

Section 1 – Playing area

Rule 1.1 Rink

Ice hockey will be played on an area of ice called a Rink.

Rule 1.2 Rink Dimensions

The dimensions of a new rink are recommended to be a maximum of 60.96m (200 ft.) long and 30.48m(100 ft.) wide or a minimum of 60.96m (200 ft) long and 25.91m (85 ft) wide. The corners will be rounded in the arc of a circle with a radius of 8.53 m (28 ft). 1.2 (b) The rink will be enclosed by the boards, which may be constructed of wood, plastic or fibreglass. Measured from the surface of the ice, the boards will be no more than 1.22 m (4 ft.) and no less than 1.02 m (3 ft. 4 in.) in height. The surface of the boards facing the ice will be white and free from any obstruction or object that could cause injury to players. The base plate, of a maximum height of 30.48 cm (12 in.), will be light (recommended to be yellow) in colour. 1.2 (c) It is recommended that glass, plexiglass or other similar material be mounted to the boards, flush to the playing surface, to assist in the prevention of pucks going into the spectator areas. Protection is also recommended in front of the off-ice officials' area. All equipment used to hold the glass or similar material in position will be mounted on the boards on the side away from the playing surface. 1.2 (d) Logos must not disrupt or alter any official ice markings as described in this Section 1. It is recommended that no logos or advertising be allowed on the ice in the end zones.

Rule 1.3 Division of Ice Surface

A red line, 5.08 cm (2 in.) wide, will be marked 3.35 m (11ft.) from each end of the rink, parallel to the end boards. This line will extend across the rink and be known as the Goal Line. On rinks 56.39 m (185 ft.) or more in length, blue lines, 30.48 cm (12 in.) wide, will be marked on the ice parallel to the goal lines at a point 19.5 m (64 ft.) from each goal line, while the neutral zone will take up the remaining space in the centre ice area. These lines will extend across the ice surface and vertically on each side board and will be known as the Blue-Lines. On rinks less than 56.39 m (185 ft.) in length, the blue lines will be positioned so they divide the distance between the goal lines into three equal areas. Midway between the goal lines, a red line, 30.48 cm (12 in.) wide, will be marked on the ice and extend vertically up the side boards, parallel to the goal lines. This line will be known as the Centre Red Line. The portion of the ice surface in which the goal is situated will be called the DEFENDING ZONE of the team defending that goal; the central portion will be known as the NEUTRAL ZONE, and that portion furthest from the defended goal as the ATTACKING ZONE.

Rule 1.4 Goal Posts and Nets

In the centre of the goal lines between the side boards, regulation goal posts and nets of approved design and materials will be placed in such a manner as to remain stationary during the game. It is recommended that nets be restrained by magnetic, breakaway or similar types of fastening devices. The goal posts will be set 1.83 m (6 ft.) apart, measured from the inside of the posts. They will extend 1.22 m

(4 ft.) vertically from the ice surface and a cross bar of the same material as the goal posts will be extended horizontally from the top of the other posts. The cross bar should be securely fastened to both goal posts. The outside measurement of both the goal posts and the cross bar will be 5.08 cm (2 in.) in diameter. The area enclosed by the goal posts and the cross bar will be known as the goal. A net of approved design and material will be attached to the back of each goal. The goal posts, cross bar and exterior surface of other supporting framework for the goal will be painted red. The surface of the base plate inside the goal and supports other than the goal post will be painted in a light colour.

Rule 1.5 Goal Crease

In front of each goal, a Goal Crease area will be marked by a red line 5.08 cm (2 in.) wide. The goal crease will be laid out as follows: a semi-circle 1.82 m (6 ft.) in radius and 5.08 cm (2 in.) in width will be drawn using the midpoint of the goal line as the centre point. In addition, an L-shaped marking of 12.7 cm (5 in.) in length (both lines) at each front corner will be painted on the ice. The location of the L-shaped marking is measured by drawing an imaginary 1.22 m (4 ft.) line from the goal line to the edge of the semi-circle. At that point, the "L" may be drawn. The interior colouring of the crease will be light blue, light yellow or off-white. The goal crease area will include the space outlined by the crease lines and will extend vertically to the level of the top of the goal frame.

Rule 1.6 Centre Ice Spot and Circle

A circular blue spot, 30.48 cm (12 in.) in diameter, will be marked on the ice exactly in the centre of the rink. Using this spot as a centre, a circular blue line, 5.08 cm (2 in.) wide, with a radius of 4.57 m (15 ft.), will then be marked on the ice.

Rule 1.7 Face-off Spots in Neutral Zone

Two red spots, 60.96 cm (2 ft.) in diameter, will be marked on the ice in the Neutral Zone, 1.52 m (5 ft.) from each blue-line, and the same distance from the boards as the end zone face-off spots. Within each face-off spot, draw two parallel lines 7.62 cm (3 in.) from the top and bottom of the spot. The area within the two lines will be painted red; the remainder will be painted white.

Rule 1.8 End Zone Face-off Spots and Circles

In both end zones and on both sides of each goal, red face-off spots and circles will be marked on the ice. The face-off spots will be 60.96 cm (2 ft.) in diameter and the circles will have a radius of 4.57 m (15 ft.) from the centre of the face-off spots. The lines of the circle will be 5.08 cm (2 in.) wide. As well, 5.64 m (18.5 ft.) and 6.55m (21.5 ft.) from the goal line and parallel to it, two red lines, 60.96 cm (2 ft.) in length and 5.08 cm (2 in.) wide, will be marked on the ice extending from the outer edge of both sides of each face-off circle. The face-off spots will be 60.96 cm (2 ft.) in diameter. Within each face-off spot

draw two parallel lines 7.62 cm (3 in.) from the top and bottom of the spot. The area within the two lines will be painted red, the remainder will be painted white. Two lines, 30.48 cm (1 ft.) away from the edge of the face-off spot, will be drawn parallel with the sideboards that will be 1.22 m (4 ft.) in length and 45.72 cm (18 in.) apart. Parallel to the end boards, commencing at the end of the line nearest to the face-off spot, a line will extend 86.36 cm (2 ft. 10 in.) in length. All lines will be 5.08 cm (2 in.) in width. The location of the face-off spot will be fixed in the following manner: Along a plane running 6.09 m (20 ft.) from, and parallel to, each goal line, mark a point 6.71 m (22 ft.) on both sides of the plane bisects the rink through the midpoint of each goal line. Each point will be the centre of the face-off spot and circle. For rinks under 22.90 m (75 ft.) in width, the face-off circles will be reduced in circumference so that they do not overlap. A minimum area of 60.96 cm (2 ft.) from the adjacent side boards is to be maintained.

Rule 1.9 Players' Bench

Each rink will have seats or a bench for the use of each team, to be known as the Players' Bench. Each Players' Bench will accommodate at least 14 players and will be placed directly alongside the ice in the neutral zone, as near as possible to the centre of the rink and convenient to the dressing rooms. Whenever possible, a walking space of 91.44 cm (3 ft.) should be left open behind the Players' Bench (new rinks). The gates to the Players' Bench should be constructed to open away from the ice surface. Only players in uniform and a maximum of five team officials will be permitted to occupy the Players' Bench. These individuals will be registered and entered on the Official Game Report. A maximum of five team officials may be recorded on the Official Game Report. During a game, authorized team officials will be restricted to the use of the area of their Players' Bench. The penalty for a violation of this rule is a Bench Minor penalty under Rule— Unsportsmanlike Conduct. The Home Team will have the choice of ends to start the game and must take the Players' Bench that corresponds to their choice of ends. They must make this choice prior to the warm-up and then warm-up in that end. If the benches are on opposite sides of the rink, the home team may choose either bench. Teams will alternate ends of the ice to start each period but neither team is permitted to change their Players' Bench.

Rule 1.10 Penalty Bench

Each rink will have a Penalty Bench area with seats or a bench that can accommodate eight people. It is to be used for the seating of penalized players, the Penalty Timekeeper, Game Timekeeper and Official Scorer. The Penalty Bench should be located a substantial distance from the Players' Bench. Note 1: The Penalty Bench will be located on the opposite side of the rink from the Players' Bench, or if this is not possible, at least 6.09 m (20 ft.) from either bench. The gates of the Penalty Bench should be constructed to open away from the ice surface, and outside the area known as the Referee's crease. There will be two separate Penalty Benches, each having its own gate and designated respectively as Home and Visitor. Adequate arrangements will be made to physically separate members of the opposing teams. Where the penalty gates are located at unequal distances from centre ice, the gate closest to the centre ice will be designated for the Visiting Team.

Rule 1.11 Referee's Crease

A red line, 5.08 cm (2 in.) wide, in the shape of a semi-circle and with a 3.05 m (10 ft.) radius will be marked on the ice immediately in front of the Penalty Timekeeper's seat. The area enclosed by this line will be known as the Referee's crease.

Rule 1.12 Signal and Timing Devices

Each rink must have a suitable sound device to be used by the Game Timekeeper. Each rink must have a clock in order for spectators, players and game officials to be accurately informed as to the time remaining in the game. Note 1: Where clocks with four faces are in use, the face directly in front of the Game Timekeeper will govern the time. In a suitable location behind each goal, a red light will be provided for the use of each Goal Judge in signaling the scoring of a goal. Wherever possible, Hockey Canada recommends that an electric buzzer or bell and a green light be installed in the same location as the red light and that this buzzer or bell and green light be synchronized with the time clock, to provide the Referee with an audible and visual signal for the end of a playing period or game. Note 1: Where such a system exists, a goal cannot be scored when the green light is showing.

Section 2 – Teams

Rule 2.1 Eligible Players

A team shall be composed of 20 players (18 skaters and two goalkeepers) who shall be under contract to the Club they represent. For the purposes of these playing rules, any reference to “player” shall refer to both skaters and goalkeepers. Any reference to “goalkeeper” shall mean that the section of the rule is specific to goalkeepers. At the beginning of each game, the Manager or Coach of each team shall list the players who shall be eligible to play in the game. Not more than eighteen (18) skaters and two (2) goalkeepers, shall be permitted. A list of names and numbers of all eligible players must be handed to the Official Scorer before the game, and no change shall be permitted to the list after the commencement of the game. Prior to the game, if an official (on-ice or off-ice) notices that a player is in uniform but has not been included on the Official Game Report, the Referee shall bring this to the attention of the offending team so that the necessary correction can be made to the Official Game Report with no penalty assessed.

Rule 2.2 Ineligible Player

Only players on the list submitted to the Official Scorer before the game may participate in the game. The determining factor when considering whether or not a player is eligible is that the player’s name, and not necessarily the player’s number, must be correctly listed by the Manager or Coach of that team. Whenever an ineligible player is identified to the Referee, the ineligible player will be removed from the game and the Club shall not be able to substitute another player from its roster. No additional penalties are to be assessed but a report of the incident must be submitted to the Commissioner. If a goal is scored when an ineligible player is on the ice (whether he was involved in the scoring or not), the goal will be disallowed. This only applies to the goal scored at the stoppage of play whereby the player was deemed to be ineligible. All other goals scored previously by the ineligible player’s team (with him on the ice or not) shall be allowed. The ineligible player will be removed from the game and the Club shall not be able to substitute another player from its roster. No additional penalties are to be assessed but a report of the incident must be submitted to the Commissioner.

Rule 2.3 Goalkeeper

Each team shall be allowed one goalkeeper on the ice at one time. The goalkeeper may be removed and another skater substituted. Such substitute shall not be permitted the privileges of the goalkeeper. Each team shall have on its bench, or on a chair immediately beside the bench (or nearby), a substitute goalkeeper who shall be fully equipped and ready to play. Except when both goalkeepers are incapacitated, a skater on the playing roster in the game shall be permitted to wear the equipment of the goalkeeper. In the event that the two regular goalkeepers are injured or incapacitated in quick succession, the third goalkeeper shall be provided with a reasonable amount of time to get dressed, in

addition to a two-minute warm-up (except when he enters the game to defend against a penalty shot). If, however, the third goalkeeper is dressed and on the bench when the second goalkeeper becomes incapacitated, the third goalkeeper shall enter the game immediately and no warm-up is permitted.

Rule 2.4 Team Captains

Each team may appoint a Captain and a maximum of two Alternate Captains. Prior to the start of the game, the Manager or Coach of each team will note the names and numbers of the Captain and Alternate Captain(s) on the Official Game Report. A team will be penalized under Rule – Illegal Equipment if they have more the appropriate number of players wearing “C”s or “A”s. The Captain will wear the letter “C” and the Alternate Captain(s) the letter “A” clearly on the front of their jersey. The letters should be a contrasting colour to the jersey, and be approximately 7.62cm (3 in.) in height. If the letters are not worn, Captain and Alternate Captain privileges will not be permitted, including but not limited to, communication privileges and requesting measurements. When the Captain or Alternate Captain receives a penalty, they will lose their privileges for the duration of the penalty and must proceed directly to the Penalty Bench. Any player who fails to do so will be penalized under Rule – Unsportsmanlike Conduct. If a team has more than the appropriate number of players wearing “C”s or “A”s, one or more of the players must remove or cover the “C” or “A” or switch jerseys.

Rule 2.5 Injured Players

When a player, other than a goaltender, is injured or required to leave the ice during a game, they must be replaced by a substitute, and play will continue. When a player is injured so that they cannot continue play or go to their bench, the play will not be stopped until the injured player’s team has secured possession and control of the puck. If the injured player’s team is in possession of the puck at the time of the injury, the play will be stopped immediately unless their team is in scoring position, at which time the Referee will allow the play to be completed. Note 1: Where there is suspicion that a player has sustained serious injury, any On-Ice Official may stop play immediately. Note 2: Where play has been stopped due to an injured player, excluding the goaltender, the injured player will leave the ice and may not return to the ice until the play has resumed. If the player refuses to leave the ice, they will be penalized under Rule – Delay of Game. When the Referee stops play due to a suspected injury and then notices that there is no injury, this rule still applies. This is a judgement call and the player must leave the ice until play resumes. If a goaltender goes to the Players’ Bench due to an injury and an alternate goaltender is dressed, they must be replaced by the alternate goaltender, so that play may resume immediately. No warm-up will be permitted for the alternate goaltender. In cases where an alternate goaltender is not dressed, the injured goaltender will be allowed 10 minutes to recuperate. If a replacement is necessary for the injured goaltender, an additional five minutes will be allowed, for a total of 15 minutes. Once the additional 5 minutes is allowed, the injured goaltender must remain off the ice until the next stoppage of play. For a violation of this rule, the goaltender will be penalized under Rule – Delay of Game. When a goaltender or player is seriously injured, the Referee may permit players to leave the ice, but must be ready to resume play immediately, when notified by the Referee. A penalized player who must serve a time penalty and who has been injured may go to the dressing room, if they are replaced on the Penalty Bench by a substitute who was on the ice at the time of the

infraction. A penalized player who does not have to serve a time penalty and who has been injured may go to the dressing room without having to be replaced by a substitute on the Penalty Bench. If the penalized player recovers from their injury and returns to the Players' Bench prior to the expiration of their penalty, they must replace the substitute in the Penalty Bench at the first opportunity. If the penalized player participates in the play before the expiration of their penalty, they will be penalized under Rule – Leaving the Players' or Penalty Bench.

Rule 2.6 Starting Line-up

Prior to the start of the game, at the request of the Referee, the Manager or Coach of the visiting team is required to name the starting line-up to the Referee or Official Scorer. Prior to the start of the game, the Manager or Coach of the home team, having been advised by the Official Scorer the names of the starting line-up of the visiting team, shall name the starting line-up of the home team. This information shall be conveyed by the Official Scorer to the Coach of the visiting team. No change in the starting line-up of either team as given to the Official Scorer, or in the playing line-up on the ice, can be made unless reviewed and approved by the Referee prior to the start of the game.

Violation

For an infraction of this rule, a bench minor penalty shall be imposed upon the offending team. This is an appeal play and must be brought to the Referee's attention prior to the second face-off in the game. There is no penalty to the requesting team if their appeal is unsustainable. The determining factor is the player or goalkeeper's name, and not necessarily the player or goalkeeper's number, must be correctly listed by the team. In the event a team scores on the first shift of the game, and it is brought to the attention of the Referee by the opposing team that the team that scored did not have the correct starting line-up on the ice, the goal shall be allowed and a bench minor penalty assessed to the offending team for having an improper starting line-up. If the team that scores a goal on the first shift of the game challenges the starting lineup of the opposing team and the opposing team did not have the correct starting line-up, the scoring of the goal would nullify the bench minor penalty and no further penalties would be assessed.

Section 3 – Equipment

Rule 3.1 Team Uniform

All players shall be dressed uniformly with approved design and color of their helmets, sweaters, short pants, stockings and skates. Altered uniforms of any kind, Velcro inserts, over-sized jerseys, altered collars, etc., will not be permitted. Any player or goalkeeper not complying with this rule shall not be permitted to participate in the game. Each member Club shall design and wear distinctive and contrasting uniforms for their home and away games, no parts of which shall be interchangeable except the pants. Any concerns regarding uniforms (including the goalkeeper) shall be reported by the Referee to the World School Hockey Championship committee.

Rule 3.2 Numbers

Each player listed in the line-up shall wear an individual identifying number at least ten inches (10") high on the back of his sweater. Sweater numbers such as 00, $\frac{1}{2}$ (fractions), .05 (decimals), 101 (three digit) are not permitted. In addition, each player shall wear his surname in full, in block letters three inches (3") high, across the back of his sweater at shoulder height.

Rule 3.3 Protective Equipment

All protective equipment, except gloves, headgear and goalkeepers' leg guards must be worn under the uniform. Should it be brought to the attention of the Referee that a player is wearing, for example, an elbow pad that is not covered by his jersey, he shall instruct the player to cover up the pad and a second violation by the same player would result in a minor penalty being assessed. Whenever it is deemed by the Referee that a player is wearing any equipment that does not meet with League regulations, he shall instruct the player to change or remove the piece of equipment. If the player refuses he shall be assessed a minor penalty for delay of game and if he returns to the ice without making the change he shall be assessed a misconduct penalty. Should this happen a third time, the player shall be assessed a game misconduct penalty. All player pants must be worn in a uniform fashion by all players. The pants must be one consistent color around and throughout the leg of the pant. Pant legs are not to be ripped, cut, or torn in the leg/thigh area. Modifications at the manufacturer are not allowed unless approved in advance by the League. No alteration of the neck opening is permitted. Sleeves must extend into the cuff of the glove. Jerseys must be "tied down" properly at all times.

Rule 3.4 Goalkeeper's Jersey

No inserts or additions are to be added to the standard goalkeeper-cut jersey as produced by the manufacturer. Modifications at the manufacturer are not allowed unless approved in advance by the League. No "tying down" of the sweater is allowed at the wrists if it creates a tension across the jersey

such that a “webbing effect” is created in the armpit area. No other tie downs are allowed that create a “webbing effect.” The length of a jersey is illegal if it covers any area between the goalkeeper’s legs.

Rule 3.5 Helmets

All players shall wear a helmet of design, material and construction approved by the League while participating in the game, either on the playing surface or the players’ or penalty benches. A player on the ice whose helmet comes off during play shall be assessed a minor penalty if he does not leave the playing surface, or retrieve and replace his helmet properly on his head (with or without his chin strap fastened), within a reasonable period of time. If the player returns to his players’ bench to be substituted for, he may only return to the ice during play with a helmet (with the chin strap properly fastened). No player may exit the penalty bench during play without a helmet (with the chin strap properly fastened). Should he do so, the play shall be stopped once his team has gained control of the puck and a minor penalty shall be assessed to the offending player. A player who intentionally removes an opponent’s helmet during play shall be assessed a minor penalty for roughing. When a goalkeeper has lost his helmet and/or face mask and his team has control of the puck, play shall be stopped immediately to allow the goalkeeper the opportunity to regain his helmet and/or face mask. When the opposing team has control of the puck, play shall only be stopped if there is no immediate and impending scoring opportunity. This stoppage of play must be made by the Referee. When play is stopped because the goalkeeper has lost his helmet and/or face mask, the ensuing face-off shall take place at one of the defending team’s end zone face-off spots. When a goalkeeper deliberately removes his helmet and/or face mask in order to secure a stoppage of play, the Referee shall stop play as outlined above and assess the goalkeeper a minor penalty for delay of game. If the goalkeeper deliberately removes his helmet and/or face mask when the opposing team is on a breakaway, during the course of the game a penalty shot shall be awarded. During a penalty shot or shootout attempt, the Referee shall stop play and award a goal to the non-offending team.

