



OFFICIAL PLAYING RULES 2012-2014

UPDATED MAY 25, 2013



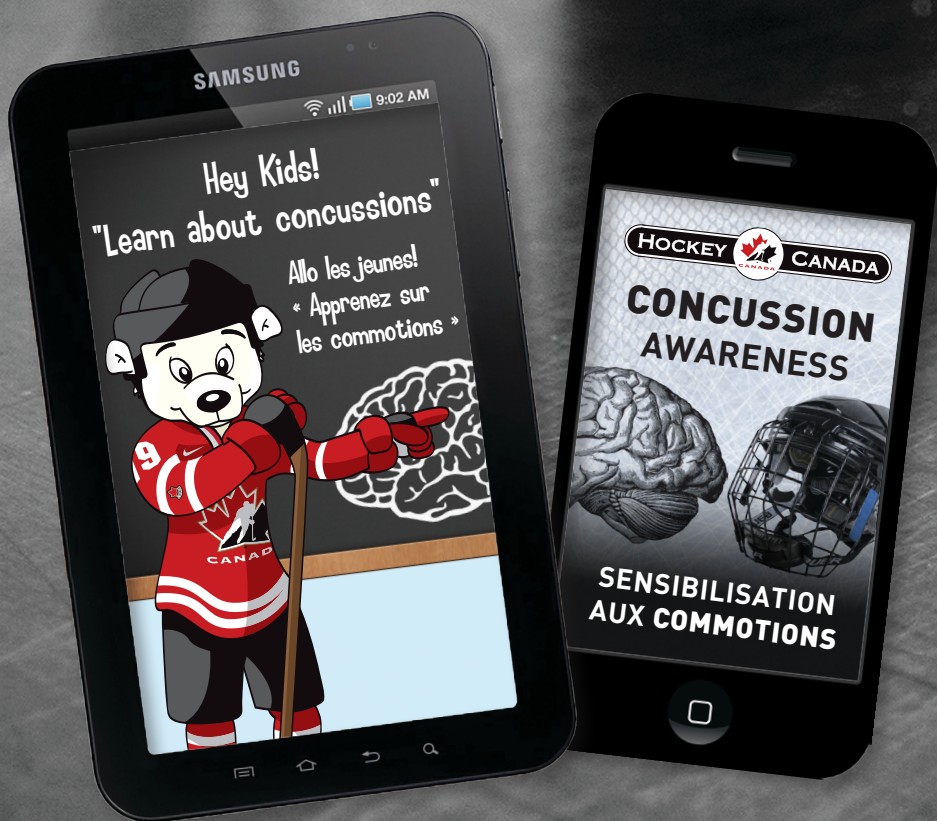
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OFFICIAL RULE BOOK OF HOCKEY CANADA

MISSION STATEMENT

LEAD, DEVELOP AND PROMOTE POSITIVE HOCKEY EXPERIENCES

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A copy of this document has been deposited at the Sport Information Resource Centre (SIRC), 116 Albert, Suite 400 Ottawa, Ontario K1P 5G3.

Printed in Canada

First published in Canada 1993 by Hockey Canada, 801 King Edward Avenue Drive, Suite N204, Ottawa, Ontario, K1N 6N5

ISBN 978-1-897355-49-7 10th edition (2012)

Item #55501

Ce document est aussi disponible en français

FAIR PLAY INITIATIVE

As a result of Hockey Canada's focus on fair play and improved communication between officials, coaches and players, Hockey Canada has implemented the following process:

"In all games, the officials shall approach each bench and meet the Coaches. This process should not take more than 15 seconds and will be completed prior to the game, at the end of the pre-game warm-up. Officials are also encouraged to shake hands with the Captains where possible".

This process is supported by the Coaching Program, Officiating Program and Hockey Canada's Board of Directors.

FAIR PLAY ANNOUNCEMENT

It is recommended that this announcement be made prior to every game.

Good (Evening/Afternoon/Morning) (Ladies and Gentlemen/Hockey Fans). Welcome to (Tonights/Todays/This Mornings) game between _____ and _____.

These are young hockey players who are performing here (Tonight/Today). They are friendly rivals as members of opposing teams. They are not enemies.

