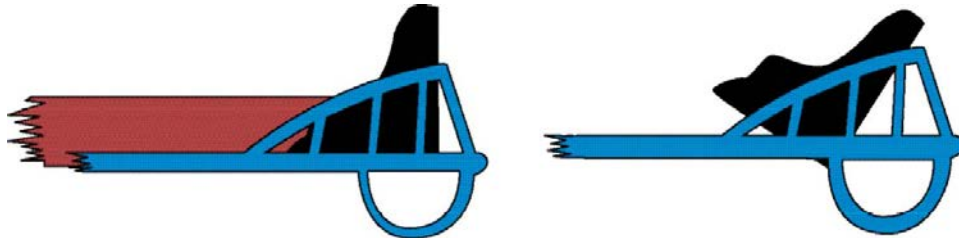
Double amputees:

- d) The foot guard/support for double amputees shall be a minimum of **5cm** high.



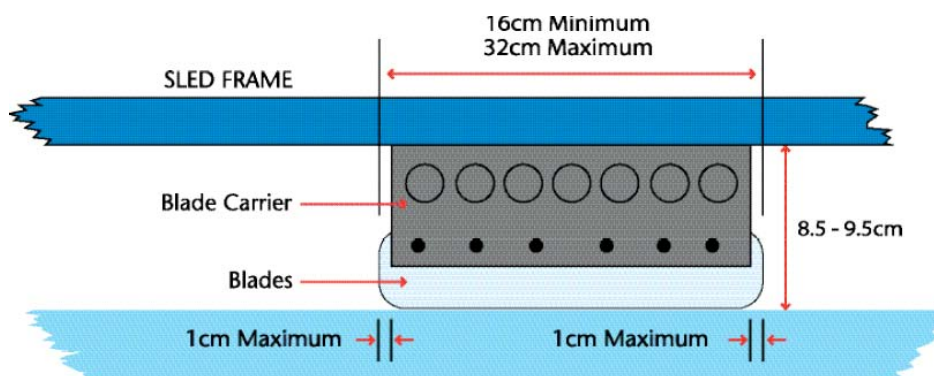
304 Foot protection

All players, including goalkeepers, are required to wear **ice hockey skate boots** as protection for the foot and ankle area. Exceptions to this rule will be permitted where it is clear that the player cannot wear a boot or to do so would cause discomfort and/or possible injury. A guard built into the main frame may also act as suitable protection as long as it **covers the entire foot and ankle area**.



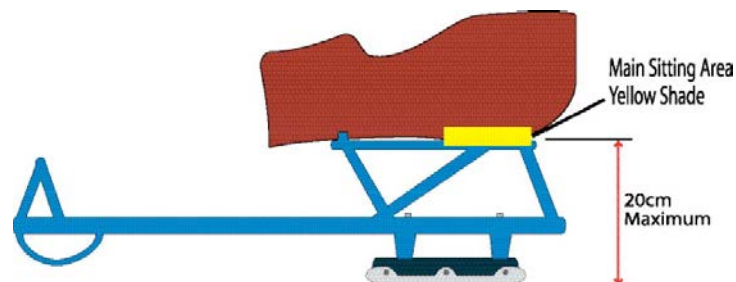
305 Skate blades/blade carrier

Each Sledge shall be mounted with **one (1)** blade minimum and **two (2)** blades maximum, mounted parallel and square under the seat of the sled, there is no minimum width that the blades are set apart. The maximum width is the width of the seat. The blades must be a **minimum 16cm** and no longer than **32cm maximum**. The blades must not protrude more than **one (1)** centimetre beyond the front or back of the blade carrier.

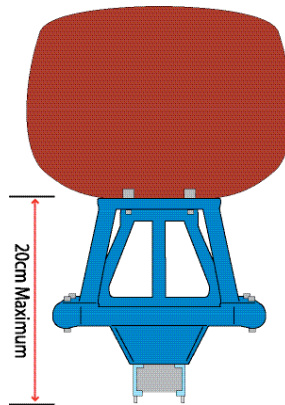


306 Sledge seat (bucket)

a) The Seat may be made from any suitable material and must have no sharp edges (edges rounded off). No more than **1cm** of the frame may protrude beyond the rear of the seat.



b) The maximum height a seat may sit above the ice is **20cm**, measured from a flat surface to the lowest point of the underside of the main seating area of the seat (See diagram below).



c) Removable seat cushions or built-in padding or combination thereof must not exceed **5cm** in height, nor overlap the seat.

d) No external projection or protuberance beyond the seat or back support towards the rear of the sledge will be allowed in excess of **1cm**.

e) Straps and/or adhesive tape may be used to secure players feet, ankles, knees and hips to the sledge.

307 Hockey sticks

Sticks may be made of wood or other material, such as carbon, aluminium, fiberglass or plastic. They shall not have any projections and all edges must be bevelled.

Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.

Dimensions:

- **Maximum length** – **100cm** from the toe to the pick end of the shaft

Shaft:

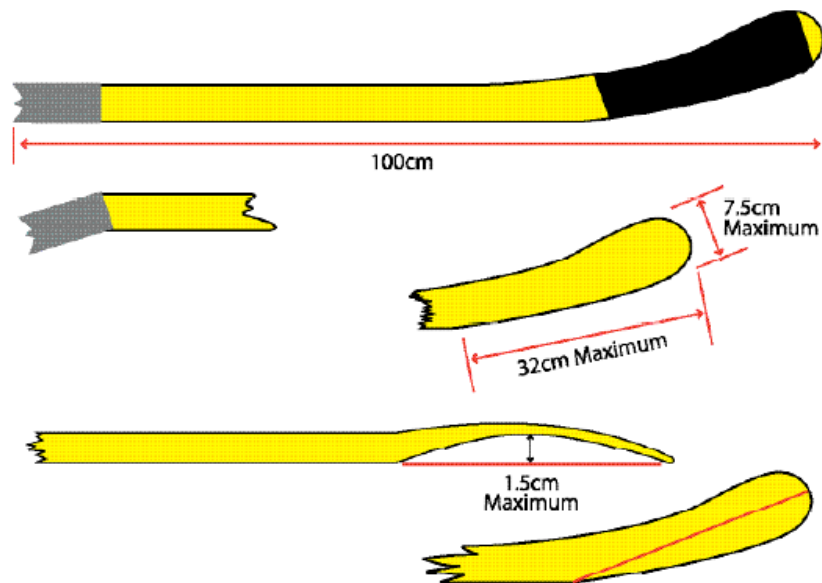
- **Minimum width** - **2cm**
- **Minimum thickness** – **2.8cm**

Blade:

- **Maximum length** - **32cm** from the heel to the toe
- **Maximum width** - **7.5cm**

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 any point at the heel to the end of the blade, shall not exceed **1.5cm**.

NEW

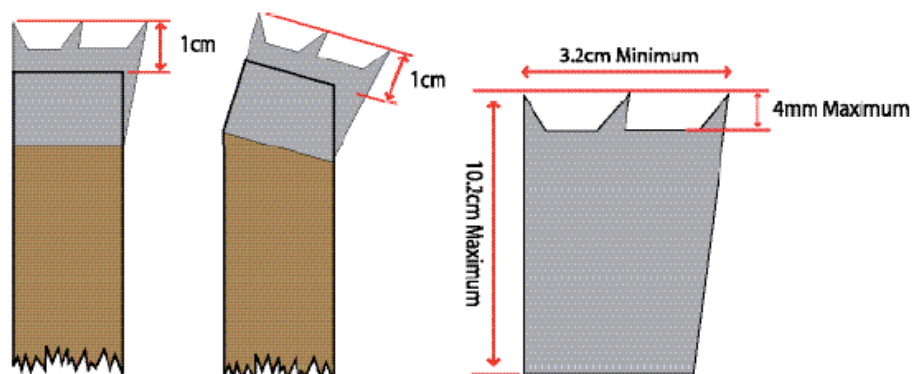


308 Picks

The depth of the teeth on the pick-ends shall **not** extend **4mm**. The pick-ends must be fixed to the lower or butt end of the stick and not end in a single sharp point, but have at least 6 teeth of equal length per stick (**3 each side minimal**) to avoid damaging the ice surface.

Each tooth on a pick shall not be conical or come to a sharp needle-like or piercing point to avoid puncturing type wounds or possible slashes, intentional or accidental. The pick ends may be made of any strong material including steel, and not be longer than **10.2cm (4 inches)**. The pick-ends shall not extend beyond 1cm. of the end of the solid portion of the stick. The pick end may be bevelled but not extend beyond 1cm at any angle.

Minimum thickness - 3.2cm

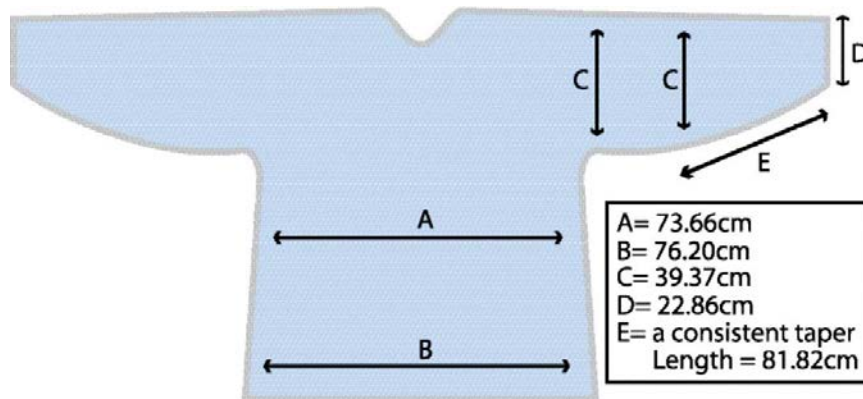


Clothing

All infractions related to the wearing of equipment shall be penalized under Rule 1045.

309 Uniforms

All players and goalkeepers from each team shall be dressed uniformly in sweaters, pants, socks and helmet (except for the goalkeeper(s) who is permitted to wear a helmet of a different colour to the rest of the team).



- a) The basic colour must cover approximately 80 percent of each part of the equipment, excluding names and numbers.
- b) Sweaters, including the sleeves and socks shall be of the same colour.
- c) Sweaters shall be worn so that no part of it hangs below the sledge frame
- d) Each player shall wear an individual number **25** to **30cm** high, centred on the back of the sweater and **10cm** high on both sleeves. Numbers are limited to the **1** to **99**.
- e) The Captain must wear the letter '**C**' and alternate Captains must wear the letter '**A**', **8cm** in height and in a contrasting colour, in a conspicuous position on the front of their sweater.

In IPC competitions, each player shall wear his name centred on the upper portion of the back of his sweater, printed **8cm** high, in block capital Roman letters.

1. Any team or player and goalkeeper that do 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 nameplate or number on the sweater, the hair must be worn in a ponytail or under the helmet.

Protective equipment

Protective/ Accessories shall be defined as:

Helmet; full facemask; gloves; throat protector; mouth guard; shin protection; elbow pads; and shoulder pads.

310 Helmet

During the game and during the pre-game warm-up, all players must wear a hockey helmet that is **HECC** approved with chin strap properly fastened. 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.

311 Full face mask

During the game and during the pre-game warm-up, all players must wear a full face mask that is approved by **HECC**. The full face masks must be constructed in such a way that neither the puck nor a stick blade and the pick end might get through it.

Coloured or tinted full face masks and visors are not permitted.

312 Gloves

During the game and during the pre-game warm-up, all players must wear gloves that cover hand and wrist, and the palm must not be removed to permit the use of bare hands. All players must wear ice hockey player's gloves.

313 Throat protector

During the game and during the pre-game warm-up, all players must wear a neck/throat protector. Medical exemptions may be approved at the discretion of the TD based on evidence from the player in the form of a medical report confirming that there is a genuine and compelling medical reason why the player cannot wear a throat protector.

314 Mouth guard

During the pre-game warm-up and during the game, it is recommended that all players wear a custom designed mouth guard.

315 Shin protection

During the pre-game warm-up and during the game, all players must wear shin protection covering the area between the ankles and knees as per their disability.

316 Elbow pads

During the pre-game warm-up and during the game, all players must wear elbow protection covering the back of the elbow joint.

317 Shoulder pads

During the pre-game warm-up and during game, all players must wear shoulder protection covering the shoulder area and upper arm area between the elbow and shoulder joint.

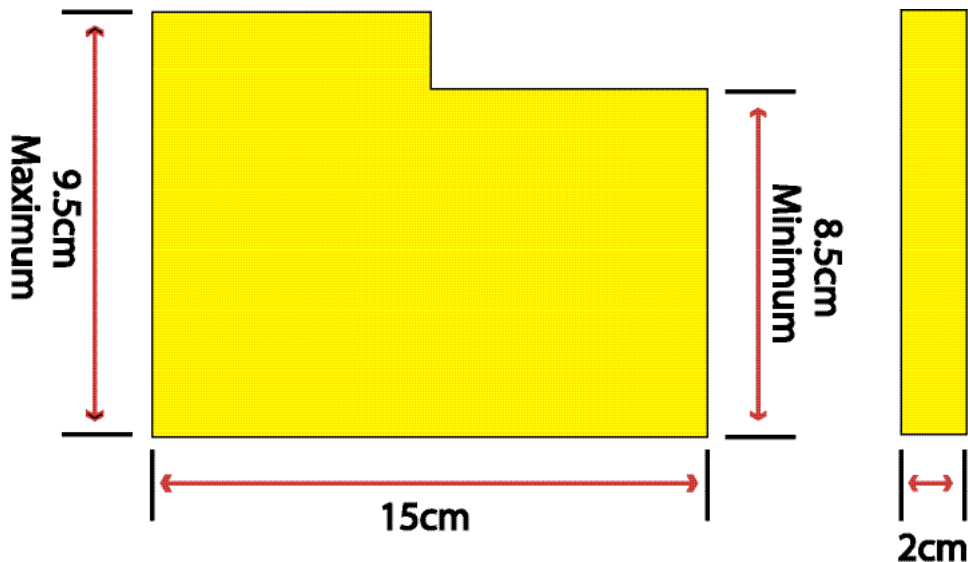
Measurement tools

318 Sledge height measurement tool

This tool may be designed of any material, with the dimension of **8.5cm minimum** and **9.5cm maximum**. It is recommended the tool be **15cm** long and **2cm** wide for stability.

To secure a proper frame measurement:

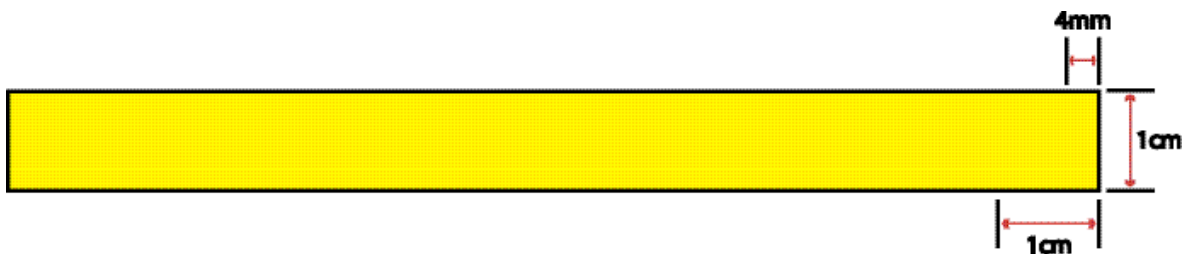
- Place sled on a stable flat surface
- Apply pressure to the centre of the bucket seat
- Run/slide measurement tool along the flat surface underneath frame cannot sit below **8.5cm** and cannot rise above **9.5cm**.



319 Pick measurement tool

The pick measurement tool may be designed of any material. The tool must indicate a minimum/maximum height of **1cm**, and indicate a depth of the teeth on the 'pick-ends' of **4mm** minimum/maximum.

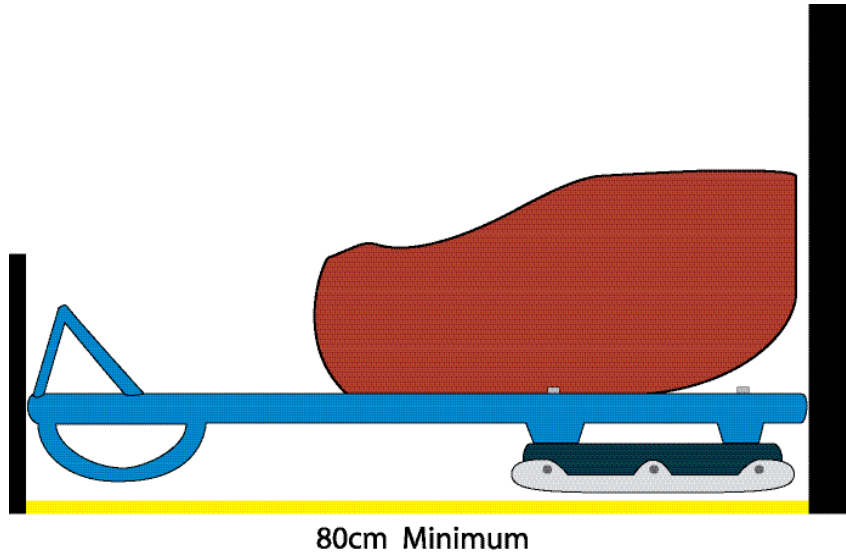
For a proper measurement place tool between the teeth at the butt end of the stick.



320 Sledge length measurement standard

Sledge measurement will be made in the following manor:

- The sledge will be placed with the bucket seat/frame touching a solid flat surface.
- A solid block designed of any material, will be placed, touching the front of the frame.
- A standard measuring tape shall be drawn along the ground from the front edge of the frame, as indicated in the diagram.



4 Goalkeeper equipment (mobility devices), protective clothing, accessories and foot protection

Note:

The IPC ISH STC may conduct equipment verification to ensure equipment adheres to the rules. The IPC ISH STC reserves the right to conduct equipment verification at any time throughout the competition including, but not limited to pre-competition training.

400 Goalkeeper's sledge frame

Sledge frames for goalkeepers will meet the specifications and requirements set out in rules 300 – 306 above with the following variations:

- If the goalkeeper sits cross-legged, the seat may be extended sideways to protect the knees, but may not protrude more than **1cm** beyond the player's knees.
- A foot guard/ support is required of all goalkeepers, except those that sit "cross legged" in their sledge, and shall be made of the same material as the main frame, and have a diameter of not less than **1.5cm** and 3cm maximum.
- Plastic blades are acceptable for goalkeepers only.

401 Goalkeeper's sticks

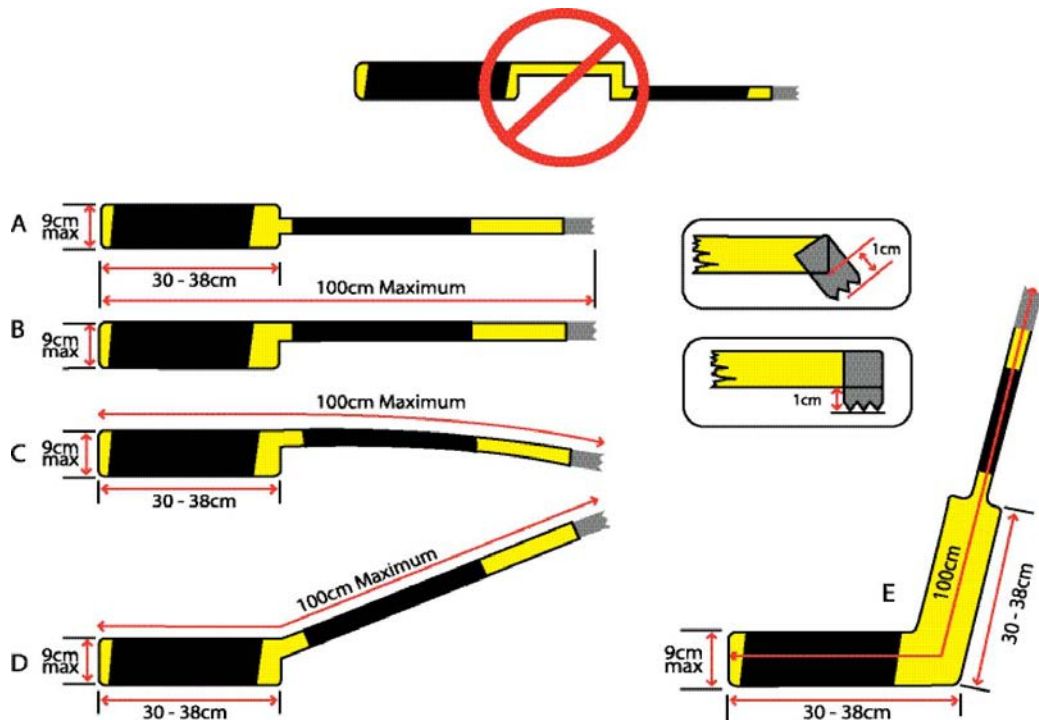
Sticks shall be made of wood or other material, such as aluminium, fiberglass or plastic. It must not have any projections and all edges must be bevelled. Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.

Dimensions:

- Shaft:
 - **Maximum length** – **100cm** measured along the centre line
 - **Minimum width** – **2cm**
 - **Minimum thickness** – **2.8cm**
- Blade:
 - **Minimum length** – **30cm**
 - **Maximum length** – **38cm** from the heel to the toe
 - **Maximum width** – **9cm**

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 any point at the heel to the end of the blade, shall not exceed **1.5cm**. The

goalkeeper's stick may have an additional pick at the base of the blade not exceeding **1cm**, set at **90 degrees** at the butt end of the stick to facilitate movement back and forth in the goal (*i.e.* push or pull).



402 Goalkeeper's gloves

The maximum outside dimensions of the catching glove shall not exceed: **20.32cm** in length at any part of the wrist cuff, which shall be **10.16cm** in width (height). Distance from the heel along the pocket to the top of the T trap shall be no more than **46cm**. The perimeter of the catching glove shall not exceed **114.3cm**.

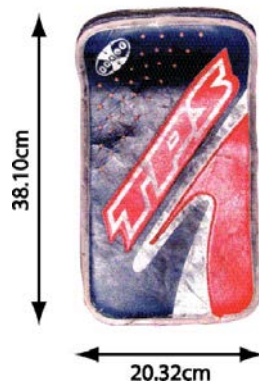
These shall be allowed to have fixed protuberances or picks protruding but must be securely attached to the catching glove. The picks shall not exceed **1cm** in length.



403 Blocking glove

The maximum dimensions of the protective padding attached to the back of the forming part of a blocking glove, shall measure:

- 38.1cm in length
- 20.32cm in width



Clothing

404 Goalkeeper's clothing

Refer to clothing specifications Rule 309.

Protective equipment (Accessories)

405 Goalkeeper's helmet and full face mask

a) During the game and during the pre-game warm-up, all goalkeepers on the ice must wear an ice hockey helmet with a facemask, or an ice hockey goalkeeper's head protector with a facemask. Backup goalkeepers on the bench are not required to wear their ice hockey helmet with a facemask, or their goalkeeper's head protector with a facemask.