Rule 3.6 Sticks

The sticks shall be made of wood or other material approved by the League, and must not have any projections. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck. No stick shall exceed sixty-three inches (63”) in length from the heel to the end of the shaft nor more than twelve and one-half inches (12 1/2”) from the heel to the end of the blade. Requests for an exception to the length of the shaft (only) may be submitted in writing to and must be approved by the Hockey Operations Department prior to any such stick being used. Only players 6’6” tall or more will be considered for exception. Maximum length of a stick granted an exception under this rule is sixty-five inches (65”). The blade of the stick shall not be more than three inches (3”) in width at any point between the heel and 1/2” in from the mid-point of the tip of the blade, nor less than two inches (2”). All edges of the blade shall be beveled. The curvature of the blade of the stick 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 to the point of maximum curvature shall not exceed three-quarters of an inch (3/4”).

Rule 3.7 Goalkeeper's Stick

In the case of a goalkeeper's stick, there shall be a knob of white tape or other protective material approved by the League. This knob must not be less than one-half inch (1/2") thick at the top of the shaft. Failure to comply with this provision of the rule will result in the goalkeeper's stick being deemed unfit for play. The goalkeeper's stick must be changed without the assessment of a minor penalty. The blade of the goalkeeper's stick shall not exceed three and one-half inches (3 1/2") in width at any point except at the heel, where it must not exceed four and one-half inches (4 1/2") in width; nor shall the goalkeeper's stick exceed fifteen and one-half inches (15 1/2") in length from the heel to the end of the blade. There is to be no measurement of any goalkeeper's stick during the course of the game. The League's Hockey Operations Department is specifically authorized to make a check of all goalkeepers' sticks to ensure the compliance with the rule. It shall report its findings to the Commissioner for his disciplinary action. The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than twenty-six inches (26") from the heel and shall not exceed three and one-half inches (3 1/2") in width. Requests for an exemption to the length of the paddle (only) may be submitted in writing to and must be approved by the Hockey Operations Department prior to any stick being approved. Only players 6'6" tall or more will be considered for exemption.

Rule 3.8 Stick Measurement

A request for a stick measurement shall be limited to one request per team during the course of any stoppage in play. When a formal complaint is made by the Captain or Alternate Captain of a team, against the dimensions of an opponent's stick, that opponent must be on the ice at the time the request is made to the Referee. 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 onto his players' bench, his stick may still be measured provided the request was received prior to him leaving the ice surface and the stick remains in the view of at least one of the on-ice Officials. The Referee shall take the stick to the penalty bench where the necessary measurement shall be made immediately. Players on both teams shall retire to their respective benches. To measure the curvature of the blade of the stick, the Referee must draw an imaginary line along the outside of the shaft to the bottom of the blade and then along the bottom of the blade - this will determine the location of the heel. Using a League-approved measuring gauge, the Referee shall secure the gauge at the heel of the stick and measure the curvature of the blade from the heel to any point along the toe of the blade. To measure any other dimension of the stick, the Referee shall use a measuring tape. The result shall be reported to the Penalty Timekeeper, who shall record it on the back of the Penalty Record form. The Referee will convey the result of the measurement to the Captain or Alternate Captain of the team whose stick was measured. If the stick proves to be illegal, the stick shall remain at the penalty bench until the end of the game. A player whose stick has been measured and it is found not to conform to the rule shall be assessed a minor penalty. For a second offense in the same game, the player shall in addition to the minor penalty be assessed a misconduct penalty. For a third offense in the same game, the player shall in addition to the minor penalty be assessed a game misconduct and an automatic one game suspension. A player who participates in the play (i.e. checks or prevents the movement of an opponent or who plays the puck) while carrying two sticks (including while taking a replacement stick to his goalkeeper) shall incur a minor penalty under this rule. A request for a stick measurement in regular

playing time is permitted, including after the scoring of a goal, however, a goal cannot be disallowed as a result of the measurement. A request for a stick measurement following a goal in overtime (including one scored on a penalty shot in overtime) is not permitted. Stick measurements prior to or during the shootout are permitted. Any player who deliberately breaks his stick or who refuses to surrender his stick for measurement when requested to do so by the Referee shall be assessed a minor penalty plus a ten-minute misconduct.

Rule 3.9 Broken Stick - Player

A broken stick is one which, in the opinion of the Referee, is unfit for normal play. A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided he drops the broken stick. A minor penalty shall be imposed for an infraction of this rule. A player who has lost or broken his stick may receive a replacement stick by having one handed to him from his own players' bench, by having one handed to him by a teammate on the ice or by picking up his own unbroken stick or that of a teammate from the ice. A player will be penalized if he throws or shoots a stick to a teammate on the ice, or if he picks up and plays with an opponent's stick. A player may not participate in the play using a goalkeeper's stick. A minor penalty shall be imposed for an infraction of this rule. A player using a stick thrown on the ice from the players' or penalty bench will not receive a penalty. However, the person responsible for throwing the stick will receive a bench minor penalty.

Rule 3.10 Broken Stick – Goalkeeper

A goalkeeper may continue to play with a broken stick until a stoppage of play or until he has one legally provided to him by a teammate. The teammate cannot throw or shoot it to the goalkeeper (this includes situations where the goalkeeper has lost his stick and a teammate is trying to return it to him). For a violation of this rule, a minor penalty for throwing the stick shall be assessed to the offending player (no penalty to the goalkeeper for receiving the stick). A goalkeeper whose stick is broken or illegal may not go to the players' bench for a replacement but must receive his stick from a teammate. A goalkeeper may participate in the play using a skater's stick until such time as he is legally provided with a replacement goalkeeper's stick. For an infraction of this rule, a minor penalty shall be imposed on the goalkeeper.

Rule 3.11 Skates

No player may participate in the game unless they are wearing skates. Hockey skates will be of a design approved by World School Hockey Championship. The use of speed skates, figure skates, or any skates that may cause injury are prohibited. No person, other than a goaltender, may use goaltenders' skates. Any violation of this rule will be penalized.

Rule 3.12 Dangerous or Non-Standard Equipment

The use of pads, protectors or sticks likely to cause injury to a player are prohibited. No player is permitted to use any piece of equipment that has been modified or altered to gain an advantage or compromise safety. No player is permitted to use any piece of non-standard equipment that provides an undue advantage to the user in playing of the game or that poses a danger to the user or other participants in the game. All elbow pads which do not have a soft protective covering of sponge, rubber or a similar material at least 1.27 cm (1/2 in.) thick will be considered dangerous equipment. The use of supplemental oxygen is prohibited. For a violation of this rule a warning will be issued to the team. Any subsequent violations by any player on the same team will result in a penalty to the offending player.

Rule 3.13 Puck

The puck will be made of vulcanized rubber or other approved material. It will be 2.54 cm (1 in.) thick and 7.62 cm (3 in.) in diameter and not weigh less than 156 g (5 1/2 ounces) and not more than 170 g (6 ounces) and will be black in colour.

Section 4 – Types of penalties

Rule 4.1 Calling a Penalty

Should an infraction of the rules which would call for a minor, major, misconduct or game misconduct be committed by a player of the side in control of the puck, the Referee shall immediately blow his whistle and penalize the offending player. Should an infraction of the rules which would call for a minor, major, misconduct or game misconduct penalty be committed by a player of the team not in control of the puck, the Referee shall raise his arm to signal the delayed calling of a penalty. When the team to be penalized gains control of the puck, the Referee will blow his whistle to stop play and impose the penalty on the offending player. When a player, Trainer, Manager, coach or non-playing Club personnel is ejected from the game for a violation of the playing rules, that individual must vacate the players' bench area and may not, in any manner, further participate in the game. This includes directing the team from the spectator area or by radio communications. Any violations shall be reported to the Commissioner.

Rule 4.2 Calling a Minor Penalty – Goal Scored

If the penalty to be imposed is a minor penalty and a goal is scored on the play by the non-offending side, the minor penalty shall not be imposed but major penalties shall be imposed in the normal manner regardless of whether or not a goal is scored. If two or more minor penalties were to be imposed and a goal is scored on the play by the non-offending side, the Captain of the offending team shall designate to the Referee which minor penalty(ies) will be assessed and which minor penalty will be washed out as a result of the scoring of the goal.

Rule 4.3 Calling a Double-minor Penalty – Goal Scored

When the penalty to be imposed is applicable under the rule for Head-butting, Butt-ending, High-sticking or Spearing, and a goal is scored, two minutes of the appropriate penalty will be assessed to the offending player. (This will be announced as a double-minor for the appropriate foul and the player will serve two (2) minutes only.)

Rule 4.4 Calling a Penalty – Short-handed Team – Goal Scored

If when a team is "short-handed" by reason of one or more minor or bench minor penalties, and the Referee signals a further minor penalty or penalties against the "short-handed" team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed. The penalty or penalties signaled shall be assessed and the first of the minor penalties already being served shall automatically terminate. Major penalties shall be imposed in the normal manner regardless of whether or not a goal is scored. Should a minor or bench minor penalty be signaled against a team already short-handed by reason of a major penalty, but before the play can be stopped to assess the minor or bench

minor penalty, and a goal is scored by the non-offending side, the signaled minor or bench minor penalty shall not be imposed due to the scoring of the goal. Should a penalty be signaled against a team already short-handed by reason of one or more minor or bench minor penalties, and the signaled penalty would result in the awarding of a penalty shot, but before the Referee can stop play to award the penalty shot, the non-offending team scores a goal, then the signaled penalty (that would have resulted in a penalty shot) shall be assessed as a minor (double minor, major or match) penalty and the first of the minor penalties already being served shall automatically terminate.

Rule 4.5 Penalties Face-off Locations

When players are penalized at a stoppage of play so as to result in one or more penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team's end zone. There are only three (3) exceptions to this application:

- (i) when a penalty is assessed after the scoring of a goal – face-off at center ice;
- (ii) when a penalty is assessed at the end (or start) of a period – face-off at center ice;
- (iii) when the defending team is penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circle – face-off in the neutral zone

Rule 4.6 Minor Penalties

For a minor penalty, any player, other than a goalkeeper, shall be ruled off the ice for two (2) minutes during which time no substitute shall be permitted.

Rule 4.7 Short-handed

“Short-handed” means that the team is below the numerical strength of its opponent on the ice at the time the goal is scored. The minor or bench minor penalty which terminates automatically is the one with the least amount of time on the clock. Thus coincident minor penalties to both Teams do not cause either side to be “short-handed”. If while a team is “short-handed” by one or more minor or bench minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate. This rule shall also apply when a goal is awarded. This rule does not apply when a goal is scored on a penalty shot (i.e. offending team's penalized player(s) do not get released on the scoring of a goal on a penalty shot). Minor penalty expiration criteria: (i) Is the team scored against short-handed? (ii) Is the team scored against serving a minor penalty on the clock? If both criteria are satisfied, the minor penalty with the least amount of time on the clock shall terminate except when coincidental penalties are being served. No penalty shall expire when a goal is scored against a team on a penalty shot. When the minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which of such players will return to the ice first and the Referee will instruct the Penalty Timekeeper accordingly.

Rule 4.8 Bench Minor Penalties

A bench minor penalty involves the removal from the ice of one player of the team against which the penalty is assessed for a period of two (2) minutes. Any player except a goalkeeper of the team may be designated to serve the penalty by the Coach through the playing Captain and such player shall take his place on the penalty bench promptly and serve the penalty as if it was a minor penalty imposed upon him.

Rule 4.9 Double-minor Penalty

For a double-minor penalty, any player, other than a goalkeeper, shall be ruled off the ice for four (4) minutes during which time no substitute shall be permitted. When a double-minor penalty has been signaled by the Referee and the non-offending team scores during the delay, one of the minor penalties shall be washed out and the penalized player will serve the remaining two minutes of the double-minor penalty. The penalty will be announced as a double-minor penalty but only two minutes would be shown on the penalty time clock.

Rule 4.10 Minor Penalties - Face-off Locations

When players are penalized at a stoppage of play so as to result in one or more penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team's end zone. There are only three (3) exceptions to this application:

- (i) when a penalty is assessed after the scoring of a goal – face-off at center ice;
- (ii) when a penalty is assessed at the end (or start) of a period – face-off at center ice;
- (iii) when the defending team is penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circle – face-off in the neutral zone

Rule 4.11 Coincidental Penalties

When coincidental minor penalties or coincidental minor penalties of equal duration are imposed against players of both teams, the penalized players shall all take their places on the penalty benches and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiry of their respective penalties. Immediate substitution shall be made for an equal number of minor penalties or coincidental minor penalties of equal duration to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule. This rule only applies when at least one team is already serving a time penalty in the penalty box that causes them to be short-handed. When one minor penalty is assessed to one player of each team at the same stoppage in play, these penalties will be served without substitution provided there are no other penalties in effect and visible on the penalty clocks. Both teams will therefore play four skaters against four skaters for the duration of the minor penalties. Should one or both of these players (or any other players) also incur a misconduct penalty in addition to their one minor penalty, this rule shall apply and the teams would still play four skaters against four skaters (the

player incurring the misconduct penalty would have to serve the entire 12 minutes – minor plus misconduct – and his team would have to place an additional player on the penalty bench to serve the minor penalty and be able to return to the ice when the minor penalty expires). When multiple penalties are assessed to both teams, equal numbers of minor and major penalties shall be eliminated using the coincidental penalty rule and any differential in time penalties shall be served in the normal manner and displayed on the penalty time clock accordingly. If there is no differential in time penalties, all players will serve their allotted penalty time, but will not be released until the first stoppage of play following the expiration of their respective penalties.

Rule 4.12 Applying the Coincidental Penalty Rule

When multiple penalties are assessed to both teams at the same stoppage of play, the following rules are to be utilized by the Referees to determine the on-ice strength for both teams:

- (i) Cancel as many major as possible
- (ii) Cancel as many minor, bench minor and or double-minor penalties as possible

Rule 4.13 Major Penalty

A major penalty is a five-minute time penalty. Any player assessed a Major penalty will also be assessed a Game Misconduct penalty. Any player, goaltender or team official who is assessed a Major penalty will also be assessed a Game Misconduct penalty, will be ordered to the dressing room for the remainder of the game and will be reported to the appropriate Member or league for further action. The Coach of the penalized team, through the Captain, will designate any player on the ice at the time of the infraction to serve the penalty. If a player is assessed both a Minor penalty and a Major penalty at the same stoppage of play, the Major penalty will be served first.

Rule 4.14 Misconduct Penalties

A Misconduct penalty is a non-time penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the ice for a period of 10 minutes of playing time. A player, except a goaltender, who is assessed a Misconduct penalty will be removed from the ice for a period of 10 minutes actual playing time. A substitute for the penalized player will be permitted immediately. A player serving a Misconduct penalty will remain in the Penalty Bench until the first stoppage of play following the expiry of their penalty. When a player is assessed a Minor and a Misconduct penalty, the penalized team will immediately place a substitute player on the bench to serve the Minor penalty. The Misconduct penalty will commence on the termination of the Minor penalty. Any player who is assessed a second Misconduct penalty in the same game will automatically be assessed a Game Misconduct penalty

Rule 4.15 Game Ejection & Game Misconduct Penalties

A Game Ejection or Game Misconduct penalty is a non-time penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the game. Any player or Team Official receiving a Game Misconduct penalty will be removed from the game and ordered to the dressing room for the remainder of the game and will be reported to the appropriate Member or league for further action. A substitute for the penalized player will be permitted immediately. A total of 10 minutes will be recorded on the Official Game Report against the offending player for a Game Misconduct. Note 1: Where a player or Team Official is ordered to the dressing room under this rule, it is sufficient that they are away from the Players' or Penalty Bench and are not directing or interacting with the teams in any manner and in no way interacting with or bothering the officials. Should the individual violate this rule, they will be penalized in accordance with Rule – Leaving the Players' or Penalty Bench.

Rule 4.16 Penalty Shots

A Penalty Shot is a non-time penalty, which is awarded to the non-offending team, in lieu of a Minor Penalty. The coach/captain of the non-offending team may designate any player, other than the goaltender, to take the Penalty Shot. In the event that the coach/captain declines to select a player, the Referee will designate a player. A penalty shot will be awarded for the following acts:

- i. When a player is fouled while on a breakaway, and the situation meets the following five criteria: The puck carrier is in the Neutral or Attacking Zone. The puck carrier has possession and control of the puck. The puck carrier has no other opposing players to pass (other than the goaltender). The puck carrier is tripped or fouled from behind, or fouled by the goaltender. The puck carrier must be denied a reasonable scoring opportunity.
- ii. If during the last two minutes of regular playing time or at any time in overtime, a team is penalized for deliberate illegal substitution. (Rule – Delay of Game)
- iii. When a goaltender or any other defending player deliberately removes their helmet or facial protector during the course of a breakaway in the neutral or attacking zone. When a defending player deliberately participates in the play without a helmet or facial protector during the course of a breakaway in the neutral or attacking zone. When a goaltender in their defending zone deliberately removes their helmet or facial protector, blocker or trapper during the last two minutes of regular playing time, or any time in overtime.
- iv. Where a goaltender deliberately piles snow or other obstacles at or near their net which, in the Referee's opinion, prevents a goal while the offending team's goaltender is legally on the ice. (Rule – Interference).
- v. When a defending player (except the goaltender) picks up the puck from the ice with their hand while the puck is in the goal crease. (Rule – Handling or Falling on the Puck)
- vi. When a player on a breakaway in the neutral or attacking zone is interfered with by a player of the opposing team who will have illegally entered the game or by a player or team official on the players' or Penalty Bench. (Rule – Leaving the Players' or Penalty Bench)
- vii. When any player of the defending team, including the goaltender, deliberately throws their stick, or any part thereof, or any other object at the puck or puck carrier in the defending zone. (Rule – Throwing or Shooting Stick or Object)

- viii. When a goaltender or any other defending player, in the defending zone, deliberately dislodges the goal from its position during the last two minutes of regular playing time, or any time in overtime. (Rule – Delay of Game).
- ix. When a goaltender deliberately dislodges the goal from its position during the course of a breakaway in the neutral or attacking zone (Rule – Delay of Game)
- x. When, in the last two minutes of regular playing time, or any time in overtime, the coach is assessed a Major penalty plus a Game Misconduct for refusing to start play, a Penalty Shot will also be awarded. (Rule – Refusing to Start Play)

Penalty shots will be conducted as follows:

- i. While the Penalty Shot is being taken, players of both sides will withdraw to their respective benches.
- ii. The Coach of the non-offending team may designate any player, other than the goaltender, to take the shot. This player may not begin the shot until the Referee blows their whistle.
- iii. During a penalty shot, the puck must be kept in motion towards the opponent's goal line and once it is shot or the goaltender contacts the puck, the player may not touch the puck again. No goal may be scored on a rebound of any kind. Any time the puck comes to a complete stop or crosses the goal line, the shot will be considered complete. iv. The goaltender must remain in their goal crease until the designated player touches the puck at centre ice, and in the event of a violation of this rule, the player designated or selected to take the shot will be entitled to take the shot over again. v. The goaltender may attempt to stop the shot in any manner except by throwing their stick or any other object, or deliberately dislodging the goal, in which case a goal will be awarded. Note 1: The player taking the Penalty Shot may lose control of the puck momentarily but this is legal, as long as the puck continues its motion towards the opponent's goal line. A 'spin-o-rama' move, where a player completes a 360° turn will be considered illegal. Note 2: With respect to a "rebound", once the player has taken a shot and/or the goaltender has touched the puck, the player may not touch the puck again. However, the puck may continue with its own momentum across the goal line, in which case, the goal will be allowed. If, while the Penalty Shot is being taken, any player or team official of the opposing team will, by some action, interfere with or distract the goaltender or the player taking the Penalty Shot, and because of such action the shot should fail, a second attempt will be permitted and the offending player or team official will be penalized under Rule – Unsportsmanlike Conduct. If, while the Penalty Shot is being taken, any player or team official of the opposing team interferes with or distracts the player taking the Penalty Shot, the Referee will allow the shot to be completed. If the shot fails, a second attempt will be permitted and the offending player or team official will be penalized under Rule – Unsportsmanlike Conduct. If the foul upon which the Penalty Shot is based occurs 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 to permit the play to be completed which delay results in the expiry of the regular playing time in any period. The time required for the taking of a Penalty Shot will not be included in the regular playing time or any overtime. Should the player in respect to

whom a Penalty Shot has been awarded commit a foul in connection with the same play or circumstances after the Penalty Shot has been awarded, they will first be permitted to take the Penalty Shot before being sent to the Penalty Bench to serve the penalty, provided the penalty assessed was not a Game Ejection, Game Misconduct, Gross Misconduct or Match penalty. If at the time a Penalty Shot is awarded, the goaltender of the penalized team has been removed from the ice to substitute another player, the goaltender will be allowed to return to the ice before the Penalty Shot is taken. Should a goal be scored from a Penalty Shot, a further penalty to the offending player will not be applied unless the offense for which the Penalty Shot was awarded was such as to incur a Major, in which case the penalty prescribed for the particular offense will be assessed. If the offense for which the Penalty Shot was awarded was such as would normally incur a Minor penalty, then regardless of whether the Penalty Shot results in a goal or not, no further Minor penalty will be served. Should the infraction resulting in the Penalty Shot normally result in a double Minor penalty (e.g. Spearing), then the Penalty Shot will be in lieu of one minor penalty and the second Minor penalty will be assessed, regardless of the result of a goal being scored on the Penalty Shot. A measurement of the stick of the player designated to take the Penalty Shot may be requested before the shot is taken, as if it were a normal play. Should the stick prove illegal, the offending team will be denied the Penalty Shot and no further penalty will be imposed. Should the measurement prove the stick to be legal, the Penalty Shot will be taken in the normal manner and the penalty for an unsustained request for a measurement.