The coaches for (Tonights/Todays/This Mornings) game are _____ and _____. They have accepted the challenge of teaching the skills of this great game.

The officials are _____ and _____. These individuals have been assigned to administer the rules of the game. Their training, experience and integrity qualify them for their role in this contest.

On behalf of the (Team/Association) _____ enjoy our great game of skill.

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MESSAGE FROM THE HOCKEY CANADA BOARD OF DIRECTORS

The rules which are contained in this book are the only rules which are to be used in the playing of hockey under the jurisdiction of Hockey Canada. Branches or leagues choosing to play outside these rules will be subjected to discipline and will at a minimum, forfeit the right to Hockey Canada's Insurance Program. However, during internal Branch competition, Branches may make variations to Hockey Canada Official Rules, providing these variations are more restrictive than the rules as written.

A game should be refereed strictly in accordance with the rules. In individual cases, Referees may feel that the rules are in some respect not satisfactory. However, it is not up to an individual to decide if a rule should or should not be applied. Rules are approved by Hockey Canada's membership and are to be changed only through the democratic process at given periods of time. Referees are directed to thoroughly apply the rules of the Association and of their Branch.

If a Referee has difficulty in the interpretation of any rule, the Referee should consult with the Branch Referee-in-Chief. If such person cannot give a satisfactory interpretation, Hockey Canada's Referee-in-Chief should be contacted.

It is understandable that in a country of the geographic expanse of Canada, a uniform interpretation of the rules may prove somewhat difficult. That, however, is the goal which is to be aimed at, and if the rules are strictly adhered to in all parts of Canada, it should not be hard to come near achieving that goal.

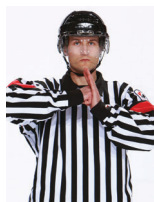
These playing rules become effective with the commencement of the 2012-2013 season.

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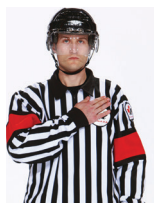
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REFEREE'S SIGNALS



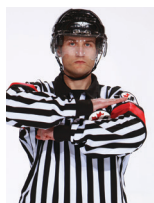
BOARDING

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



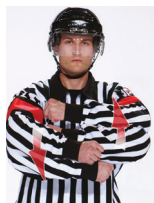
BODYCHECKING

Open palm of the non-whistle hand, with fingers together, comes across body on to the opposite shoulder.



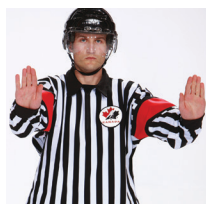
BUTT-ENDING

A cross motion of the fore-arms, one moving under the other arm.



CHARGING

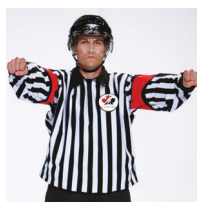
Rotating clenched fists around one another in front of the chest.



CHECKING FROM BEHIND

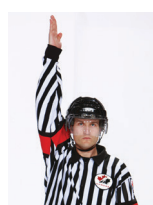
A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.

extended from the chest at shoulder level.



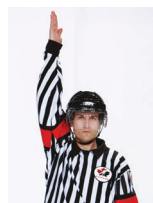
CROSS-CHECKING

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



DELAYED OFF-SIDE

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



DELAYED CALLING PENALTY

Extending the non-whistle arm fully above the head.



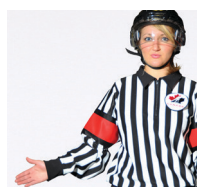
ELBOWING

Tapping either elbow with the opposite hand.



GOAL SCORED

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



HAND PASS

Pushing motion with the open palm.



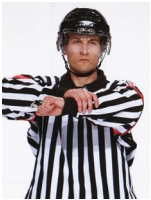
HEAD CONTACT

Patting flat (open palm) of the non-whistle hand on this side of the head.



HIGH STICKING

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



HOLDING

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



HOLDING THE STICK

Two stage signal involving the holding signal (shown above) followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



HOOKING

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



ICING THE PUCK

The back Referee or Linesman signals a possible icing by fully extending either arm over her head. The arm should remain raised until the front Referee or Linesman, either blows the whistle to indicate an icing or until the icing is washed out. Once the icing has been completed, the back Referee or Linesman will then point to the appropriate face-off spot and skate to it.