NEW

b) Goalkeeper's face masks must be constructed in such a way that a puck may not get through it, that neither the puck, nor a stick blade, and nor the pick end might get through it.

c) Should the helmet and facemask or the head protector and facemask come off while play is in progress, the Referee shall stop play.

- d) Should a hard shot hit the goalkeeper's facemask while play is in progress, the play may be stopped at the discretion of the Referee only if no immediate scoring chance is presented to the opposing team.
- e) If a goalkeeper removes his helmet and/or facemask in order to bring a stoppage in play, the Referee shall assess the offending goalkeeper a Minor penalty.
- f) If a goalkeeper removes his helmet and/or facemask in order to bring the stoppage in play in a breakaway situation, the Referee shall award to the non-offending team a Penalty Shot (PS).
- g) If a goalkeeper removes his helmet and/or facemask in order to bring the stoppage in play during a penalty shot, the Referee shall award to the non-offending team a goal.



406 Goalkeeper's leg guards

The goalkeeper's side leg guard shall not exceed 5cm higher than the leg(s) of the goalkeeper, and not extend beyond the feet. A goalkeeper may use hockey shin guards or baseball shin guards as protection. These guards must be worn on the outside of the uniform.

A plate or any kind of device covering the space between the sledges frame is not permitted.

Measurement Tools

Refer to Rules 318, 319 and 320.

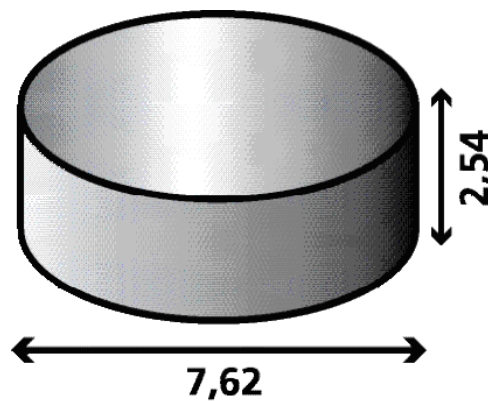
5 Competition equipment

501 Puck

The '**PUCK**' shall be made of vulcanized rubber and comply with the IPC Ice Sledge Hockey Regulations regarding logo, trademark and advertising placement and be primarily black in colour.

The dimensions of a puck shall not exceed:

- Diameter - **7.62cm**
- Thickness - **2.54cm**
- Weight - **156 to 170gms**



6 Game format

600 Timing of game

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

601 Start of game and periods

A game or period shall begin with a face-off at the centre face-off spot. The teams shall start a game defending the goal nearest to their team bench.

Teams shall change ends for each succeeding period (regular or overtime). Teams shall not change ends when the ice has not been resurfaced for an overtime period or game winning penalty shots period.

a) Playing time shall commence from the instant the puck is faced-off and shall stop when the whistle is blown.

b) 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.

c) During the intermissions the ice shall be resurfaced.

d) All players must leave the ice during the resurfacing and not return until ordered to do so by the Referee.

e) If the teams are unable to leave the ice surface, the Referee will designate an area of the ice for each team to rest while the ice is being resurfaced.

602 Time out

a) Each team shall be permitted one (1) minute 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 team 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.

603 Determining the outcome of the game

- a) The team scoring the greatest number of goals during the three (15) minute periods shall be declared the winner.
- b) If, at the end of the game, the score for both teams is equal, the game shall be prolonged by a 'Sudden Victory' overtime period (see Rule 604).
- c) If no goal is scored in the 'Sudden Victory' overtime period, 'Game Winning Penalty Shots' shall apply (see Rule 605).

604 Overtime period

If in a preliminary round game, the game is tied at the end of regulation time, a five-minute overtime period shall be played immediately after an intermission of three minutes. The teams will defend the same goals as in the third period. The game will end when the five minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply. NEW

If a playoff game, a semi-final game or a bronze medal game is tied at the end of regulation time, then a ten-minute overtime period shall be played immediately following the completion of an intermission of three minutes. The teams will defend the same goals as in the third period. The game will end when the ten minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply. NEW

If a Gold Medal Final Game is tied at the end of regulation time, then a fifteen-minute overtime period shall be played immediately following the completion of a 15-minute intermission during which the ice will be resurfaced. The teams will change ends for the overtime period. The puck will be faced off at centre ice. The game will end when the fifteen minutes has expired or when a goal is scored; the scoring team will be declared the winner. If no goal is scored in the overtime period then the Game Winning Shots Procedure will apply.

All overtime periods shall be played with each team at the numerical strength of four (4) skaters and one (1) goalkeeper. Specific rules for this procedure are as follows:

- 1) If a team is penalized in overtime, the teams will play 4-on-3. Coincidental penalties do not affect the on-ice strength when assessed in overtime.

2) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater.

3) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4-on-4 or a 4-on-3 situation, as appropriate.

4) If there is a manpower advantage situation, which carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of the regulation time, the teams are 5-on-4, overtime begins at 4-on-3.

5) When the regulation time ends with on-ice manpower strength of 5-on-3, teams will commence the overtime with strength of 5-on-3. With the expiration of penalties, due to continuous action, player strength may get to 5-on-5 or 5-on-4. At the first stoppage of play following, player strength must be adjusted to 4-on-4 or 4-on-3.

6) If at the end of regulation time teams are 3-on-3, overtime starts 3-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to 4-on-3 or 4-on-4, as appropriate.

7) If at the end of regulation time teams are 4-on-4 with a player or players in the box serving non-coincidental penalties, overtime starts 4-on-4 and players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, teams are adjusted to 4-on-3 or 4-on-4, as appropriate.

605 Game winning penalty shots

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

1) The teams will not change ends for the 'Game Winning Shot' procedure. The 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 home team shall have the choice of shooting first or second.

2) 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 all players from both teams listed on the official game sheet except as specified in article 3 below.

- 3) All players are eligible to participate in the 'Game Winning Shots' procedure unless they are serving a Misconduct Penalty or have been assessed a Game Misconduct or Match penalty.
- 4) The Referee will call the two Captains to the Referee crease. The home team will have the choice whether his team will shoot first or second.
- 5) Once the 'Game Winning Shots' procedure begins, the goalkeeper cannot be replaced unless he/she is injured. No warm up shall be permitted for a substitute goalie.
- 6) The shots will be taken in accordance with rule 1008.
- 7) The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- 8) 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. **NEW**
- 9) The official score-keeper will record all shots taken, indicating the players, goalkeepers and goals scored.
- 10) Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and to the goalkeeper concerned.
- 11) If a team declines to participate in the 'Game Winning Shots' procedure the game will be declared as a loss for that team and the other team will be awarded 3 points for a win. If a player declines to take a shot it will be declared 'no score' for his team.

7 Teams

700 Team composition and players in uniform

For a game, each team may comprise maximum of thirteen (13) players and two (2) goalkeepers, for total of fifteen (15) eligible athletes wearing the designated team uniform. The names, number assignments and other required information for officiating the competition must be provided by each team prior to a game in accordance with the IPC Ice Sledge Hockey Regulations. No changes or additions shall be permitted to the list once the game has started.

701 Team Captain

Each team must appoint a Captain and no more than two (2) Alternate Captains from the thirteen (13) players. The Captain shall have the privilege to discuss with the Referee only matters relating to the interpretation of the rules that may arise during the course of the game. A complaint on a given penalty is not considered a matter relating to the interpretation of the rules. If a Captain or Alternate Captain is not on the ice, they cannot come off the team bench unless invited by the Referee. If both the Captain and Alternate Captain are on the ice, only the Captain has the privilege of conversing with the Referee. Players that do not wear a 'C' or 'A' on their jersey will not be granted the privileges of conversing with the Referee.

702 Athletes on the ice

A team shall not have more than six athletes on the ice at any time while play is in progress. Each team shall be allowed to have a maximum of one goalkeeper on the ice while play is in progress. A goalkeeper may be substituted by a player. In such case, any player on the ice shall not be permitted the privileges of the goalkeeper. The six athlete positions are:

Goalkeeper

Right Defensive Player Left Defensive Player

Right Wing Player Center Player Left Wing Player

703 Substitution of players and goalkeepers

a) Players and goalkeepers may be substituted at any time during play or stoppage time

b) If, during a substitution, either the player/goalkeeper entering the ice or the player/goalkeeper leaving the ice plays the puck or intentionally makes physical contact with an opposing player/goalkeeper while the retiring player/goalkeeper is actually on the ice, the Referee shall assess a:

- **Bench Minor** penalty (see Rule 1062)

c) If, during the substitution, the puck strikes either the entering player/goalkeeper or retiring player/goalkeeper accidentally, the play will not be stopped and no penalty shall be assessed

d) No warm-up shall be allowed to any player or goalkeeper at the end of the first and second period, or during any stoppage of play

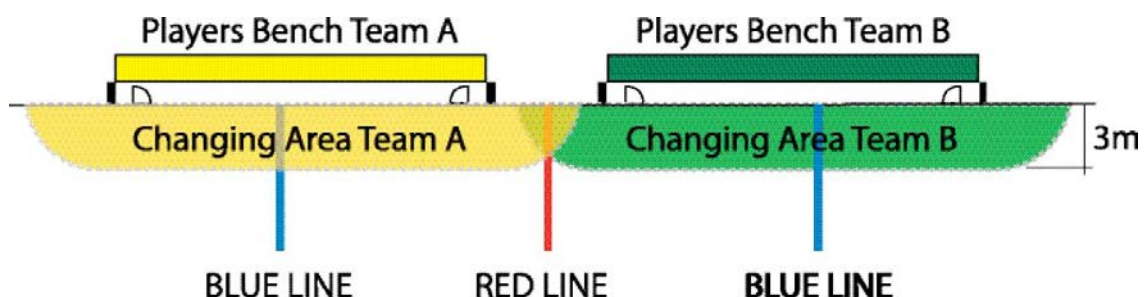
e) In the application of the rule, the change of one or more players shall constitute a line change.

704 Change of players and goalkeepers from the team bench during play

a) The players and goalkeepers may be changed at any time from the team bench while the game is in progress provided that:

- The changing of players and goalkeepers within an area limited by the length of the respective team bench and **3m** from the boards, as illustrated on the opposite page

- The changing players and goalkeepers are out of the play before any change is made.



b) If, when a goalkeeper leaves his goal crease and proceeds to his team bench 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 centre ice face-off spot, except in the cases

where the offending team would gain a territorial advantage, in which case the face-off (see Rule 901 g) shall be where the stoppage of play occurred.

705 Change of player's 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 shall 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 ten seconds to make their player changes.
3. After the ten 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 ten seconds to make their player changes.
5. After the ten 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 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, except when a penalty is assessed that affects the on-ice strength of either team.

d) A team that is in violation of the icing rule shall not be permitted to make any player substitutions prior to the ensuing face-off.

Should the stoppage of play following the icing infraction coincide with a commercial time-out, or should the offending team elect to utilize their team time-out at this stoppage of play, they are still not permitted to make any player substitutions.

However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, or to replace an injured player or goalkeeper, or when a penalty has been assessed which affects the on-ice strength of either team.

The determination of players on the ice will be made when the puck leaves the offending player's stick.

706 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 team bench before any change can be made:

- **Bench Minor** penalty (see Rule 1053)

707 Change of goalkeepers during stoppage of play

a) During a stoppage of play, goalkeepers shall not be permitted to go to the team bench except to be replaced or during a time out:

- **Minor** penalty (see Rule 1065)

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.

No warm-up shall be permitted for a substitute goalkeeper.

8 Safety

801 Injured players

- a) If a player is injured and cannot continue to play or go to the team bench, the play shall continue until his team has secured possession of the puck, unless either team is in an immediate scoring position, in which case the Referee will allow the scoring opportunity to take place and then stop the play.
- b) If a player other than the goalkeeper is injured or compelled to leave the ice during the game, the player/goalkeeper 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/she may proceed to the dressing room, and if he/she 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 the player/goalkeeper 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:
- **Minor penalty (2')**
 - If it is obvious that a player has sustained a serious injury, the Referee and/or the Linesman shall stop the play immediately.
 - When play has been stopped due to an injured player, excluding the goalkeeper, the injured player shall leave the ice and may not return to the ice until after play has resumed.
 - **Minor penalty (2')** (see Rule 1038 A) Important Reference.

802 Injured goalkeepers

- a) If a goalkeeper sustains an injury or becomes ill, he/she 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 **(10)** ten minutes to dress another player in uniform as a goalkeeper:
- In this case, neither of the two regular goalkeepers may return to the game
 - No warm-up shall be permitted for a substitute goalkeeper.

803 Prevention of infections

a) A player bleeding or covered by the blood of an opposing player will be considered as an injured player and must leave the ice for treatment and/or clean up.

b) Such player shall be permitted to return to the ice surface provided that:

- The cut is completely closed and sealed with appropriate bandages
- Any blood is removed from the player and his equipment and uniform replaced or properly cleaned.

If the ice surface, ice rink facilities or any objects are stained with blood, the Referee shall ensure that the bloodstains are removed by the rink personnel after the first stoppage of play.

804 Ice cleaning

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

9 Playing rules

900 Face-offs

901 Face-off spots



- 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 at the nine designated face-off spots
- c) The face-offs shall be conducted at the **centre ice spot**:
 - At the start of a period
 - After a goal scored
 - After an error by an official on icing
 - 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:
 - After any infringement of the rules made by the defending team in his defending zone the puck shall be faced-off at the end zone face-off spot on the side where the stop page occurred
 - A goal illegally scored as a result of a puck deflected off an official
 - 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:

- When the puck is iced by the attacking team
- After an **intentional offside** by the attacking team.

Note: An **intentional offside** is made for the purpose of securing a stoppage of play, regardless of the reason

f) Face-offs shall be conducted at the neutral zone spots:

- After an offside
- After any infringement of a rule made by the attacking team in his attacking zone
- Following a stoppage of play, should one or both defensemen who are playing near their attacking blue line or any player coming from the team bench of the attacking team enters into the attacking zone beyond the outer edge of the end zone face-off circles.

g) 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 centre ice
2. When a penalty is assessed at the very end (or just before the start) of a period - face-off at centre ice
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 in the neutral zone
4. When the team not being penalized ices the puck, the face-off in the neutral zone outside the blue line of the team icing the puck.

902 Procedure for conducting face-offs

- a) The Referee or the Linesman will drop the puck between the sticks of the two players facing-off.
- b) The players shall be positioned squarely facing the sideboards of the rink, with their sleds outside of the face-off spot, and 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/her stick on the ice first followed immediately by the player of the defending team.

d) However, when the face-off is at the centre ice spot the player of the visiting team shall place his stick on the ice first.

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 may 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) to the offense made by the player (See Rule 1043 paragraph b).

903 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 **player's blades position** - player is offside when both blades are completely over the blue line in his attacking zone before the puck completely crosses the line
2. The **puck position** - The puck must have completely crossed the blue line into the attacking zone
3. If a player is propelling the puck and crosses the line ahead of the puck while moving backward, the player is not offside provided he is actually in control of the puck and has both blades in the neutral zone before crossing the blue line

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

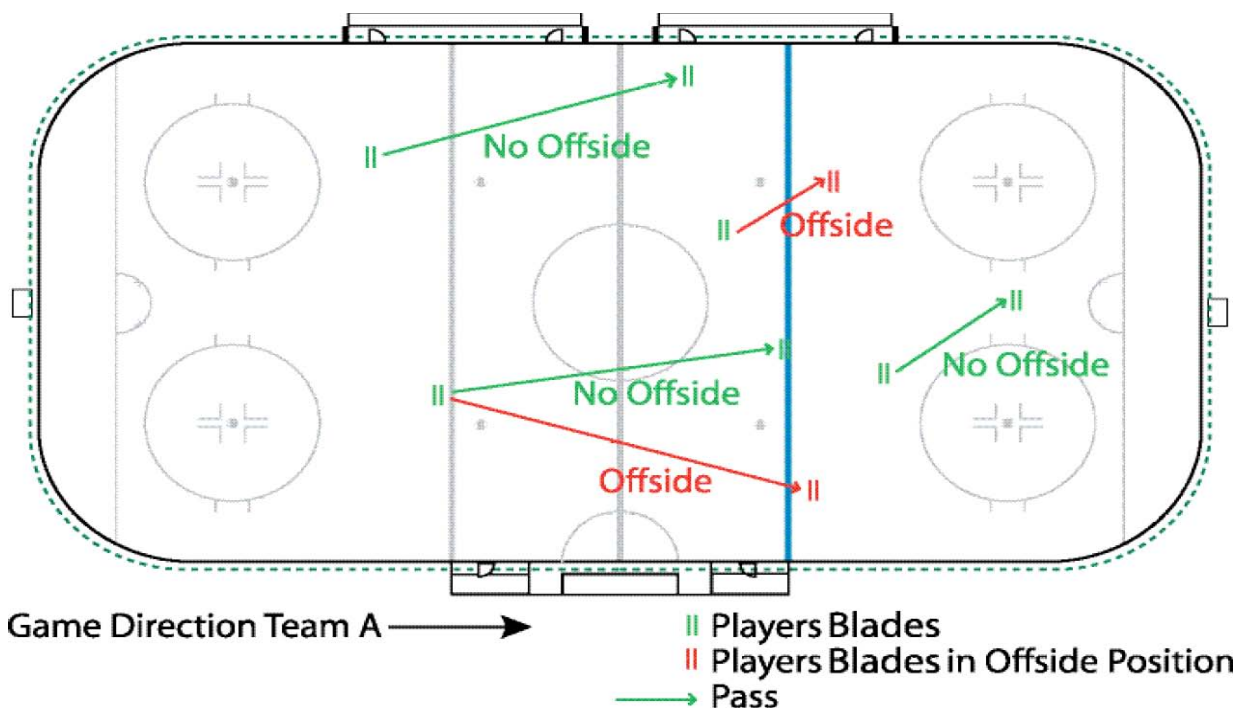
2. At the nearest face-off spot where the pass or shot originated when the puck was passed or shot over the blue line by an attacking player

3. At the end zone 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.

d) A player actually propelling and in control of the puck, who crosses the line ahead of the puck, shall not be considered offside.

e) 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.



904 Delayed offside procedure

a) 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.

b) 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 blade contact with the blue line.

c) 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.

d) 'Immediately' means that the attacking players must not touch the puck, or attempt to gain possession of a loose puck, or force the defending puck carrier further back in the zone.

e) In this second case, when the Linesman drops his arm, any attacking player may re-enter his attacking zone.

905 Icing the puck

a) For the purpose of this rule, the centre 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 will be called:

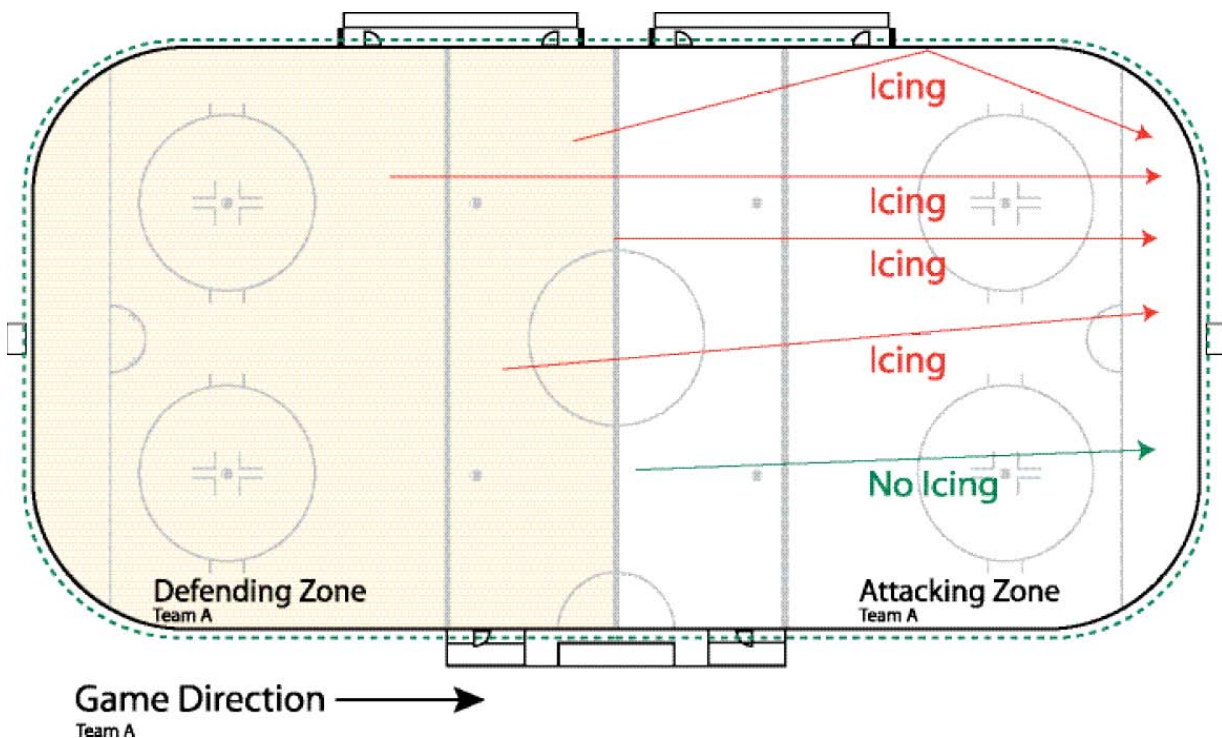
1. If the puck enters the goal - the goal is allowed
2. If the offending team is '**Short Handed**' at the instant the puck is shot
3. If the puck touches any part of an opposing player, including the goalkeeper, before crossing the goal line
4. If the puck is iced directly from a player participating 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 his goal crease during icing situation and moves in the direction of the puck.

e) Following a stoppage of play for an icing infraction, the offending team is prohibited from making any player change until play has resumed.

f) A team that is in violation of this rule shall not be permitted to make any player substitutions prior to the ensuing face-off, or should the offending team elect to utilize their team time-out at this stoppage of play, they are still not permitted to make any player substitutions. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra player, to replace an injured player or goalkeeper, or when a penalty has been assessed that affects their on-ice strength. The determination of players on ice will be made when the puck leaves the offending player's stick.

g) If a team persists in changing the players after they have iced the puck, and have been warned by the Referee, the Referee shall assess to the offending team a:

- **Bench Minor penalty (2')**



A. If the Linesmen have made a mistake in calling an icing, the puck shall be faced-off on the centre ice face-off spot.

B. 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.

C. **‘Short Handed’** means that due to a penalty(s), the team shall be below the numerical strength of its opponents on the ice.