Rule 4.17 Awarded Goals

A goal will be awarded to the attacking team when the opposing team has substituted their goaltender for an extra skater and the opposing team commits any infraction that would normally call for a Penalty Shot. For the purpose of this rule, the goaltender is considered “substituted” if a legal player change has occurred in accordance with Rule – Change of Players, despite the fact that the goaltender may still be physically on the ice. No assist(s) will be given on an awarded goal.

Rule 4.18 Goaltender Penalties

Goaltenders may be assessed penalties. However, they will not be sent to the Penalty Bench to serve a time penalty. Any Minor, Major, or Misconduct penalty assessed to a goaltender will be served by any player of their team, who was on the ice at the time of the infraction. This player will be designated by the Coach of the offending team, through the Captain. Note 1: Where the goaltender is assessed a coincidental penalty, a player from the ice is still required to serve the penalty. An alternate goaltender may replace the starting goaltender who has been ejected from the game or has been assessed a Game Misconduct. In the event there is no alternate goaltender recorded on the playing line-up, the starting goaltender’s place may be taken by any player on the Official Game Report. The substitute will be allowed 15 minutes to put on the full goaltender’s equipment. If a goaltender intentionally participates in the play in any manner when they are beyond the centre red line, they will be penalized under Rule – Interference. A goaltender who, after catching the puck, drop-kicks the puck will be penalized under Rule – Throwing or Shooting Stick or Object.

Rule 4.18 Delayed Penalties

Only two players from the same team can serve time penalties at the same time. A team cannot play with fewer than three players (plus a goaltender) on the ice. A third penalty to the same team would be considered “delayed”. If a third player of any team is penalized while two players of the same team are serving penalties, the penalty time of the third player will not commence until the penalty time of one of the two penalized players has elapsed. Nevertheless, the third player penalized must immediately proceed to the Penalty Bench, but will be replaced on the ice by a substitute until such time as the penalty time of the penalized player will commence. When a team has three players serving penalties at the same time and a substitute for the third player is on the ice, none of the three penalized players on the Penalty Bench may return to the ice until play has been stopped. When the play has been stopped, the player whose full penalty has expired may return to the play. When the penalties to the player(s) have expired and the penalized team is entitled to more than four players on the ice, the Penalty Timekeeper will permit the penalized players to return to the ice in the order of the expiry of their penalties. When the penalties of two players from the same team expire at the same time and that team is entitled to only one additional player on the ice the players will return to the ice in the order in which their penalties were reported. 4.14 (d) In cases where Minor penalties are assessed at the same time to more than one player from the same team, those penalties will be served in order of occurrence. This does not apply to penalties where the coincidental Minor penalty rule has been applied.

Rule 4.18 Calling of Penalties

If a player on the team in possession of the puck commits an infraction of the rules which would call for a Minor, Bench Minor, Major, Misconduct or Game Misconduct penalty, the Referee will blow their whistle immediately and give the penalty or penalties to the deserving player(s). If a player on the team not in possession of the puck commits an infraction of a rule which would call for a Major, Misconduct, Bench Minor or Minor penalty, the Referee will signal the penalty by extending their arm straight up. The Referee will blow their whistle and stop play immediately when the offending team gains possession and control of the puck. If the penalty to be assessed is a Minor or Bench Minor penalty and a goal is scored by the non-offending team, prior to the whistle being blown, the Minor penalty will not be assessed, but Major, Misconduct or Game Misconduct penalties will be assessed in the normal manner, regardless of a goal being scored. Note 1: If after the Referee has signaled a penalty, but before the whistle has been blown, a member of the non-offending team puts the puck in their own net in any manner through no contact by the offending team, the goal will be allowed and the penalty signaled will be assessed in the normal manner. Note 2: If the Referee signals a Minor or Bench Minor penalty or penalties against a team that is shorthanded by reason of one or more Minor or Bench Minor penalties, and a goal is scored by the non-offending side before the whistle is blown, the goal will be allowed and the player who is serving the first Minor or Bench Minor penalty will return to the ice, while the signaled penalty or penalties will be assessed and served in the normal manner. Note 3: If the Referee signals a delayed penalty calling for a Penalty Shot against a team that is shorthanded and a goal is scored by the non-offending team before play is stopped, the goal will be allowed. The penalty being served would terminate and, if the infraction associated with the Penalty Shot would normally call for a Minor or Major penalty, then that penalty will be assessed in lieu of the Penalty Shot. The resulting face-off will take place in the offending team’s zone accordance with Rule – Face-off Location. Where a Referee has

signaled a penalty and has been unable to identify the offending player's number, the Referee, in consultation with the Captain, will choose a player who was on the ice at the time of the infraction to serve the penalty. Prior to the resumption of play, the Referee has the authority to alter or correct their decision, regardless of whether or not the penalty has been reported, announced, or displayed on the clock.

Section 5 – Officials

Rule 5.1 – Appointment of Officials

The Commissioner shall appoint the Referees, the Linesmen and all Off-ice Officials for each game. The Commissioner shall forward to all Clubs a list of Referees, Linesmen, and Off-ice Officials, all of whom must be treated with proper respect at all times during the season by all players and Club officials and representatives.

Rule 5.2 – Attire and Equipment

All Referees shall be dressed in black pants, WSHC officials' sweaters/jerseys, a League-approved black helmet with visor, and approved whistles.

Rule 5.3 Disputes

The Referees shall have general supervision of the game and shall have full control of all game officials and players during the game, including stoppages; and in case of any dispute, their decision shall be final. As there is a human factor involved in blowing the whistle to stop play, the Referee may deem the play to be stopped slightly prior to the whistle actually being blown. The fact that the puck may come loose or cross the goal line prior to the sound of the whistle has no bearing if the Referee has ruled that the play had been stopped prior to this happening. In the event of any dispute regarding time or the expiration of penalties, the matter shall be referred to the Referee for adjustment and his decision shall be final.

Rule 5.4 Face-offs

One of the Referees shall face-off the puck to start each period. Linesmen are responsible for all other face-offs, including the start of the regular season overtime period.

Rule 5.5 General Duties

It shall be the duty of the Referees to impose such penalties as are prescribed by the rules for infractions thereof and they shall give the final on-ice decision in matters of disputed goals. The Referees may consult with the Linesmen before making their decision. The Referees shall not halt the game for any infractions of the rules concerning Rule - Off-side, or any violation of Rule - Icing. Determining infractions of these rules is the duty of the Linesmen unless, by virtue of some unforeseen issue, the Linesman is prevented from doing so in which case the duties of the Linesman shall be assumed by a Referee until play is stopped.

Rule 5.6 Goals

The Referees shall have announced over the public address system information regarding the legality of an apparent goal. The Referees shall have announced over the public address system the reason for not allowing a goal every time the goal signal light is turned on in the course of play. This shall be done at the first stoppage of play regardless of any standard signal given by the Referees when the goal signal light was put on in error. The Referees shall report to the Official Scorer the name or number of the goal scorer but he shall not give any information or advice with respect to the awarding of assists. The name of the scorer and any player entitled to an assist will be announced over the public address system. In the event that the Referee disallows a goal for any violation of the rules, he shall report the reason for the disallowance to the Official Scorer who shall have announced the Referee's decision correctly over the public address system.

Rule 5.7 Off-ice Officials

The Referees shall, before starting the game, see that the appointed off-ice officials, including the Game Timekeeper are in their respective places and ensure that the timing and signaling equipment are in order.

Rule 5.8 Penalties

The infraction of the rules for which each penalty has been imposed will be announced correctly, as reported by the Referee, over the public address system. Where players of both teams are penalized on the same play, the penalty to the visiting player will be announced first.

Rule 5.9 Players' Uniforms

It shall be the duty of the Referees to see to it that all players are properly dressed, and that the approved regulation equipment (including the approved on-ice branded exposure program) is in use at all times during the game.

Rule 5.10 Reports

The Referee shall report to the Commissioner promptly and in detail the circumstances surrounding the following:

- (i) The assessment of misconduct penalties for abuse of officials;
- (ii) The assessment of game misconduct penalties;
- (iii) The assessment of match penalties;
- (iv) The assessment of an instigator penalty;
- (v) Any time a goalkeeper leaves his crease during an altercation;

- (vi) Any time a stick or other object is thrown outside the playing area;
- (vii) Any time a player, goalkeeper or non-playing Club personnel are involved in an altercation with a spectator;
- (viii) Any unusual occurrence that takes place on or off the ice, before, during or after the game.

5.11 Start and End of Game and Periods

The Referees shall order the teams on the ice at the appointed time for the beginning of a game and at the commencement of each period. If for any reason, there is and at the commencement of each period. If for any reason, there is more than a fifteen (15) minute delay in the commencement of the game or any undue delay in resuming play after the League approved intermission length between periods, the Referees shall state in their report to the Commissioner the cause of the delay and the Club or Clubs which were at fault. The Referees shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms. The Referees shall check club rosters and all players in uniform before signing the Official Report of Match form.

Rule 5.12 Unable to Continue

Should a Referee accidentally leave the ice or receive an injury which incapacitates him from discharging his duties while play is in progress, the game shall be automatically stopped. If the Referee is unable to continue, the game shall continue using the one Referee, two Linesmen system. If, owing to illness or accident, one of the Referees is unable to continue to officiate, the remaining Referee shall perform the duties of the ill or injured Referee during the balance of the game. In the event that a member of the League's Hockey Operations or Officiating departments is in attendance at a game where a spare official is present, he shall have the authority to substitute the injured Referee with the spare official. If, through misadventure or sickness, the Referees and Linesmen appointed are prevented from appearing, the League will make every attempt to find suitable replacement officials, otherwise, the Managers or Coaches of the two Clubs shall agree on Referee(s) and Linesman(men). If they are unable to agree, they shall appoint a player from each side who shall act as Referee and Linesman; the player of the home Club acting as Referee and the player of the visiting Club as Linesman. If the regularly appointed officials appear during the progress of the game, they shall at once replace the temporary officials.

Rule 5.13 Linesmen - Attire and Equipment

All Linesmen shall be dressed in black pants, WSHC officials' sweaters/jerseys, a League-approved black helmet with visor and approved whistles.

Rule 5.14 Face-offs

The Linesman shall face-off the puck at all times except at the start of each period. A Linesman shall drop the puck to start the overtime period.

Rule 5.15 General Duties

The Linesmen are generally responsible for calling violations of off-side and icing. They may stop play for a variety of other situation.

Rule 5.16 Reporting to Referee

The Linesman shall give to the Referees his interpretation of any incident that may have taken place during the game. The Linesman may stop play and report what he witnessed to the Referees when:

- (i) There are too many men on the ice
- (ii) Articles are thrown on the ice from the players' bench or penalty bench
- (iii) When team personnel interfere with a game official
- (iv) When a player who has lost or broken his stick receives one illegally
- (v) When any identifiable player on the player's or penalty bench, by means of his stick or his body, interferes with the movements of the puck or an opponent.
The Linesman must report upon completion of play, any circumstances pertaining to:
 - (vi) Major penalties
 - (vii) Misconduct penalties
 - (viii) Game Misconduct penalties
 - (ix) Abuse of Officials
 - (x) Physical Abuse of Officials
 - (xi) Unsportsmanlike Conduct. Should a Linesman witness a foul (above) committed by an attacking player (undetected by the Referees) prior to the attacking team scoring a goal, the Linesman shall report what he witnessed to the Referees, the goal shall be disallowed and the appropriate penalty assessed. The Linesman must stop play immediately and report to the Referees.
 - (xii) When it is apparent that an injury has resulted from a high-stick that has gone undetected by the Referees and requires the assessment of a double-minor penalty. Rule - Stopping Play

The Linesman shall stop play:

- (i) When premature substitution of the goalkeeper has occurred
- (ii)** When he deems that a player has sustained a serious injury and this has gone undetected by either of the Referees
- (iii)** For encroachment into the face-off area
- (iv)** When the puck has been directed with a hand to a teammate in any zone other than the defending zone and this has gone undetected by either of the Referees
- (v)** When the puck has been batted with the hand by either center in an attempt to win the face-off in any zone
- (vi)** When the puck is struck by a stick above the normal height of the shoulders and this has gone undetected by either of the Referees
- (vii)** When either team ices the puck
- (viii)** When there has been interference by/with spectators
- (ix)** For any infraction of the rules concerning offside play at the blue line
- (x)** When the puck is out of bounds or unplayable
- (xi)** When a goal has been scored that has not been observed by the Referees
- (xii)** When the puck is interfered with by an ineligible player/person
- (xiii)** The calling of a penalty shot under

Rule 5.17 Unable to Continue

Should a Linesman appointed be unable to act at the last minute or through sickness or accident be unable to finish the game, and if no replacement Linesman is available, the two Referees will assist the remaining Linesman with his duties while still retaining their ability to assess penalties when deemed appropriate.

Rule 5.18 Stopping Play

The Linesman shall stop play:

- (i) When premature substitution of the goalkeeper has occurred
- (ii)** When he deems that a player has sustained a serious injury and this has gone undetected by either of the Referees
- (iii)** For encroachment into the face-off area
- (iv)** When the puck has been directed with a hand to a teammate in any zone other than the defending zone and this has gone undetected by either of the Referees

- (v) When the puck has been batted with the hand by either center in an attempt to win the face-off in any zone
- (vi) When the puck is struck by a stick above the normal height of the shoulders and this has gone undetected by either of the Referees
- (vii) When either team ices the puck
- (viii) When there has been interference by/with spectators
- (ix) For any infraction of the rules concerning offside play at the blue line
- (x) When the puck is out of bounds or unplayable
- (xi) When a goal has been scored that has not been observed by the Referees
- (xii) When the puck is interfered with by an ineligible player/person

Rule 5.17 – Abuse of Officials

A player, goalkeeper, Coach or non-playing person shall not challenge or dispute the rulings of an official before, during or after a game. A player, goalkeeper, Coach or non-playing person shall not display unsportsmanlike conduct including, but not limited to, obscene, profane or abusive language or gestures, comments of a personal nature intended to degrade an official, or persist in disputing a ruling after being told to stop or after being penalized for such behavior. NOTE: When such conduct is directed at anyone other than an official.

Rule 5.18 – Unsportsmanlike Conduct (minor)

A minor penalty for unsportsmanlike conduct shall be assessed under this rule for the following infractions:

- (i) Any player who challenges or disputes the ruling of an official.
- (ii) Any identifiable player who uses obscene, profane or abusive language or gestures directed at any on or off-ice official.
- (iii) Any player or players who bang the boards with their sticks or other objects at any time, or who, in any manner show disrespect for an official's decision. If this is done in order to get the attention of the on-ice officials for a legitimate reason (i.e. serious injury, illness, etc.), then discretion must be exercised by the Referees.
- (iv) When a Captain, Alternate Captain or any other player comes off the players' bench to question or protest a ruling by an official on the ice.
- (v) If a player bangs the glass in protest of an Off-Ice Official's ruling. If he persists, a misconduct penalty would then be assessed.

- (vi) If a penalized player is assessed an additional unsportsmanlike conduct penalty either before or after he begins serving his original penalty(ies), the additional minor penalty is added to his unexpired time and served consecutively.

Rule 5.19 Bench Minor Penalty

A bench minor penalty for unsportsmanlike conduct shall be assessed under this rule for the following infractions:

- (i) Any Coach or non-playing person who bangs the boards with a stick or other object at any time, showing disrespect for an official's decision. If this is done in order to get the attention of the on-ice officials for a legitimate reason (i.e. serious injury, illness, etc.), then discretion must be exercised by the Referees.
- (ii) Any unidentifiable player or any Coach or non-playing person who uses obscene, profane or abusive language or gesture directed at an on or off-ice official or uses the name of any official coupled with any vociferous remarks.
- (iii) Any player, Coach, or non-playing person interferes in any manner with any game official including the Referees, Linesmen, Penalty Timekeepers or Goal Judges in the performance of their duties.

Rule 5.20 Misconduct Penalty

Misconduct penalties shall be assessed under this rule for the following infractions:

- (i) Any player who persists in the use of obscene, profane or abusive language towards any on or off-ice official for which he has already been assessed a minor or bench minor penalty for unsportsmanlike conduct.
- (ii) Any player who intentionally knocks or shoots the puck out of the reach of an official who is retrieving it.
- (iii) Any player who, after being assessed an unsportsmanlike conduct minor penalty, persists in challenging or disputing the ruling of an official.
- (iv) Any player or players who bang the boards with their sticks or other objects at any time, showing disrespect for an official's decision, for which they have already been assessed a minor or bench minor penalty for unsportsmanlike conduct.
- (v) Any player or players who, except for the purpose of taking their positions on the penalty bench, enter or remain in the Referee's crease while he is reporting to or consulting with any game official including the other Referee, the Linesmen, Game Timekeeper, Penalty Timekeeper, Official Scorer or Public Address Announcer.

- (vi) A misconduct penalty (or game misconduct penalty at the discretion of the Referee) shall be imposed on any player who deliberately throws any equipment out of the playing area. When this is done in protest of an official's ruling, a minor penalty plus a game misconduct shall be assessed.
- (vii) Any player who, after previously being assessed a minor penalty for unsportsmanlike conduct for banging the glass in protest of an Official's ruling.
- (viii) In general, participants displaying this type of behaviour are assessed a minor penalty, then a misconduct penalty and then a game misconduct penalty if they persist.

Rule 5.21 Game Misconduct Penalty

Game misconduct penalties shall be assessed under this rule for the following infractions:

- (i) Any player who, after being assessed a misconduct penalty, persists in challenging or disputing the ruling of an official.
- (ii) When a player, Coach or non-playing person uses obscene, profane or abusive language or gesture directed at any on or off-ice official or uses the name of any official coupled with any vociferous remarks, after already being assessed a bench minor penalty, this Coach or non-playing person is to be assessed a game misconduct and the situation reported to the Commissioner for further action. When this type of conduct occurs after the expiration of the game, on or off the ice, the game misconduct shall be applied without the necessity of having been assessed a bench minor penalty previously.
- (iii) Any player who deliberately applies physical force in any manner against an official, in any manner attempts to injure an official, physically demeans, or deliberately applies physical force to an official solely for the purpose of getting free of such an official during or immediately following an altercation shall receive a game misconduct penalty.
- (iv) 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 game misconduct penalty. This rule does not replace any other more severe penalty that may be imposed for leaving the penalty bench for the purpose of starting or participating in an altercation.
- (v) A minor penalty for unsportsmanlike conduct plus a game misconduct shall be imposed on a player who throws his stick or any part thereof, or any other piece of equipment or object outside the playing area in protest of an official's decision.