INTERFERENCE

Crossing arms stationary in front of the chest.



KNEEING

Slapping either knee with the palm of the hand, while keeping both skates on the ice.



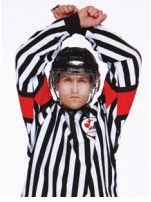
MATCH PENALTY

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



MISCONDUCT

Both hands on hips.



PENALTY SHOT

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



WASH OUT

A sweeping sideways motion of both arms across the front of the

body at shoulder level with palms down. This signal is used: (a) by the Referee to signal “no goal”; (b) by the Linesman to signal “no icing” and in certain situations “no off-side”.



ROUGHING

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



SLASHING

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



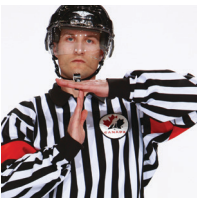
SPEARING

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



TRIPPING

Striking leg with either hand below the knee, keeping both skates on the ice.



UNSPORTSMANLIKE CONDUCT/DIVING

Using both hands to form a “T” in front of the chest.

GLOSSARY

AGGRESSOR: Player attempting to continue a fight by throwing or attempting to throw punches or again by continuing the grappling action with his opponent with the intent of intimidation or punishment of that opponent. The aggressor may or may not be the instigator of the fight.

ALTERCATION: Altercation is defined as any incident involving players leading to a penalty or penalties.

ATTEMPT TO OR DELIBERATE INJURY: An action by a player or team official who by the use of a stick, skate or other object, or by using her body, hits or attempts to hit an opposing player or team official, or game official with the intention of causing injury.

BREAKAWAY: A player in full control of the puck in the neutral or attacking zone, and having no opposing player between himself and the opposing goaltender (or goal, if the goaltender has been removed).

BROKEN STICK: A stick that in the opinion of the Referee is unfit for normal play.

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 his stick.

BUTT-END HOOKING: The action whereby a player uses the shaft of the stick above the upper hand to hold or hook an opponent.

CAPTAIN: A player, other than a goaltender, who is selected or named by the team, to represent the team with the officials. Wherever the word "Captain" appears in the Rule Book, it defines those players who have been designated as Captain or Alternate Captain on the Official Game Report.

CHARGING: The act of taking more than two steps or strides to contact an opposing player.

CHECKING FROM BEHIND: Any action where a player is intentionally pushed, body-checked, high sticked, cross-checked or hit in any manner from behind.

COACH: A person primarily responsible for directing and guiding the actions and efforts of his team. Along with the Manager, he is responsible for the conduct of the players before, during and after the game in the arena.

CONTROL: A player actually propelling the puck with her stick, skate(s) or glove(s).

CREASES: Identifies enclosed space designated for the protection of the goaltender and the use of the Referee in the discharge of their respective duties. The lines which designate this space are to be considered part of the crease.

CROSS-CHECKING: The action of using the shaft of the stick between the two hands to check an opponent at any height.

DELAYED OFF-SIDE: A situation where an attacking player (players) has (have) 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.

ENCROACHMENT: This occurs when a player other than the centre stands with a skate either inside the face-off circle, on the face-off circle or in the area between the hash marks prior to the dropping of the puck. It is acceptable for the player's stick to be inside the face-off circle but not in the area between the hash marks.

FACE-OFF: 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 Referee indicates the location of the face-off and the officials and players take their appropriate positions. It ends when the puck has been legally dropped.

GAME: A meeting of two teams playing for a specific length of time, for the purpose of declaring a winner through the scoring of goals. The game consists of regular playing time and overtime, if such is required.

GAME EJECTION: When a player has been removed from the game for three or more stick infraction penalties, this player must leave the area of the players' bench and must in no way direct, coach or assist the team in any manner for the remainder of the game.

GATHERING: When one or more players of one team come in close contact with one or more opposing players in such a manner as to create the possibility of a penalty or penalties against one or more of the players.