906 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 in any way by a player of the defending team
3. If the puck has been deflected into the goal from the shot of an attacking player by striking any part of a teammate
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, unless if in the opinion of the Referee, he/she had sufficient time to get out of the crease
5. If the puck should become loose in the goal crease and then put into in the goal by the stick of the attacking player
6. When the puck deflects directly into the goal off the sledge of an attacking or defending player
7. If an attacking player is 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, with the exception of the cases described in Rule 907
8. When the puck deflects directly into the goal off the goalkeeper's face mask.

All such calls shall be made by the Referee and he/she may consult with the Linesmen and /or the goal judge.

907 Disallowing a goal

a) No goal shall be scored:

1. If an attacking player deliberately throws, bats with the hands or otherwise directs the puck by any means other than his stick into the goal 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 normal height of the top of the head
3. If the puck has been directly deflected into the goal off an official
4. If an attacking player has any part of his sledge or holds his stick in the goal crease when the puck enters the goal, unless he/she 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, unless if in the opinion of the Referee, he/she had sufficient time to get out of the crease, or unless Rule 906 applies
5. If the goal has been displaced from its normal position, or the frame of the goal net is not completely flat on the ice
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
7. If an attacking player initiates any contact with the goalkeeper, other than incidental contact, while the goalkeeper is outside his goal crease and a goal is scored
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
9. Where a goalkeeper has been pushed into the goal together with the puck after making a stop. If applicable, appropriate penalties shall be assessed.

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. If applicable, the appropriate penalties shall be assessed, including the Penalty Shot (see Rule 1046).

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 **1.27m** above the ice surface.
3. **'Contact'** whether incidental or otherwise, between a goalkeeper and an attacking player may be with the stick or any part of the body or sledge.
4. All such calls shall be based strictly on the judgment of the Referee.

908 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 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 can be given to any goal.
- e) Each assist shall account for one point in the player's record
 - 1. Only one point may be awarded to any one player on a goal
 - 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.

909 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 will be stopped and the face-off will take place at the nearest point on the imaginary line from where the puck was shot or deflected, unless expressly provided for in these rules.

910 Puck on the net

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

- 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.

911 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/she 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.

912 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.

913 Puck striking an official

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

914 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 teammate.

b) If a teammate of such a player obtains possession of the puck in the neutral zone, play shall be stopped and the puck faced-off at the location where the offense occurred, unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred.

c) If a teammate 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 player and the puck leave the zone. However, when the puck is passed with the hand from a player in the neutral zone to a teammate in his defending zone, the Referee shall stop the play with the face-off at the point of stoppage.

d) If a teammate of such a 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 unless the puck was batted from the offending team's defending zone or anywhere in the neutral zone, in which case the face-off will take place from where the puck was batted.

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, sledge, goalkeeper or official into the goal.

915 High sticking the puck

a) Stopping or batting the puck by a player with the stick above the height of the top of the head is prohibited, and the play will be stopped, unless: **NEW**

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 into 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 faceoff shall take place at the nearest spot in the neutral zone unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred.

c) If the puck has been high-sticked by a player in his defending zone or in the neutral zone the face-off shall take place at the nearest defending zone face-off spot.

d) No goal can be scored when the stick of an attacking player makes contact with the puck above the normal height of the top of the head.

e) If a goalkeeper, while in the act of making a save, stops or bats the puck above the height of the top of the head, play shall continue and the Referee shall give the **'Wash Out'** signal.

NEW

916 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.

10 Penalties

1000 Penalties – Definition and procedures

Penalties are divided into the following categories showing time to be served:

- 1) Minor penalty (2)
- 2) Bench Minor penalty (2)
- 3) Major penalty (5)
- 4) Misconduct penalty (10)
- 5) Game Misconduct penalty (GM)
- 6) Match penalty (MP)
- 7) Penalty Shots (PS)

All penalties shall be actual playing time.

a) Penalties imposed after the end of the game shall be reported by the Referee on the Official Game Sheet.

b) Some rules state that the Manager or Coach shall designate a player to serve a penalty. If they refuse to do so, the Referee has the authority to name any player of the offending team who was on the ice at the time of the penalty call to serve the penalty.

c) When the minor or major penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which player shall return on the ice first. The Referee will then instruct the scorekeeper accordingly.

d) For a Game Misconduct penalty, a total of **20 minutes** shall be recorded against the penalized player or goalkeeper. For a Match penalty, a total of **25 minutes** shall be recorded against the penalized player or goalkeeper. **NEW**

e) For all Game Misconduct penalties and Match penalties the Referee shall **file a written report** to the Proper Authorities immediately following the game. **NEW**

Table of Penalties

Penalty	Players		Goalkeepers		Remarks		
	Player out for	Served on the penalty bench by	Goalkeeper out for	Served on the penalty bench by	Recorded on game sheet	Observation	Coincidental-penalties
MINOR	2 Minutes	Offender	-	Player on the ice	2 Minutes	May expire on a goal	May apply
BENCH MINOR	2 Minutes	Any player	Not applicable	-	2 Minutes	May expire on a goal	May apply
MAJOR	Balance of the game	Any player except the offending for 5 minutes	Balance of the game	Player on the ice for 5 minutes	5 Minutes	-	May apply
MISCONDUCT	10 Minutes	Offender	-	Player on the ice	10 Minutes	-	-
GAME MISCONDUCT	Balance of the game	None	Balance of the game	None	20 Minutes	Report	-
MATCH	Balance of the game	Any player except the offending for 5 minutes	Balance of the game	Player on the ice for 5 minutes	25 Minutes	Report	May apply
PENALTY SHOT	-	-	-	-	PENALTY SHOT	-	-

1001 Minor penalty

For a Minor penalty, any player, other than the goalkeeper, will be ruled off the ice for **(2)** two minutes and no substitution shall be permitted.

1002 Bench Minor penalty

a) For a Bench Minor penalty, any player who was on the ice at the time of the infraction, other than the goalkeeper of the penalized team, designated by the Manager or the Coach through the Captain, will be ruled off the ice for **(2)** two minutes and no substitution shall be permitted.

b) If, while a team is **'Short Handed'** because of one or more Minor or Bench Minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate unless such penalty was assessed at the same time as an opposing player's penalty which originally caused both teams to play one player short, in which case the next Minor or Bench Minor penalty assessed to the scored upon team shall terminate.

1. The designated player shall take his place on the penalty bench promptly and serve the penalty as if it was a Minor penalty imposed to him.
2. **'Short Handed'** means that, due to a penalty(s), the team must be below the numerical strength of its opponents on the ice at the time the goal is scored.
3. This rule does not apply when a goal is scored on a Penalty Shot.

1003 Major penalty

For a Major penalty, any player, including the goalkeeper, will be ruled off the ice **for the balance of the game** (*i.e.* will in addition receive a **Game Misconduct penalty**) and substitution shall be permitted after **(5)** five minutes.

When a player is assessed a Major and a Minor penalty at the same time, the Major penalty shall be served first. This applies when both penalties are imposed on the same player (see Rule 1012).

1004 Misconduct penalty

a) For his first Misconduct penalty, any player, other than the goalkeeper, shall be ruled off the ice for **(10)** ten minutes and immediate substitution shall be permitted. The player whose Misconduct penalty has expired shall stay on the penalty bench until the next stoppage of play.

b) For his second Misconduct penalty in one game, any player, including the goalkeeper, will automatically be ruled off the ice **for the balance of the game** (*i.e.* will in addition receive a **Game Misconduct penalty**) and immediate substitution shall be permitted.

When a player is assessed a Minor or Major penalty and a Misconduct penalty at the same time, the penalized team shall immediately put a substitute player on the penalty bench to serve the Minor or Major penalty without change.

1005 Game Misconduct penalty

For a Game Misconduct penalty, any player, including the goalkeeper or team official, shall be ruled off the ice and ordered to the dressing room **for the balance of the game** and immediate substitution for the player or the goalkeeper shall be permitted.

- A Game Misconduct penalty does not incur automatic suspension, except for that game, but the Proper Authorities shall have the power to suspend the player or the team official from participating in further games.
- In championships and tournament games, any player or team official assessed his second Game Misconduct Penalty shall be automatically suspended for his team's next championship or tournament game.

1006 Match penalty

For a Match penalty, any **player, goalkeeper, or team official** shall be ruled off the ice and ordered to the dressing room **for the balance of the game** and substitution shall be permitted after **five minutes**.

NEW

- A player or team official incurring a Match penalty shall be awarded an automatic further suspension, which means that he shall be suspended for the next IPC sanctioned game as a minimum and his case shall be dealt with by the Proper Authorities.

1007 Penalty shot

a) Five conditions are required to award a penalty shot to a player being fouled from behind:

1. The infraction shall take place when the puck is outside of the player's defending zone (completely across the blue line)
2. The attacking player shall be in possession and have '**control of the puck**'
3. The infraction shall have been committed '**from behind**'

4. The attacking player in possession and control of the puck shall have been denied a reasonable scoring opportunity

5. The player in possession and control of the puck shall have had no opposing players to pass other than the goalkeeper.

b) If the infraction involves a Minor penalty, the penalty shot shall be taken and the Minor penalty will not be assessed or served, regardless of whether the penalty shot results in a goal or not.

c) A penalty shot can be awarded in those situations where a goalkeeper fouls a player on a break-away situation, regardless if the infraction takes place from behind or not.

d) If the infraction involves any other penalty, the penalty shot shall be awarded and the penalty will also be assessed and served regardless of whether the penalty shot results in a goal or not.

1. **‘Control of the puck’** is the act of propelling the puck with the stick. If the puck is touched by another player or his equipment while it is being propelled or hits the goal or goes free, the player shall no longer be considered to be in control of the puck.

2. If, when the opposing goalkeeper has been removed from the ice and a player in **‘control of the puck’** outside his own defending zone, with no opponent to pass between him and the opposing goal net (see also Rule 1027) is fouled from behind, the Referee shall award a goal to the non-offending team.

3. **‘From behind’** is determined by the position of the players’ body and not by the position of the player’s sledge.

1008 Penalty shot procedure

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 was 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. **NEW**

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 ice at the time of the infraction, who shall take the shot. **NEW**

- 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 from both teams shall withdraw to the player benches. NEW
- e) The Referee shall place the puck on the centre spot.
- f) Only a goalkeeper may defend against the penalty shot.
- g) The goalkeeper shall stay in his crease until the player has touched the puck.
- h) 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.
- i) 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, the player can return and continue with the penalty shot.
- j) Once the puck is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
- k) If a goal is scored, the face-off will take place at centre ice.
- l) If no goal is scored, the face-off will take place at either of the end zone face-off spots in which the penalty shot has been attempted.

Notes:

1. The time required for taking a penalty shot will not be recorded in the actual playing time in any period.
2. If the foul upon which the penalty shot is based occurred during actual playing time, the penalty shot will 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.
3. 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

- Award a goal the third time.

4. 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.

5. When the penalty shot is taken, if any player of the opposing team interferes or distracts the player taking the shot, and in the opinion of the Referee because of such action the shot fails, the Referee shall allow a second penalty shot and assess a misconduct penalty on the offending player.

1009 Supplementary discipline

a) In addition to the suspension imposed under these rules, the Proper Authorities may, at any time after the conclusion of the game, investigate any incident and may assess additional suspensions for any offense committed on or off the ice at any time before during and after the game, whether or not such offenses have been penalized by the Referee.

1010 Goalkeeper penalty procedure

A goalkeeper never goes to the penalty bench.

a) For Minor or first Misconduct penalties assessed to the goalkeeper:

1. The goalkeeper continues to play

2. His penalty shall be served by another player of his team who was on the ice at the time the play was stopped to assess the penalty for the infraction and was designated by the Manager or Coach through the Captain.

b) For Major, Game Misconduct or Match penalties, the goalkeeper shall be ruled off the ice for the balance of the game.

He shall be replaced by the substitute goalkeeper, if available, or otherwise by a member of his team, who shall be permitted **10 minutes** to dress in the goalkeeper's full equipment.

c) In the case of Major or Match penalties, the **5 minute** penalty shall be served by another player of his team who was on the ice at the time the play was stopped to assess the penalty for the infraction as was designated by the Manager or Coach through the Captain.

1. All penalties imposed to a goalkeeper, regardless of who serves the penalty, shall be charged in the records against the goalkeeper

2. Any additional penalties which were assessed to the goalkeeper at the same stoppage of play shall apply and shall be served by another player of his team who was on the ice at the time the play was stopped to assess the penalty for the infraction.

1011 Coincidental penalties

a) When an equal number of identical penalties (Minor, Major or Match) are assessed to both teams at the same stoppage of play, such penalties shall be known as: **Coincidental Penalties.**

b) When such penalties are assessed, immediate substitutions shall be made for those penalties and they shall not be taken into account for the purpose of delayed penalties.

c) In the case where the penalized players remain in the game, they shall take their place on the penalty bench and shall not leave until the first stoppage of play following the expiry of their respective penalties.

d) The above rule will not apply when both teams are at full strength on the ice; no substitution shall be permitted if only one Minor penalty is assessed to one player on each team at the same stoppage of play.

- In the application of this rule, Minor and Bench Minor penalties are considered as identical.

1012 Delayed penalty

This rule applies only when Minor, Bench Minor, Major or Match penalties are involved.

a) If a third player of any team is assessed a penalty while two players of his team are serving penalties, he shall leave the ice but his penalty time shall not commence until the penalty time of one of the other players has elapsed.

b) The player shall proceed at once to the penalty bench, but may be replaced on the ice by a substitute.

c) When any team has three or more players serving penalties at the same time, and because of the delayed penalty rule a substitute for the third offender is on the ice, none of the three penalized players may return to the ice until play has been stopped, unless by reason of the expiration of his penalty the penalized team is allowed to have more than four players including the goalkeeper on the ice, in which case the penalized players will be permitted to return in the order of their penalties.

1. If the penalties of two players of the same team expire at the same time, the Captain of the team will designate to the Referee which of the players shall return to the ice first, and the Referee shall instruct the scorekeeper accordingly.

2. When a Major and a Minor penalty are imposed at the same time on two or more players of the same team, the scorekeeper shall record the Minor penalty as being the first of such penalties.

This also applies when the two penalties are imposed on different players (see Rule 1001).

1013 Calling of penalties

Should an infraction of the rules be committed which would call for a penalty:

a) If the team of the offending player is in possession of the puck, the Referee shall immediately blow the whistle and assesses the penalty. The face-off shall take place at one of the two end zone face off spots in the offending team's end zone (See Rule 901g). NEW

b) If the team of the offending player is **not** in possession of the puck, the Referee shall raise his arm, signifying the calling of a penalty and, upon possession of the puck by the offending team the Referee shall blow the whistle and assess the penalty. NEW

c) If, after the Referee has raised his arm signifying the calling of the penalty, 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.

d) If, after the Referee has raised his arm signifying the calling of the penalty, a goal is scored by the non-offending team, the goal shall be allowed and the first Minor penalty shall 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 signalled shall be assessed in the normal manner.

e) If after the Referee has signalled a penalty, but before the whistle has been blown, the puck enters the goal of the non-offending team as the direct result of the action of the player of the offending team, the goal shall not be allowed and the penalty signalled shall be imposed.

- **'Possession'** means that the puck shall have come into the possession of, and has been controlled or intentionally directed by a player or goalkeeper of the opposing team, or has been frozen. NEW

- No rebound off of any player of the opposing team, or off the goal or boards, shall be considered as possession

Fouls against players

1014 Boarding

a) A player who body checks, elbows, or charges an opponent in such a manner that it causes the opponent to be thrown violently into the boards, shall be assessed, at the discretion of the Referee, a:

- **Minor penalty (2')**

Or

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

b) A player who injures his opponent as a result of boarding shall be assessed, at the discretion of the Referee, a:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

1015 Butt ending

a) A player who attempts to butt-end an opponent shall be assessed a:

- **Double Minor penalty + Misconduct penalty (2'+2'+10')**

b) A player who butt-ends an opponent shall be assessed, at the discretion of the Referee, a:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

c) A player who injures his opponent by a butt-ending shall be assessed a:

- **Match penalty (MP)**

- **'Butt-ending'** identifies the act of a player who uses the shaft of the stick above the upper hand to check an opposing player.

- **'Attempt to butt-end'** shall include all cases when a butt-end gesture is made but no contact is made.

1016 Charging

a) A player who runs, charges, or intentionally causes his sled to leave the ice in an attempt to check an opposing player or goalkeeper shall be assessed, at the discretion of the Referee, a:

- **Minor penalty (2')**

Or

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

b) A player who injures his opponent as a result of charging shall be assessed, at the discretion of the Referee, a:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

1. **'Charging'** shall mean the action of a player who, as a result of distance travelled violently checks an opponent. Charging may be the result of a check into the boards, into the goal frame, or on open ice

2. A player who makes physical contact with an opponent after the whistle has been blown, and if, in the opinion of the Referee, the player had sufficient time after the whistle to avoid such contact, shall be assessed, at the discretion of the Referee, a penalty for **'charging'**

3. A goalkeeper is not 'fair game' just because he is outside of the goal crease area. A penalty for 'Interference' or 'charging' shall be called in every case where an opposing player makes unnecessary contact with a goalkeeper.

1017 Checking from behind

a) A player who runs, charges, or hits an opposing player from behind in any manner shall be assessed, at the discretion of the Referee, a:

- **Minor** penalty + **Automatic Misconduct** penalty (2'+M)

Or

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

Or

- **Match** penalty (MP)

b) A player who injures an opponent as result of checking from behind shall be assessed a:

- **Match** penalty (MP)

1. A 'Check from behind' is a check delivered on a player who is not aware of the impending hit, is unable to protect himself and contact is made on the back part of the body

2. However, if a player intentionally turns his body to create contact, this shall not be classified as a check from behind.

1018 Checking to the head and neck area

a) A player who directs a check or blow, with any part of his body or equipment, to the head and neck area of an opposing player or 'drives' or 'forces' the head of an opposing player into the boards, shall be assessed, at the discretion of the Referee, a:

- **Minor** penalty + **Automatic Misconduct** penalty (2' + 10')

Or

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

Or

- **Match** penalty (MP)

b) A player who injures an opponent as result of checking to the head and neck area shall be assessed, a:

- **Match** penalty (MP)

c) This rule supersedes Rules 1014, 1016, 1019, 1020, and 1029 with regards to all actions described under articles a) and b). **NEW**

Blows to the head area during a fight or altercation are covered and are to be penalized under Rule 1022 Fisticuffs or Roughing.

1019 Cross checking

A '**Cross-check**' is a check delivered with both hands on the stick and no part of the stick on the ice.

a) A player who cross-checks an opponent shall be assessed, at the discretion of the Referee a:

- **Minor** penalty (2')

Or

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

Or

- **Match** penalty (MP)

b) A player who injures an opponent by cross-checking shall be assessed, at the discretion of the Referee, a:

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

Or

- **Match** penalty (MP)

1020 Elbowing

a) A player who uses his elbow to foul an opponent shall be assessed, at the discretion of the Referee, a:

- **Minor** penalty (2')

Or

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

Or

- **Match** penalty (MP)

b) A player who injures an opponent by elbowing shall be assessed, at the discretion of the Referee, a:

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

Or

- **Match** penalty (MP)

1021 Excessive roughness

a) Any player who commits an action not permitted by the rules that may cause or causes an injury to an opponent, to a team or game official shall be assessed a:

- **Match** penalty (MP)

1. The circumstances shall be reported to the Proper Authorities

1022 Fisticuffs or roughing

a) A player who intentionally takes off his glove/s in a fight or altercation shall be assessed a:

- **Misconduct** penalty (10')

b) A player who starts fisticuffs shall be assessed a:

- **Match** penalty (MP)

c) A player who, having been struck, retaliates with a blow or attempted blow, shall be assessed a:

- **Minor** penalty (2')

d) Any player or goalkeeper who is the first to intervene in an altercation already in progress, shall be assessed in addition to any other penalties incurred in the incident a:

- **Game Misconduct** penalty (GM)

e) If a player, after he has been ordered by the Referee to stop, continues the altercation, attempts to continue, or resists a Linesman in the discharge of his duties, he shall be assessed, at the discretion of the Referee, a:

- **Double Minor** penalty (2'+2')

Or

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

Or

- **Match** penalty (MP)

f) A player or goalkeeper who is on or off the ice and is involved in an altercation or fisticuffs with a player, goalkeeper or team official off the playing surface, shall be assessed, at the discretion of the Referee, a: NEW

- **Misconduct** penalty (10')

Or

- **Game Misconduct** penalty (GM)

Or

- **Match** penalty (MP)

g) A team official who is on or off the ice and is involved in an altercation or fisticuffs with a player, goalkeeper or team official off the playing surface, shall be assessed, at the discretion of the Referee, a: NEW

- **Game Misconduct** penalty (GM)

Or

- **Match** penalty (MP)

h) If a player is deemed guilty of unnecessary roughness, he shall be assessed, at the discretion of the Referee, a:

- **Minor** penalty (2')

Or

- **Double Minor** penalty (2'+2')

Or

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

i) A player who grabs or holds the face mask or helmet or pulls the hair of an opponent shall be assessed, at the discretion of the Referee, a:

- **Minor** penalty (2')

Or

- **Major** penalty + **Automatic Game Misconduct** penalty (5'+GM)

1023 Head butting

a) A player who attempts to or deliberately head-butts an opponent shall be assessed a:

- **Match penalty (MP)**

'Attempt to head-butt' shall include all cases when a head-butting gesture is made but no contact is made.

1024 High sticking

a) A player who carries or holds his stick or any part of it above the height of his shoulders that makes contact with an opponent shall be assessed, at the discretion of the Referee, a:

- **Minor penalty (2')**

Or

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

b) A player who carries or holds his stick or any part of it above the height of his shoulders that makes contact with an opponent and causes an injury with the stick or any part of it to an opponent shall be assessed, at the discretion of the Referee, a:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

c) However, if the high sticking action that caused the injury was judged accidental, the offending player shall be assessed a:

- **Double Minor penalty (2'+2')**

1025 Holding an opponent

a) A player who holds an opponent or any part of his sledge with his hands or stick or in any other way shall be assessed a:

- **Minor penalty (2')**

1026 Holding the stick

a) A player who holds an opponent's stick with his hands or in any other way shall be assessed a:

- **Minor penalty (2')**

1027 Hooking

a) A player who impedes or seeks to impede the progress of an opponent by hooking him with his stick shall be assessed, at the discretion of the Referee, a:

- **Minor penalty (2')**

Or

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

b) A player who injures an opponent by hooking shall be assessed at the discretion of the Referee:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

c) In a '**breakaway**' situation, when a player in '**control of the puck**' outside his own defending zone has no opponent to pass other than the goalkeeper and he is hooked **NEW** or otherwise fouled from behind, thus preventing a reasonable opportunity to score, the Referee shall award to the non-offending team, a:

- **Penalty Shot (PS)**

d) If, when the opposing goalkeeper has been removed from the ice, and the player in control of the puck outside of his own defending zone has no opposition between him and the opposing goal is hooked or otherwise fouled from behind, thus preventing a **NEW** reasonable opportunity to score, the Referee will immediately stop the play and shall award a:

- **Goal**

Notes:

1. A **'Breakaway'** shall be defined as situation when a player is in full control of the puck and has no opposing player between himself and the opposing goalkeeper, or goal if the goalkeeper has been removed.
2. **'Control of the puck'** is the act of propelling the puck with the stick. If the puck is touched by another player or his equipment while it is being propelled and hits the goal or goes free, the player shall no be longer considered to be in control of the puck.
3. The Referee shall not stop the play until the attacking team has lost possession of the puck.
4. The position of the puck shall be the determining factor. The puck must be fully outside the defending blue line to award a penalty shot or a goal.
5. The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind.