- (vi) Any player, Coach or non-playing person who throws or shoots any equipment or other object in the general direction of an official but does not come close to making any contact. This action may occur on or off the ice.
- (vii) In general, participants displaying this type of behaviour are assessed a minor penalty, then a misconduct penalty and then a game misconduct penalty if they persist. Any player, Coach or non-playing Club personnel penalized under this section may be subject to supplemental discipline.

Rule 5.22 Reports

It is the responsibility of all game officials and all club officials to send a confidential report to the Commissioner setting out the full details concerning the use of obscene gestures or language by any player, Coach or non-playing Club personnel. The Commissioner shall take such further disciplinary action as he shall deem appropriate.

SECTION 6 – PHYSICAL FOULS

Rule 6.1 - Boarding

A boarding penalty shall be imposed on any player who checks or pushes a defenseless opponent in such a manner that causes the opponent to hit or impact the boards violently or dangerously. The severity of the penalty, based upon the impact with the boards, shall be at the discretion of the Referee. There is an enormous amount of judgment involved in the application of this rule by the Referees. The onus is on the player applying the check to ensure his opponent is not in a defenseless position and if so, he must avoid or minimize contact. However, in determining whether such contact could have been avoided, the circumstances of the check, including whether the opponent put himself in a vulnerable position immediately prior to or simultaneously with the check or whether the check was unavoidable can be considered. This balance must be considered by the Referees when applying this rule. Any unnecessary contact with a player playing the puck on an obvious “icing” or “off-side” play which results in that player hitting or impacting the boards is “boarding” and must be penalized as such. In other instances where there is no contact with the boards, it should be treated as “charging.”

Minor Penalty - The Referee, at his discretion, may assess a minor penalty, based on the degree of violence of the impact with the boards, to a player guilty of boarding an opponent.

Major Penalty - The Referee, at his discretion, may assess a major penalty, based on the degree of violence of the impact with the boards, to a player guilty of boarding an opponent.

Game Misconduct Penalty

When a major penalty is assessed for boarding, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 6.2 Charging

A minor or major penalty shall be imposed on a player who skates, jumps into or charges an opponent in any manner. Charging shall mean the actions of a player who, as a result of distance traveled, shall violently check an opponent in any manner. A “charge” may be the result of a check into the boards, into the goal frame or in open ice. A minor, major or a major and a game misconduct shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his goal crease. A goalkeeper is not “fair game” just because he is outside the goal crease area. The appropriate penalty should be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper. However, incidental contact, at the discretion of the Referee, will be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided the attacking player has made a reasonable effort to avoid such contact.

Minor Penalty - The Referee, at his discretion, may assess a minor penalty, based on the degree of violence of the check, to a player guilty of charging an opponent.

Major Penalty - The Referee, at his discretion, may assess a major penalty, based on the degree of violence of the check, to a player guilty of charging an opponent.

Game Misconduct Penalty

When a major penalty is assessed for charging, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 6.3 Checking from Behind

A check from behind is a check delivered on a player who is not aware of the impending hit, therefore unable to protect or defend himself, and contact is made on the back part of the body. When a player intentionally turns his body to create contact with his back, no penalty shall be assessed.

Minor Penalty - There is no provision for a minor penalty for checking from behind.

Major Penalty - Any player who cross-checks, pushes or charges an opponent from behind who is unable to protect or defend himself, shall be assessed a major penalty. This penalty applies anywhere on the playing surface.

Game Misconduct Penalty

When a major penalty is assessed for cross-checks, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 6.4 - Clipping

Clipping is the act of throwing the body across or below the knees of an opponent from any direction. A player may not deliver a check in a "clipping" manner, nor lower his own body position to deliver a check on or below an opponent's knees. An illegal "low hit" is a check that is delivered by a player who may or may not have both skates on the ice, with his sole intent to check the opponent in the area of his knees. A player may not lower his body position to deliver a check to an opponent's knees.

Minor Penalty - A player who commits these fouls will be assessed a minor penalty for "clipping."

Major Penalty - If an injury occurs as a result of this "clipping" check, the player must be assessed a major penalty.

Game Misconduct Penalty

When a major penalty is assessed for clipping, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 6.5 - Elbowing

Elbowing shall mean the use of an extended elbow in a manner that may or may not cause injury.

Minor Penalty - The Referee, at his discretion, may assess a minor penalty, based on the degree of violence, to a player guilty of elbowing an opponent.

Major Penalty - A major penalty, at the discretion of the Referee, shall be imposed on any player who uses his elbow to foul an opponent. A major penalty must be imposed under this rule for a foul resulting in an injury to the face or head of an opponent.

Game Misconduct Penalty

When a major penalty is assessed for elbowing, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 6.6 Charging

A minor or major penalty shall be imposed on a player who skates, jumps into or charges an opponent in any manner. Charging shall mean the actions of a player who, as a result of distance traveled, shall violently check an opponent in any manner. A "charge" may be the result of a check into the boards, into the goal frame or in open ice. A minor, major or a major and a game misconduct shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his goal crease. A goalkeeper is not "fair game" just because he is outside the goal crease area. The appropriate penalty should be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper. However, incidental contact, at the discretion of the Referee, will be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided the attacking player has made a reasonable effort to avoid such contact.

Minor Penalty - The Referee, at his discretion, may assess a minor penalty, based on the degree of violence of the check, to a player guilty of charging an opponent.

Major Penalty – The Referee, at his discretion, may assess a major penalty, based on the degree of violence of the check, to a player guilty of charging an opponent.

Game Misconduct Penalty

When a major penalty is assessed for charging, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 6.6 - Fighting

A fight shall be deemed to have occurred when at least one player punches or attempts to punch an opponent repeatedly or when two players wrestle in such a manner as to make it difficult for the Linesmen to intervene and separate the combatants. The Referees are provided very wide latitude in the penalties with which they may impose under this rule. This is done intentionally to enable them to

differentiate between the obvious degrees of responsibility of the participants either for starting the fight or persisting in continuing the fight. The discretion provided should be exercised realistically.

Major Penalty – A major penalty shall be imposed under rule (6.6).

Game Misconduct Penalty

When a major penalty is assessed for fighting, an automatic game misconduct penalty shall be imposed on the offending player.

Aggressor – The aggressor in an altercation shall be the player who continues to throw punches in an attempt to inflict punishment on his opponent who is in a defenseless position or who is an unwilling combatant. A player must be deemed the aggressor when he has clearly won the fight but he continues throwing and landing punches in a further attempt to inflict punishment and/or injury on his opponent who is no longer in a position to defend himself. A player who is deemed to be the aggressor of an altercation shall be assessed a major penalty and a game misconduct for fighting and a game misconduct for aggressor.

Instigator - A player who is deemed to be the instigator of an altercation shall be assessed an instigating minor penalty, a major and a game misconduct penalty for fighting.

Rule 6.7 Clearing the Area of a Fight

When a fight occurs, all players not engaged shall go immediately to the area of their players' bench and in the event the altercation takes place at a players' bench, the players on the ice from that team shall go to their defending zone. Goalkeepers shall remain in their goal crease, except in the event the altercation takes place in the vicinity of the goal crease, and therefore shall obey the directions of the Referee. Failure to comply can result in penalties incurred for their involvement in and around the area as outlined in - Continuing or Attempting to Continue a Fight - Any player who persists in continuing or attempting to continue a fight or altercation after he has been ordered by the Referee to stop, or who resists a Linesman in the discharge of his duties shall, at the discretion of the Referee, incur a misconduct or game misconduct penalty in addition to any penalties imposed.

Rule 6.8 Helmets

No player may remove his helmet prior to engaging in a fight. If he should do so, he shall be assessed a two minute minor penalty for unsportsmanlike conduct. Helmets that come off in the course of and resulting from the altercation will not result in a penalty to either player.

Rule 6.9 - After the Original Altercation

A game misconduct penalty shall be imposed on any player who is assessed a major penalty for fighting after the original altercation has started. Notwithstanding this rule, at the discretion of the Referee, the automatic game misconduct penalty may be waived for a player in the altercation if the opposing player was clearly the instigator of the altercation.

Rule 6.10 - Fighting Off the Playing Surface

A game misconduct penalty shall be imposed on any player involved in fighting off the playing surface or with another player who is off the playing surface. These penalties are in addition to any other time penalties assessed, including the major penalty for fighting. Whenever a Coach or other non-playing Club personnel becomes involved in an altercation with an opposing player, Coach or other non-playing Club personnel on or off the ice, shall be automatically suspended from the game, ordered to the dressing room and the matter will be reported to the Commissioner for further disciplinary action.

Rule 6.11 - Fighting Other Than During the Periods of the Game

Any teams whose players become involved in an altercation, other than during the periods of the game, shall be assessed a game misconduct penalty, in addition to any other appropriate penalties that may be imposed upon the participating players by supplementary discipline or otherwise. In the case of altercations taking place after the period or game the penalty under this rule shall be assessed only in the event that an altercation is commenced after the period or game has terminated. Should players come onto the ice from their players' benches after the period ends and prior to the start of an altercation, they shall not be penalized if they remain in the vicinity of their players' bench.

Rule 6.12 Jerseys

A player who deliberately removes his jersey prior to participating in an altercation or who is clearly wearing a jersey that has been modified and does not conform to Rule – Uniforms, shall be assessed a minor penalty for unsportsmanlike conduct and a game misconduct. This is in addition to other penalties to be assessed to the participants of an altercation.

Rule 6.13 Tape or Any Other Material

Any player wearing tape or any other material on his hands (below the wrist) who cuts or injures an opponent during an altercation will receive a game misconduct penalty in addition to any other penalties imposed including for fighting under this rule.

Rule 6.14 Third Man In

A game misconduct penalty, at the discretion of the Referee, shall be imposed on any player who is the first to intervene (third man in) in an altercation already in progress in the original altercation. This penalty is in addition to any other penalties incurred in the same incident. This rule also applies to subsequent players who elect to intervene in the same or other altercations during the same stoppage of play. This rule is applied when a fight occurs.

Rule 6.15 – Head-butting

The act of head-butting involves a player making intentional contact, or attempting to make contact, with an opponent by leading with his head and/or helmet.

Double-minor Penalty - A double-minor penalty shall be imposed on a player who attempts to head-butt an opponent.

Major Penalty - A major penalty shall be imposed on a player who head-butts an opponent.

Game Misconduct Penalty

When a major penalty is assessed for head-butting, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 6.16 – Illegal Check to the Head

A hit resulting in contact with an opponent's head where the head was the main point of contact and such contact to the head was avoidable is not permitted. In determining whether contact with an opponent's head was avoidable, the circumstances of the hit including the following shall be considered:

- (i) Whether the player attempted to hit squarely through the opponent's body and the head was not "picked" as a result of poor timing, poor angle of approach, or unnecessary extension of the body upward or outward.
- (ii) (ii) Whether the opponent put himself in a vulnerable position by assuming a posture that made head contact on an otherwise full body check unavoidable.
- (iii) (iii) Whether the opponent materially changed the position of his body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.

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

Major Penalty – The Referee, at his discretion, may assess a major penalty, based on the degree of violence of the check, to a player guilty of checking to the head an opponent. A game misconduct penalty must be assessed anytime a major penalty is applied for checking to the head.

Rule 6.17 - Kicking

The action of a player deliberately using his skate(s) with a kicking motion to propel the puck or to contact an opponent.

Goals - Kicking the puck shall be permitted in all zones. A goal cannot be scored by an attacking player who uses a distinct kicking motion to propel the puck into the net with his skate/foot. A goal cannot be scored by an attacking player who kicks a puck that deflects into the net off any player, goalkeeper or official. A puck that deflects into the net off an attacking player's skate who does not use a distinct kicking motion is a legitimate goal. A puck that is directed into the net by an attacking player's skate shall be a legitimate goal as long as no distinct kicking motion is evident. The following should clarify deflections following a kicked puck that enters the goal:

- (i) A kicked puck that deflects off the body of any player of either team (including the goalkeeper) shall be ruled no goal.
- (ii) A kicked puck that deflects off the stick of any player (excluding the goalkeeper's stick) shall be ruled a good goal.
- (iii) A goal will be allowed when an attacking player kicks the puck and the puck deflects off his own stick and then into the net.
- (iv) A goal will be allowed when a puck enters the goal after deflecting off an attacking player's skate or deflects off his skate while he is in the process of stopping. A goal cannot be scored by an attacking player who kicks any equipment (stick, glove, helmet, etc.) at the puck, including kicking the blade of his own stick, causing the puck to cross the goal line.

Major penalty – A major and a game misconduct penalty shall be imposed on any player who kicks or attempts to kick another player. Whether or not an injury occurs, the Referee will impose a five (5) minute time penalty under this rule.

Rule 6.18 - Kneeing

Kneeing is the act of a player leading with his knee and in some cases extending his leg outwards to make contact with his opponent.

Minor Penalty - The Referee, at his discretion, may assess a minor penalty, based on the severity of the infraction, to a player guilty of kneeing an opponent.

Major Penalty - The Referee, at his discretion, may assess a major and a game misconduct penalty, based on the severity of the infraction, to a player guilty of kneeing an opponent.

Rule 6.19 - Roughing

Roughing is a punching or slamming motion with or without the glove on the hand, normally directed at the head or face of an opponent, or if a player intentionally removes an opponent's helmet during play

pursuant. Roughing is a minor altercation that is not worthy of a major penalty to either participant. (An altercation is a situation involving two players with at least one to be penalized).

Minor Penalty - A minor penalty shall be imposed on a player who strikes an opponent with his hand or fist, or if a player intentionally removes an opponent's helmet during play pursuant.

Rule 6.19 – Throwing Equipment

A player shall not throw a stick or any other object in any zone. A player who has lost or broken his stick may only receive a stick at his own players' bench or be handed one from a teammate on the ice.

Minor Penalty - A minor penalty shall be imposed:

- (i) For throwing a stick on any player on the ice who throws his stick or any part thereof or any other object in the direction of the puck or an opponent in any zone, except when such act has been penalized by the assessment of a penalty shot or the awarding of a goal;
- (ii) For throwing a stick when a defending player shoots or throws a stick or any other object in the defending zone but not at the puck or puck carrier;
- (iii) For interference when a player moves a stick that is not broken and it interferes with an opposing player (except where a penalty shot or awarded goal applies) or when the player who lost said stick is prevented from retrieving it as a result; NOTE 1: No penalty will be assessed if moving the non-broken stick if it does not interfere with the play or the opposing player is not attempting to retrieve it. NOTE 2: When a player discards the broken portion of a stick or some other object by tossing it or shooting it to the side of the ice (and not over the boards) in such a way as to not interfere with the play or opposing player(s), no penalty will be imposed for so doing.
- (iv) For unsportsmanlike conduct (plus a game misconduct) when a player throws his stick or any part thereof or any other object or piece of equipment outside the playing area in protest of an official's decision.

Bench Minor Penalty

Should any player, Coach, or non-playing person on the players' bench or penalty bench throw anything on the ice during the progress of the game or during a stoppage of play, a bench minor penalty for unsportsmanlike conduct shall be assessed.

Misconduct Penalty

A misconduct penalty shall be imposed on a player who unintentionally or accidentally throws his stick or any part thereof or any other object or piece of equipment outside the playing area.

Game Misconduct Penalty

A game misconduct penalty shall be imposed on a player who intentionally throws his stick or any part thereof or any other object or piece of equipment outside the playing area. If the offense is committed in protest of an official's decision, a minor penalty for unsportsmanlike conduct plus a game misconduct penalty shall be assessed to the offending player.

Penalty Shot

When any member of the defending team, including the Coach or any non-playing person, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in his defending zone, the Referee or Linesman shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the non-offending team. This shot shall be taken by the player designated by the Referee as the player fouled. If the officials are unable to determine the person against whom the offense was made, the non-offending team, through the Captain, shall designate a player on the ice at the time the offense was committed to take the shot. If a player on a breakaway in the neutral or attacking zone is interfered with by a stick or any other object or piece of equipment that is thrown by any member of the defending team, including the Coach or any non-playing Club person, a penalty shot shall be awarded to the non-offending team. See also Rule – Tripping for fouls from behind to a player on a breakaway. If a player on a breakaway in the neutral or attacking zone is interfered with by an object thrown on the ice by a spectator that causes him to lose possession of the puck or to fall, the Referee shall award a penalty shot to the player who was fouled.

Awarded Goal

If, when the opposing goalkeeper has been removed, a member of the defending team, including the Coach or any non-playing person, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in the neutral or his own defending zone, thereby preventing the puck carrier from having a clear shot on an "open net", a goal shall be awarded to the attacking side. For the purpose of this rule, an "open net" is defined as one from which a goalkeeper has been removed for an additional attacking player. The goalkeeper is considered off the ice once the replacement player has entered the playing surface.

SECTION 7 – RESTRAINING FOULS

Rule 7.1 – Holding

Any action by a player that restrains or impedes the progress of an opposing player whether or not he is in possession of the puck.

Minor Penalty

A minor penalty shall be imposed on a player who holds an opponent by using his hands, arms or legs. A player is permitted to use his arm in a strength move, by blocking his opponent, provided he has body position and is not using his hands in a holding manner, when doing so. A player is not permitted to hold an opponent's stick. A minor penalty shall be assessed to a player who holds an opponent's stick (assessed and announced as "holding the stick"). A player is permitted to protect himself by defending against an opponent's stick. He must immediately release the stick and allow the player to resume normal play.

Rule 7.2 - Hooking

Hooking is the act of using the stick in a manner that enables a player to restrain an opponent. When a player is checking another in such a way that there is only stick-to-stick contact, such action is not to be penalized as hooking.

Minor penalty

A minor penalty shall be imposed on a player who impedes the progress of an opponent by "hooking" with his stick. A minor penalty for hooking shall be assessed to any player who uses the shaft of the stick above the upper hand to hold or hook an opponent.

Major Penalty

A major penalty shall be imposed on any player who injures an opponent by "hooking".

Game Misconduct Penalty

When a major penalty is assessed for hooking, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 7.3 – Interference

A strict standard on acts of interference must be adhered to in all areas of the rink. Body Position: Body position shall be determined as the player skating in front of or beside his opponent, traveling in the same direction. A player who is behind an opponent, who does not have the puck, may not use his stick, body or free hand in order to restrain his opponent, but must skate in order to gain or reestablish his proper position in order to make a check. A player is allowed the ice he is standing on (body position)

and is not required to move in order to let an opponent proceed. A player may “block” the path of an opponent provided he is in front of his opponent and moving in the same direction. Moving laterally and without establishing body position, then making contact with the non-puck carrier is not permitted and will be penalized as interference. A player is always entitled to use his body position to lengthen an opponent’s path to the puck, provided his stick is not utilized (to make himself “bigger” and therefore considerably lengthening the distance his opponent must travel to get where he is going); his free hand is not used and he does not take advantage of his body position to deliver an otherwise illegal check. Possession of the Puck: The last player to touch the puck, other than the goalkeeper, shall be considered the player in possession. The player deemed in possession of the puck may be checked legally, provided the check is rendered immediately following his loss of possession. Restrain: The actions of a player who does not have body position, but instead uses illegal means (e.g. hook with stick; hold with hands, trip with the stick or in any manner) to impede an opponent who is not in possession of the puck. Illegal means are acts which allow a player or goalkeeper to establish, maintain or restore body position other than by skating. Pick: A “pick” is the action of a player who checks an opponent who is not in possession of the puck and is unaware of the impending check/hit. A player who is aware of an impending hit, not deemed to be a legal “battle for the puck,” may not be interfered with by a player or goalkeeper delivering a “pick.” A player delivering a “pick” is one who moves into an opponent’s path without initially having body position, thereby taking him out of the play. When this is done, an interference penalty shall be assessed. Free Hand: When a free hand is used to hold, pull, tug, grab or physically restrain an opponent from moving freely, this must be penalized as holding. The free hand may be used by a player to “fend off” an opponent or his stick, but may not be used to hold an opponent’s stick or body. Stick: A player who does not have body position on his opponent, who uses his stick (either the blade or the shaft, including the butt-end of the shaft) to impede or prevent his opponent from moving freely on the ice shall be assessed a hooking penalty.