GOALTENDER: A person designated as such on the Official Game Report, who is identified by the use of special and legal equipment and privileges to prevent the puck from entering the net.

GOALTENDERS' SKATES: Skates specifically designated for use by goaltenders. The blade of the skate is closed at both ends and is specially constructed so as to prevent the puck from passing through the blade.

HEEL OF THE STICK: The point where the shaft of the stick and the bottom of the blade meet.

HIGH STICKING: The action of the player carrying the stick or any part of the stick above the normal height of the shoulder.

HOLDING: Any action by a player that retards the progress of an opposing player whether or not she is in possession of the puck.

HOOKING: The action of using the blade of the stick in a "pulling or tugging" motion to impede the progress of an opponent. The hooking action may apply to any part of an opponent's body or stick.

INSTIGATOR: The player responsible for starting a fight by throwing or attempting to throw the first punch(es).

KICKING: The action of a player deliberately using his skate(s) with a kicking motion to contact an opponent, with no intent to play the puck.

KICK SHOT: The action of placing the blade of the stick behind the puck and then propelling the puck by kicking the stick.

OFF-ICE OFFICIALS: Officials appointed to assist the On-Ice Officials in the conduct of the game. They are under the control of the Referee during the game, and include: Official Scorer, Game Timekeeper, Penalty Timekeeper, and two Goal Judges.

ON-ICE OFFICIALS: The On-Ice Officials are the Referee and Linesmen.

PENALTY: The result of an infraction to the rules.

PLAYERS: The members of the team physically participating in a game. Except where special rules apply to him, the goaltender is to be considered a player.

PLAYERS IN UNIFORM: Players duly registered on the Official Game Report and attired in the appropriate protective equipment in order to participate in the game.

POSSESSION: The state of a player other than a goaltender who is the last one to have come in contact with the puck. **The goaltender must have had control of the puck before he is deemed to be in possession.**

PRESIDENT: Where the word "President" is used in the Rule Book, it shall refer to the President of Hockey Canada Branch or his duly appointed representative for games under the jurisdiction of the branch; otherwise it shall refer to the President of Hockey Canada.

PROTECTIVE EQUIPMENT: The equipment worn by a player for the sole purpose of protecting against injury.

SHORTHANDED: Shorthanded means that a team is below the numerical strength of its opponent on the ice.

SLASHING: The action of hitting an opponent with a stick while holding the stick with one or both hands. Tapping the stick of the puck carrier is not considered slashing if it is for the sole purpose of taking the puck. A player who swings his stick at an opponent and makes no contact shall still be guilty of slashing.

SLEW FOOTING: The action of tripping a player by knocking a player's skates out from behind with a kicking or leg dragging motion.

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

TEAM OFFICIAL: The five people clearly identified on the Official Game Report which may include the Coach, Manager, Trainer, Stick Boy, Team Doctor, President and other members of the executive of the team.

TIME PENALTY: A penalty which at any time results in a team playing with less than six players on the ice. i.e., Minor, Bench Minor, Major or Match penalty.

SUPPLEMENTARY DISCIPLINE

In addition to the penalties contained in this Rulebook, supplementary discipline will be assessed to Players, Teams and/or Team Officials for enumerated penalties set out in the appropriate Minimum Suspension Chart contained in the Hockey Canada Articles, By-Laws, Regulations and History publication.

For greater certainty, the Minimum Suspension Charts are in no way intended to preclude any Branch, Association, or League from expanding the categories of penalties for which supplementary discipline may be assessed or from assessing supplementary discipline that exceeds the minimums set out in the appropriate Minimum Suspension Chart.

SECTION 1 PLAYING AREA

Rule 1.1 Rink

Ice Hockey shall be played on an area of ice called a “Rink”.

Rule 1.2 Rink Dimensions

- (a) As nearly as possible, 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 shall be rounded in the arc of a circle with a radius of 8.53 m (28 ft). This shall apply to new rinks only.
- (b) The rink shall be enclosed by the boards, which may be constructed of wood, plastic or fibreglass. Measured from the surface of the ice, the boards shall 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 shall be white and free from any obstruction or object that may cause injury to players. The base plate, of a maximum height of 30.48 cm (12 in.), shall be light (recommend yellow) in colour.
- (c) It is recommended that glass, plexi-glass 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, shall be mounted on the boards on the side away from the playing surface.
- (d) It is recommended that no logos or advertising be allowed on the ice in the end zones. Logos must not disrupt or alter any official ice markings as described in this Section One.