1028 Interference

a) A player who interferes or impedes the progress of an opponent who is not in possession of the puck shall be assessed a:

- **Minor penalty (2')**

b) A player on either the player's bench or the penalty bench who, by means of his stick or his body, interferes with the movement of the puck of any opponent on the ice during the progress of the play, shall be assessed a:

- **Minor penalty (2')**

c) A player who, by means of his stick or his body, interferes with or impedes the progress of the goalkeeper while he is in his goal crease, shall be assessed a:

- **Minor penalty (2')**

d) If, when the goalkeeper has been removed from the ice, any member of his team, including a team official, interferes by means of his stick, any other object, or his body, with the movement of the puck of an opposing player, the Referee shall award to the non-offending team a:

- **Goal**

Notes:

1. This rule applies to any interference action, such as:

- Knocking a stick out of an opponent's hands
 - Preventing a player who lost his stick to regain possession
 - Knocking or shooting any abandoned or broken stick or any object towards an opposing puck carrier
2. The last player to touch the puck, other than a goalkeeper, shall be considered having possession of the puck
3. If an attacking player deliberately stands in the goal crease, without interfering with the goalkeeper, the Referee shall stop the play and the ensuing face-off shall take place at the nearest face-off spot in the neutral zone.
- e) If an attacking player positions himself facing the opposing goalkeeper and engages in actions such as waving his arms or stick in front of the goalkeeper's face for the purpose of interfering and/or distracting the goalkeeper as opposed to positioning himself to try to make a play, regardless whether the attacking player is positioned inside or outside of the goal crease, the Referee shall assess a:

- **Minor penalty (2')**

1029 Slashing

a) A player who impedes or seeks to impede the progress of an opponent by slashing with his stick shall be assessed, at the discretion of the Referee, a:

- **Minor penalty (2')**

Or

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

b) A player who injures an opponent by slashing shall be assessed, at the discretion of the Referee, a:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

c) A player who swings his stick at another player in the course of any altercation shall be assessed, at the discretion of the Referee, a:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

1. The Referee shall assess a slashing penalty to any player who swings his stick at an opponent without actually striking him, or makes a wild swing at the puck with the object of intimidating an opponent.

2. 'Tapping the stick' of the puck carrier is not considered slashing if it is limited to hitting the stick for the sole purpose of taking the puck.

1030 Spearing

a) A player who 'attempts to spear' an opponent shall be assessed a:

- **Double Minor penalty + Misconduct penalty (2'+2'+10')**

b) A player who spears an opponent shall be assessed, at the discretion of the Referee, a:

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

c) A player who injures an opponent by spearing shall be assessed a:

- **Match penalty (MP)**

'Attempt to spear' shall include all cases when a spearing gesture is made but no contact is made.

'Spearing' is the action of stabbing an opponent with the point of the stick blade, whether or not the stick is being carried with one or both hands.

1031 Teeing

a) A player who charges an opponent or who charges the opposing goalkeeper in his crease, using any part of the front radius of his sled shall be assessed, at the discretion of the Referee, a:

- **Minor penalty (2')**

Or

- **Major penalty + Automatic Game Misconduct penalty (5'+GM)**

Or

- **Match penalty (MP)**

Teeing is defined as a player making contact with an opponent with any part of the front radius of his sled straight into an opponent.

Other penalties

1032 Abuse of official and unsportsmanlike conduct by players

a) If any player:

1. When penalized, does not go directly to the penalty bench or the dressing room
2. While off the ice, uses obscene, profane or abusive language to any official, or any person
3. While off the ice, interferes in any manner with any official. And the player is identifiable he shall be assessed a:

- **Minor penalty (2')**

And the player is not identifiable his team shall be assessed a:

- **Bench Minor penalty (2')**

b) A player who:

1. Challenges or disputes the ruling of any official during the game
2. Intentionally shoots the puck out of reach of an official who is retrieving it
3. Enters or remains in the Referee crease while the Referee is reporting to any official shall be assessed a:

- **Misconduct penalty (10')**

For any further dispute, he shall be assessed a:

- **Game Misconduct penalty (GM)**

c) If a player on the ice who:

1. Uses obscene, profane or abusive language on the ice or anywhere in the rink before, during or after the game except in the vicinity of the bench.
2. Bangs the boards with a stick or other object at any time

3. Fails to go directly and immediately to the penalty bench following a fight or any altercation which he has been involved or causes any delay retrieving his equipment

4. Persists to incite an opponent into occurring a penalty shall be assessed a:

- **Misconduct** penalty (10')

d) If a player on the ice persists in any course of conduct for which he has been previously assessed a Misconduct penalty, player shall be assessed a:

- **Game Misconduct** penalty (GM)

e) A player who uses or makes any racial remark or ethnic slur shall be assessed a:

- **Game Misconduct** penalty (GM)

f) Any player who:

1. Intentionally touches with hands or stick, holds or pushes or checks with hands, stick or body, trips, slashes, hits in any manner or spits at a game official

2. Makes a travesty of or interferes with or is detrimental to the conducting of the game

3. While on or off the ice or anywhere in the rink before, during or after the game makes any obscene gesture to any official or any person

4. Spits at any person on the ice or anywhere in the rink, shall be assessed a:

- **Match** penalty (MP)

g) If an identified player, who is off the ice, throws a stick or any other object onto the playing surface from the player's bench or from the penalty bench, he shall be assessed a:

NEW

- **Minor** penalty + **Automatic Game Misconduct** penalty (2'+GM)

h) If an unidentified player, who is off the ice, throws a stick or any other object onto the playing surface from the player's bench or from the penalty bench, his team shall be assessed a:

NEW

- **Bench Minor** penalty (2')

1. To enforce this rule, the Referee has, in many instances, the following options:

a. Bench Minor penalty for violations occurring on or in the vicinity of the player's bench, but off of the playing surface and affecting non-playing personnel

- b. Misconduct penalty for violations occurring on the playing surface or in the penalty bench and where the penalized player is readily identifiable
2. The player's gloves and stick or any other equipment shall be delivered to him at the penalty bench by a teammate.

1033 Abuse of officials and unsportsmanlike conduct by team officials

a) If any team official:

1. Uses obscene, profane or abusive to any official or any person
2. Interferes in any manner with any of the officials of the game
3. Bangs the boards with a stick or other object at any time, the team shall be assessed a:

- **Bench Minor** penalty (2')

b) If the team official persists or is guilty of any type of misconduct the team official shall be assessed a:

- **Game Misconduct** penalty (GM)

c) A team official who uses or makes any racial remark or ethnic slur shall be assessed a:

- **Game Misconduct** penalty (GM)

d) If any team official:

1. Holds or strikes an official
2. Makes a travesty of or is detrimental to the conducting of the game
3. Spits at a game official
4. Makes any obscene gesture to any official or any person, the team official shall be assessed a:

- **Match** penalty (MP)

e) If an identified team official throws a stick or any other object onto the playing surface from the player's bench the team official shall be assessed a:

- **Game Misconduct** penalty (GM)

And player's team a:

- **Bench Minor** penalty (2')

f) If an unidentified team official throws a stick or any other object onto the playing surface from the player's bench, official shall be assessed a:

- **Bench Minor penalty (2')**

1034 Broken stick

a) A player or goalkeeper whose stick is broken shall not receive a stick thrown onto the ice, but may receive a stick from a teammate without proceeding to his player bench.

b) A player with a broken stick may use the pick portion of the stick to propel himself to his bench for a replacement, while doing so the player must not participate in the play in any manner. If he participates in the play, he shall be assessed a:

- **Minor penalty (2')**

c) A goalkeeper may continue to play with a broken stick until the next stoppage of play or until the goalkeeper has been legally provided with a new stick.

d) If the goalkeeper goes to the bench during a stoppage of play to replace his stick, and then returns back to resume play, he shall be assessed a:

- **Minor penalty (2')**

However, if the goalkeeper is changed for the substitute goalkeeper, no penalty shall be assessed.

e) The goalkeeper is allowed to go to the bench and change his stick when the play is in progress

f) If a player participates in the play while taking a replacement stick to a player or goalkeeper, he shall be assessed a:

- **Minor penalty (2')**

1. A '**broken stick**' is one which, in the opinion of the Referee, is unfit for normal play.

2. A player without a stick may participate in the game.

g) If a player, whose stick is broken, receives a stick during play from a team mate in the penalty bench, the receiving player shall be assessed a:

NEW

- **Minor penalty (2')**

1035 Captain and alternative Captain complaint

a) If the Captain or Alternate Captain comes to complain about a penalty, whether he was on the ice or he comes from the player's bench, he may at the discretion of the Referee be assessed a:

- **Misconduct penalty (10')**

1036 Delay of game – Adjustment of equipment

a) Play shall not be stopped nor the game delayed by reason of repair or adjustments to player's equipment and uniform, and the player requiring such adjustments shall retire from the ice.

b) Play shall not be stopped nor the game delayed by reason of repair or adjustments to goalkeeper's equipment and uniform, and the goalkeeper requiring such adjustments shall retire from the ice and the substitute goalkeeper shall take his place immediately

c) For any infraction to this rule the player or goalkeeper shall be assessed a:

- **Minor penalty (2')**

1037 Delay of game – Displacing the goal frame

a) A player or goalkeeper who deliberately displaces the goal frame from its normal position shall be assessed a:

- **Minor penalty (2')**

b) If it happens during the last two minutes of the game, or at any time in overtime, by a defending player or goalkeeper in his defending zone the Referee shall award to the non-offending team a:

- **Penalty Shot (PS)**

c) If a player or goalkeeper deliberately displaces the goal frame from its normal position when an opponent is in control of the puck with no opposition between him and the goalkeeper, and with a reasonable opportunity to score, the Referee shall award to the non-offending team a:

- **Penalty Shot (PS)**

d) If a player of the defending team deliberately displaces the goal, and, in the opinion of the Referee, the puck would have entered the goal had it not been displaced, or if the defending team deliberately displaces the goal when the goalkeeper is off the ice

hereby preventing an obvious and imminent goal, the Referee shall award to the non-offending team a:

- **Goal**

e) If, when a goalkeeper has been removed from the ice, a player of his team displaces the goal frame from its normal position when an opponent is in control of the puck with no opposition between him and the goal, the Referee shall award to the non-offending team a: **NEW**

- **Goal**

f) If at any time during the course of the penalty shot (which begins when the Referee blows the whistle for the player to start the shot) the goalkeeper deliberately moves or dislodges the goal net, the Referee shall award to the non-offending team a: **NEW**

- **Goal**

1038 Delay of game – Injured player refusing to leave the ice

a) An injured player who refuses to leave the ice shall be assessed a:

- **Minor penalty (2')**

1039 Delay of game – Keeping the puck in motion

a) The puck must be kept in motion at all times. A 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 his goal once
2. If it is prevented to do so by players of the opposing team
3. If the team is short handed

b) A player beyond his defending zone shall not pass or carry the puck backward into his defending zone for the purpose of delaying the game, except when his team is short handed

For the first infraction, the Referee shall assess a:

- **Warning to the Captain of the offending team**

For the second infraction, during the same period, the offending player shall be assessed a:

- **Minor penalty (2')**

c) Any player or goalkeeper who holds or plays the puck with his stick, sledge or body along the boards in such a manner to cause a stoppage of play, unless he is actually checked by an opponent, shall be assessed a:

- **Minor penalty (2')**

1040 Delay of game – Late line up

a) If a team, after the end of an intermission, does not line up on the ice surface the required number of players to start a period (or overtime) the team shall be assessed a:

- **Bench Minor penalty (2')**

1041 Delay of game – More than one change after goal scored

a) If a team after scoring a goal has more than one change of players on the ice it shall be assessed a:

- **Bench Minor penalty (2')**

1042 Delay of game – Shooting or throwing the puck outside the playing area

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, he shall be assessed a: **NEW**

- **Minor penalty (2')**

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. **NEW**

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) the penalty shall be assessed. **NEW**

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. **NEW**

1043 Delay of game – Violation of face-off procedures

a) When a player has been removed from the face-off by an official and another player of the same team delays taking up his proper position after a 'warning' the offending player shall be assessed a:

- **Minor penalty (2')**

b) When a player not taking the face-off enters the face-off circle before the puck is dropped, the player of his team taking the face-off shall be removed and replaced. For the second violation during the same face-off, the offending player shall be assessed a:

- **Minor penalty (2')**

1044 Diving

a) Any player who, at the discretion of the Referee, embellishes an infraction, flagrantly imitates a fall, a reaction, or feigns an injury in an attempt to draw a penalty by his action, shall be assessed a:

- **Minor penalty (2')**

1045 Illegal or dangerous equipment

a) A player or goalkeeper who:

1. Wears his equipment or facemask in a way that may cause an injury to an opponent
2. Wears any non-approved equipment
3. Uses or wears illegal or dangerous sledges, sticks or equipment
4. Does not wear his equipment, except gloves, head protection and goalkeeper leg guards, entirely under his uniform
5. Wears a glove in play from which all or part of the palm has been removed or cut to permit the use of a bare hand:

Shall be ruled off the ice and a '**warning**' shall be issued to his team.

b) The Referee can request that a player or goalkeeper remove any personal accessories should the personal accessories worn during the game be regarded as dangerous for the player and other participants. If these accessories are difficult to remove, then the player or goalkeeper shall tape the personal accessories or put the item(s) safely under the jersey in such a way that they are no longer dangerous. In this case, the player or goalkeeper shall be ruled off the ice and a '**warning**' shall be issued to his team.

- The guilty player shall not be allowed to participate in the game until the illegal equipment has been corrected or removed.

c) For a second violation by any player or goalkeeper of the same team for any offense of this rule mentioned above, the Referee shall assess to the offending player or goalkeeper a:

- **Misconduct** penalty (10')

d) If a player or goalkeeper refuses to surrender or destroys his stick or any part of his equipment for measurement when requested by the Referee, this equipment shall be regarded as illegal and the player or goalkeeper shall be assessed a:

- **Minor** penalty + **Misconduct** penalty (2'+10')

e) If a team has requested the measurement of any equipment of the opposing team and if the complaint is sustained the offending player shall be assessed a:

- **Minor** penalty (2')

f) If a team has requested the measurement of any equipment of the opposing team and if the complaint is not sustained the team shall be assessed a:

- **Bench Minor** penalty (2')

g) A player on the ice whose helmet comes off during play and who does not put the helmet back on with chin strap properly fastened, or does not return to his bench, and participates in the play in any manner shall be assessed a :

- **Minor** penalty (2')

1046 Falling on the puck by a player

a) If a player, other than the goalkeeper, deliberately falls on, holds or gathers the puck into his body, he shall be assessed a:

- **Minor** penalty (2')

b) If, during the course of a face-off, a player deliberately falls on, gathers the puck into his body, or uses his body or sled to protect the puck from the opposing player, he shall be assessed a:

- **Minor** penalty (2')

c) If a defending player, other than the goalkeeper, deliberately falls on, holds or gathers the puck into his body when the puck is in the goal crease of his team, the Referee shall award to the non-offending team a:

- **Penalty Shot** (PS)

d) If the opposing goalkeeper has been removed from the ice and a player deliberately falls on, holds or gathers the puck into his body when the puck is in the goal crease of his team, the Referee shall award to the non-offending team a:

- **Goal**

A player who drops on the ice to block a shot shall not be penalized if the puck is shot under him or becomes lodged in his clothing or equipment, but any use of the hands to make the puck un-playable shall be penalized.

1047 Falling on the puck by a goalkeeper

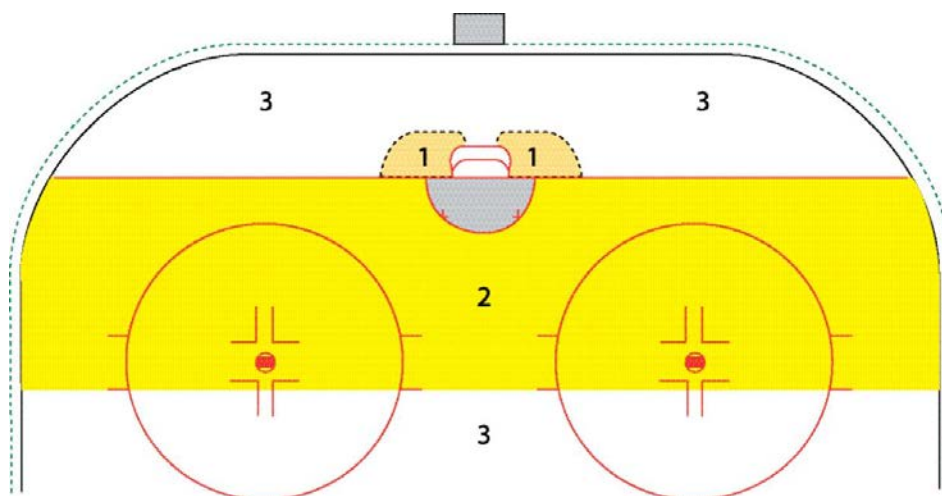
a) If a goalkeeper, whose body is entirely outside the goal crease, and when the puck is behind the goal line or beyond the two lines on each side of the face-off circles, deliberately falls on or gathers the puck into his body, or holds or places the puck against any part of the goal or the boards, he shall be assessed a:

- **Minor penalty (2')**

b) If the goalkeeper falls or gathers the puck into his body in the area between the goal line and the hash marks (as shown on the diagram) unless he is being pressed, he shall be assessed a:

- **Minor penalty (2')**

1. Goalkeeper is allowed to freeze the puck only when the goalkeeper's body remains at least partially in the goal crease
2. Goalkeeper is allowed to freeze the puck only when he is pressured
3. Goalkeeper is not allowed to freeze the puck.



1048 Handling the puck with hands by a player

a) Any player, except the goalkeeper, who closes his hand on the puck, or places a closed hand on top of the puck, and while doing so gains an advantage on an opponent shall be assessed a:

- **Minor penalty (2')**

b) Any player, except the goalkeeper, who picks up the puck from the ice with their hands, shall be assessed a:

- **Minor penalty (2')**

c) If any defending player, except the goalkeeper, picks up the puck with his hands from the ice in his goal crease, the Referee shall award to the non-offending team a:

- **Penalty Shot (PS)**

d) If the goalkeeper is not on the ice as in section 'c' of this rule, the Referee shall award to the non-offending team a:

- **Goal**

e) A player is permitted to stop, bat or push the puck along the ice with his hands. However, No Goal shall be awarded if the puck was batted by an attacking player with the hand, even if it deflects off of any player or goalkeeper or the sticks of the players or goalkeeper of either team or official.

1049 Handling the puck with hands by a goalkeeper

a) Unless he is being pressured, a goalkeeper who holds the puck more than three seconds shall be assessed a:

- **Minor penalty (2')**

b) If a goalkeeper throws the puck forward and the puck is first played by a teammate, the Referee will immediately blow the whistle to stop the play and an end zone face-off will be held.

NEW

c) A goalkeeper who deliberately drops the puck into his pads, sledge or any part of his equipment shall be assessed a:

- **Minor penalty (2')**

The object of this rule is to keep the puck in play continuously and any action by the goalkeeper which causes an unnecessary stoppage of play shall be penalized.

1050 Infringement of change of players procedure

a) Where a team attempts to make a player(s) change after its allotted period of time, the Referee shall send the player(s) back to the bench and issue a **'warning'** to the team.

b) Any further infraction(s) of this procedure at any time during the course of the game shall be assessed to the offending team a:

- **Bench Minor penalty (2')**

1051 Interference with spectators

a) A player who physically interferes with a spectator shall be assessed, at the discretion of the Referee, a:

- **Match penalty (MP)**

1052 Players leaving the penalty or player's bench

a) Any player, other than as specified in Rule 1054, who leaves the penalty bench or player's bench and incurs a Minor, Major or Misconduct penalty for his actions, shall be automatically assessed a:

- **Game Misconduct penalty (GM)**

b) If a player or goalkeeper illegally enters the game and interferes with a player of the opposing team possession of the puck, who has no opponent between him and the goalkeeper, the Referee shall award to the non-offending team a:

NEW

- **Penalty Shot (PS)**

c) If, when the opposing goalkeeper has been removed from the ice, a player illegally enters the game and interferes with a player of the opposing team in possession of the puck, the Referee shall award to the non-offending team a:

- **Goal**

1. If a player shall illegally enter the game from his own player's bench or from the penalty bench by his own error or the error of the Penalty Bench Attendant, any goal scored by his own team shall be disallowed, while he is illegally on the ice, but all penalties imposed to both team shall be served.

2. If the player leaves the penalty bench because of an error of the Penalty Bench Attendant, he shall not be penalized but shall serve the remaining amount of time of his penalty when he re-entered the game.

3. The Penalty Bench Attendant shall note the time and advise the Referee at the first stoppage of play.

1053 Players leaving the penalty bench

a) Except at the end of a period, a penalized player who leaves the penalty bench before his penalty time has expired shall be assessed a:

- **Minor penalty (2')**

b) If the violation occurs during a stoppage of play during an altercation, the offending player shall be assessed a:

- **Minor penalty + Game Misconduct penalty (2'+GM)** to be served at the expiration of his previous penalty.

c) If a player serving a penalty on the penalty bench is to be changed after the penalty has been served, and does not proceed at once by way of the ice to his own player's bench before any change is made, his team shall be assessed a:

- **Bench Minor penalty (2')**

d) Any player who, having entered the penalty bench, leaves the penalty bench prior to the expiration of his penalty for the purpose of challenging an official's ruling, shall be assessed a:

- **Minor penalty + Game Misconduct penalty (2'+GM)**

1054 Players leaving the benches during an altercation

a) No player shall leave the players or penalty bench at any time during an altercation.

b) The first player to leave the players or penalty bench during an altercation shall be assessed a:

- **Double Minor penalty + Game Misconduct penalty (2'+2'+GM)**

c) Any other player or players who leave(s) the players or penalty bench during an altercation shall be assessed a:

- **Minor penalty + Misconduct penalty (2'+10')**

NEW

1. Substitutions made prior to the altercation shall be permitted provided the players so substituting do not enter the altercation.

2. If players of both teams leave their respective benches at the same time, the first identifiable player of each team will be penalized under this rule.

3. For the purpose of determining which player was the first to leave his player's bench, the Referee shall consult the Linesmen and/or off-ice officials.