Minor Penalty

A minor penalty for interference shall be imposed:

- (i)** On a player who interferes with or impedes the progress of an opponent who is not in possession of the puck;
- (ii)** On a player who restrains an opponent who is attempting to “forecheck”;
- (iii)** On any player who deliberately checks an opponent, including the goalkeeper, who is not in possession of the puck;
- (iv)** On a player who shall cause an opponent who is not in possession of the puck to be forced off-side, causing a stoppage in play. If this action causes a delayed off-side (and not necessarily a stoppage in play), then the application of a penalty for interference is subject to the judgment of the Referee.
- (v)** On a player who deliberately knocks the stick out of an opponent’s hand, or prevents a player who has dropped his stick or any other piece of equipment from regaining possession of it;

- (vi) On a player who knocks or shoots any abandoned or broken stick or illegal puck or other debris towards an opposing puck carrier in a manner that could cause him to be distracted;
- (vii) On any identifiable player on the players' bench or penalty bench who, by means of his stick or his body, interferes with the movements of the puck or any opponent on the ice during the progress of the play;
- (viii) On any player about to come onto the ice who plays the puck while one or both skates are still on the players' or penalty bench. The appropriate penalty according to the playing rules shall be assessed when a player on the players' or penalty bench gets involved with an opponent on the ice during a stoppage in play. The player(s) involved may be subject to additional sanctions as appropriate pursuant.

Bench Minor Penalty

A bench minor penalty shall be imposed when an unidentifiable player on the players' bench or penalty bench or any Coach or non-playing Club personnel who, by means of his stick or his body, interferes with the movements of the puck or any opponent on the ice during the progress of the play. A game misconduct shall also be assessed under the rule (Interference – Bench Minor Penalty).

Major Penalty

The Referee, at his discretion, may assess a major penalty, based on the degree of violence, to a player guilty of interfering with an opponent.

Game Misconduct Penalty

When a major penalty is assessed for interference, an automatic game misconduct penalty shall be imposed on the offending player.

Penalty Shot

When a player in control of the puck in the neutral or attacking zone and having no other opponent to pass than the goalkeeper is interfered with by a stick or any part thereof or any other object or piece of equipment thrown or shot by any member of the defending team including the Coach or non-playing Club personnel, a penalty shot shall be awarded to the non-offending team. When a Player, a Coach or non-playing Club personnel is guilty of such an act, he shall be assessed a game misconduct, ordered to the dressing room and the matter will be reported to the Commissioner for possible further disciplinary action.

Awarded Goal

If, when the goalkeeper has been removed from the ice, any member of his team (including the goalkeeper) not legally on the ice, including the Coach or non-playing Club personnel, interferes by means of his body, stick or any other object or piece of equipment with the movements of the puck or an opposing player in the neutral or attacking zone, the Referee shall immediately award a goal to the non-offending team. When a Player, a Coach or non-playing Club personnel is guilty of such an act, he shall be assessed a game misconduct penalty, ordered to the dressing room and the matter will be reported to the Commissioner for possible further disciplinary action.

Rule 7.4 – Tripping

A player shall not place the stick, knee, foot, arm, hand or elbow in such a manner that causes his opponent to trip or fall. Accidental trips which occur simultaneously with a completed play will not be penalized. Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized.

Minor Penalty

A minor penalty shall be imposed on any player who shall place his stick or any portion of his body in such a manner that it shall cause his opponent to trip and fall.

Penalty Shot

When a player, in the neutral or attacking zone, in control of the puck (or who could have obtained possession and control of the puck) and having no other opponent to pass than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending team. Nevertheless, the Referee shall not stop play until the attacking team has lost possession of the puck to the defending team. The intention of this rule is to restore a reasonable scoring opportunity which has been lost. If, however, the player fouled is able to recover and obtain a reasonable scoring opportunity (or a teammate is able to gain a reasonable scoring opportunity), no penalty shot should be awarded but the appropriate penalty should be signaled and assessed if a goal is not scored on the play. "Control of the puck" means the act of propelling the puck with the stick, hand or feet. In order for a penalty shot to be awarded for a player being fouled from behind, the following four (4) criteria must have been met:

- (i)** The infraction must have taken place in the neutral or attacking zone (over the puck carrier's own blue line).
- (ii)** The infraction must have been committed from behind.
- (iii)** The player in possession and control (or, in the judgment of the Referee, the player clearly would have obtained possession and control of the puck) must have been denied a reasonable chance to score. The fact that the player got a shot off does not automatically eliminate this play from the penalty shot consideration criteria. If the

foul was from behind and the player was denied a “more” reasonable scoring opportunity due to the foul, then the penalty shot should still be awarded.

- (iv)** The player in possession and control (or, in the judgment of the Referee, the player clearly would have obtained possession and control) must have had no opposing player between himself and the goalkeeper. If, in the opinion of the Referee, a player makes contact with the puck first and subsequently trips the opponent in so doing, no penalty shot will be awarded, but a minor penalty for tripping shall be assessed. It should be noted that if the attacking player manages to get around the goalkeeper and has no defending player between him and the open goal, and he is fouled from behind by the goalkeeper or another defending player, no goal can be awarded since the goalkeeper is still on the ice. A penalty shot would be awarded.

Awarded Goal

If, when the opposing goalkeeper has been removed from the ice, a player in control of the puck (or who could have obtained possession and control of the puck) in the neutral or attacking zone is tripped or otherwise fouled with no opposition between him and the opposing goal, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the attacking team.

Section 8 – Stick Fouls

Rule 8.1 – Butt-ending

The action whereby a player uses the shaft of the stick, above the upper hand, to check an opposing player in any manner or jabs or attempts to jab an opposing player with this part of the stick.

Double-minor Penalty

A double-minor penalty will be imposed on a player who attempts to butt-end an opponent.

Major Penalty

A major penalty shall be imposed on a player who butt-ends an opponent.

Game Misconduct Penalty

When a major penalty is assessed for Butt-ending, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 8.2 – Cross-checking

The action of using the shaft of the stick between the two hands to forcefully check an opponent.

Minor Penalty

A minor penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player who “cross checks” an opponent.

Major Penalty

A major penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player who “cross checks” an opponent.

Game Misconduct Penalty

When a major penalty is assessed for cross-checking, an automatic game misconduct penalty shall be imposed on the offending player.

Rule 8.3 – High-sticking

A “high stick” is one which is carried above the height of the opponent’s shoulders. Players must be in control and responsible for their stick. However, a player is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion, or accidental contact on the opposing center who is bent over during the course of a face-off. A wild swing at a bouncing puck would not be considered a normal windup or follow through and any contact to an opponent above the height of the shoulders shall be penalized accordingly.

Minor Penalty

Any contact made by a stick on an opponent above the shoulders is prohibited and a minor penalty shall be imposed.

Double-minor Penalty

When a player carries or holds any part of his stick above the shoulders and makes contact with his opponent's neck, face or head so that injury results, in the manner of drawing blood or otherwise, the Referee shall assess a double-minor penalty.

Rule 8.4 – Slashing

Slashing is the act of a player swinging his stick at an opponent, whether contact is made or not. Non-aggressive stick contact to the pant or front of the shin pads, should not be penalized as slashing. Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the Referee, is not an attempt to play the puck, shall be penalized as slashing.

Minor Penalty

A minor penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player who slashes an opponent.

Major Penalty

A major penalty, at the discretion of the Referee based on the severity of the contact, shall be imposed on a player who slashes an opponent. When injury occurs, a major penalty must be assessed under this rule.

Game Misconduct Penalty

Whenever a major penalty is assessed for slashing, a game misconduct penalty must also be imposed.

Rule 8.5 – Spearing

Spearing shall mean stabbing an opponent with the point of the stick blade, whether contact is made or not.

Double-minor Penalty

A double-minor penalty will be imposed on a player who spears an opponent.

Major Penalty

The Referee, at his discretion, may assess a major penalty, based on the degree of violence, to a player guilty of spearing an opponent. A major penalty also shall be imposed on a player who injures an opponent as a result of a spear.

Game Misconduct Penalty

Whenever a major penalty is assessed for spearing, a game misconduct penalty must also be imposed.

Section 9 – Other Fouls

Rule 9.1 – Delaying the Game

A player or a team may be penalized when, in the opinion of the Referee, is delaying the game in any manner.

Minor Penalty

A minor penalty for delay of game shall be imposed:

- (i) On any player, including the goalkeeper, who holds, freezes or plays the puck with his stick, skates or body in such a manner as to deliberately cause a stoppage of play. With regard to a goalkeeper, this rule applies outside of his goal crease area;
- (ii) On any player who deliberately shoots or bats (using his hand or his stick) the puck outside the playing area (from anywhere on the ice surface) during the play or after a stoppage of play;
- (iii) On any player who shoots or bats (using his hand or his stick) the puck directly (non-deflected) out of the playing surface from his defending zone, except where there is no glass. The determining factor shall be the position of the puck when it was shot or batted by the offending player. If contact with the puck occurs while the puck is inside the defending zone, and subsequently goes out of play, the minor penalty shall be assessed. When the puck is shot over the glass 'behind' the players' bench, the penalty will be assessed; NOTE: When the puck is shot into the players' bench, the penalty will not apply. When the puck goes out of the playing area directly off a face-off, no penalty shall be assessed.
- (iv) On any player who delays the game by deliberately displacing a goal post from its normal position. The Referee shall stop play immediately when the offending team gains control of the puck; NOTE: If a player deliberately displaces a goal post from its normal position when an opponent has an imminent scoring opportunity on an open net, a goal may be awarded by the Referee (see 63.7).
- (v) On a player other than the goalkeeper who deliberately falls on or gathers the puck into his body; NOTE: Any player who drops to his knees to block a shot should 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 unplayable should be penalized promptly.
- (vi) On a goalkeeper who races out of his crease in an attempt to beat the attacking player to the puck and instead of playing the puck jumps on the puck causing a stoppage of play; NOTE: If a goalkeeper comes out of his crease to "cut down

the angle” on a shot and after making the save covers the puck, this shall be legal.

- (vii) On a goalkeeper who, when he is in his own goal crease, deliberately falls on or gathers the puck into his body or who holds or places the puck against any part of the goal in such a manner as to cause a stoppage of play unless he is actually being checked by an opponent;
- (viii) On a goalkeeper who plays the puck outside of the designated area behind the net. The determining factor shall be the position of the puck. NOTE: The minor penalty will not be assessed when a goalkeeper plays the puck while maintaining skate contact with his goal crease.
- (ix) For adjustments to clothing, equipment, skates or sticks. NOTE: No penalty should be assessed when a water bottle is delivered to a goalkeeper, however, this should be conducted during time-outs and if, in the opinion of the Referee, it is being done to intentionally delay the game, a minor penalty may be assessed.
- (x) No delay shall be permitted for the repair or adjustment of goalkeeper’s equipment. If adjustments are required, the goalkeeper shall leave the ice and his place shall be taken by the substitute goalkeeper immediately. For an infraction of this rule by a goalkeeper, a minor penalty shall be imposed.

Bench Minor Penalty

A bench minor penalty shall be imposed upon any Team which, after warning by the Referee to its Captain or Alternate Captain to place the correct number of players on the ice and commence play, fails to comply with the Referee’s direction and thereby causes any delay by making additional substitutions (including, but not limited to, continually substituting goalkeepers for the purpose of stalling or delaying the game), by persisting in having its players off-side, or in any other manner.

Rule 9.2 - Net Accidentally Displaced

When the net is accidentally displaced by an attacking player, and the defending side is in control of the puck and moving out of their zone, play shall be permitted to continue until such time as the non-offending team loses control 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 nonoffending 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 9.3 - Objects Thrown on the Ice

In the event that objects are thrown on the ice that interfere with the progress of the game, the Referee shall blow the whistle and stop the play and the puck shall be faced-off at a face-off spot in the zone nearest to the spot where play is stopped. When objects are thrown on the ice during a stoppage in play, including after the scoring of a goal, the Referee shall have announced over the public address system that any further occurrences will result in a bench minor penalty being assessed to the home Team. Articles thrown onto the ice following a special occasion (hat trick) will not result in a bench minor penalty being assessed. Refer also to the appropriate rule when spectator interference occurs during a breakaway.

Penalty Shot

If by reason of insufficient time in the regular playing time or by reason of penalties already imposed, the minor penalty assessed to a player for deliberately displacing his own goal post cannot be served in its entirety within the regular playing time of the game or at any time in overtime, a penalty shot shall be awarded against the offending team. No defending player, except the goalkeeper, will be permitted to fall on the puck, hold the puck, pick up the puck, or gather the puck into the body or hands when the puck is within the goal crease. Infringement of this rule, play shall immediately be stopped and a penalty shot shall be ordered against the offending team, but no other penalty shall be given. The rule shall be interpreted so that a penalty shot will be awarded only when the puck is in the crease at the instant the offense occurs. However, in cases where the puck is outside the crease, the rule may still apply and a minor penalty may be imposed, even though no penalty shot is awarded. The significant factor when determining whether or not a penalty shot is warranted is the location of the puck at the time it was held, grabbed or gathered into the body. If the puck is in the crease, penalty shot. If the puck is outside the crease and gathered into the body of a player (other than the goalkeeper) who is inside the crease, minor penalty). See also Rule – Handling Puck.

Awarded Goal

In the event that the goal post is displaced, either deliberately or accidentally, by a defending player, prior to the puck crossing the goal line between the normal position of the goalposts, the Referee may award a goal. In order to award a goal in this situation, the goal post must have been displaced by the actions of a defending player, the attacking player must have an imminent scoring opportunity prior to the goal post being displaced, and it must be determined that the puck would have entered the net between the normal position of the goal posts. If the goal post is deliberately displaced by a goalkeeper during the course of a “breakaway,” a goal will be awarded to the non-offending team. When the goal post has been displaced deliberately by the defending team when their goalkeeper has been removed for an extra attacker thereby preventing an impending goal by the attacking team, the Referee shall award a goal to the attacking team. The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal.

Rule 9.3 - Infractions

The following list of infractions shall result in a penalty (minor, bench minor, penalty shot or awarded goal) being imposed by the Referee for delaying the game:

- (i) Deliberately shooting the puck out of play.
- (ii)** Deliberately throwing or batting the puck out of play.
- (iii)** Shooting or batting the puck (with the hand or with the stick) over the glass from the defending zone.
- (iv)** Deliberately displacing the goal from its normal position (or accidentally by a defending player or goalkeeper in relation to the awarding of a goal).
- (v)** Refusing to place the correct number of players on the ice. (vi) Persisting in having players in an off-side position.
- (vi)** Deliberately falling on the puck.
- (vii)** Adjustment of clothing or equipment.

Rule 9.4 – Diving / Embellishment

Any player who blatantly dives, embellishes a fall or a reaction, or who feigns an injury shall be penalized with a minor penalty under this rule. A goalkeeper who deliberately initiates contact with an attacking player other than to establish position in the crease, or who otherwise acts to create the appearance of other than incidental contact with an attacking player, is subject to the assessment of a minor penalty for diving / embellishment.

Minor Penalty

A minor penalty shall be imposed on a player who attempts to draw a penalty by his actions (“diving / embellishment”).

Rule 9.5 – Equipment

The onus is on the player to maintain his equipment and uniform in playing condition as set forth in these rules.

Minor Penalty

All protective equipment, except gloves, headgear and goalkeepers’ leg pads must be worn under the uniform. For violation of this rule, after warning by the Referee, a minor penalty shall be imposed. Players violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed. Play shall not be stopped, nor the game delayed by reasons of adjustments to clothing, equipment, skates or sticks. For an infringement of this rule, a minor penalty shall be given. If, however, a player or goalkeeper loses or breaks a skate blade, the Referee may allow the play to be completed and then stop play. No delay shall be permitted for the repair or adjustment of goalkeeper’s equipment. If adjustments are

required, the goalkeeper shall leave the ice and his place shall be taken by the substitute goalkeeper immediately. For an infraction of this rule by a goalkeeper, a minor penalty shall be imposed.

Rule 9.6 – Forfeit of Game

In the event of failure by a Club to comply with a provision of the League constitution, by-laws, resolutions, rules or regulations affecting the playing of a game, the Referee shall, if so directed by the Commissioner or his designee, refuse to permit the game to proceed until the offending Club comes into compliance with such provision. Any delay caused by the offending team (under rule 9.6) will result as a bench minor penalty for delaying the game. If the delay happens to be in the last two minutes of the third period or in the overtime period a penalty shot would be assessed. Should the offending club persist in its refusal to come into compliance, the Referee shall, with the prior approval of the Commissioner or his designee, declare the game forfeited and the non-offending Club the winner. Should the Referee declare the game forfeited because both Clubs have refused to comply with such a provision, the visiting Club shall be declared the winner. If the game is declared forfeited prior to its having commenced, the score shall be recorded as 1-0 and no player shall be credited with any personal statistics. If the game was in progress at the time it is declared forfeited, the score shall be recorded as zero for the loser and 1, or such greater number of goals that had been scored by it, for the winner; however, the players on both Clubs shall be credited with all personal statistics earned up to the time the forfeit was declared.

Rule 9.7 – Handling Puck

This rule outlines fouls that can result in a penalty when a player or goalkeeper illegally uses his hand on the puck. Refer to Rule – Hand Pass for all references related to passing the puck with the hand.

Minor Penalty – Player

A player shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the ice. A player shall be assessed a minor penalty for “closing his hand on the puck”:

- (i) If he catches it and skates with it, either to avoid a check or to gain a territorial advantage over his opponent;
- (ii) If he places his hand over the puck while it is on the ice in order to conceal it from or prevent an opponent from playing the puck; NOTE: When this is done in his team’s goal crease area, a penalty shot shall be assessed (67.4) or a goal awarded (67.5).
- (iii) If he picks the puck up off the ice with his hand while play is in progress. A minor penalty shall be assessed for “delay of game – face-off violation” to a player taking the face-off who: attempts to win the face-off by batting the puck with their hand. NOTE: The two players involved in the actual face-off (the centers) are not

permitted to play the puck with their hand without incurring a penalty under this rule until such time as 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 – Hand Pass.

Minor Penalty – Goalkeeper

The object of this entire rule is to keep the puck in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage must be penalized without warning. A delay of game penalty shall be assessed to a goalkeeper who:

- (i) Holds the puck with his hands for longer than three seconds unless he is actually being checked by an opponent.
- (ii) Deliberately holds the puck in any manner which, in the opinion of the Referee, causes an unnecessary stoppage of play;
- (iii) Throws the puck forward towards the opponent's net; NOTE: In the case where the puck thrown forward by the goalkeeper being taken by an opponent, the Referee shall allow the resulting play to be completed, and if goal is scored by the nonoffending team, it shall be allowed and no penalty given; but if a goal is not scored, play shall be stopped and a minor penalty shall be imposed against the goalkeeper.
- (iv) Drops the puck into his pads or onto the goal net;
- (v) Deliberately piles up snow or obstacles at or near his net that, in the opinion of the Referee, would tend to prevent the scoring of a goal.

Penalty Shot

If a defending player, except a goalkeeper, while play is in progress, falls on the puck, holds the puck, picks up the puck, or gathers the puck into his body or hands from the ice in the goal crease area, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team. See also Rule – Delaying the Game.

Awarded Goal

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. If a player, when the goalkeeper has been replaced for an extra attacker, falls on the puck, holds the puck, picks up the puck, or gathers the puck into his body or hands from the ice in the goal crease area, the play shall be stopped immediately and goal awarded to the non-offending team.

Disallowed Goal

A goal cannot be scored by an attacking player who bats or directs the puck with his hand into the net. A goal cannot be scored by an attacking player who bats or directs the puck and it is deflected into the net off any player, goalkeeper or official. When the puck enters the net on a clear deflection off a glove, the goal shall be allowed.