Rule 1.3 Division of Ice Surface

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

- (a) In the centre of the goal lines between the side boards, regulation goal posts and nets of approved design and materials, shall 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 in Hockey Canada games.
- (b) The goal posts shall be set 1.83 m (6 ft.) apart, measured from the inside of the posts. They shall extend 1.22 m (4 ft.) vertically from the ice surface and a cross bar of the same material as the goal posts shall 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 shall be 5.08 cm (2 in.) in diameter. The area enclosed by the goal posts and the cross bar shall be known as “the goal”.
- (c) A net of approved design and material shall be attached to the back of each goal.
- (d) The goal posts, cross bar and the exterior surface of other supporting framework for the goal shall be painted red. The surface of the base plate inside the goal and supports other than the goal post shall be painted in a light colour.

Rule 1.5 Goal Crease

- (a) In front of each goal, a “Goal Crease” area shall be marked by a red line 5.08 cm (2 in.) wide.
- (b) The goal crease shall be laid out as follows: a semi-circle 1.82 m (6 ft.) in radius and 5.08cm (2 in.) in width shall be drawn using the centre of the goal line as the centre point. In addition, an “L” shaped marking of 12.7cm (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 shall be light blue, light yellow or off-white.
- (c) The goal crease area shall include the space outlined by the crease lines and shall 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, shall be marked on the ice exactly in the centre of the rink. Using this spot as a centre, a circular blue line, 5.08cm (2 in.) wide, with a radius of 4.57m (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, shall 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 shall be painted red, the remainder shall be painted white.

Rule 1.8 End Zone Face-off Spots and Circles

- (a) In both end zones and on both sides of each goal, red face-off spots and circles shall be marked on the ice. The face-off spots shall be 60.96cm (2 ft.) in diameter and the circles shall have a radius of 4.57 m (15 ft.) from the centre of the face-off spots. The lines of the circle shall be 5.08 m (2 in.) wide. 5.64 m (18 1/2ft.) and 6.55 m (21 1/2ft.) from the goal line and parallel to it, two red lines 60.96 cm (2 ft.) in length and 5.08cm (2 in.) wide shall be marked on the ice extending from the outer edge of both sides of each face-off circle. The face-off spots shall 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 shall be painted red, the remainder shall be painted white. 30.48 cm (1 ft.) away from the edge of the face-off spot, two lines shall be drawn parallel with the sideboards that shall 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 shall extend 86.36 cm (2 ft. 10 in.) in length. All lines shall be 5.08 cm (2 in.) in width.
- (b) The location of the face-off spot shall be fixed in the following manner: Along a line 6.09 m (20 ft.) from each goal line and parallel to it, mark two points 6.71 m (22 ft.) on both sides of the straight line joining the centres of the two goals. Each such point shall be the centre of the face-off spot and circle.
- (c) For rinks under 22.90 m (75 ft.) in width, the face-off circles shall 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

- (a) Each rink shall have seats or a bench for the use of each team, to be known as the "Players' Bench". Each players' bench shall accommodate at least fourteen players and shall 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).
- (b) The gates to the players' bench should be constructed to open away from the ice surface.
- (c) Only players in uniform and a maximum of five team officials shall be permitted to occupy the players' bench. These individuals shall be registered and entered on the Official Game Report. A maximum of five team officials may be recorded on the Official Game Report.
- (d) During a game, Coaches, Managers, Trainers and Stick Boys or other authorized team officials shall be restricted to the use of the area the length of their players' bench, including their team's gate. The penalty for a violation of this rule is a Bench Minor penalty.
- (e) The Home Team shall have the choice of ends to start the game and must take the players' bench that corresponds to their choice of ends. Teams shall alternate ends of the ice to start each period but neither team is permitted to change their players' bench

Rule 1.10 Penalty Bench

- (a) Each rink shall have seats or a bench to accommodate eight persons to be known as the "Penalty Bench". It is to be used for the seating of penalized players, the Penalty Timekeeper, the Game Timekeeper and the Official Scorer. The penalty bench should be located a substantial distance from the players' bench.