4. A **maximum** of five Misconduct and/or Game Misconduct penalties **per team** can be assessed under this rule.

1055 Prevention of infections by blood

a) A player bleeding or covered by blood of any player shall be considered as an injured player and shall leave the ice for treatment and/or cleaning. If he does not comply with this regulation he shall be assessed a:

- **Minor** penalty (2')

Such player shall be permitted to return to the ice surface provided that:

1. The cut is completely closed and sealed with appropriate bandages
2. Any blood is removed from the player and his equipment and uniform replaced or properly cleaned.

b) If the ice surface, ice rink facilities or any objects are stained with blood, the Referee shall ensure that the bloodstains are removed by the rink personnel after the first stoppage of play.

1056 Team officials leaving the player's bench

Any team official who goes on the ice during any period without the permission of the Referee shall be assessed a:

- **Game Misconduct** penalty (GM)

Where an injury has occurred to a player and there is a stoppage of play, a team doctor (or designate) may go on the ice to attend to the injured player.

1057 Refusing to start play – Team on the ice

a) If, when both teams are on the ice and one team refuses to play for any reason when ordered to do so by the Referee, the Referee shall warn the Captain and allow to the team so refusing 30 seconds to begin the game or resume play.

b) If, at the end of that time the team still refuses to play, the Referee shall assess a:

- **Bench Minor** penalty (2')

c) If there be a recurrence of the same incident, the Referee will declare the game forfeited to the non-offending team and the case shall be reported to the:

- Proper Authorities

1058 Refusing to start play – Team not on the ice

a) If a team, which is not on the ice, fails to go on the ice to start playing when ordered by the Referee through the Captain, Manager or Coach, the Referee shall allow to the refusing team two minutes to resume the game

b) If the team resumes play within these two minutes, the Referee shall assess to the offending team a:

- **Bench Minor** penalty (2')

c) If, at the end of that time the team still fails to go on the ice, the Referee shall declare the game forfeited to the non-offending team and the case shall be reported by the Referee to the Proper Authorities immediately after the game.

1059 Throwing a stick or any object out of the playing area

a) Any player or goalkeeper who throws a stick or part of it, or any other object out of the playing area shall be assessed a:

- **Game Misconduct** penalty (GM)

1060 Throwing a stick or any object within the playing area

a) Any player or goalkeeper on the ice or on the bench or team official, who shoots or throws a stick or any part of it, or any other object, or who directs (with any part of the body) a stick, any part of it, or any object in the direction of the puck or puck carrier in the attacking zone of his team, or in the neutral zone shall be assessed a:

- **Minor** penalty (2')

Or

- **Bench Minor** penalty (2')

NEW

b) If any player, goalkeeper or team official commits any of the actions described in section a) of this rule in his defending zone, the Referee shall award to the non-offending team a:

- **Penalty Shot** (PS)

c) If the goalkeeper intentionally leaves his stick or any part of it, or any other object in front of his goal, and if the puck hits such objects while the goalkeeper is on or off the ice, the Referee shall award to the non-offending team a:

- **Goal**

d) If a stick or any part of it, or any object is thrown, shot or directed (with any part of the body) away by a player or goalkeeper on the ice and in no way interferes with the play, no penalty shall be assessed to the player or goalkeeper.

e) When a player on the ice, or player/goalkeeper on the bench, or team official throws or shoots a stick, or any part of it, or any object, or who directs (with any part of the body) a stick, or any part of it, or any object in the direction of the puck or puck carrier in any zone when the goalkeeper has been removed from the ice, the Referee shall award the non-offending team a:

- **Goal**

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

Note: The position of the puck or puck carrier at the moment when a stick or any part of it, or any object is thrown, shot or directed (with any part of the body) by an opposing player in the direction of the puck or puck carrier is the determining factor whether to assess a Minor penalty or award a penalty shot. When the goalkeeper has been removed from the ice, refer to section e) of this rule.

1061 Throwing a stick or any object on a breakaway situation

a) When a player in control of the puck outside his own defending zone, and having no opponent to pass other than the goalkeeper, and any member of the opposing team, including team officials, throws or shoots a stick, any part of it, or any other object or who directs (**with any part of the body**) a stick or any part of it, or any object in the direction of the puck or puck carrier, the Referee shall award to the non-offending team a:

- **Penalty Shot (PS)**

1. The position of the puck shall be the determining factor in this instance. The puck shall be fully outside the defending zone blue line in order to award a penalty shot or a goal.

b) When the actions described in section (a) of this rule are committed against a player in control of the puck outside his own defending zone when the goalkeeper has been removed from the ice, the Referee shall award to the non-offending team

- **Goal**

1062 Too many players on the ice

a) If, at any time during play a team has more than the number of players on the ice to which they are entitled, the team shall be assessed a:

- **Bench Minor** penalty (2')

b) If, in the last two minutes of the game and at any time in overtime a deliberate illegal substitution (too many players on the ice) is made, the Referee shall award to the non-offending team a:

- **Penalty Shot (PS)**

1063 Penalties for goalkeepers

The procedures for goalkeeper penalties are outlined in Rule 1010. Specific penalties for a goalkeeper are outlined in the following rules:

- 1008 Penalty shot procedure
- 1034 Broken stick
- 1037 Displacing the goal frame
- 1039 Keeping the puck in motion
- 1042 Shooting or throwing the puck outside the playing area
- 1047 Falling on the puck
- 1049 Handling the puck with hands
- 1059 To 1060 throwing a stick or any object
- 1064 Goalkeeper beyond the centre red line
- 1065 Goalkeeper going to the player's bench during stoppage of play
- 1066 Goalkeeper leaving the goal crease during an altercation
- 1067 Goalkeeper dropping the puck on the goal netting

1064 Goalkeeper beyond the centre red line

If a goalkeeper participates in the play in any manner when he is beyond the centre red line, he shall be assessed a:

- **Minor** penalty (2')

The position of the goalkeeper's blades shall be the determining factor for the purpose of this rule.

1065 Goalkeeper going to the players' bench during stoppage of play

If a goalkeeper goes to the player's bench during a stoppage of play, except to be replaced or during a time out, his team shall be assessed a:

NEW

- **Bench Minor penalty (2')**

1066 Goalkeeper leaving the crease during an altercation

If a goalkeeper leaves the immediate vicinity of his crease during an altercation, unless directed to do so by the Referee, he shall be assessed a:

- **Minor penalty (2')**

1067 Goalkeeper dropping the puck on the goal netting

If a goalkeeper drops the puck on the goal netting to cause a stoppage of play he shall be assessed a:

- **Minor penalty (2')**

1068 Protection of the goalkeeper

a) In all cases which an attacking player initiates any intentional contact with the goalkeeper when the goalkeeper is inside his goal crease and whether or not a goal is scored, the attacking player shall be assessed the appropriate penalty.

b) A goalkeeper is **not 'fair game'** just because he is outside of the goal crease. The penalty shall be assessed in every case where an attacking player makes unnecessary contact with the goalkeeper (see Rule 1016). Incidental contact shall be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided the attacking player made a reasonable effort to avoid unnecessary contact.

c) Where a goalkeeper has played the puck outside his goal crease and is then prevented from returning to his crease due to the action of an attacking player other than incidental, such a player shall be assessed the appropriate penalty.

d) A goalkeeper shall be penalized if, by his actions outside the crease, he interferes with an attacking player who is attempting to play the puck or an opponent:

e) If an attacking player has been pushed, shoved or fouled by a defending player so as to cause him to come into contact with the goalkeeper, such contact shall not be deemed to be initiated by the attacking player, provided the attacking player has made a reasonable effort to avoid such contact with the goalkeeper.

f) However, where an attacking player stands in the goal crease, play shall be stopped and a face-off shall take place in the nearest face-off spot in the neutral zone.

1. All calls concerning this rule shall be based strictly on the judgment of the Referee.
2. '**Contact**' whether incidental or otherwise between the goalkeeper and an attacking player may be with a stick or any part of the body.

11 Referee and linesmen signals

Referee signals

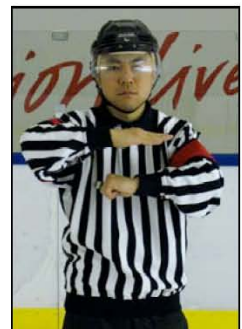
Boarding – Rule 1014

Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.



Butt-ending – Rule 1015

A cross motion of the forearms, one moving under the other. Upper hand is open and the lower hand a clenched fist.



Player change signal – Rule 705

The Referee allows a ten second period to the visiting team to make a player(s) change. After the ten seconds, the Referee will raise his arm which indicates that the visiting team may no longer change any player and the home team has ten seconds to change players.



Charging – Rule 1016

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



Checking from behind – Rule 1017

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



Cross-checking – Rule 1019

A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about a half a meter.



Delayed calling of penalty – Rule 1012

Extended the non-whistle arm fully above the head. It is acceptable to point at the player once and then extend the arm above the head.



Elbowing – Rule 1020

Tapping either elbow with the opposite hand.



Puck in the net – Rule 906

A single point directed at the goal in which the puck legally entered.



Hand pass – Rule 914

Use open palm of hand in a pushing motion.



High sticking – Rule 1024

Holding both fists clenched one immediately above the other at the height of the forehead.



Holding – Rule 1025

Clasping either wrist with the other hand in front of the chest.



Holding the stick – Rule 1026

Two stage signal followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



Hooking – Rule 1027

A tugging motion with both arms as if pulling something from in front towards the stomach.



Interference – Rule 1028

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



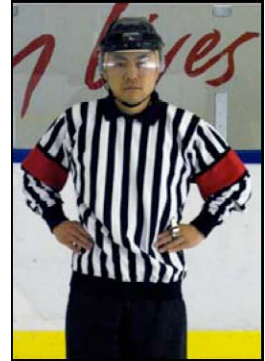
Match penalty – Rule 1006

Patting the flat of the hand on top of the head.



Misconduct penalty – Rules 1004, 1005

Both hands on hips. The same signal for unsportsmanlike conduct, ten minute Misconduct, Game.



Penalty shot – Rule 1008

Arms crossed above the head. Give the signal upon stoppage of play.



Roughing – Rule 1022

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



Slashing – Rule 1029

A chopping motion with the edge of one hand across the opposite forearm.



Spearing – Rule 1030

Jabbing motion with both hands thrust out immediately in front of the body and the hands dropped to the side of the body.



Teeing – Rule 1031

Striking the clenched fist of one hand into the fore arm of the opposite arm in front of the chest.



Time out – Rule 602

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



Too many players on the ice – Rule 1062

Indicate with six fingers (one hand open) in front of the chest.



Checking to the head and neck area – Rule 1018

The side movement of the open palm of the hand towards the side of the head.



Wash out

A sweeping sideways motion of both arms across the front of the body at the shoulder level with palms down:

- By the Referee to signal 'no goal', 'no hand pass', 'no high sticking the puck'
- By the Linesman to signal 'no icing' and,
- In certain situations, 'no offside'.



Delay of game – Rule 1042

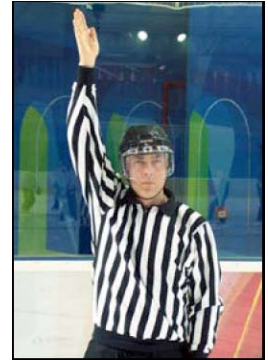
Placing the non-whistle hand, open palm, across the chest and extended from the shoulder out from the body.



Linesman's signals

Delayed offside – Rule 904

Non-whistle arm fully extended above the head to nullify a delayed offside the Linesman shall drop the arm to the side.



Icing the puck – Rule 905

The back Linesman (or Referee in the two-man system) signals a possible icing by fully extending either arm over his head. The arm should remain raised until the front Linesman or Referee, either blows the whistle to indicate an icing, or until the icing is washed out. Once the icing has been completed, the back Linesman or Referee will first cross his arms in front of the chest and then will point to the appropriate face-off spot and skate to it.

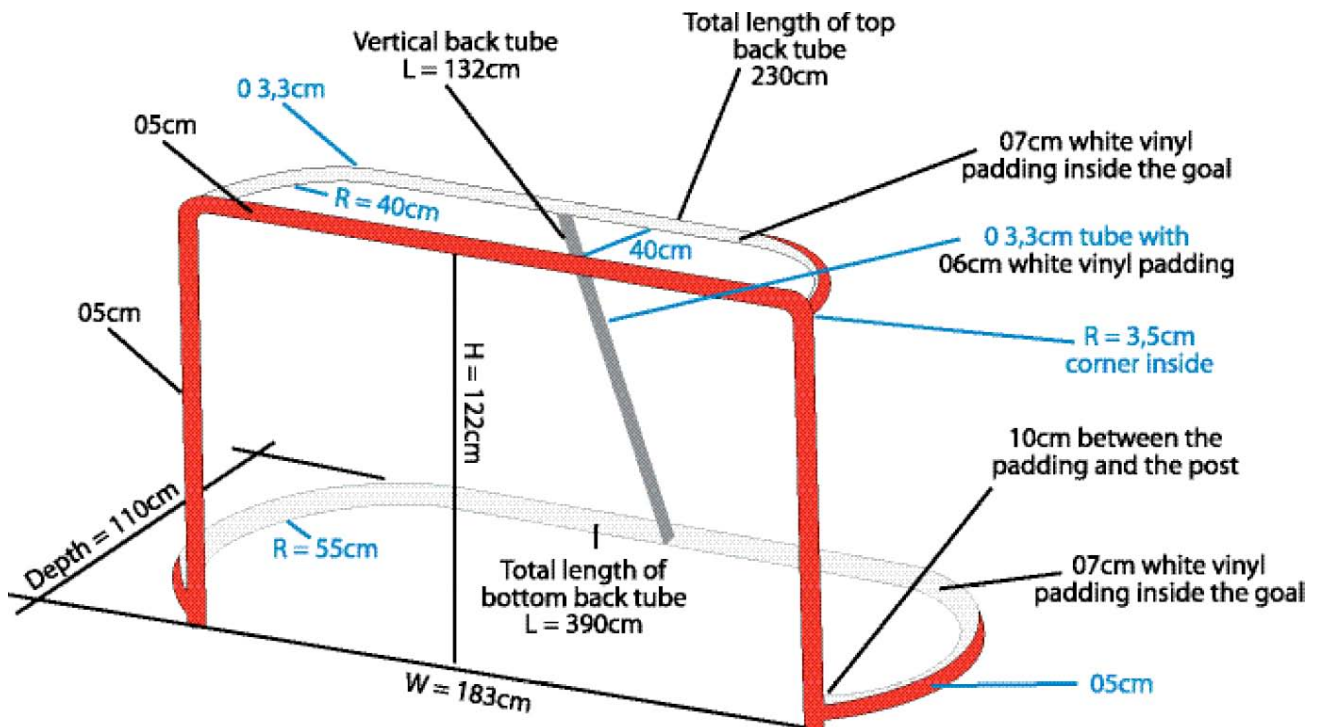


Offside call – Rule 903

The official will first blow the whistle and then point toward the blue line.



Annex 1: Illustration of goal frame



Annex 2: Major rule differences

Overview

The purpose of this document is to introduce existing able-bodied hockey officials to the sport of sledge hockey. Although sledge hockey is basically the same game as able-bodied hockey, there are obvious differences and some subtle differences in the rules and in the way the game is played and officiated.

The IPC (International Paralympic Committee) Ice Sledge Hockey Rulebook was derived from the IIHF 2006-2010 Rulebook with adaptations made for the sport of sledge hockey. Officials who work IIHF should have an easier time adapting to this Rulebook than North American officials.

Outlined in this document are the major rule differences, positioning differences, and other miscellaneous differences.

A 2.1 – Rule differences

For obvious reasons, the tripping and kneeing penalties have been removed from the rulebook.

Rule 1031 – Teeing: was added to the rulebook as this could not happen in able-bodied hockey. Teeing is defined as ‘a player making contact with an opponent with any part of the front radius of his sledge straight into his opponent’. This does not include all occurrences of contact being made, rather when contact is made at, or almost at right angles of the sledges with significant impact. This is a safety issue for the players as serious injuries can occur.

Rule 1025 – Holding an opponent: is probably the most common penalty called in sledge hockey. Holding an opponent for even a moment can cause this player to lose any momentum he may have. Holding can occur on the arms, on the sledge, anywhere on the body, on the head, and even on the opponent’s stick.

Rule 1015 – Butt-ending: can be extremely dangerous as there are sharp ‘picks’ at the end of a player’s sticks. These ‘picks’ are used by the players to propel themselves along the ice but are sometimes used as a ‘weapon’. Officials should be very alert to a player’s use of their sticks.

Rule 1046 (b) – Falling on the puck by a player: Often on face-offs, a player will intentionally fall on the puck in order to protect the puck from the opposing centre before passing the puck back to a team mate. This should be strictly enforced with the appropriate minor penalty.

Rule 903 – Offside: The determining factors for an offside are 1; the position of the puck and 2; the position of the player's blades. The player must have the blades under his sledge making contact with the blue line at the moment the puck crosses the line.

Rule 1007 – Penalty Shot: This rule is the same as the IIHF rulebook with the exception of Note 3 which is the definition of 'from behind'. 'From behind' is determined by the position of the player's body and not by the position of the player's sledge. Even if the player's sledge has come somewhat alongside his opponent's sledge, if his body is still behind his opponent's, then the penalty shot shall be awarded.

Rule 705 (b) – Change of players procedure during stoppage of play: Because players are on sledges, 10 seconds is given to the visiting team and the home team to make their player changes instead of the normal 5 seconds. The linesman conducting the face-off will still allow the normal 5 seconds before dropping the puck.

Rule 902 (b) – Procedure for conducting face-off: 'The players shall be positioned squarely facing the sideboards of the rink, with their sledges outside of the face-off spot, and with the blade of their stick on the ice on the white part of the face-off spot'. The centre men may face the same way as their opponent or in the opposite direction. After dropping the puck for a face-off, be very aware of the wingers behind you before attempting to back out.

A 2.2 – Positioning procedures and judgment

Staying on top of the play: Referees should not hesitate to cross behind the goal net to get closer to the play. When players are battling for a loose puck at close quarters, there are a number of things that can happen including holding (this could be holding the opponent or the opponent's sledge) and jabbing an opponent with the pick end of the stick. Because the players are low to the ice surface while sitting in their sledges, hands and sticks can be hidden behind their opponents so the referee needs to be right on top of the play. This also applies to when the play progresses down the ice. For example, if you see a breakout pass from the end zone in your corner to a breaking player on the other side of the ice, feel free to cross over through the neutral zone to stay on top of the play.

Moving out from the boards: The referee has to find open ice during a breakout and when play is moving through the neutral zone. Players on sledges take up more room than able-bodied players so the referee should not be afraid to move away from the boards and move closer to the centre in order to get out of the zone.

Line change procedure: When conducting a line change procedure in the end zones, the referee should move out from the end zone corners and make themselves seen by the benches to see if anyone is coming.

Face-offs: Officials should conduct the face-off by holding the puck out over the face-off circle at the players' eye level. We do not want the players having to look up to anticipate when the official is going to drop the puck.

Body checks: When a player body checks an opponent as they pass each other in opposite directions, the body check must be delivered with the shoulder. Often, a player will put out an elbow or a forearm to deliver the check and this should be penalized as this has a 'clothesline' effect on the player who was checked.

Judgment on icings: Linesmen must use a different sense of judgment when washing out an icing because he/she feels that a defending player (other than the goalkeeper) is able to play the puck before it crosses the goal line. A player on a sledge is not able to move as quickly as an able-bodied player so use the appropriate judgment.

Skating backwards: It is imperative that you are aware of players behind you before you proceed to back up. If you run into a player on a sledge while skating backwards you will end up on top of the player and hurting that player and/or yourself.

Linesmen standing outside the blue line: Linesmen need to be aware that while play is in the attacking zone, defensemen sometimes curl back out into the neutral zone and come back into the attacking zone along the boards. Linesmen will have to give the defenseman room along the boards by either moving back further into the neutral zone or moving out from the boards to give him room.

Never, ever jump! Officials should never jump and they should take the hit and do everything possible not to fall on top of the players. Officials should never jump up on the boards, as the skate blades would then be at the head level of the players.

Team benches on the ice: When a game is played at an arena that does not support sledges on the team bench, the players are to sit along the boards in front of the team bench, between the blue line and the centre red line. Penalized players are to sit on the ice in the referee's crease. If a puck is directed toward the team or penalty benches, the players are supposed to direct the puck as if it 'bounced' off the boards. If the puck enters the team bench or if a player has directed the puck in an unfair manner, then blow the play right away. This is a safety issue, as there should not be players fighting for a loose puck among the players on the 'bench'.

Annex 3: Protective equipment

The following is a current list of approved players' and goalkeepers' equipment. All infractions related to the wearing of equipment will be penalized under Rule 1045.

Player's equipment:

Elbow pads; gloves; throat protectors; shoulder pads and shin protectors.

CCM	Eagle	Easton	Ferland (DR)	Graf
Hespeler	Mission Itech	Montreal	Nike Bauer	Pallas
Reebok	Sherwood	TPS Louisville		

Goalkeeper's equipment:

Arm and body; blocker glove; catching glove; and mask.

Brian's	Brown	CCM	Eagle	Eddy
Heaton	Mission Itech	Montreal	Nike Bauer	Reebok
Sherwood	TPS Louisville	Vaughn		

Annex 4: IPC Ice Sledge Hockey Case Book

NEW

Introduction

This Annex, called the "Case Book", operates as a supplement to the official IPC ISH Rulebook. It is designed to aid Technical Officials in understanding and interpreting the Rules and to help them make fair and consistent decisions in all cases. Officials are to treat the Case Book as a secondary text that supports but does not supersede the Rulebook. The text of the Rulebook, as published by the IPC and updated from time to time, remains the primary text defining the rules of ice sledge hockey.

This version of the IPC ISH Case Book is applicable for the 2014-15 season. It is important to note that during the period 2014-2018 many situations may occur in the games that are not covered in this book. To counter this, the IPC will provide a Rules Bulletin each year prior to the start of the season for clarification.

The IPC ISH Case Book is divided into sections and each section is numbered in a manner similar to the IPC ISH Rulebook. It means that the information in this section corresponds to the rule that have the same number in the IPC ISH Rulebook.

The IPC ISH Case Book is structured in three parts:

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

IPC Ice Sledge Hockey is available to assist should you have any questions or comments regarding the rule interpretations that may happen during the games or listed in this edition. Please direct your comments to the staff in your National Paralympic Committee who will ensure that you will receive the proper information.