Rule 9.8 – Illegal Substitution

An illegal substitution shall be deemed to have occurred when a player enters the game illegally from either the players' bench (teammate not within the five (5) foot limit, refer to Rule – Too Many Men on the Ice), from the penalty bench (penalty has not yet expired), when a major penalty is being served and the replacement player does not return to the ice from the penalty bench, or when a player illegally enters the game for the sole purpose of preventing an opposing player from scoring on a breakaway. When an injured player is penalized and leaves the game, if he returns before the expiration of his penalty, he is not eligible to play. This includes coincidental penalties when his substitute is still in the penalty box awaiting a stoppage in play. The injured player must wait until his substitute has been released from the penalty box before he is eligible to play.

Bench Minor Penalty

When a player receives a major penalty and a misconduct or game misconduct penalty at the same time, or when an injured player receives a major penalty and is unable to serve the penalty himself, the penalized team shall place a substitute player on the penalty bench before the major penalty expires and no replacement for the penalized player shall be permitted to enter the game except from the penalty bench. Any violation of this provision shall be treated as an illegal substitution under this rule calling for a bench minor penalty.

Penalty Shot

If a player of the attacking side in possession of the puck shall be in such a position as to have no opposition between him and the opposing goalkeeper, and while in such position he shall be interfered with by a player of the opposing side who shall have illegally entered the game, the Referee shall impose a penalty shot against the side to which the offending player belongs.

Awarded Goal

If, when the opposing goalkeeper has been removed from the ice, a player of the side attacking the unattended goal is interfered with in the neutral or attacking zone by a player who shall have entered the game illegally, the Referee shall immediately award a goal to the non-offending team.

Disallowed Goal

If a penalized player returns to the ice from the penalty bench before his penalty has expired by his own error or the error of the Penalty Timekeeper, any goal scored by his own team while he (or his substitute) is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties. The penalized player must return to serve his unexpired time (and an additional minor penalty if he left the penalty bench on his own). If a player shall illegally enter the game from his own players' bench or from any other location in the rink, any goal scored by his own team while he is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties.

Rule 9.9 – Interference on the Goalkeeper

This rule is based on the premise that an attacking player's position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking players are standing in the crease may, in appropriate circumstances be allowed. Goals should be disallowed only if:

- (1) an attacking player, either by his positioning or by contact, impairs the goalkeeper's ability to move freely within his crease or defend his goal; or
- (2) an attacking player initiates intentional or deliberate contact with a goalkeeper, inside or outside of his goal crease.

Incidental contact with a goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the goal crease, provided the attacking player has made a reasonable effort to avoid such contact. The rule will be enforced exclusively in accordance with the on-ice judgement of the Referee(s). For purposes of this rule, "contact," whether incidental or otherwise, shall mean any contact that is made between or among a goalkeeper and attacking player(s), whether by means of a stick or any part of the body. The overriding rationale of this rule is that a goalkeeper should have the ability to move freely within his goal crease without being hindered by the actions of an attacking player. If an attacking player enters the goal crease and, by his actions, impairs the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed. 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 will not be deemed contact initiated by the attacking player for purposes of this rule, provided the attacking player has made a reasonable effort to avoid such contact. If a defending player has been pushed, shoved, or fouled by an attacking player so as to cause the defending player to come into contact with his own goalkeeper, such contact shall be deemed contact initiated by the attacking player for purposes of this rule, and if necessary a penalty assessed to the attacking player and if a goal is scored it would be disallowed.

Penalty

In all cases in which an attacking player initiates intentional or deliberate contact with a goalkeeper, whether or not the goalkeeper is inside or outside the goal crease, and whether or not a goal is scored, the attacking player will receive a penalty (minor or major, as the Referee deems appropriate). In all cases where the infraction being imposed is to the attacking player for hindering the goalkeeper's ability to move freely in his goal crease, the penalty to be assessed is for goalkeeper interference. In exercising his judgment, the Referee should give more significant consideration to the degree and nature of the contact with the goalkeeper than to the exact location of the goalkeeper at the time of the contact.

Contact Inside the Goal Crease

If an attacking player initiates contact with a goalkeeper, incidental or otherwise, while the goalkeeper is in his goal crease, and a goal is scored, the goal will be disallowed. If a goalkeeper, in the act of establishing his position within his goal crease, initiates contact with an attacking player who is in the goal crease, and this results in an impairment of the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed. If, after any contact by a goalkeeper who is attempting to establish position in his goal crease, the attacking player does not immediately vacate his current position in the goal crease (give ground to the goalkeeper), and a goal is scored, the goal will be disallowed. In all such cases, whether or not a goal is scored, the attacking player will receive a minor penalty for goalkeeper interference. If an attacking player establishes a significant position within the goal crease, so as to obstruct the goalkeeper's vision and impair his ability to defend his goal, and a goal is scored, the goal will be disallowed. For this purpose, a player "establishes a significant position within the crease" when, in the Referee's judgment, his body, or a substantial portion thereof, is within the goal crease for more than an instantaneous period of time.

Contact Outside the Goal Crease

If an attacking player initiates any contact with a goalkeeper, other than incidental contact, while the goalkeeper is outside his goal crease, and a goal is scored, the goal will be disallowed. A goalkeeper is not "fair game" just because he is outside the goal crease. The appropriate penalty should be assessed in every case where an attacking player makes unnecessary contact with the goalkeeper. However, incidental contact will be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided the attacking player has made a reasonable effort to avoid such unnecessary contact. When a goalkeeper has played the puck outside of his crease and is then prevented from returning to his crease area due to the deliberate actions of an attacking player, such player may be penalized for goalkeeper interference. Similarly, the goalkeeper may be penalized, if by his actions outside of his crease he deliberately interferes with an attacking player who is attempting to play the puck or an opponent.

Face-off Location

Whenever the Referee stops play to disallow a goal as a result of contact with the goalkeeper (incidental or otherwise), the resulting face-off shall take place at the nearest neutral zone face-off spot outside the attacking zone of the offending team.

Rebounds and Loose Pucks

In a rebound situation, or where a goalkeeper and attacking player(s) are simultaneously attempting to play a loose puck, whether inside or outside the crease, incidental contact with the goalkeeper will be permitted, and any goal that is scored as a result thereof will be allowed. In the event that a goalkeeper has been pushed into the net together with the puck by an attacking player after making a stop, the goal will be disallowed. If applicable, appropriate penalties will be assessed. If, however, in the opinion of the Referee, the attacking player was pushed or otherwise fouled by a defending player causing the goalkeeper to be pushed into the net together with the puck, the goal can be permitted. In the event that the puck is under a player in or around the crease area (deliberately or otherwise), a goal cannot be scored by pushing this player together with the puck into the goal. If applicable, the appropriate penalties will be assessed, including a penalty shot if deemed to be covered in the crease deliberately (see Rule – Delaying the Game).

Rule 9.10 – Leaving the Bench

No player may leave the players' or penalty bench at any time during an altercation or for the purpose of starting an altercation.

Legal Line Change

A player who has entered the game while play is in progress from his own players' bench or legally from the penalty bench (penalty time has expired) who starts an altercation may be subject to supplementary discipline. A player or players who have entered the game on a legal line change during a stoppage of play, who line up in preparation for the ensuing face-off, and who participate in an altercation shall be penalized under the appropriate rule and will be subject to supplementary discipline (a game misconduct is not automatic in this situation unless provided for as a result of his actions in the altercation).

Leaving the Players' Bench

Players shall not be permitted to come on the ice during a stoppage of play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the Commissioner for disciplinary action. Except at the end of each period or for entering the game legally, no player may, at any time, leave the players' bench. If it is necessary

to proceed to the dressing room during the course of the game (and when it is required to proceed by way of the ice to access the dressing room), the player must wait for a stoppage of play and ensure there are not altercations in progress before proceeding. The player who was the first or second player to leave the players' (or penalty bench) during an altercation or for the purpose of starting an altercation, from either or both teams shall be assessed a game misconduct penalty.

Leaving the Penalty Bench

Except at the end of each period or on expiration of his penalty, no player may, at any time, leave the penalty bench. A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be at his own players' bench before any change can be made. For any violation of this rule, a bench minor penalty shall be imposed for too many men on the ice (see Rule – Too Many Men on the Ice). A penalized player who leaves the penalty bench before his penalty has expired, whether play is in progress or not, shall incur an additional minor penalty after serving his unexpired penalty. 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 game misconduct penalty. This rule does not replace any other more severe penalty that may be imposed for leaving the penalty bench for the purpose of starting or participating in an altercation as outlined in this rule. Any penalized player leaving the penalty bench during a stoppage of play and during an altercation shall incur a minor penalty plus a game misconduct penalty. The minor penalty plus the unexpired time remaining in his original penalty must be served by a replacement player placed on the penalty bench by the Coach of the offending team. If a player leaves the penalty bench before his penalty is fully served, the Penalty Timekeeper shall note the time and signal the officials who will stop play when the offending player's team obtains control of the puck. An additional minor penalty must be served by this player in addition to the time remaining in his original penalty (this unexpired time is calculated from the time he left the penalty bench illegally). In the case of a player returning to the ice before his time has expired through an error of the Penalty Timekeeper, he is not to serve an additional penalty, but must serve his unexpired time this unexpired time is calculated from the time he left the penalty through the error of the Penalty Timekeeper). At a stoppage of play following the expiration of their penalties, if a player or players exiting the penalty bench get involved in an altercation, those coming from the penalty bench shall be assessed the penalties they incur in the altercation in addition to a game misconduct. Should a player coming from the penalty bench at a stoppage of play get involved with an opponent and the opponent is deemed to be the instigator of the altercation, then the player coming from the penalty bench would not be subject to the game misconduct.

Bench Minor Penalty

A bench minor penalty shall be imposed on a team whose player(s) leave the players' bench for any purpose other than a change of players and when no altercation is in progress. If a Coach or non-playing Club personnel gets on the ice (unless directed to do so by an on-ice official, to attend to an injured player) after the start of a period and before that period is ended, the Referee shall impose a bench minor penalty against the team and report the incident to the Commissioner for disciplinary action.

Game Misconduct Penalty

A game misconduct penalty shall be imposed on the player who was the first or second player to leave the players' or penalty bench during an altercation or for the purpose of starting an altercation, from either or both teams. Any penalized player leaving the penalty bench during a stoppage of play and during an altercation shall incur a minor penalty plus a game misconduct penalty. The minor penalty plus the unexpired time remaining in his original penalty must be served by a replacement player placed on the penalty bench by the Coach of the offending team. Any player who has been ordered to the dressing room by the officials and returns to his bench or to the ice surface for any reason before the appropriate time shall be assessed a game misconduct. Once a player enters the penalty bench, he must not leave until his penalty expires and his team is entitled to an additional player on the ice, or, at the end of a period to proceed to his dressing room, or, when he has received permission from an on-ice official. At any other time, he shall be assessed a game misconduct penalty under this rule.

Penalty Shot

If a player of the attacking side in possession of the puck shall be in such a position as to have no opposition between him and the opposing goalkeeper, and while in such position he shall be interfered with by a player of the opposing side who shall have illegally entered the game, the Referee shall impose a penalty shot against the side to which the offending player belongs.

Awarded Goal

If, when the opposing goalkeeper has been removed from the ice, a player of the side attacking the unattended goal is interfered with in the neutral or attacking zone by a player who shall have entered the game illegally, the Referee shall immediately award a goal to the non-offending team.

Disallowed Goal

If a penalized player returns to the ice from the penalty bench before his penalty has expired by his own error or the error of the Penalty Timekeeper, any goal scored by his own team while he is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties. If a player shall illegally enter the game from his own players' bench or from the penalty bench, any goal scored by his own team while he is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties.

Rule 9.11 – Premature Substitution

When a goalkeeper leaves his goal area and proceeds to his players' bench for the purpose of substituting another player, the skater cannot enter the playing surface before the goalkeeper is within five feet (5') of the bench. If the substitution is made prematurely, the official shall stop play immediately unless the non-offending team has possession of the puck -- in which event the stoppage will be delayed until the puck changes possession. There shall be no time penalty to the team making the premature substitution, but the resulting face-off will take place at the center ice face-off spot when play is stopped beyond the center red line. When play is stopped prior to the center red line, the resulting face-off shall be conducted at the nearest face-off spot in the zone where the play was stopped. In all other situations not covered in the above, a minor penalty may result for "too many men on the ice".

Announcement

The Referee shall request that the public address announcer make the following announcement: "Play has been stopped due to premature substitution for the goalkeeper."

Rule 9.12 – Refusing to Play the Puck

The purpose of this section is to enforce continuous action and both Referees and Linesmen should interpret and apply the rule to produce this result.

Hand Pass

When a hand pass has been initiated by one player to a teammate and the teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall stop the play and order the resulting face-off at the nearest faceoff location to where the play was stopped for this violation.

High Stick

When a player contacts the puck with his stick above the normal height of the shoulders and a teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall

stop the play and order the resulting faceoff at the face-off spot in the zone to nearest to where the play was stopped for this violation.

Icing

If, in the opinion of the Referee, the defending side intentionally abstains from pursuing the puck beyond the face-off spots on an icing promptly when they are in a position to do so, he shall stop the play and order the resulting face-off on the adjacent corner face-off spot nearest the goal of the team at fault.

Penalty

When the Referee signals the delayed calling of a penalty to one team and a player of that team intentionally abstains from playing the puck in order to allow additional time to expire on the game or penalty time clocks, the Referee shall stop the play and order the resulting face-off at one of the face-off spots in the offending team's defending zone.

Rule 9.13 – Refusing to Start Play

This rule applies to teams who refuse to play while both teams are on the ice or who withdraws from the ice and refuses to play or who refuses to come onto the ice at the start of the game or at the beginning of any period of the game, when ordered to do so by the Referee.

Procedure – Team On Ice

If, when both teams are on the ice, one team for any reason shall refuse to play when ordered to do so by the Referee, he shall warn the Captain and allow the team so refusing fifteen (15) seconds within which to begin the play or resume play. If at the end of that time, the team shall still refuse to play, the Referee shall impose a bench minor penalty for delay of game on a player of the offending team to be designated by the Coach of that team through the playing Captain. Should there be a repetition of the same incident, the offending Coach shall be removed from the players' bench and assessed a game misconduct penalty by the Referee. Should the offending team still refuse to play, the Referee shall have no alternative but to declare that the game be forfeited to the non-offending Club and the case shall be reported to the Commissioner for further action (see Rule – Forfeit of Game). First Violation Second Violation

- (i) Warn the Captain of the offending team and allow 15 seconds within which to resume play.
- (ii) If at the end of the 15 seconds the team still refuses to resume play, assess a bench minor penalty to the offending team for delay of game.
- (iii) Referee is to notify the Coach of the offending team that he has been assessed a game misconduct penalty.

- (iv) If the team still refuses to play, the Referee shall declare the game be forfeited to the nonoffending club (see Rule – Forfeit of Game).

Procedure – Team Off Ice

If a team, when ordered to do so by the Referee through its Club Executive, Manager or Coach, fails to go on the ice and start play within five (5) minutes, the game shall be forfeited and the case shall be reported to the Commissioner for further action (see Rule – Forfeit of Game).

- (i) Once it is apparent to the Referee that the team is refusing to come onto the ice and begin play, a bench minor penalty is to be assessed to the offending team for delay of game.
- (ii) Five (5) minutes will be provided for the offending team to return to the ice and begin play.
- (iii) After the five (5) minutes has elapsed and the offending team still has not returned to the ice to resume play, the game shall be forfeited. The Commissioner of the League shall issue instructions pertaining to records, etc., of a forfeited game (see Rule 66 – Forfeit of Game).
- (iv) Once the Club Executive, Manager or Coach has been notified of the five (5) minute warning, and the team returns to the ice to resume play within that time frame, a bench minor penalty for delay of game must be assessed to the offending team.

Rule 9.14 – Too Many Men on the Ice

Players may be changed at any time during the play from the players' bench provided that the player or players leaving the ice shall be within five feet (5') of his players' bench and out of the play before the change is made. Refer also to Rule – Premature Substitution. At the discretion of the on-ice officials, should a substituting player come onto the ice before his teammate is within the five foot (5') limit of the players' bench (and therefore clearly causing his team to have too many players on the ice), then a bench minor penalty may be assessed. When a player is retiring from the ice surface and is within the five foot (5') limit of his players' bench, and his substitute is on the ice, then the retiring player shall be considered off the ice for the purpose of Rule – Leaving Bench. If in the course of making a substitution, either the player entering the game or the player retiring plays the puck or who checks or makes any physical contact with an opposing player while both players involved in the substitution are on the ice, then the infraction of "too many men on the ice" will be called. If in the course of a substitution either the player(s) entering the play or the player(s) retiring is struck by the puck accidentally, the play will not be stopped and no penalty will be called. During the play, the player retiring from the ice must do so at the players' bench and not through any other exit leading from the rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed. A player coming onto the ice as a substitute player is considered on the ice once both of his skates are on the ice. If he plays the puck or interferes with an opponent while still on the players' bench, he shall be penalized under Rule – Interference.

Bench Minor Penalty

A bench minor penalty for too many men on the ice shall be assessed for a violation of this rule. This penalty can be assessed by the Referees or the Linesmen. Should a goal be scored by the offending team prior to the Referee or Linesman blowing his whistle to assess the bench minor penalty, the goal shall be disallowed and the penalty assessed for too many men on the ice.

Penalty Bench

A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be within five feet (5') of his own players' bench before any change can be made. For any violation of this rule, a bench minor penalty shall be imposed for too many men on the ice.

Deliberate Illegal Substitution

If by reason of insufficient playing time remaining, or by reason of penalties already imposed, a bench minor penalty is imposed for deliberate illegal substitution (too many men on the ice) which cannot be served in its entirety within the legal playing time, or at any time in overtime, a penalty shot shall be awarded against the offending team.

Goalkeeper in Regular Season Overtime

Once the goalkeeper has been removed for an extra attacker in overtime during the Regular season, he must wait for the next stoppage of play before returning to his position. Any attempt by the goalkeeper to return to his position prior to the next stoppage of play ("on the fly") shall be deemed to be an illegal substitution and a bench minor penalty shall be assessed for having an ineligible player would apply.

Rule 9.15 – Unsportsmanlike Conduct

Players and non-playing Club personnel are responsible for their conduct at all times and must endeavor to prevent disorderly conduct before, during or after the game, on or off the ice and any place in the rink. The Referees may assess penalties to any of the above team personnel for failure to do so. NOTE: When such conduct is directed at an official, Rule – Abuse of Officials shall be applied.

Minor Penalty

A minor penalty for unsportsmanlike conduct shall be assessed under this rule for the following infractions:

- (i) Any identifiable player who uses obscene, profane or abusive language or gestures directed at any person.

- (ii) Any player who is guilty of unsportsmanlike conduct including, but not limited to hair-pulling, biting, grabbing hold of a face mask, etc. If warranted, and specifically when injury results, the Referee may apply Rule – Game Misconduct Penalties.
- (iii) Any player who throws any object onto the ice from the players' or penalty bench (or from any other off-ice location).
- (iv) A player who deliberately removes his jersey prior to participating in an altercation or who is clearly wearing a jersey that has been modified and does not conform to Rule – Uniforms, shall be assessed a minor penalty for unsportsmanlike conduct and a game misconduct. If the altercation never materializes, the player would receive a minor penalty for unsportsmanlike conduct and a ten-minute misconduct for deliberately removing his jersey. If a penalized player is assessed an additional unsportsmanlike conduct penalty either before or after he begins serving his original penalty(ies), the additional minor penalty is added to his unexpired time and served consecutively.

Bench Minor Penalty

A bench minor penalty for unsportsmanlike conduct shall be assessed under this rule for the following infractions:

- (i) When a player, Coach or non-playing Club personnel throws any object onto the ice from the players' or penalty bench (or from any other off-ice location) during the progress of the game or during a stoppage of play.
- (ii) Any unidentifiable player or any Coach or non-playing Club personnel uses obscene, profane or abusive language or gesture directed towards any person.
- (iii) Whenever Coaches and/or non-playing Club personnel uses obscene or profane language or gestures anywhere in the rink.

Misconduct Penalty

Misconduct penalties shall be assessed under this rule for the following infractions:

- (i) Any player who persists in using obscene, profane or abusive language directed towards any person after being assessed a minor or bench minor penalty under this rule.
- (ii) Any player who deliberately throws any equipment out of the playing area. At the discretion of the Referee, a game misconduct may be imposed.
- (iii) Any player who persists in any course of conduct (including threatening or abusive language or gestures or similar actions) designed to incite an opponent into incurring a penalty.
- (iv) When a penalized player challenges or disputes the ruling of an official after he has already entered the penalty bench and play has resumed.

- (v) In general, participants displaying this type of behavior are assessed a minor penalty, then a misconduct penalty and then a game misconduct penalty if they persist.

Game Misconduct Penalty

Game misconduct penalties shall be assessed under this rule for the following infractions:

- (i) If a player persists in any course of conduct for which he was previously assessed a misconduct penalty.
- (ii) Any player who uses obscene gestures on the ice or anywhere in the rink before, during or after the game. The Referee shall report the circumstances to the Commissioner of the League for further disciplinary action.
- (iii) Coaches and non-playing Club personnel who have previously been assessed a bench minor penalty for the use obscene or profane language or gestures anywhere in the rink. A confidential report to the Commissioner shall be completed and filed with the League for possible further disciplinary action.
- (iv) Any player who attempts to or deliberately injures a Manager, Coach or other non-playing Club personnel in any manner. Details of such incident must be reported immediately to the Commissioner and may be subject to additional sanctions as per Rule 28 – Supplementary Discipline.
- (v) Any player or non-playing Club personnel who directs obscene, profane or abusive language or gestures to any person after the expiration of the game. This action may occur on or off the ice.
- (vi) In general, participants displaying this type of behavior are assessed a minor penalty, then a misconduct penalty and then a game misconduct penalty if they persist.

Reports

It is the responsibility of all game officials and all Club officials to send a confidential report to the Commissioner setting out the full details concerning the use of obscene gestures or language by any player, Coach or other team official. The Commissioner shall take such further disciplinary action as he shall deem appropriate.

Section 10 – Game Flow

Rule 10.1 – Face-offs

The action of the Referee or Linesman in dropping the puck between the sticks of two opposing players to start or resume play. A face-off begins when the official indicates the location of the face-off and the officials and players take their appropriate positions. The face-off ends when the puck has been legally dropped. A goalkeeper may not participate in a face-off.

Face-off Locations

All face-offs must be conducted on one of the nine (8) face-off spots located on the rink. If two rule violations are the reason for the stoppage of play (high-sticking the puck and intentional off-side), the ensuing face-off location shall be determined as the spot that provides the least amount of territorial advantage to the offending team. When the play is stopped for any reason not specifically attributable to either team while the puck is in the neutral zone, the ensuing face-off shall be conducted at the nearest face-off spot outside the blue line whenever possible. When it is unclear as to which of the four face-off spots is the nearest, the spot that gives the home team the greatest territorial advantage in the neutral zone will be selected for the ensuing face-off. 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 face-off spots in the offending team's end zone. There are only three (3) exceptions to this application:

- (i) when a penalty is assessed after the scoring of a goal - face-off at center ice;
- (ii) when a penalty is assessed at the end (or start) of a period - face-off at center ice;
- (iii) when the defending team is penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circle - face-off in the neutral zone. When an infringement of a rule has been committed by players of both sides in the play resulting in the stoppage, the ensuing face-off will be made at the nearest face-off spot in that zone.

When stoppage occurs between the end face-off spots and near end of the rink, the puck shall be faced-off at the end face-off spot on the side where the stoppage occurs unless otherwise expressly provided by these rules. No face-off shall be made within fifteen feet (15') of the goal or side boards nor anywhere other than at a face-off spot. 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. 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. When the game is stopped for any reason not specifically covered in the official rules, the puck must be faced-off at a face-off spot in the zone nearest to where it was last played. Following a

stoppage of play, should one or both defensemen who are the point players or any player coming from the bench of the attacking team, enter into the attacking zone beyond the outer edge of the end zone face-off circle during an altercation, gathering or “scrum,” the ensuing face-off shall take place in the neutral zone near the blue line of the defending team. This rule also applies when an icing, an intentional off-side, or a penalty has been assessed, and the ensuing face-off is to be in the offending team’s defending zone. Should any of the non-offending players enter into the attacking zone beyond the outer edge of the end zone face-off circle during an altercation, gathering or “scrum,” the ensuing face-off shall take place in the neutral zone near the blue line of the defending team. When play is stopped prior to the center red line, the resulting face-off shall be conducted at the nearest face-off spot in the zone where the play was stopped. When play is stopped for an injured player, the ensuing face-off shall be conducted at the face-off spot in the zone nearest the location of the puck when the play was stopped. When the injured player’s team has control of the puck in the attacking zone, the face-off shall be conducted at one of the face-off spots outside the blue line in the neutral zone. When the injured player is in his defending zone and the attacking team is in control of the puck in the attacking zone, the face-off shall be conducted at one of the defending team’s end-zone face-off spots.

Procedure – Line Change

As soon as the line change procedure has been completed by the Referee and he lowers his hand to indicate no further changes, the Linesman conducting the face-off shall blow his whistle. This will signal to both teams that they have no more than five (5) seconds to line up for the ensuing face-off. At the end of the five (5) seconds (or sooner if both centers are ready), the Linesman will conduct a proper face-off. If, however:

- (i) One or both centers are not positioned for the face-off,
- (ii)** One or both centers refrain from placing their stick on the ice,
- (iii)** Any player has encroached into the face-off circle,
- (iv)** Any player makes physical contact with an opponent, or
- (v)** Any player who lines up for the face-off in an off-side position, the Linesman shall have the offending center(s) replaced immediately prior to dropping the puck. In the last two (2) minutes of regulation time or any time in overtime, the Linesman will still blow his whistle to initiate the face-off, but the five (5) second time limit will not be enforced. However, players must abide by the verbal directions given by the Linesman in his attempt to conduct a fast and fair face-off.

Procedure – Centers

The puck shall be faced-off by the Referee or the Linesman dropping the puck on the ice between the sticks of the players facing-off. Players facing-off will stand squarely facing their opponent's end of the rink approximately one stick length apart with the blade of their sticks on the ice. When the face-off takes place at any of the nine face-off spots, the players taking part shall take their position so that they will stand squarely facing their opponent's end of the rink, and clear of the ice markings (where applicable). The sticks of both players facing-off shall have the blade on the ice, within the designated white area. At the eight face-off spots (excluding center ice face-off spot), the defending player shall place his stick within the designated white area first followed immediately by the attacking player. When the face-off is conducted at the center ice face-off spot, the visiting player shall place his stick on the ice first. If a player facing-off fails to take his proper position immediately when directed by the official, the official may order him replaced for that face-off by any teammate then on the ice. If a center is not at the designated face-off area once the five (5) second time limit has elapsed, the Linesman will drop the puck immediately. If the center is back from the face-off spot, is "quarterbacking" or refuses to come into the face-off area when instructed to do so by the Linesman, or the center is simply slow getting to the face-off spot when the five (5) seconds has elapsed, the puck shall be dropped. If the center attempts to arrive at the face-off spot just as the five seconds elapses in an attempt to gain an advantage to win the face-off, he is to be removed from the face-off and replaced, resulting in a face-off violation. If the face-off is a result of an icing infraction and the center attempts to arrive at the face-off spot just as the five seconds elapse to gain an advantage to win the face-off, he shall not be removed from the face-off. The center will be warned by the Linesman that he has committed a face-off violation. In the event the center then commits a second face-off violation or the action actually is the second face-off violation, a bench minor penalty shall be assessed. If a player is ejected from the face-off, his replacement must come into position quickly or risk having the puck dropped by the Linesman without the player being set, or ejected from the face-off by the Linesman resulting in a bench minor penalty for delay of game for a second face-off violation during the same face-off. When a team commits an icing infraction, any face-off violation will not result in the center being removed. The center will be warned by the Linesman that the team has committed their first face-off violation and any subsequent violation will result in a bench minor penalty for delay of game - face-off violation being assessed.

Delaying the Game

The two players involved in the actual face-off (the centers) are not permitted to play the puck with their hand without incurring a penalty under Rule – Handling Puck until such time as 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 – Hand Pass.

Procedure – Other Players

No other player shall be allowed to enter the face-off circle or come within fifteen feet (15') of the players facing-off. All players must stand on-side on all face-offs. During end-zone face-offs, all other players on the ice must position their bodies on their own side of the restraining lines marked on the outer edge of the face-off circles. If a player other than the player taking the face-off moves into the face-off circle prior to the dropping of the puck, then the offending team's player taking the face-off shall be ejected from the face-off circle. This shall be considered a face-off violation. Players on the attacking team (exclusive of the center) must establish their position first and then the defending team may counter and hold its position until the puck is dropped. A violation of this procedure shall be treated as face-off encroachment and the Linesman shall order the center of the offending team replaced. Should an attacking player attempt to establish a new position prior to the face-off, and the defending center steps back from the face-off spot in order to reposition his teammates, the face-off violation shall be charged to the attacking team as they must establish their position first.

Violations

If a center should move prematurely prior to the face-off, or if the Referee or Linesman shall have dropped the puck unfairly, the face-off shall be considered a face-off violation and it must be conducted again. When a least two face-off violations have been committed by the same team during the same face-off, this team shall be penalized with a bench minor penalty to the offending team. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Face-off Violation." Face-off violations shall be summarized as follows (any of the three on-ice officials may identify a face-off violation):

- (i) Encroachment by any player other than the center into the face-off area prior to the puck being dropped. Players on the perimeter of the face-off circle must keep both skates outside the face-off circle (skate contact with the line is permitted). If a player's skate crosses the line into the face-off circle prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the face-off circle provided there is no physical contact with his opponent or his opponent's stick.
- (ii) Encroachment by any player into the area between the hash marks on the outer edges of the face-off circle prior to the puck being dropped. Players must also ensure that both of their skates do not cross their respective hash marks. Contact with the line with their skate is permitted. If a player's skate crosses the line into the area between the hash marks prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the area between the hash marks provided there is no physical contact with his opponent or his opponent's stick.
- (iii) Any physical contact with an opponent prior to the puck being dropped.
- (iv) Failure by either center taking the face-off to properly position himself behind the restraining lines or place his stick on the ice. "Properly position himself behind the restraining lines" shall mean that the center must place his feet on either side of the

restraining lines that are parallel to the side boards (contact with the lines is permissible), and the toe of the blade of his skates must not cross over the restraining lines that are perpendicular to the side boards as he approaches the face-off spot. The blade of the stick must then be placed on the ice (at least the toe of the blade of the stick) in the designated white area of the faceoff spot and must remain there until the puck is dropped. Failure to comply with this positioning and face-off procedure will result in a face-off violation.

Whenever a team has committed two face-off violations during the same face-off, the Referee shall immediately assess the offending team a bench minor penalty for delay of game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Face-off Violation." Players who are late to the face-off location and therefore in an offside position for the ensuing face-off will be warned once in the game by the Referee. This warning will also be given to the offending team's Coach. In this situation, the offending team's center is not ejected from the face-off. Any subsequent violation shall result in a bench minor penalty for delay of game being assessed to the offending team. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Slow Proceeding to Face-off Location." In the conduct of any face-off at any of the nine (9) face-off spots on the playing surface, no player facing-off shall make any physical contact with his opponent's body by means of his own body or by his stick except in the course of playing the puck after the face-off has been completed. For violation of this rule, the Referee may, at his discretion impose a minor penalty or penalties on the player(s) whose action(s) caused the physical contact. Nonetheless, this physical contact prior to the dropping of the puck shall be deemed as a face-off violation and the Linesman shall order the center of the offending team replaced. Face-off encroachment may be applied during face-offs at any of the nine (9) face-off spots on the playing surface. However, since no such lines are painted on the ice at the four (4) face-off spots adjacent to the blue lines, Linesmen shall use their judgment as to whether or not a violation has occurred. All players, other than the centers, shall be uniformly back from the face-off location similar to being outside the face-off circle for face-offs in the end zones.

Line Changes

No substitution of players shall be permitted until the face-off has been completed and play has resumed except when a penalty is imposed which affects the on-ice strength of either team. Should an on-ice official notice that the defending team has not placed enough players on the ice for the ensuing face-off, the Referee in the neutral zone shall be notified and he will instruct the offending team to place another player(s) on the ice. If, in the opinion of the Referee that this is being done as a stalling tactic, he will issue a warning to the offending team's Coach and any subsequent violations shall result in the assessment of a bench minor penalty for delay of game. Should an on-ice official notice that the attacking team has not placed enough players on the ice for the ensuing face-off, the Linesman will proceed with conducting the face-off in the normal manner. The attacking team must ensure they put the appropriate number of players on the ice at all times.

Verification of Time

Any loss of time on the game or penalty clocks due to a false face-off or face-off violation must be replaced. The whistle will not be blown by the official to start play. Playing time will commence from the instant the puck is faced-off and will stop when the whistle is blown or a goal is scored.

Rule 10.2 – Game and Intermission Timing

The time allowed for a game shall be three (3) twenty-minute periods of actual play with a rest intermission between periods.

Intermission Timing

Play shall be resumed promptly following each intermission upon the expiration of eighteen (18) minutes or a length of time designated by the League from the completion of play in the preceding period. Timing of the intermission commences once the last official exits the ice surface upon the termination of the period. (See Rule – Game Timekeeper.) For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record length of intermissions.

Delays

If any unusual delay occurs within five (5) minutes of the end of the first or second periods, the Referee may order the next regular intermission to be taken immediately. The balance of the period will be completed on the resumption of play with the teams defending the same goals after which the teams will change ends and resume play of the ensuing period without delay. If a delay takes place with more than five (5) minutes remaining in the first or second period, the Referee will order the next regular intermission to be taken immediately only when requested to do so by the Commissioner.

Rule 10.3 – Goals and Assists

It is the responsibility of the referee to award goals and assists.

Crediting Goals

A “goal” shall be credited in the scoring records to a player who shall have propelled the puck into the opponent’s goal. Each “goal” shall count one point in the player’s record. Only one point can be credited to any one player on a goal.

Crediting Assists

When a player scores a goal, an “assist” shall be credited to the player or players (maximum two) who touch the puck prior to the goal scorer provided no defender plays or has control of the puck subsequently. Each “assist” shall count one point in the player’s record. Only one point can be credited to any one player on a goal.

Scoring a Goal

A goal shall be scored when the puck shall have been put between the goal posts by the stick of a player of the attacking side, from in front and below the crossbar, and entirely across a red line the width of the diameter of the goal posts drawn on the ice from one goal post to the other with the goal frame in its proper position. The goal frame shall be considered in its proper position when at least a portion of the flexible peg(s) are still inside both the goal post and the hole in the ice. The flexible pegs could be bent, but as long as at least a portion of the flexible peg(s) are still in the hole in the ice and the goal post, the goal frame shall be deemed to be in its proper position. The goal frame could be raised somewhat on one post (or both), but as long as the flexible pegs are still in contact with the holes in the ice and the goal posts, the goal frame shall not be deemed to be displaced. A goal shall be scored if the puck is shot into the goal by a player of the defending side. The player of the attacking side who last touched the puck shall be credited with the goal but no assist shall be awarded. A goal shall be scored if the puck is put into the goal in any other manner by a player of the defending side. The player of the attacking side who last touched the puck shall be credited with the goal and assists may be awarded. If an attacking player has the puck deflect into the net, off his skate or body, in any manner, the goal shall be allowed. The player who deflected the puck shall be credited with the goal. Should a player legally propel a puck into the goal crease of the opponent Club and the puck should become loose and available to another player of the attacking side, a goal scored on the play shall be legal.

Disallowed Goals

Apparent goals shall be disallowed by the Referee and the appropriate announcement made by the Public Address Announcer for the following reasons:

- (i) When the puck has been directed, batted or thrown into the net by an attacking player other than with a stick. When this occurs, if it is deemed to be done deliberately, then the decision shall be NO GOAL. A goal cannot be scored when the puck has been deliberately batted with any part of the attacking player’s body into the net.
- (ii) When the puck has been kicked using a distinct kicking motion.
- (iii) When the puck has deflected directly into the net off an official.
- (iv) When a goal has been scored and an ineligible player is on the ice.
- (v) When an attacking player has interfered with a goalkeeper in his goal crease.

When the puck has entered the net after making contact with an attacking player's stick that is above the height of the crossbar. Where the puck makes contact with the stick is the determining factor.

- (vi) When video review confirms the scoring of a goal at one end of the ice, any goal scored at the other end on the same play must be disallowed.
- (vii) When a Linesman reports a double-minor penalty for high-sticking, a major penalty or a match penalty to the Referee following the scoring of a goal by the offending team, the goal must be disallowed and the appropriate penalty assessed.
- (viii) When a goalkeeper has been pushed into the net together with the puck after making a save.
- (ix) When the net becomes displaced accidentally. The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal.
- (x) During the delayed calling of a penalty, the offending team cannot score unless the non-offending team shoots the puck into their own net. This shall mean that a deflection off an offending player or any physical action by an offending player that may cause the puck to enter the non-offending team's goal, shall not be considered a legal goal. Play shall be stopped before the puck enters the net (whenever possible) and the signaled penalty assessed to the offending team.
- (xi) When the Referee deems the play has been stopped, even if he had not physically had the opportunity to stop play by blowing his whistle. (xiii) Any goal scored, other than as covered by the official rules, shall not be allowed.

Rule 10.4 – Hand Pass

A player shall be permitted to stop or "bat" a puck in the air with his open hand, or push it along the ice with his hand, and the play shall not be stopped unless, in the opinion of the on-ice officials, he has directed the puck to a teammate, or has allowed his team to gain an advantage, and subsequently possession and control of the puck is obtained by a player of the offending team, either directly or deflected off any player or official. For violations related to "closing his hand on the puck", refer to Rule – Handling Puck.

Defending Zone

Play will not be stopped for any hand pass by players in their own defending zone. The location of the puck when contacted by either the player making the hand pass or the player receiving the hand pass shall determine the zone it is in.

Face-Off Location

When a hand pass violation has occurred, the ensuing face-off shall take place at the nearest face-off spot in the zone where the offense occurred, unless the offending team gains a territorial advantage, then the face-off shall be at the nearest face-off spot in the zone where the stoppage of play occurred, unless otherwise covered in the rules. When a hand pass violation occurs by a team in their attacking zone, the ensuing face-off shall be conducted at one of the face-off spots outside the defending team's blue line in the neutral zone.

Rule 10.5 – High-sticking the Puck

For infractions involving high-sticks, refer to Rule – High-sticking. Batting the puck above the normal height of the shoulders with a stick is prohibited. When a puck is struck with a high stick and subsequently comes into the possession and control of a player from the offending team (including the player who made contact with the puck), either directly or deflected off any player or official, there shall be a whistle. When a puck has been contacted by a high stick, the play shall be permitted to continue, provided that:

- (i) the puck has been batted to an opponent (when a player bats the puck to an opponent, the Referee shall give the "washout" signal immediately. Otherwise, he will stop the play).
- (ii) a player of the defending side shall bat the puck into his own goal in which case the goal shall be allowed. Cradling the puck on the blade of the stick (like lacrosse) above the normal height of the shoulders shall be prohibited and a stoppage of play shall result. If this is done by a player on a penalty shot or shootout attempt, the shot shall be stopped immediately and considered complete.

Face-Off Location

When the play is stopped for the high-sticking the puck violation, the ensuing face-off must take place at the 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. If the attacking team is at fault and the play is stopped while the puck is in the attacking zone, the ensuing face-off must be moved to the nearest face-off spot in the neutral zone.

Disallowed Goal

When an attacking player causes the puck to enter the opponent's goal by contacting the puck above the height of the crossbar, either directly or deflected off any player or official, the goal shall not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick at or below the level of the crossbar and enters the goal, this goal shall be allowed. A goal scored as a result of a defending player striking the puck with his stick carried above the height of the crossbar of the goal frame into his own goal shall be allowed.