Section 2: Ice Rink

Rule 217 Goal crease

B – Interpretation

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

Rule 220 Penalty benches

B – Interpretation

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

Section 3: Teams, players and equipment

Rule 307 Hockey sticks

A – Referee procedure

1. All stick measurements (including curvature) shall be made using a regulation stick gauge.
2. Goalkeepers' equipment (specified by IPC Rulebook) shall be measured immediately after the end of the period following the request of the captain of either team.
3. No measurement of the stick or the goalkeeper's equipment between the end of the overtime and game winning shots.
4. Goalkeeper equipment measurement may be carried out in the Referee's crease or in a suitable location as determined by the facilities.
5. A Referee can measure any type of stick or equipment that is dangerous without a request from a team, and the dangerous stick or equipment shall be removed from play. Any other equipment deemed illegal shall be measured only on appeal by the opposing team.

B – Interpretation

1. Goalkeepers' sticks or players' sticks can be measured at any time.
2. Stick measurement is permitted after a goal by either team.
3. It is not necessary that a player participated physically in the game for his stick to be measured. The fact that the player was legally on the ice is sufficient to justify a request for a measurement.

4. A goalkeeper may participate in the game using a player's stick and if a stick measurement is requested, the stick shall be measured as if it is a player's stick.
5. The measurement of the width of the blade of a player's stick is to be taken 1.5 centimetres in from the toe of the blade or at any spot from this point along the blade to the heel of the stick.
6. If the stick is found to be illegal, the Referee shall return the stick to the team and the teammate of the player, whose stick was found to be illegal, shall bring a legal stick to the penalized player on the penalty bench. The team can adjust the curvature of the blade at the bench, and if the player uses the stick again and another measurement is requested, the stick can be measured again.
7. When a formal complaint is made to the Referee by a team captain concerning the dimensions of an opponent's stick, that opponent shall be on the ice at the time the request is made.
8. If a team captain formally complains about the curvature of an opponent's stick blade and the Referee is unable to effect the measurement, the stick shall be removed from the game. Under Rule 1045, no penalty shall be assessed to either team.
9. A stick measurement can be requested during game winning shots (GWS)
10. A player other than a Captain or Alternate Captain is not permitted to request or make a formal complaint against the specific dimensions of any equipment of the opposing team.

C – Situations

Situation 1

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

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

Situation 2

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

Ruling: Any player may serve the penalty since there were no players on the ice at the time of the measurement. When a goalkeeper's stick is measured during a stoppage of play and is found to be illegal, a player of his team who was on the ice at the time the play was stopped shall serve the penalty (See Rule 1010(a)).

Situation 3

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

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

Situation 4

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

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

Situation 5

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

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

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

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

Situation 6

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

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

Situation 7

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

Ruling: Team A shall be assessed a penalty, A player of Team A shall go immediately to the penalty bench and shall serve the penalty regardless the result of the Penalty Shot. (See Rule 1002(b))

Rule 309 Uniforms

B – Interpretation

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

Rule 310 Players' helmet

B – Interpretation

1. The back-up goalkeeper is not required to wear his helmet and face mask when he crosses the ice to return to his players' bench during intermission.

Section 4: Goalkeeper equipment, protective clothing, accessories and foot protection

Rule 405 Goalkeeper's helmet and full face mask

B – Interpretation

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

Section 6: Game format

Rule 600 Timings of the game

A – Referee procedure

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

Rule 602 Time out

A – Referee procedure

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

Section 7: Teams

Rule 700 Players in uniform

A – Referee procedure

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

B – Interpretation

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

Rule 701 Captain of team

B – Interpretation

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

Rule 704 Change of players and goalkeepers from the players' bench during play

B – Interpretation

1. The player entering the game must remain within the 3m imaginary area by his player's bench until the retiring player has left the ice.
2. A player with any part of his sled on the bench is considered as OFF the ice.
3. There is no limit to the number of times a goalkeeper can be changed back and forth for a player or the backup goalkeeper while play is in progress.
4. Section (a) of this rule covers the process of substituting players and goalkeepers. If the goalkeeper changes for a substitute goalkeeper or back, or a player for a player, or player for goalkeeper, they shall follow the Rule 704(a). If they do not follow this rule, the Referee shall apply Rule 1062 against the team.

C – Situations

Situation 1

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

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

Rule 705 Change of players procedure during stoppage of play

A – Referee procedure

1. The Referee shall put his arm up and then down during all stoppages of play, even if there is definitely no change of players.
2. In situations where the visiting team is delaying in placing players on the ice in hopes that the home team will place their players on the ice first, this procedure will control the player changes. This will give the visiting team their only change and allow the home team to place their players on the ice, giving them the last change. The Referee should be strict with the ten-second count and not permit the visiting team to change players once he raises the arm. If the Referee observes that a coach is trying to get his players on the ice and is not making any deliberate attempt to delay the change (by either team), he may give teams a few extra seconds.
3. The Referee shall permit players who are in the process of coming onto the ice to continue their change even though the ten seconds are up, but he shall issue a warning to the team for the slow change.
4. When there has been a stoppage of play, the Referee shall look at the visiting team's player's bench and, even if there is no indication of a change, count the required time and then put his arm up. The same procedure should be followed for the home team. In this case, the Referee must have some feeling for the game as to whether there will be a change of players or not.
5. After a goal has been scored, the Referee shall follow the same signalling procedure for a change of players as during any other stoppage of play.
6. The line change procedure is the responsibility of the Referee and the Linesmen shall not become involved in the process.
7. After an icing situation, the Linesman retrieving the puck shall have time to reach the end zone face off spot and shall have the opportunity to observe the line change hand signals made by the Referee.
8. If a team attempts to make a change after the required time, the Referee shall send the players back and shall not hesitate to approach the player's bench to explain the situation to the coach and warn him before a penalty is assessed.

9. The Referee shall issue a warning to the offending team when there has been a late player change that any subsequent violation of the player change procedure will result in a Bench Minor penalty.

10. The Referee shall issue a separate warning to the offending team trying to make change of the players after committing the icing violation that any subsequent violation will result in a Bench Minor penalty.

B – Interpretation

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

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

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

Rule 707 Change of goalkeepers during stoppage of play

B – Interpretation

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

Section 8: Safety

Rule 801 Injured players

B – Interpretation

1. A substitute player serving a penalty for an injured player shall remain in the penalty bench until the injured player is able to return to the game. When the injured player returns to play, he shall replace the substitute in the penalty bench at the next stoppage of play (See Rule 801(c)).

Rule 802 Injured goalkeepers

A – Referee and linesman procedure

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

B – Interpretation

1. If a goalkeeper is injured and returns to the player's bench, he shall be replaced. If he attempts to go back in the net at that time, he shall be assessed a Minor penalty (See Rule 1065)
2. A player replacing an injured goalkeeper is allowed ten minutes to put on goalkeeper equipment. The ten minutes starts once the Referee is assured that the injured goalkeeper is unable to return to play. The injured goalkeeper cannot return to play once the player puts on the equipment and proceeds to the goal.
3. If the player that replaced the injured goalkeeper is dressed and ready to play before the ten minutes is up, the remainder of the time may be used for a warm-up.

Rule 804 Ice cleaning

B – Interpretation

1. When a goalkeeper, prior to proceeding to his players' bench to be replaced by an extra attacker, intentionally leaves his stick or other piece of equipment, piles snow or other obstacles at or near his net that, in the opinion of the Referee, would tend to prevent the puck from entering the net, a goal shall be awarded. In order to award a goal in this situation, the goalkeeper must have been replaced for an extra attacker; otherwise a minor penalty shall be assessed (See Rule 1060(c)).

Section 9: Playing rules

Rule 900 Face offs

B – Interpretation

1. The end zone face-off shall take place at the end zone face off spot on the side of the ice where the puck was frozen. If the puck is shot out of play, the face-off goes to the end zone face-off spot on the side of the ice where the shot originated.
2. If a player of the attacking team is assessed a penalty during the face-off in his attacking zone, the face-off shall now take place at one of the two end zone faceoff spots in the offending team's end zone.
3. If an attacking player knocked the goal net off its mooring in his attacking zone and made no attempt to avoid the contact, the face-off shall take place at the face-off spot in the neutral zone closest to that end zone. However, if the player did not have an opportunity to avoid contact with the goal net, the face-off is to take place at the end zone face off spot of his attacking zone.
4. If a Linesman signals a delayed offside and the defending team ices the puck, the face-off shall take place at the end zone face-off spot, just as for a regular icing situation.
5. If only an attacking player has been assessed a penalty in the attacking zone, the face-off shall take place at one of the two face-off spots in the offending team's end zone regardless of which team was responsible for the stoppage of play.
6. If the puck strikes an official and goes out of the playing area in the neutral zone, the face-off shall take place at the nearest face-off spot in the neutral zone closest to the place where the puck hit the official or deflected off of him. If it has happened in the end zone, the face-off shall take place at the end zone face-off spot on the side of the ice where the puck hit the official or deflected off of him.
7. A goalkeeper shall not participate in a face-off.
8. In choosing the nearest face-off spot, game officials should follow the policy not to give the team that committed the rule violation territorial advantage. In this case the nearest face off spot will be the next closest spot to the end zone of the team that committed the rule violation. This may include the centre ice face-off spot.
9. When a goal is illegally scored by the attacking team by directing, batting, kicking or high-sticking the puck into the goal, the resulting face-off shall take place in the neutral zone at the nearest face-off spot.

10. When a goal is illegally scored as a result of a puck being deflected directly off an official, the resulting face-off shall be made at the nearest face-off spot in the zone where the puck deflected off of the official.

C – Situations

Situation 1

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

Ruling: The Referee shall stop play and the face-off shall take place at the end face-off spot of the team assessing a penalty (Team B).

Situation 2

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

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

Situation 3

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

Ruling: Since both teams are not being penalized at the same stoppage of play, the face-off must be relocated to the one end zone face-off spots of the attacking team. (Rule 901(f))

Situation 4

Team “A” in their attacking zone is called for a penalty. The ensuing face-off will take place at one of the two end zone face off spots in Team A’s defending zone. However, before play resumes a Team “B” player commits a foul and is assessed a penalty.

Ruling: The original stoppage of play was to assess a penalty to Team “A”. That stoppage occurred in Team “B”’s end zone. Since both teams are not being penalized at the same stoppage of play, the face-off must be relocated to the nearest end zone face-off spot of Team “B” to where the original stoppage occurred. (Rule 901(f))

Situation 5

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

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

Rule 902 Procedure for conducting face offs

A – Referee and linesman procedure

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

13. The back Linesman shall watch for players entering the circle behind the Linesman taking the face-off. If the back Linesman observes a face-off infraction (player(s) in the circle, he shall blow the whistle and notify the Linesman taking the face-off. This only applies against a team that has not yet received a warning. If it is the second violation, it is the Referee's responsibility, as it will result in a penalty.

14. A Linesman shall not remove the second player on the same team from a face-off. It is the Referee's responsibility, as it will result in a penalty.

15. The Linesmen may drop the puck if only one player is in position, but it may be better to demonstrate this process for the first time in a game in a neutral zone face-off.

16. If a player has been removed from a face-off at an end zone face off spot, the Referee shall maintain his position, and if it is the first violation he shall warn the players of that team. If the other team commits an infraction during the same faceoff, the Referee shall likewise warn that team upon their first violation.

17. If a problem occurs during the end zone face-off, the Referee may move over to assist the Linesman and warn the players. In this situation, the Referee shall blow his whistle to warn the Linesman that he is moving over. After warning the team that caused the problem, the Referee shall move back to his normal position.

18. If a team has received a warning and their player has been removed from the face-off, and now both teams have players that enter the circle too soon, the Referee shall penalize the team that had the player removed and warn the other team.

19. When a team has been penalized, the process of a warning and the assessment of a penalty begin again.

20. Once a team has been penalized during the face-off, both teams may change players.

B – Interpretation

1. The entire blade of the stick of the player taking the face-off does not have to be flat on the ice. It is sufficient that the tip of the blade touches the ice.

2. Only the sleds of the players not participating in the face-off shall be outside the face-off circle or behind the two restraining lines (hash marks).

3. Players not taking the face-off may not continually change position around the outside of the face-off circle, even if they are on side. The attacking player in his attacking part of the ice shall resume his position first.

4. Both players facing-off are prohibited from batting the puck with their hand in an attempt to win the face-off. Any attempt by either player to win the face-off by batting the puck with their hand shall result in stoppage of play and a new face-off will be set following the replacement of the player that played the puck by the hand and caused the stoppage. However if the opposing team gains immediately possession of the puck after the puck being batted with the hand of the player of the opposing team, the play shall continue. Both Referee and Linesmen are entitled to stop the play.

The two players involved in the actual face-off are not permitted to play the puck with their hand without the play been stopped until such time that a third player (from either team) has at least touched the puck. Once the face-off is deemed complete (and a winner of the face-off is clear) hand passes shall be enforced as per Rule 1048.

C – Situations

Situation 1

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

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

Rule 903 Offsides

A – Referee and linesman procedure

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

B – Interpretation

1. A player shall have one blade of his sled on the ice the instant the puck completely crosses the blue line.

2. If a player shoots the puck from his defending zone down the ice, and a teammate skates down the ice, precedes the puck across the attacking blue line and plays the puck, offside is called. The face-off shall take place at the end zone face off spot on the side from where the puck was shot.

3. When a penalty is over and the Penalty Bench Attendant opens the door (the door is in the end zone), the player coming out would be offside. The fact that the player might wait until the puck crosses the blue line to come on to the ice would not change

that he is offside. As soon as the penalty bench door opens the player is considered to be on the ice.

4. Regarding Rule 903(c), if the puck was passed or shot by the attacking player to his teammate who is offside, from the area between the centre red line and the attacking zone blue line, then the face off shall be conducted at the centre face-off spot. If the puck was passed or shot by the attacking player to his teammate, who is offside, from the area between the blue line of his defending zone and the centre red line, then the face off shall be conducted at one of the face-off spots in the neutral zone close to the blue line of his defending zone.

5. A player actually controlling the puck who shall cross the blue line ahead of the puck shall not be considered “off side”, provided he had possession and control of the puck prior to both of his skate blades crossing the blue line.

C - Situations

Situation 1

A player has both blades in the neutral zone but the front of his sled or his stick is in the attacking zone at the instant that the puck completely crosses the blue line.

Ruling: It is not offside.

Situation 2

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

Ruling: It is offside.

Situation 3

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

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

Situation 4

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

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

Situation 5

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

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

Situation 6

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

Ruling: It is offside.

Situation 7

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

Ruling: It is not offside.

Situation 8

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

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

Situation 9

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

Ruling: It is offside.

Situation 10

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

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

Situation 11

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

Ruling: It is not offside.

Situation 12

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

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

Situation 13

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

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

Rule 904 Delayed offside procedure

B – Interpretation

1. A defending player in the process of clearing the zone may carry the puck behind the goal line provided he makes no attempt to delay the game.
2. If there is a hard shot at or in the vicinity of the goalkeeper, the intentional offside rule shall apply.

3. When an attacking player comes out of the end zone and deliberately plays the puck, or checks a defending player bringing the puck out, it shall be classified as an intentional offside.

4. If the puck is shot into the attacking zone resulting in a delayed offside and as a result of this shot, enters the defending team's net, either directly or off the goalkeeper, a player or an official on the ice or after rebounding from the protective glass or the boards, the goal shall be disallowed as the original shot was off-side. The fact that the attacking team may have cleared the zone prior to the puck entering the goal has no bearing on this ruling. The face-off shall be conducted at the face off spot in the zone closest to the point of origin of the shot that gives the offending team the least amount of territorial advantage.

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

5. If the puck is shot from behind the centre red line and crosses the goal line, icing shall be called even if the delayed offside is still in effect. On any delayed offside play the Linesman shall first ensure that the puck is not moving toward the net. If it is, play shall be stopped immediately. The non-whistle arm shall be used to signal.

6. If a goalkeeper has been removed and a clearing-the-zone situation arises with the puck being shot on the open net as the attacking player(s) just clear the zone, no goal shall be awarded until a team has gained control of the puck and the zone has been cleared.

7. With reference to number 6 above, a goal may be scored by the attacking team once the delayed offside has been removed.

8. If play has been stopped as a result of a delayed offside, the face-off shall take place at the face-off spot in the neutral zone closest to that zone or at the face - off spot closest to origin of the pass.

9. If an errant pass or shoot-in by an attacking player makes unintentional contact with another attacking player who preceded the puck into the attacking zone, or if the pass or shoot-in goes out of the playing area, the whistle shall be blown and the ensuing face-off shall take place at the nearest face-off spot in the zone closest to the location from where the pass or shot originated.

10. When the Linesman signals a delayed off-side and a defending player or goalkeeper shoots the puck which goes directly over the glass and out of play, the

ensuing face-off shall be conducted at one of the defending team's end zone face-off spots closest to the location from where shot originated and the defending player or goalkeeper shall be assessed a Minor penalty under Rule 1042.

11. When the linesman signals a delayed off-side and the original shot deflects off a defending player and out of play, the ensuing face-off shall take place at the nearest face-off spot in the zone from where the puck was shot.

12. If, during a delayed off-side, an attacking player in the attacking zone decides to proceed to his players' bench (which extends into the attacking zone) to be replaced by a teammate, he shall be considered to have cleared the zone provided he is completely off the ice and his replacement comes onto the ice in the neutral zone. If his replacement comes onto the ice in the attacking zone, if the delayed off-side is still in effect, he too must clear the attacking zone. If the remaining attacking players have cleared the attacking zone and the Linesman has lowered his arm for the delayed off-side, he shall be considered on-side.

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

Rule 905 Icing the puck

A - Referee and linesman procedure

1. Once the front Linesman receives the icing signal from the back Linesman, the front Linesman shall take over the judgement of the icing call. However, the front Linesman shall check with the back Linesman as he crosses the blue line and again before he either blows the whistle or washes out the icing.
2. It is always the responsibility of the front Linesman to determine whether or not the player can play the puck.
3. If there is no icing signal from the back Linesman, the front Linesman shall take the responsibility to call icing if he is certain that it is icing.
4. If the front Linesman goes in deep on a possible icing and fails to acknowledge the back Linesman's washout signal and then blows the whistle to indicate icing, the face-off shall take place at centre ice spot.

5. When the back Linesman is unable to determine whether the puck has been shot or deflected from behind the centre red line, the front Linesman may give the washout signal.
6. Regardless of the situation or reason, whenever either Linesman waves off icing, the other Linesman shall also acknowledge the action by giving the washout signal.
7. If the puck passes through the goal crease or touches one of the lines of the goal crease, icing shall be called.
8. The back linesman, who initiated the icing the puck signal, shall on the stoppage of play move to the front of the offending team's bench, to ensure there are no player changes and then complete the remainder of the icing the puck signal procedure.

B - Interpretation

1. Icing is determined by the number of players on the ice surface at the time or instant that the puck is shot by either team from their side of the centre ice red line across the opposing team's goal line.
2. The resulting face-off shall take place at the end zone face-off spot on the side where the puck was shot on an icing the puck.
3. In icing situations, the Penalty Bench Attendant should open the door of the penalty bench at the instant that the penalty time expires to indicate that the player is classified as being on the ice.
4. Icing shall be called if the goalkeeper, being outside his goal crease when the puck has been shot from behind the centre red line, moves back to his crease.
5. No icing shall be called if the goalkeeper leaves his crease after the puck has been shot from behind the centre red line and then decides to go back to his crease.
6. If the goalkeeper is outside his goal crease in an attempt to go to his player's bench to be substituted for an extra player, when the puck has been shot from behind the centre red line, and on his way to the player's bench:
 - Makes no attempt to play the puck - Icing shall be called
 - Makes an attempt to play the puck - No icing shall be called
 - Turns back to his goal crease and makes no attempt to play the puck - Icing shall be called
 - Turns back and attempts to play the puck - No icing shall be called

7. No icing shall be called if the goalkeeper is outside his goal crease and makes no attempt to return to his crease.

8. The team in possession shall “gain the line” in order for the icing to be nullified.

9. “Gaining the line” shall mean that the puck, while on the player’s stick shall make contact with the centre red line in order to nullify a potential icing.

10. If, in the opinion of the Linesman, any player (other than the goalkeeper) of the opposing team is able to play the puck before it passes his goal line, but has not done so, play shall continue and the icing violation shall not be called. This includes the situation whereby the opposing team, while in the process of making player substitutions during the play, is able to play the puck, but chooses not to do so to avoid being called for too many men on the ice. Icing should not be called.

C – Situations

Situation 1

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

Ruling: The goal shall be allowed

Situation 2

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

Ruling: It is not icing.

Situation 3

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

Ruling: It is not icing.

Situation 4

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

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

Situation 5

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

Ruling: It is icing.

Situation 6

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

Ruling: It is not icing

Situation 7

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

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

Situation 8

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

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

Situation 9

A goalkeeper with his sled in his goal crease reaches out with his stick and allows the puck to go by.

Ruling: It is icing.

Rule 906 Definition of a goal

A - Referee procedure

1. If the puck enters the net, the Referee shall blow his whistle and indicate toward or into the goal net.
2. If the puck enters the net before the buzzer sounds at the end of a period (19:59) and the Referee allows the goal to count, it is not necessary for the Referee to conduct

a face-off at centre ice. The Referee shall ensure that the Scorekeeper records the goal at 19:59 on the Official Game Sheet.

3. If a goalkeeper catches the puck before the goal line and the glove goes back in over the goal line, the goal shall be allowed. This situation can be reviewed.

4. If the puck is not seen in the net, but the Referee knows it is over the goal line (i.e. in the glove) the goal shall be allowed. This situation can be reviewed.

5. Where the puck is under the body and as a referee or Video Goal Judge it cannot be seen over the goal line no goal shall be allowed

6. It is possible a situation where the puck is not seen, but all other factors indicate the puck had to be in the net the goal shall be allowed.

C – Situations

Situation 1

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

Ruling: The goal shall be allowed provided the action was not deliberate.

Situation 2

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

Ruling: The goal shall be allowed.

Situation 3

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

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

Situation 4

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

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

Situation 5

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

Ruling: The goal shall be allowed.

Rule 907 Disallowing a goal

B – Interpretation

1. No goal shall be allowed if the goal net is off its moorings at the time the puck enters the goal net or crosses the goal line.
2. No goal shall be allowed if an attacking player contacts the puck with his stick above the height of the top of the helmet and the puck deflects off of any player, goalkeeper or official into the goal net. The same rule applies when an attacking player has batted the puck.
3. An attacking player may not deliberately direct the puck with any part of the body or sledge into the goal net. No goal shall be allowed even if the puck has been further deflected off into the goal net of any player, goalkeeper or official, unless a player has directed the puck into his own goal net.
4. No goal shall be allowed if a player deliberately hits or directs the puck into the goal net of the opposing team with his head or helmet, facial protector, his sledge or any part of his body.
5. No goal shall be allowed if the time clock reads 15:00 or 0:00.
6. No goal shall be allowed after a puck deflects off an official, unless a player shoots the puck into the goal net after the deflection.
7. No goal shall be allowed if a puck hits an official and then deflects off of a player or goalkeeper into the goal net.
8. No goal shall be allowed unless the puck crosses the goal line in one piece.
9. If an attacking player is moving through the goal crease and the puck deflects off the player, his sledge or his stick and enters the goal net, the goal shall not be allowed (assuming the player was in the crease before the puck).
10. If the puck is covered and Referee has stopped play before it goes over the goal line, the goal cannot be allowed and cannot be reviewed.