Rule 10.6 – Icing

For the purpose of this rule, the center red line will divide the ice into halves. Should any player of a team, equal or superior in numerical strength (power-play) to the opposing team, 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. For the purpose of deflected pucks, this only applies when the puck was originally propelled down the ice by the offending team. For the purpose of this rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred or not. As such, the team in possession must “gain the line” in order for the icing to be nullified. “Gaining the line” shall mean that the puck, while on the player’s stick (not the player’s skate) must make contact with the center red line in order to nullify a potential icing. The Linesman must determine that the puck cross the goal line. Once the Linesman determines that the puck cross the goal line, icing is completed and the ensuing faceoff will take place in the offending team’s defensive zone.

Goalkeeper

If, in the opinion of the Linesman, the goalkeeper feigns playing the puck, attempts to play the puck, or skates in the direction of the puck on an icing at any time, the potential icing shall not be called and play shall continue. If, however, a goalkeeper is legitimately out of the crease in an attempt to go to the players’ bench to be substituted for an extra attacker and in no way makes an attempt to play the puck, the icing should not be nullified under this section. If the goalkeeper is out of his crease prior to the shot being taken, and simply retreats to his crease making no attempt to play the puck or feign playing the puck, the potential icing shall remain in effect.

Line Change on Icing

A team that is in violation of this rule shall not be permitted to make any player substitutions prior to the ensuing face-off. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team. The determination of players on ice will be made when the puck leaves the offending player’s stick.

No Icing

When the puck is shot and rebounds from the body or stick of an opponent in his own half of the ice so as to cross the goal line of the player shooting, it shall not be considered “icing.” When a puck is shot by a team from their own half of the ice and is deflected several times before crossing the center red line, icing shall be nullified if at least one of these deflections was off an opposing player. If the puck shall go beyond the goal line in the opposite half of the ice directly from either of the players while facing-off, it shall not be considered a violation of this rule. 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, are able to play the puck, but choose not to do so to avoid being called for too many men on the ice. Icing should not be called. If the puck touches any part of a player of the opposing side, including his skates or his stick, or if it touches any part of the opposing team's goalkeeper, including his skates or his stick, at any time before or after crossing the goal line, it shall not be considered icing. If a goalkeeper takes any action to dislodge the puck from the back of the net, icing shall not be called.

Numerical Strength

If the puck was so shot by a player of a side below the numerical strength of the opposing team, play shall continue and the icing violation shall not be called. When a team is "short-handed" as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an "icing" shall be determined at the instant the penalty expires. Should the puck be released from the stick of the player shooting the puck down the ice prior to the penalty expiring, the icing infraction shall not apply. The action of the penalized player remaining in the penalty box will not alter the ruling.

Rule 10.7 – Line Changes

Following the stoppage of play, the visiting team shall promptly place a line-up on the ice ready for play and no substitution shall be made from that time until play has been resumed. The home team may then make any desired substitution, except in cases following an icing, which does not result in the delay of the game. "Placing a line-up on the ice" shall mean that both teams shall place the full complement of players (and not exceed) to which they are entitled within the line change time frame. If there is any undue delay by either team in changing players, the Referee shall order the offending team or teams to take their positions immediately and not permit any further player changes. When a substitution has been made under the above rule, no additional substitution may be made until play commences. Once the line change procedure has been completed, no additional player substitutions shall be permitted until the face-off has been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the on-ice strength of either or both teams. This may include penalties imposed following the completion of the line change and prior to the face-off, or due to a penalty assessed for a face-off violation. A team that is in violation of Rule– Delaying the Game or Rule – Icing shall not be permitted to make any player substitutions prior to the ensuing face-off. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team. The determination of players on ice will be made when the puck leaves the offending player's stick. Goalkeepers' substitution during a game will be conducted within the same time frame as a regular line change. No extra time will be allotted to the goalkeeper coming off the bench, except in the case where an injury to a goalkeeper occurs.

Procedure

Following a stoppage of play, the Referee will enforce the following line change procedure once he has determined that this procedure may begin:

- (i) The Referee shall give the visiting team up to five (5) seconds to make its line change.
- (ii) The Referee shall raise his hand to indicate no further changes by the visiting team and to commence the home team's line change.
- (iii) The Referee shall give the home team up to eight (8) seconds to make its line change.
- (iv) The Referee shall lower his hand to indicate no further changes by the home team.
- (v) Any attempt by the either team to make a change after the Referee's signal, attempt to place too many men on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the Referee will send the players who have attempted to change back to their players' bench. The Referee will then issue a warning to the offending team (through the Coach) indicating that any subsequent violations during the rest of the game (including overtime), shall result in a bench minor penalty for delaying the game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Improper Line Change."
- (vi) The Linesman conducting the face-off will blow his whistle (once the Referee has lowered his hand for the line changes) to indicate that all players must be in position and on-side for the face-off within five (5) seconds. The face-off will then be conducted in accordance with Rule – Face-offs.
- (vii) Players who are slow (after the five-second warning whistle given by the Linesman) getting to the face-off location or who are in an off-side position for the ensuing face-off will be warned once in the game by the Referee. This warning will also be given to the offending team's Coach. In this situation, the offending team's center is not ejected from the face-off. Any subsequent violation shall result in a bench minor penalty for delay of game being assessed to the offending team. (viii) In the last two (2) minutes of regulation time and any time in the overtime period(s), points (vi) and (vii) above are not applicable. The Linesman shall give the teams a reasonable amount of time to set up for the ensuing face-off after points (1) through (5) above have been enforced.

Bench Minor Penalty

Any attempt by the visiting team to make a change after the Referee's signal shall result in the assessment of a bench minor penalty for delay of game. Players must proceed directly to the location of the face-off to participate in the ensuing face-off. Any attempts to delay the game by stalling or otherwise unnecessary actions by either team shall result in the assessment of a bench minor penalty for delaying the game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Slow Proceeding to Face-off Location (or, Slow Proceeding to Players' Bench)." During the play, if a player wishes to retire from the ice and be replaced by a substitute, he must do so at the players' bench and not through any other exit leading from the

rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

Rule 10.8 – Off-side

Players of the attacking team must not precede the puck into the attacking zone. The position of the player's skates and not that of his stick shall be the determining factor in all instances in deciding an off-side. A player is off-side when both skates are completely over the leading edge of the blue line involved in the play. A player is on-side when his skates are in contact with the blue line. If a player legally carries, passes or plays the puck back into his own defending zone while a player of the opposing team is in such defending zone, the off-side shall be ignored and play permitted to continue.

Deflections / Rebounds

For the purposes of this section, it is stipulated that an attacking player has preceded the puck into the attacking zone. When a defending player propels the puck out of his defending zone and the puck clearly rebounds off a defending player in the neutral zone back into the defending zone, all attacking players are eligible to play the puck. However, any action by an attacking player that causes a deflection/rebound off a defending player in the neutral zone back into the defending zone (stick check, body check, physical contact), a delayed off-side shall be signaled by the Linesman. A puck that deflects back into the defending zone off an official who is in the neutral zone will be off-side (or delayed off-side as appropriate). A puck which deflects off an attacking player outside the blue line into the attacking zone, regardless of who originally propelled it or where it was propelled from, shall be ruled off-side or delayed off-side, as appropriate. A puck which is propelled by the attacking team and deflects off any player shall be ruled off-side or delayed off-side, as appropriate.

Delayed Off-side

A situation where an attacking player (or players) has preceded the puck across the attacking blue line, but the defending team is in a position to bring the puck back out of its defending zone without any delay or contact with an attacking player, or, the attacking players are in the process of clearing the attacking zone. If an off-side call is delayed, the Linesman shall drop his arm to nullify the off-side violation and allow play to continue if:

- (i) All players of the offending team clear the zone at the same instant (skate contact with the blue line) permitting the attacking players to re-enter the attacking zone, or
- (ii) The defending team passes or carries the puck into the neutral zone. If, during the course of the delayed off-side, any member of the attacking team touches the puck, attempts to gain possession of a loose puck, forces the defending puck carrier further back into his own zone, or who is about to make physical contact with the defending puck carrier, the Linesman shall stop play for the off-side violation. If, during a delayed off-side, an attacking player in the attacking zone elects 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 when both skates are off the ice and the Linesman judges him to have left the playing surface. If his replacement comes onto the ice in the attacking zone, while the delayed off-side is still in effect, he too must clear the attacking zone. Once all attacking players have cleared the attacking zone and the Linesman has lowered his arm for the delayed off-side, all attacking players may legally enter the attacking zone and pursue the puck.

Disallowed Goal

If the puck is shot into the attacking zone creating a delayed off-side, the play shall be allowed to continue under the normal clearing-the-zone rules. Should the puck, as a result of this shot, enter the defending team's goal, either directly or off the goalkeeper, a player, the boards, the glass, a piece of equipment or an official on the ice, 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 will 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 offside situation is if the defending team shoots or puts the puck into their own net without action or contact by the offending team. Other than in situations involving a delayed off-side and the puck entering the goal, no goal can be disallowed after the fact for an off-side violation, except for the human factor involved in blowing the whistle.

Intentional Off-side

An intentional off-side is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either team is short-handed. If in the opinion of the Linesman, an intentional off-side play has been made, the puck shall be faced-off at the end face-off spot in the defending zone of the offending team. If, while an off-side call is delayed, a player of the offending team deliberately touches the puck to create a stoppage of play, the Linesman will signal an intentional off-side.

Rule 10.9 – Overtime

If at the end of the three (3) regular periods, the score shall be tied, each team shall be awarded one point in the Tournament standings. The teams will then play an additional overtime period of not more than five (5) minutes with the team scoring first declared the winner and being awarded an additional point. The overtime period shall be played with each team at a numerical strength of three (3) skaters and one (1) goalkeeper. The overtime period will commence following a shoveling of the entire ice surface by arena personnel utilizing the same procedures as are utilized during TV time-outs. NOTE: No

intermission time shall be put on the clock between the end of regulation and the start of overtime, but the expectation is that the overtime period should commence approximately two (2) minutes after the end of regulation. Once the shoveling has been completed, the clock will be reset to 5:00 minutes and the overtime period will begin immediately. The players will remain at their respective benches during the period in which the shoveling of the entire ice surface takes place. NOTE: Teams are not permitted to return to the dressing room during this time. The teams do not change ends for the overtime period. Goalkeepers must go to their respective players' benches during this rest period, however, penalized players must remain on the penalty bench. Should a penalized player exit the penalty bench, he shall be returned immediately by the officials with no additional penalty being assessed, unless he commits an infraction of any other rule.

Extra Attacker

A team shall be allowed to pull its goalkeeper in favor of an additional skater in the overtime period. However, should that team lose the game during the time in which the goalkeeper has been removed, it would forfeit the automatic point gained in the tie at the end of regulation play, except if the goalkeeper has been removed at the call of a delayed penalty against the other team. Should the goalkeeper proceed to his bench for an extra attacker due to a delayed penalty call against the opposing team, and should the non-offending team shoot the puck directly into their own goal, the game shall be over and the team that was to be penalized declared the winner. Once the goalkeeper has been removed for an extra attacker in overtime during the regular-season, he must wait for the next stoppage of play before returning to his position. He cannot change "on the fly." If he does, a bench minor penalty shall be assessed for having an ineligible player.

Penalties

When regulation time ends and the teams are 5 on 3, teams will start overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 3 on 3, as appropriate. When regulation ends and teams are 4 on 4 teams will start overtime 3 on 3. If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 3 on 3 or 4 on 3 as appropriate. At no time will a team have less than three players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed. If a team is penalized in overtime, teams play 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3 on 3. 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 five (5) skaters. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3, as appropriate.

Rule 10.10 Shootout

If the game remains tied at the end of the five (5) minute overtime period, the teams will proceed to a shootout. The rules governing the shootout shall be the same as those listed under Rule - Penalty Shot. The shootout will commence following a shoveling of the entire ice surface by arena personnel using the same procedures as are utilized during TV time-outs. Goalkeepers shall occupy the goal closest to their Team's players' bench. The home team shall have the choice of shooting first or second. The teams shall alternate shots. NOTE: For the shootout, teams will defend the same end-zone as they do in the overtime. Eligible players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been assessed a game misconduct or match penalty. When a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If the misconduct is assessed to the goalkeeper during the course of the shootout, the player designated to serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot. Guidelines related to stick measurement requests during the shootout are outlined in – Stick Measurements – Prior to Shootout Attempt. Once the shootout begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper. Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters. Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal scored in his personal statistics. If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that Team. If a team declines to take a shot it will be declared as "no goal."

Rule 10.11 – Puck Out of Bounds

When a puck goes outside the playing area at either end or either side of the rink, strikes any obstacles above the playing surface other than the boards or glass, causes the glass, lighting, timing device or the supports to break, it shall be faced-off at the nearest face-off spot in the zone from where it was shot or deflected out of play. Should the officials rule that the shot or deflection that caused the puck to go out of play originated from the neutral or defending zones, the resulting face-off location shall be the nearest face-off spot closest to the origin of the shot or deflection that gives the offending team the least amount of territorial advantage. If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by hand or stick. When the puck goes outside the playing area directly off the faceoff, regardless as to which player may have last contacted the puck, the face-off shall remain in the same spot and no penalty will be assessed to either team for delaying the game. When the puck is shot and it makes contact with the gloves or the body of a player hanging over the players' bench, or if the puck enters the players' bench through an open bench

door, the face-off shall take place at the nearest face-off spot in the zone from where the puck was shot, however, if the puck hits an opposing player's glove or body that is hanging over the opposing team's players' bench or enters the opposing team's players' bench through an open bench door, the face-off shall take place in the neutral zone adjacent to the opponent's players' bench. Should the puck strike the spectator netting at the ends and the corners of the arena, play shall be stopped and the ensuing face-off shall be determined as if the puck went outside the playing area. However, if the puck striking the spectator netting goes unnoticed by the on-ice officials, play shall continue as normal and resulting play with the puck shall be deemed a legitimate play. Players must not stop playing the game until they hear the whistle to do so.

Puck Unplayable

When the puck becomes lodged in the netting on the outside of either goal so as to make it unplayable, or if it is "frozen" between opposing players intentionally or otherwise, the Referee shall stop the play. The puck may be played off the goal netting by either team. However, should the puck remain on the goal netting for more than three (3) seconds, play shall be stopped. Should the goalkeeper use his stick or glove to freeze the puck on the back of the net or should a defending player shield an attacking player from playing the puck off the back of the net, the face-off shall take place at one of the face-off spots in the defending zone. Should the puck go under the goal either from behind or the side, or through the mesh from behind or the side, if this is witnessed by an on-ice official, play should be stopped immediately and the ensuing face-off should take place at the nearest face-off spot in the zone nearest to the location where the play was stopped.

Puck Out of Sight

Should a scramble take place or a player accidentally fall on the puck and the puck be out of sight of the Referee, he shall immediately blow his whistle and stop the play. The puck shall then be faced-off at the nearest face-off spot in the zone where the play was stopped unless otherwise provided for in the rules.

Puck Striking Official

Play shall not be stopped if the puck touches an official anywhere on the rink, regardless of whether a team is shorthanded or not. A puck that deflects back into the defending zone off an official who is in the neutral zone, will be deemed to be off-side as per Rule – Off-side. The puck striking or deflecting off an official does not automatically nullify a potential icing. When a puck deflects off an official and goes out of play, the ensuing face-off will take place at the face-off spot in the zone nearest to where the puck deflected off the official. If a goal is scored as a result of being deflected directly into the net off an official, the goal shall not be allowed.

Face-Off Location

Should any player cause the puck to go out of play or become unplayable in any zone, the face-off shall take place at the face-off spot in the zone from which the puck was shot. If deflected out of play, at the nearest face-off spot in the zone where it deflected out of play. If the zone happens to be the neutral zone, the face-off spot selected shall be the one that gives the offending team the least amount of territorial advantage. For a puck that is unplayable due to being lodged in the netting or as a result of it being frozen between opposing players, the resulting face-off shall be at either of the adjacent face-off spots or at the nearest face-off spot in the zone from which the puck was shot, unless otherwise covered in these rules. If the attacking team shoots the puck into the zone and a delayed off-side is indicated, or if the attacking team commits a game flow infraction such as contacting the puck with a high-stick or batting the puck with a glove (causing a stoppage of play), the ensuing face-off shall be in the neutral zone outside the offending team's attacking zone.

Minor Penalty

A minor penalty for delay of game shall be imposed on a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play. Any loss of time on the game or penalty clocks due to the puck going out of play must be replaced. The Timekeeper may be consulted to ensure the time is accurately replaced.

Rule 10.12 – Start of Game and Periods

The game shall be commenced at the time scheduled by a "face-off" in the center of the rink and shall be renewed promptly at the conclusion of each intermission in the same manner.

Bench Minor Penalty

A bench minor penalty for delay of game shall be imposed on either or both teams if:

- (i) They are not on the ice or can be seen proceeding to the ice to start the second, third or any overtime period when the intermission time on the clock has expired;
- (ii) (ii) At the start of the second, third and any overtime period, all players with the exception of the starting players must proceed directly to their respective players' benches. Skating, warm-ups or on-ice activities by non-starters is not permitted;
- (iii) (iii) When the visiting team must proceed by the way of the ice to their dressing room at the end of a period, they must wait for a signal from one of the officials before proceeding. Failure to wait for the official's signal shall result in a penalty.

End of Periods

At the end of each period, the home team players must proceed directly to their dressing room while the visiting team players must wait for a signal from the official to proceed only if they have to go on the ice to reach their dressing room. Failure to comply with this regulation will result in a bench minor penalty for delay of game. Players shall not be permitted to come on the ice during a stoppage of play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the Commissioner for disciplinary action.

Pre-Game Warm-Up

During the pre-game warm-up (which shall not exceed sixteen (5) minutes in duration) and before the commencement of play in any period, each team shall confine its activity to its own end of the rink. The Game Timekeeper shall be responsible for signaling the commencement and termination of the pre-game warm-up and any violation of this rule by the players shall be reported to the Commissioner.

Start of Game

At the beginning of the game, if a team fails to appear on the ice promptly without proper justification, a bench minor penalty for delay the game shall be assessed against the offending team

Start of Periods

At the beginning of the second and third periods, and overtime periods (0:00 on the clock), clubs must be on the ice or be observed to be proceeding to the ice. Failure to comply with this regulation will result in a bench minor penalty for delay of game. Before the start of the second and third periods (and overtime periods), the teams will proceed directly to their respective players' benches. Only the starting line-up will be allowed on the ice. The visiting team will immediately place its starting line-up at the face-off circle, then the home team will follow, with the Referee allowing the home team to make a line change if so desired prior to the face-off. Skating, warm-ups or on-ice activities by non-starters will result in a bench minor penalty for delay of game to the offending team. No warm-up involving pucks on the ice shall be permitted for a goalkeeper at the start of any period. If, after one warning, this continues, the Referee shall assess a delay of game penalty to the offending team.

Rule 10.13 - Time-outs

Each team shall be permitted to take one thirty-second time-out during the course of any game, regular season or playoffs. All players including goalkeepers on the ice at the time of the time-out will be allowed to go to their respective benches. This time-out must be taken during a normal stoppage of play. Only one time-out, commercial or team, shall be permitted at any one stoppage of play. For the

purpose of this rule, a commercial time-out is deemed an “official time-out” and not charged to either team. Any player designated by the Coach will indicate to the Referee (prior to the drop of the puck) that his team is exercising its option and the Referee will report the time-out to the Game Timekeeper who shall be responsible for signaling the termination of the time-out. No time-out shall be granted following a face-off violation. No time-out shall be granted to the defensive team following an icing. When a penalty shot has been awarded to either team by the Referee, no time-out will be granted once instructions have been given to the player taking the shot and the goalkeeper defending the shot. No time-out will be granted during the shootout. No warm-up involving pucks on the ice shall be permitted for a goalkeeper or replacement goalkeeper during a time-out. If, after one warning, this continues, the Referee shall assess a delay of game penalty to the offending team. Television commercial time-out guidelines are established by the League. However, no commercial time-out is permitted after the scoring of a goal. No commercial time-out is permitted after the calling of an icing infraction.