C – Situations

Situation 1

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

Ruling: The goal shall be allowed.

Situation 2

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

Ruling: No goal shall be allowed.

Situation 3

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

Ruling: No goal shall be allowed.

Situation 4

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

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

Situation 5

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

Ruling: No goal shall be allowed.

Situation 6

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

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

Situation 7

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

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

Rule 908 Goals and assists awarded to the players

B – Interpretation

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

C – Situations

Situation 1

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

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

Situation 2

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

Ruling: Assists shall be awarded to A8 and A9.

Situation 3

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

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

Situation 4

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

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

Situation 5

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

Ruling: An assist shall be awarded to A8.

Situation 6

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

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

Situation 7

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

Ruling: An assist shall be awarded to A8 and A9. (See Rule 908)

Rule 909 Puck out of bounds

B – Interpretation

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

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

Rule 910 Puck on the net

A – Referee procedure

1. When the puck has been shot onto the back of the goal netting by an attacking player and a defending player has the opportunity to play the puck but makes no

attempt to play it, the Referee shall verbally communicate with the player to continue play. If the player still does not makes an attempt to play the puck off the goal netting, the Referee shall stop the game and warn the defending team to play the puck off the back of the goal netting. The face-off shall remain in the end zone.

B – Interpretation

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

C – Situations

Situation 1

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

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

Situation 2

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

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

Situation 3

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

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

Rule 914 Stopping/Passing the puck with hands

A – Referee and linesman procedure

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

B – Interpretation

There is no limit to the number of hand passes permitted by a defending team in their defending zone.

2. A goalkeeper may make a hand pass or bat the puck to a teammate in his defending zone, but he may not catch and throw the puck forward to a teammate (See Rule 1049(b)).

C – Situations

Situation 1

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

Ruling: The Referee shall stop play.

Situation 2

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

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

Situation 3

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

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

Rule 915 High sticking the puck

A – Referee and linesman procedure

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

B – Interpretation

1. When play is stopped because of a player striking the puck with a high stick, the face-off shall take place according to Rule 915(c) and Rule 901(f), regardless of the fact that the stoppage of play was due to the puck leaving the playing area.
2. When the play is stopped for the high-sticking the puck violation, the ensuing face-off must take place at the face off spot that provides the least amount of territorial advantage to the team striking the puck, either where the puck was contacted illegally, or where it was last played by the offending team.

C – Situations

Situation 1

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

Ruling: No goal shall be allowed.

Situation 2

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

Ruling: No goal shall be allowed.

Situation 3

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

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

Situation 4

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

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

Situation 5

A Team "B" player contacts the puck with a high stick. The puck bounces off the chest of a Team "A" goalkeeper. Can another Team "B" player now play the puck since it was touched by Team "A"?

Ruling: No. Deflections off opposing goalkeeper, player or an official do not constitute possession and control and therefore the play must be stopped.

Section 10: Penalties

Rule 1000 Penalties – Definitions and procedures

B – Interpretation

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

Rule 1002 Bench Minor penalty and rule 1013 – Calling of penalties

B – Interpretation

1. Three questions shall be asked with reference to a Minor penalty:

- a. Is the team serving a Minor penalty?
- b. Is the team below the numerical strength of the opposing team on the ice due to Minor or Bench Minor Penalty?
- c. Is a goal scored against the team?

If the answer to all three questions is yes, the first Minor or Bench Minor penalty being served expires after the goal has been scored, except if the goal is scored on the Penalty Shot or unless otherwise expressly provided by Rule 1002 (b).

2. If the team is shorthanded and a goal is scored on a Penalty Shot no player returns to the ice.

3. Should a Minor or Bench Minor penalty be signalled against a team already short-handed by reason of a major (or Match) penalty, but before the play can be stopped to assess the minor or bench minor penalty, a goal is scored by the non-offending team, the signalled minor or bench minor penalty shall not be imposed due to the scoring of the goal

4. Should a penalty be signalled against a team already short-handed by reason of one or more minor or bench minor penalties, and the signalled penalty would result in the awarding of a penalty shot, but before the Referee can stop play to award the penalty shot, the non-offending team scores a goal, then the signalled penalty (that would have resulted in a penalty shot) shall be assessed as a minor (double minor, major or match) penalty and the first of the minor penalties already being served shall automatically terminate under Rule 1002.

C – Situations

Situation 1

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

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

Situation 2

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

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

Examples: goals scored against a short-handed team

	Team A	Team B
1.	A6 – 2 minutes at 3:00 A9 – 2 minutes at 3:30	B11 – 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 4 ▪ At 3:30 teams play 3 on 4 ▪ A9 returns at 4:00 	
2.	A6 – 2 minutes at 3:30 A9 – 2 minutes at 4:00	B11 – 2 minutes at 3:00 Goal at 4:30
	<ul style="list-style-type: none"> ▪ A6 returns at 4:30 	
3.	A6 – 2 minutes at 3:00 A9 – 5 minutes + GM at 3:30	B11 – 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 4 ▪ At 3:30 teams play 3 on 4 ▪ A9 is out of the game ▪ Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A9 ▪ No player returns at 4:00 (see Rule 1002 (b)) 	
4.	A6 – 5 minutes + GM at 3:00 A9 – 2 minutes at 3:30	B11 – 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 4 ▪ A6 is out of the game ▪ Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 ▪ At 3:30 teams play 3 on 4 ▪ A9 returns at 4:00 	
5.	A6 – 5 minutes + GM at 3:00 A9 – 2 minutes at 3:00	B11 – 2 minutes at 3:00 Goal at 4:00
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 5 ▪ A6 is out of the play ▪ Team A must put a substitute player in the penalty bench to serve the 5 minutes time penalty for A6 ▪ No player returns at 4:00 	

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

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

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

Examples on implementation of Rule 1002 and Rule 1013 regarding signalling a delayed penalty and a goal is scored

	Team A	Team B
1.	A15 - 2 min at 3:00 A23 – 2 + 2 min (S) (S)* - signalled	Goal at 4:30
	Ruling: A15 returns. The signalled double Minor penalty to A23 is assessed at 4:30	
2.	A15 – 2 min at 3:00 A23 – 2 min (S)	B12 – 2 min at 3:30 Goal at 4:10
	Ruling: No player returns. The goal nullifies the signalled penalty to A23. Reason: Team A was not short-handed.	
3.	A15 – 2 min at 3:00 A23 – 2 min at 4:00	B12 – 2 min at 3:30 Goal at 4:30
	Ruling: A15 returns. He/she had the least amount of time to serve in his/her minor penalty.	
4.	A15 – 5 min at 3:00 A23 – 2 min at 3:30	B12 – 2 min at 4:00 Goal at 4:30
	Ruling: A23 returns. Short-handed by reason of a minor penalty.	

5.	A15 – 2 min at 3:00 A23 – 2 min at 3:15	B12 – 2 min at 3:00 Goal at 4:30
	Ruling: A23 returns	
6.	A15 – 2 min at 3:00 A23 – 2 min at 4:00 Goal at 4:30	B12 – 2 min at 3:30 B3 – 2 min (S)
	Ruling: Signalled penalty to B3 is not assessed. The penalty to B12 does not make Team B short-handed.	
7.	A15 – 2 min at 3:00 A23 – 2 min at 4:00 A6 – 2 min (S)	B12 – 2 min at 3:30 Goal at 4:30
	Ruling: A15 returns. The Minor penalty to A6 begins at 4:30.	
8.	A15 – 2 min at 3:00 A23 – 2 min at 4:00	B12 – 2 min at 3:30 Goal at 5:00
	Ruling: A15 returns. His/her Minor penalty is completed. Teams are at equal strength at the time of the goal.	
9.	A15 – 2 min at 3:00 A23 – 2 min at 3:30	B12 – 2 min at 4:00 Goal at 4:30
	Ruling: A15 returns.	
10.	A15 – 2 min at 3:30 A23 – 5 min at 4:00	B12 – 2 min at 3:00 Goal at 4:30
	Ruling: A15 returns.	
11.	A15 – 5 min at 3:00 A23 – 2 min at 4:00	B12 – 5 min at 3:30 Goal at 4:30
	Ruling: A23 returns. Team A is short-handed by reason of a minor penalty.	
12.	A15 – 2 min at 3:00 A23 – 5 min at 3:30 A6 – 2 min (S)	B12 – 2 min at 3:00 Goal at 4:30
	Ruling: The penalty to A6 is not assessed (unless it is a major or match penalty). Team is not short-handed by reason of a Minor penalty.	

Rule 1003 Major penalty

B – Interpretation

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

C – Situations

Situation 1

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

Ruling: The first Minor penalty being served is terminated (Rule 1002 (b)). But Referee shall still assess a Major plus automatic Game Misconduct penalty to the offending player.

Rule 1004 Misconduct penalty

C - Situations

Situation 1

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

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

Rule 1007 Penalty shot

A - Referee Procedure

1. The Referee shall give first the signal for the Penalty Shot when it is called and then give a signal for infraction.
2. The Referee shall remember the jersey number of the offending player and report the number and infraction for what the Penalty shot is called to the Scorekeeper.

C - Situations

Situation 1

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

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

Situation 2

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

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

Situation 3

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

Ruling: The Penalty Shot washes out the first infraction but the player shall be assessed a penalty for the second infraction. He shall immediately go to the penalty bench to serve the penalty and shall remain on it regardless of the result of the Penalty Shot. If the team is already serving another Minor penalty, then the team shall still serve this penalty regardless of the result of the Penalty Shot according to the Rule 1002(b) and team shall play two men short-handed.

Situation 4

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

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

Situation 5

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

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

Situation 6

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

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

Rule 1008 Penalty shot procedure

A - Referee Procedure

1. During the course of the Penalty Shot (PS) or Game Winning Shots (GWS) where the player is using the Spin-O-Rama type move the Referee and Linesman shall focus on the following items:

- a. That a player is in a continuous movement toward the net while controlling the puck
- b. If the player and the puck stops continuous movement towards the net PS is completed
- c. If the player contacts the goalkeeper before the puck enters the net, the PS is completed. No goal shall be allowed and the player may be assessed a penalty for interference (See rule 1068)

B - Interpretation

1. A goalkeeper is the only player allowed to tend goal during a Penalty Shot.

2. A substitute goalkeeper is not allowed a warm-up prior to a Penalty Shot.
3. If there is a foul on which a Penalty Shot is based in the last few seconds of a game but the game time expires before the Referee blows the whistle to stop play, the Penalty Shot is still awarded. If a goal is scored on the shot, the time of the goal is recorded as 19:59.
4. If the player taking a Penalty Shot falls onto the ice and the puck is still moving toward the goal net, the player can get up and continue the shot.
5. If a team official interferes or distracts the player taking a Penalty Shot and causes the shot to fail, the Referee shall allow a second Penalty Shot and assess a Game Misconduct Penalty on the offending team official (see Rule 1033(b)).
6. If a team is playing without a dressed goalkeeper when a Penalty Shot is awarded against them, they shall designate a player and provide him full goalkeeper privileges. This player shall follow the same regulations as a regular goalkeeper during the shot; however, he is not required to wear all of the equipment. After the shot has been taken, the player shall be reclassified as a regular player. This situation applies only when a team does not have a goalkeeper and only in the case of a Penalty Shot.
7. During the course of the PS or GWS where the goal post is dislodged, as a result of a goalkeeper stretching his leg to stop the puck by the pad, no goal shall be allowed, if puck has not entered the net.
8. During the course of the Penalty Shot or GWS where the puck enters the net and the net comes off or is not in the correct position as a result of the goalkeeper's action the goal shall be allowed and situation is not reviewable
9. During the course of the Penalty Shot or GWS where the net comes off before the puck enters the net as a result of the goalkeeper "making a save" the goal shall be allowed and situation is not reviewable.
10. During the course of a Penalty Shot (PS) or Game Winning Shots (GWS) any penalty that may be assessed to a player or goalkeeper during the game, may also be assessed during the PS or GWS situations.
11. Any methods used by the player taking a PS or GWS in order to distract the goalkeeper, shall result in the shot considered to be completed and no goal shall be awarded.

C - Situations

Situation 1

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

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

Situation 2

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

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

Situation 3

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

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

Situation 4

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

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

Ruling: A goal shall be allowed.

Situation 5

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

Ruling: No goal shall be allowed.

Situation 6

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

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

Situation 7

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

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

Situation 8

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

Ruling: The shot shall be allowed to be completed. If the player breaks both of his sticks, the shot is considered complete.

Situation 9

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

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

Situation 10

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

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

shall immediately proceed to the penalty bench and remain on it until the end of the penalty. The substitute goalkeeper shall defend the goal net against the second shot.

Situation 11

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

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

Situation 12

The goalkeeper for the second time during the same Penalty Shot commits a foul against the player taking the Penalty Shot and no goal is scored.

Ruling: The Referee should assess a Misconduct Penalty to the goalkeeper (consistent with Rule 509, item 3). Any player from his team, as designated by the manager or coach through the captain, shall serve the penalty. This player shall immediately proceed to the penalty bench and remain on it regardless of the result of the Penalty Shot, which shall be repeated.

Situation 13

The goalkeeper for the third time during the same Penalty Shot commits a foul against the player taking the Penalty Shot and no goal is scored.

Ruling: The Referee should award a Goal (consistent with Rule 509, item 3).

Rule 1010 Goalkeeper penalty procedure

A - Referee Procedure

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

the play was stopped to assess the penalty for the infraction. One of the players who were on the ice shall serve the penalty.

4. The Referee shall notify the captain of the offending team that one of the players (listing the players' jersey numbers) shall serve the goalkeeper's penalty time.

B - Interpretation

1. If an alternate goalkeeper is listed on the Official Game Sheet and he is dressed, the alternate goalkeeper shall be put in goal net before any other player is allowed to put on the goalkeeper equipment and go into the goal net.

2. When a goalkeeper is assessed more than one Minor penalty at the same stoppage of play, a player of his team who was on the ice at the time the play was stopped shall serve both penalties (See also Situation 2 for further clarification).

C - Situations

Situation 1

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

Ruling: The goalkeeper is out of the game (the second Misconduct penalty becomes an automatic Game Misconduct - Rule 1004) and the player serving the Misconduct shall leave the penalty bench.

Situation 2

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

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

Situation 3

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

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

Situation 4

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

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

Situation 5

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

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

Examples of goalkeeper penalties

	Team A	Team B
1.	A1 (goalkeeper) – 2 + 10 min at 3:00 A1 (goalkeeper) – 2 + 10 min at 3:30	
	<ul style="list-style-type: none"> ▪ At 3:00 Team A shall put two players who were on the ice in the penalty bench to serve the goalkeeper's penalty, one for 2 minutes and the second for 12 minutes. ▪ At 3:30 Team A shall put another player who was on the ice in the penalty bench to serve the goalkeeper's second Minor penalty ▪ Due to the second Misconduct penalty, A1 (goalkeeper) is assessed an automatic Game Misconduct penalty. ▪ The player serving 2 + 10 minutes assessed at 3:00 can leave the penalty bench (the goalkeeper is out for the balance of the game). ▪ At 3:30 Team A shall play 3 on 5 ▪ The second Minor for the goalkeeper will start at 3:30 ▪ The player serving the first Minor penalty for the goalkeeper shall return at 5.00 if no goal is scored ▪ A total of 34 minutes (2 + 10 + 2 + 20) shall be recorded against A1 (goalkeeper) on the Official Game Sheet 	

2.	A30 (goalkeeper) – 2 minutes at 3:00 A30 (goalkeeper) – 2 minutes at 3:30	<ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 5 ▪ Team A shall put a player who was on the ice in the penalty bench to serve the first Minor penalty. ▪ At 3:30 the Team A shall put another player who was on the ice in the penalty bench to serve the second Minor penalty. ▪ At 3:30 teams play 3 on 5 ▪ The player serving the first Minor penalty shall return to the ice at 5.00 (if no goal is scored). ▪ All penalties shall be recorded against the A30 on the Official Game Sheet
3.	A30 (goalkeeper) – 2 minutes at 3:00 A30 (goalkeeper) – 10 minutes at 3:30	<ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 5. ▪ Team A shall put a player who was on the ice in the penalty box to serve the Minor penalty. ▪ At 3:30 Team A shall put another player who was on the ice in the penalty box to serve the Misconduct penalty. ▪ At 3:30 teams play 4 on 5 ▪ The second penalty (Misconduct) starts at 3.30. ▪ The player serving the Minor penalty shall return on the ice at 5:00 (if no goal is scored). ▪ The player serving the Misconduct penalty shall return to the ice at the first stoppage of play after 13.30. ▪ All penalties shall be recorded against the A30 on the Official Game Sheet.
4.	A30 (goalkeeper) – 10 minutes at 3:00 A30 (goalkeeper) – 2 minutes at 3:30	<ul style="list-style-type: none"> ▪ At 3:00 teams play 5 on 5. ▪ Team A shall put a player who was on the ice in the penalty box to serve the Misconduct penalty. ▪ At 3:30 Team A shall put another player who was on the ice in the penalty box to serve the Minor penalty. ▪ At 3:30 teams play 4 on 5. ▪ The Minor penalty starts at 3:30. ▪ The player serving the Minor penalty shall return on the ice at 5:30 (if no goal is

	<p>scored).</p> <ul style="list-style-type: none"> ▪ The player serving the Misconduct penalty shall return to the ice after the first stoppage of play after 13.00. ▪ All penalties shall be recorded against the A30 on the Official Game Sheet.
--	--

Rule 1011 Coincidental penalties

B – Interpretation

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

Examples of coincidental minor penalties

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

6.	A6 – 2 minutes at 3:00 A9 – 2 + 2 minutes at 4:00	B12 – 2 + 2 minutes at 4:00
	<ul style="list-style-type: none"> At 4:00 teams play 4 on 5, as double Minors to A9 and B12 cancel out 	
7.	A6 – 2 minutes at 3:00 A9 – 2 minutes at 3:00	B11 – 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the one Minor to B11 cancels out a Minor to either A6 or A9 (captain's choice) 	
8.	A6 – 2 minutes at 3:00 A9 – 2 minutes at 3:30	B11 – 2 + 2 minutes at 3:30
	<ul style="list-style-type: none"> At 3:30 teams play 4 on 4, as Minor to A9 cancels out one Minor to B11 Team B must put a substitute in the penalty bench to serve one Minor for B11 	
9.	A6 – 2 + 10 minutes at 3:00	B11 – 2 + 10 minutes at 3:00
	<ul style="list-style-type: none"> Teams play 4 on 4 Team A and Team B must each put a substitute in the penalty bench who will return to the ice at 5:00 A6 and B11 return to the ice on the first stoppage of play after 15:00 	
10.	A6 – 2 minutes at 9:00 A9 – 2 minutes at 9:20 A8 – 2 minutes at 9:20	B4 – 2 minutes at 9:20 B7 – 2 minutes at 9:20
	<ul style="list-style-type: none"> At 9:20 teams play 4 on 5, as Minors to A9 and A8 and B4 and B7 all cancel out 	
11.	A6 – 2 + 2 minutes at 3:00 A9 – 2 + 2 minutes at 3:00	B11 – 2 + 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the double Minor to B11 cancels out a double Minor to either A6 or A9 (captain's choice) 	
12.	A6 – 2 minutes at 3:00 A9 – 2 + 2 minutes at 3:00	B11 – 2 + 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 team play 4 on 5, as the double Minors to A9 and B11 cancel out 	
13.	A6 – 2 minutes at 3:00 A9 – 2 minutes at 3:00 A7 – 2 + 2 minutes at 3:00	B11 – 2 + 2 minutes at 3:00 B12 – 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the double Minors to A7 and B11 cancel out and the Minor to B12 cancels out the Minor to either A6 or A9 (captain's choice) 	

14.	A6 – 2 minutes at 3:00 A9 – 2 + 2 minutes at 3:00 A7 – 2 + 2 minutes at 3:00	B11 – 2 + 2 + 2 minutes at 3:00 B12 – 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the Minors to B11 and B12 cancel out the Minors to A9 and A7 	
15.	A6 – 2 minutes at 3:00 A9 – 2 + 2 + 2 minutes at 3:00 A7 – 2 minutes at 3:00	B11 – 2 + 2 minutes at 3:00 B12 – 2 + 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the Minors to B11 and B12 cancel out the Minors to A9 and either A6 or A7 (captain's choice) 	
16.	A6 – 2 minutes at 3:00 A9 – 2 + 2 minutes at 3:00 A7 – 2 + 2 minutes at 3:00	B11 – 2 + 2 + 2 minutes at 3:00 B12 – 2 + 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 5 on 5, as all Minors for both teams cancel out 	
17.	A6 – 2 minutes at 3:00 A3 – 2 + 2 minutes at 3:00 A5 – 2 minutes at 3:00	B8 – 2 minutes at 3:00 B9 – 2 minutes at 3:00 B7 – 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the three Minors to Team B cancel out A3's double Minor and Minor to either A6 or A5 (captain's choice) 	
18.	A5 – 2 minutes at 3:00 A6 – 2 + 2 minutes at 3:00 A7 – 2 minutes at 3:00	B8 – 2 minutes at 3:00 B9 – 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the Minors to A5 and A7 cancel out the Minors to B8 and B9 	
19.	A5 – 2 + 2 minutes at 3:00 A6 – 2 minutes at 3:00 A7 – 2 + 2 + 2 minutes at 3:00	B8 – 2 + 2 minutes at 3:00 B9 – 2 + 2 minutes at 3:00
	<ul style="list-style-type: none"> At 3:00 teams play 4 on 5, as the Minors to B8 and B9 cancel out the Minors to A7 and A6 	
20.	A6 – 2 minutes at 3:00 A9 – 2 minutes at 3:00	B11 – 2 + 2 minutes at 3:00
	<ul style="list-style-type: none"> Teams play 5 on 5, as the double Minor to B11 cancels out the Minors to A6 and A9 	
21.	A6 – 2 minutes at 3:00 A9 – 2 minutes at 3:00	B8 – 2 minutes at 3:00 B7 – 2 minutes at 3:00

	<ul style="list-style-type: none"> ▪ At 3:00 teams play 5 on 5, as all four Minors cancel out 	
22.	A6 – 2 + 2 minutes at 3:00	B8 – 2 + 2 minutes at 3:00
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 5 on 5, as all four Minors cancel out 	
23.	A6 – 2 + 10 minutes at 3:00 A9 – 2 + 2 minutes at 3:00	B11 – 2 minutes at 3:00
	<ul style="list-style-type: none"> ▪ Teams play 4 on 5 ▪ A6 and B11 Minors cancel out ▪ Team A short-handed one player (A9) for 4 minutes ▪ A9 returns to the ice at 7:00 ▪ A6 returns on the first stoppage of play after 15:00 and B11 returns on the first stoppage of play after 5:00 	
24.	A6 – Penalty shot at 3:00 A9 – 2 minutes at 3:00	B11 – 2 minutes at 3:00
	<ul style="list-style-type: none"> ▪ Teams play 4 on 4 	
25.	A15 – 2 minutes at 4:00 A18 – 2 minutes at 4:30 A77 – 2 + 2 minutes at 5:00	B10 – 2 minutes at 4:20 B21 – 2 minutes at 5:00
	<ul style="list-style-type: none"> ▪ At 4:20 teams play 4 on 4 ▪ At 4:30 teams play 3 on 4 ▪ At 5:00 teams play 3 on 4 ▪ At 5:00 B21 Minor cancels out one Minor A77 ▪ Team A shall put substitute player ▪ At 6:00 starts Minor penalty for substitute A77 but A15 must remain on the penalty bench until first stoppage of play following expiration of his penalty and the teams are playing 3 on 4 ▪ A77 leave the penalty bench on the first stoppage after 10:00 ▪ B21 leave the penalty bench on the first stoppage after 7:00 	
26.	A6 – 2 minutes at 3:00 A7 – 2 minutes at 3:30	B9 – 2 minutes + GM at 3:30
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 4 on 5 ▪ At 3:30 teams play 4 on 5 ▪ B9 shall go to the dressing room for the balance of the game ▪ It does not need to put a substitute player for B9 on the penalty bench as the penalty time of A7 and B9 are not on the clock.(Coincidental penalties) 	

Examples of coincidental major penalties

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

Examples of combined coincidental minor and major penalties

	Team A	Team B
1.	A6 – 2 minutes at 3:00 A9 – 5 minutes + GM at 3:30	B14 – 5 minutes + GM at 3:30
	<ul style="list-style-type: none"> ▪ At 3:30 teams play 4 on 5, as the Majors plus GM to A9 and B14 cancel out ▪ Teams do not need to put substitute players in the penalty bench, because A9 and B14 are out of the game 	
2.	A6 – 2 minutes at 3:00 A7 – 2 + 5 minutes + GM at 4:00	B19 – 2 + 5 minutes + GM at 4:00
	<ul style="list-style-type: none"> ▪ At 4:00 teams play 4 on 5, as the Minor plus Major plus GM to both A7 and B19 cancel out ▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game 	
3.	A6 – 2 minutes at 3:00 A5 – 2 minutes at 4:00 A7 – 5 minutes + GM at 4:00	B11 – 2 minutes at 4:00 B19 – 5 minutes + GM at 4:00
	<ul style="list-style-type: none"> ▪ At 4:00 teams play 4 on 5, as the Minors to A5 and B11 and the Majors plus GM to A7 and B19 all cancel out ▪ Teams do not need to put substitute players in the penalty bench because A7 and B19 are out of the game 	
4.	A3 – 2 + 2 minutes at 3:00	B8 – 2 + 5 minutes + GM at 3:00

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

Examples of combined coincidental major and match penalties

	Team A	Team B
1.	A6 – 5 minutes + GM at 3:00	B7 – Match penalty at 3:00
	<ul style="list-style-type: none"> ▪ Teams play 5 on 5 and no substitutes required in the penalty bench 	
2.	A6 – Match penalty at 3:00	B7 – Match penalty at 3:00
	<ul style="list-style-type: none"> ▪ Teams play 5 on 5 and no substitutes required in the penalty bench 	

Rule 1012 Delayed penalty

B – Interpretation

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

Examples of delayed penalties

	Team A	Team B
1.	A6 – 2 + 2 + 10 minutes at 13:00 A6 – 2 minutes at 20:00 (end of period)	
	<ul style="list-style-type: none"> ▪ The Minor assessed at the end of the period starts at the beginning of the next period and Team A will play 4 on 5 ▪ The Misconduct shall restart again at 2:00 after the Minor is completed ▪ A6 shall return to the ice on the first stoppage after 9:00 ▪ Team A would be required to place a substitute in the penalty bench to serve the Minor at the beginning of the period and he shall return to the ice at 2:00 	
2.	The following penalties are assessed to Team A during a stoppage of play: A4 – 2 minutes A5 – 2 minutes A6 – 2 + 2 minutes	

	<p>A7 – 5 minutes + GM</p> <ul style="list-style-type: none"> ▪ A7 is out of the game ▪ The substitute for A7 shall be the last penalty to be served ▪ The order that the other three players serve their penalties is the captain's choice, even though one player has a Double Minor penalty 	
3.	<p>A6 – 2 minutes at 3:00</p>	<p>B7 2 + 2 minutes at 3:00 B7 2 minutes at 3:30 (While in the penalty bench)</p>
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 5 on 4 ▪ Team B shall put substitute in the penalty bench to serve the extra Minor for B7 ▪ At 3:30 teams shall play 5 on 4, as the Minor to B7 (at 3:30 while he is in the penalty bench) is added to the time of the substitute ▪ The Team B substitute shall serve 4 minutes and would return to the ice at 7:00 ▪ If Team A scored no goals, teams shall play 5 on 4 until 7:00 ▪ B7 shall serve the total time for all three of his penalties (6 minutes) and shall return on the first stoppage of play after 9:00 	
4.	<p>A7 – 2 + 2 minutes at 3:00 A8 – 2 minutes at 3:00 A9 – 2 minutes (Bench Minor) at 3:00</p>	
	<ul style="list-style-type: none"> ▪ At 3:00 teams play 3 on 5 ▪ At 3:00 A8 and A9 serve Minor penalties (on the clock) ▪ At 5:00 A7 begins to serve his two Minor penalties ▪ At 5:00 teams play 4 on 5 ▪ At 5:00 either A8 or A9 returns on the ice (captain's choice) ▪ The precedent for this ruling is to return as many players to the ice as possible 	
5.	<p>A6 – 5 minutes + GM at 3:00 A8 (substitute for A6) – 2 minutes at 3:00 (while in the penalty bench) A8 (substitute for A6) – 10 minutes at 4:00 (while in the penalty bench)</p>	
	<ul style="list-style-type: none"> ▪ A6 is out of the game ▪ Team A shall put substitute in the penalty bench to serve the 5-minute penalty for A6 ▪ At 3:00 teams play 4 on 5 ▪ At 3:30 A8 assessed an additional Minor penalty while in the penalty bench 	

- | |
|---|
| <ul style="list-style-type: none"> ▪ Teams play 4 on 5 ▪ A8 Minor penalty shall start at 8:00 after the expiration of the 5-minute time penalty (delayed penalty) ▪ At 4:00 A8 assessed Misconduct penalty ▪ Teams play 4 on 5 ▪ At 4:00 Team A shall put another substitute in the penalty bench to serve the Minor penalty for A8 which was assessed at 3:30 ▪ The A8 Misconduct penalty shall start at 10:00 (delayed penalty) ▪ If no further penalties are assessed to Team A and no goal is scored after expiration of the 5 minute penalty at 10:00, teams will play 5 on 5 |
|---|

Rule 1013 Calling of penalties

A – Referee procedure

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

B – Interpretation

1. In case of delayed penalties to be assessed to the short-handed team and a goal is scored by the non-offending team before the whistle is blown, refer to B - Interpretation Rule 1002 and Rule 1013 page 148 Annex 4.

C – Situations

Situation 1

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

Ruling: The referee shall stop the play

Situation 2

A delayed penalty is signalled on player from Team A and Team B has substituted its goalkeeper in favour of an extra player. While skating in front of his net with the puck,

a player from Team B is stick-checked by a Team A player and the puck goes in the open net.

Ruling: No goal shall be allowed because the puck goes in the open net as a result of an action of the player, which team has a delayed penalty. (See Rule 1013 (c)) and a delayed penalty shall be assessed to a player of Team A.

Situation 3

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

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

Situation 4

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

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

Situation 5

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

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

Situation 6

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

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

Situation 7

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

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

Rule 1017 Checking from behind

B – Interpretation

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

C – Situations

Situation 1

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

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

Rule 1022 Fisticuffs or roughing

A - Referee and Linesman Procedure

1. If a situation that involves pushing and shoving after the whistle, the Referee should issue a warning to the coach or captain of each team.

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

B – Interpretations

1. When a Major plus Game Misconduct penalty are assessed under this rule, it shall be recorded and announced as Roughing.
2. When a Match penalty is assessed under this rule, it shall be recorded and announced as Fisticuffs.
3. Fisticuffs or Roughing may be called even though the players still have their gloves on.
4. In a situation involving Fisticuffs, it is possible that one player may be assessed a Match penalty and the other a Major plus a Game Misconduct penalty.
5. A Minor, Double Minor or Major penalty plus Game Misconduct penalty may be assessed for Roughing.
6. Whenever a Match penalty is assessed for Fisticuffs, whether one, two or more players receive such penalties, the incident shall be classified as a fight. In the case of retaliation by a player, a Major penalty plus Game Misconduct penalty may be assessed in this case.
7. A player cannot be assessed a Match penalty plus a Game Misconduct penalty for continuing a fight.
8. Two players may be assessed Match penalties for Fisticuffs without having an aggressor or instigator.

9. Where it is obvious that one player is the instigator or aggressor, that player may be assessed a Match penalty and the other player a Major plus Game Misconduct, depending upon the degree of retaliation.

10. The "third man in" rule applies only to the first player to intervene in an altercation. The assessment of only one penalty constitutes an altercation. However, the ruling requires judgement as to whether the player actually became involved.

11. A Game Misconduct penalty would only be assessed to the first player to intervene in a situation where a Match or Major plus Game Misconduct penalty are to be assessed to one or both players.

12. Knocking or pulling an opponent's helmet off or out of the normal worn position shall be penalized as "Roughing".

Rule 1024 High sticking

B – Interpretation

1. A player, who in the act of shooting the puck on either the normal windup (back swing) or follow through of a shooting motion, contacts an opponent above the height of the shoulders, shall be assessed, at the discretion of the Referee, a penalty in accordance of the Rule 1024 - High Sticking.

Rule 1028 Interference

B – Interpretation

1. An attacking player may skate through the goal crease either in front of or behind the goalkeeper.

2. If an attacking player skates through the crease and makes contact with the goalkeeper, or skates behind the goalkeeper and the goalkeeper backs into the player, that player shall be assessed a Minor penalty for Interference.

Rule 1032 Abuse of Officials and unsportsmanlike conduct by players

B – Interpretation

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

C – Situations

Situation 1

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

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

Rule 1033 Abuse of Officials and unsportsmanlike conduct by team officials

A - Referee Procedure

1. A Referee may assess two Bench Minor penalties to a coach before ejecting him from the game with a Game Misconduct penalty.
2. A coach may not be assessed a Misconduct penalty.
3. The options available to a Referee in assessing penalties to team officials are: Bench Minor, Bench Minor plus Game Misconduct, Game Misconduct penalty or Match penalty.
4. The assessment of a Game Misconduct penalty to team official under the Rule 1033(b) and Rule 1033(c) does not automatically follow the assessment of the Bench Minor penalty to the team.
5. If a team official is assessed a Game Misconduct or Match penalty, he must immediately proceed to the dressing room and remain there until the game is over.
6. If a team official is assessed a Match penalty, the remaining team’s staff must designate, through the captain, a player to serve the 5 minute time penalty in the penalty bench. The team shall play short-handed during this time unless other situations arise that are covered by other rules.

B – Interpretation

1. No penalties may be assessed for infractions that occur during the pre-game warm-up. However, under Rule 1009 - Supplementary Discipline, the Proper Authorities may take disciplinary action.

Rule 1034 Broken stick

A - Referee and Linesman Procedure

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

B – Interpretation

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

C – Situations

Situation 1

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

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

Situation 2

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

Ruling: No penalty shall be assessed to the player for illegally receiving a stick, but the Referee shall assess a penalty as outlined in Rule 1032(g, h) or Rule 1033(e, f).

Situation 3

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

Ruling: Minor penalty (For Illegal Substitution of the Stick) shall be assessed to the Team A player who picks up the Team B's stick. Team B shall be assessed a penalty as outlined in Rule 1032(g, h) or Rule 1033(e, f).

Situation 4

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

Ruling: No penalty shall be assessed to the goalkeeper, but the Referee shall assess a penalty as outlined in Rule 1032(g, h) or Rule 1033(e, f).

Situation 5

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

Ruling: No penalty shall be assessed to either the goalkeeper or player, unless their actions are covered by Rule 1059.

Situation 6

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

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

Situation 7

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

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

Rule 1037 Delay of game – Displacing the goal frame

B – Interpretation

1. When the goal net is accidentally displaced by an attacking player, and the defending team is in possession of the puck and moving out of their zone, play shall be permitted to continue until such time as the non-offending team loses possession of the puck. The resulting face-off will take place at a face-off spot in the zone nearest the location where the play was stopped, unless it is in the non-offending team's defending zone, and as such the ensuing face off would be outside the blue line at one of the face-off spots in the neutral zone.

It is possible for a goal to be scored at one end of the rink while the net at the other end has been dislodged, provided that the team being scored upon is the team responsible for dislodging the net at the other end of the rink.

Rule 1038 Delay of game – Injured player refusing to leave the ice

B – Interpretation

1. If an injured player refuses to leave the ice after a warning, a Minor penalty should be assessed. If the player still refuses to leave the ice, assess a Misconduct penalty under the Rule 1032(c). This situation applies to an injured player who wants to remain on the ice once play resumes after the stoppage of play that was due to his injury.

Rule 1040 Delay of game – Late line-up

B – Interpretation

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

Rule 1041 Delay of game – More than one change after goal scored

A - Referee Procedure

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

Rule 1042 Delay of game – Shooting or throwing the puck outside the playing area

C – Situations

Situation 1

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

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

Situation 2

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

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

Situation 3

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

Ruling: No penalty shall be assessed.

Situation 4

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

Ruling: The goalkeeper shall be assessed a Minor penalty.

Situation 5

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

Ruling: No penalty shall be assessed.

Situation 6

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

Ruling: No penalty.

Situation 7

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

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

Situation 8

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

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

Situation 9

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

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

Rule 1043 Delay of game – Violation of face-off procedure

B – Interpretation

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

Rule 1045 Illegal or dangerous equipment

A - Referee and Linesman Procedure

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

B – Interpretation

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

If the goalkeeper refuses to change the jersey after a warning, he shall be assessed a Misconduct penalty.

6. With the reference to Rule 1045(g) the player shall be assessed a Minor Penalty if he continues to participate in the play in any manner.

C – Situations

Situation 1

A player is checked and his helmet strap becomes unfastened.

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

Rule 1046 Falling on the puck by a player

C – Situations

Situation 1

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

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

Situation 2

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

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

Rule 1048 Handling the puck with hands by a player

B – Interpretations

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

Rule 1049 Handling the puck with hands by a goalkeeper

B – Interpretation

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

Rule 1055 Prevention of infection by blood

B - Interpretation

1. A player whose jersey is covered with blood may wear another jersey with a different number, but the number change shall be reported to the Official Scorekeeper.
2. If an official has blood on his uniform, the bloodstain shall be removed before play resumes. Similarly, if an official is bleeding, the cut shall be sealed before he resumes his officiating responsibilities.
3. Blood stained objects shall not be used on the ice.

Rule 1056 Team Officials leaving the player's bench

B – Interpretation

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

Rule 1060 Throwing a stick or any object within the playing area

B – Interpretation

1. In order to award the goal under Rule 1060(c) the goalkeeper should be off the ice. It means that the goalkeeper has been substituted by an extra player.
2. In order to award the goal under Rule 1060(e) the player in control of the puck should be outside of his own defending zone.

Rule 1061 Throwing a stick or any object on a breakaway situation

B – Interpretation

1. If the goalkeeper is on the ice, no goal will be awarded.

2. If a goalkeeper is on the ice but out of his net and he throws his stick, the situation may be delayed before the Penalty Shot is awarded when play is stopped.

C – Situations

Situation 1

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

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

Rule 1062 Too many players on the ice

C – Situations

Situation 1

A goalkeeper has been removed from the ice for an extra player and a player of the opposing team is in possession of the puck. During the game the goalkeeper re-enters the game, causing his team to have too many players on the ice but does not interfere with the player in possession of the puck (See Rule 1028 (d)) and attempts only to stop the shot on goal.

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

Rule 1064 Goalkeeper beyond the centre red line

C – Situations

Situation 1

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

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

Situation 2

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

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

Rule 1065 Goalkeeper going to the player's bench during stoppage of play

A - Referee and Linesman Procedure

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

Rule 1066 Goalkeeper leaving his crease during an altercation

C - Situations

Situation 1

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

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

Rule 1068 Protection of goalkeeper

B – Interpretation

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

Index

<u>Item</u>	<u>Rule No.</u>
Abuse of official by players	1032
Abuse of official by team officials	1033
Accessories and foot protection	Section 3
Athletes on the ice	702
Bench minor penalty	1002
Benches	204
Blue lines	210
Blocking glove	403
Boards	202
Boarding	1014
Broken stick	1034
Butt-ending	1015
Calling of penalties	1013
Captain and alternate captain complaint	1035
Center line	211
Centre face-off spot and circle	213
Change of players and goalkeepers from the team bench during play	704
Change of players procedure during stoppage of play	705
Change of players from the penalty bench	706
Change of goalkeeper's during stoppage of play	707
Charging	1016
Checking from behind	1017
Checking to the head and neck area	1018
Clock	225
Clothing	Section 3, 4

Competition equipment	Section 5
Coincidental penalties	1011
Curve (of a stick)	306, 406
Cross-checking	1019
Definition of the field of play	200
Definition of a goal	906
Determining the outcome of the game	603
Delay of game - adjustment of equipment	1036
Delay of game - displacing the goal frame	1037
Delay of game - injured player refusing to leave the ice	1038
Delay of game - keeping the puck in motion	1039
Delay of game - late line up	1040
Delay of game - more than one change after goal scored	1041
Delay of game - shooting or throwing the puck outside the playing area	1042
Delay of game - violation of face-off procedures	1043
Delayed offside procedure	904
Delayed penalty	1012
Dimensions of the rink	201
Disallowing a goal	907
Diving	1044
Division and marking of the surface	208
Doors	205
Elbow pads	315
Elbowing	1020
End zone face-off spots and circle	215
End zone nets	207
Excessive roughness	1021

Face-offs	900
Face-off spots and circles	212
Face-off spots and imaginary line	901
Face-off spots in neutral zone	214
Falling on the puck by a player	1046
Falling on the puck by a goalkeeper	1047
Field of play specifications	Section 2
Fisticuffs or roughing	1022
Foot guard/ support	303, 400
Foot protection	317
Foot protection	406
Fouls against players	Section 10
Front skid	302, 400
Full face masks	310
Game format	Section 6
Game misconduct penalty	1005
Game winning penalty shots	605
Gloves	311
Glass	208
Goal and assist awarded to the player	908
Goal crease	217
Goal frames, posts and netting (goal net)	218
Goal judges- bench	221
Goal lines	209
Goal (Net)	218
Goalkeeper equipment (mobility devices), protective clothing, accessories and foot protection	Section 4

Goalkeeper beyond the center red line	1064
Goalkeeper's clothing	404
Goalkeeper dropping the puck on the goal netting	1067
Goalkeeper's gloves	402
Goalkeeper going to the player's bench during stoppage of play	1065
Goalkeeper's helmet and full face mask	405
Goalkeeper sledge frame	400
Goalkeeper seat	400
Goalkeeper's sticks	400
Goalkeeper leaving the crease during an altercation	1066
Goalkeeper's leg guards	406
Goalkeeper penalty procedure	1010
Handling the puck with hands by a goalkeeper	1049
Handling the puck with hands by a player	1048
Head-butting	1023
Heel support	301, 400
Helmet	309
High sticking the puck	915
High sticking	1024
Hockey stick	306
Holding an opponent	1025
Holding the stick	1026
Hooking	1027
Ice cleaning	804
Ice rink	Section 2
Icing the puck	905
Illegal or dangerous equipment	1045

Illegal puck	912
Illustration of goal frame	Annex 1
Injured goalkeeper's	802
Injured players	801
Interference by spectators	916
Infringement of change of players procedure	1050
Interference with spectators	1051
Kick plate	203
Linesman's signals	Section 11
Major rule differences	Annex 2
Major penalty	1003
Match penalty	1006
Minimum disability requirement	100
Minor penalty	1001
Misconduct penalty	1004
Mouth guard	313
Offside	903
Other penalties	Section 10
Overtime period	604
Overview	Annex 2
Penalties	Section 10
Penalty benches	220
Penalties - Definition and procedures	1000
Penalties for goalkeepers	1063
Penalty shot	1007
Penalty shot procedure	1008
Protective glass	206

Player equipment, clothing, protective equipment	Section 3
Player equipment (mobility devices)	Section 3
Playing rules	Section 9
Players leaving the penalty or player's bench	1052
Players leaving the penalty bench	1053
Players leaving the benches during an altercation	1054
Prevention of infections by blood	1055
Procedure for conducting face-offs	902
Protection of goalkeeper	1068
Protective equipment	Annex 3
Protective equipment (accessories and foot protection)	Section 3, 4
Prevention of infections	803
Positioning, procedures and judgment	A 2.2
Puck	501
Puck on the net	901
Puck out of bounds	909
Puck out of sight	911
Puck striking an official	913
Red and green lights	226
Rink lighting	229
Referee and linesmen signals	Section 11
Referee crease	216
Referee signals	Section 11
Refusing to start play - Team not on the ice	1058
Refusing to start play - Team on the ice	1057
Rule differences	A 2.1
Safety	Section 8

Scorekeeper's bench	222
Shin protection	314
Shoulder pads	316
Signal and timing devices	223
Siren	224
Skate blades/ Blade carrier	304, 400
Slashing	1029
Sledge frames	300
Sledge seat (Bucket)	305
Spearing	1030
Start of game and periods	601
Sticks, and picks	307
Stopping/ Passing the puck with hands	914
Substitution of players and goalkeepers	703
Supplementary discipline	1009
Team benches	219
Team captain	701
Team composition and players in uniform	700
Team officials leaving the player's bench	1056
Teams	Section 7
Teeing	1031
Throat protector	312
Throwing a stick or any object on a breakaway situation	1061
Throwing a stick or any object out of the playing area	1059
Throwing a stick or any object within the playing area	1060
Time-out	602
Timing of game	600

Too many players on the ice	1062
Uniforms	308
Unsportsmanlike conduct by players	1032
Unsportsmanlike conduct by team officials	1033



International Paralympic Committee

Adenauerallee 212-214
53113 Bonn, Germany

Tel. +49 228 2097-200
Fax +49 228 2097-209

ipcicesledgehockey@paralympic.org
www.paralympic.org/IceSledgeHockey

© 2014 International Paralympic Committee – ALL RIGHTS RESERVED
Photo ©: Lieven Coudenys