Note: The penalty box shall 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.

- (b) The gates of the penalty box should be constructed to open away from the ice surface, and outside the area known as the Referee's crease. In each rink in which inter-branch play-offs are to be played, there shall be two separate penalty boxes, each having its own gate and designated respectively as "Home" and "Visitor". Adequate arrangements shall 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 shall 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 shall be marked on the ice immediately in front of the Penalty Timekeeper's seat. The area enclosed by this line shall be known as the Referee's crease.

Rule 1.12 Signal and Timing Devices

- (a) Each rink must have a suitable sound device to be used by the Game Timekeeper.
- (b) Each rink must have a clock in order that spectators, players and game officials may be accurately informed as to the time remaining in the game.

Note: Where clocks with four faces are in use, the face directly in front of the Game Timekeeper shall govern the time.

- (c) In a suitable location behind each goal, a red light shall be provided for the use of each Goal Judge in signalling 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: A goal cannot be scored when the green light is showing.

Rule 1.13 Dressing Rooms

- (a) Each rink shall provide a suitable dressing room equipped with a sanitary toilet and shower for the use of the Visiting Team.
- (b) A separate dressing room shall be provided for the use of Referees and Linesmen. It shall be equipped with a sanitary toilet and shower.
- (c) No team official, player or employee of any club may enter into any inappropriate discussion with any Referee during or after a game. No person, except the President of the branch or league or their representative, shall be allowed to enter the Official's dressing room. For any infraction of this rule, the matter shall be reported by the Referee to the President of the branch for further action.

Rule 1.14 Rink Lighting

All rinks shall be lighted so that the players and spectators may clearly follow play.

SECTION 2 TEAMS

Rule 2.1 Composition of Team

- (a) A team shall have no more than six players on the ice at any one time while play is in progress. These six players shall be designated as follows: Goaltender, Right Defence, Left Defence, Centre, Right Wing and Left Wing.
- (b) Each player shall wear an individual number of at least 25.40cm (10 in.) in height on the back of her sweater.

Note - Team Colours

Each team shall declare its colours to the President or Governor of its league at the beginning of each season. If these colours are accepted, they may not be changed during the season without the approval of the League President or Group Governor.

In inter-branch competition, it will be the responsibility of the Home Team to change its sweater and socks if the colours of the competing teams conflict. The decision in this matter shall be left to the Referee in charge of the game.

Rule 2.2 Players in Uniform

- (a) Each team shall be entitled to a maximum of 19 (Jr A, B, Senior (male and female) and AAA Midget -20) players in uniform, (which includes two goaltenders), for any game or pre-game warm-up, all of whom shall be duly registered in accordance with Hockey Canada Regulations. The players duly registered as goaltenders shall be eligible to play as goaltenders only. Teams in inter-branch competition must have both goaltenders in uniform and ready to play. A minimum of six eligible players in uniform (not necessarily a goaltender) on each team shall be necessary to start the game.
- (b) Before the start of the game, the Official in charge of each team shall give the Referee or Official Scorer a list of names and numbers of the players and goaltenders (to the maximum of 19 (Jr A, B, Senior (male and female) and AAA Midget -20) who shall be eligible to play in that game. No change in the list or addition to the list shall be permitted after the commencement of the game except:
 - (1) Where a player is late and his name has been included on the Official Game Report prior to the game, he will be permitted to participate;
 - (2) When a player has been inadvertently omitted from the Official Game Report, the Referee shall permit the name to be added to the Game Report before the game has ended; providing such player was in uniform and on the ice or on his players' bench at the start of the game.
- (c) Any team official who gives a false statement on the Official Game Report with regard to eligible players, shall be dealt with by the President.
- (d) Each team shall be allowed one goaltender on the ice at one time. The goaltender may be removed and another "Player" substituted. Such player shall not be permitted the privileges of a goaltender.
- (e) No player, other than a goaltender or his replacement shall be permitted to wear the equipment of a goaltender. Note: Teams are allowed to dress two goaltenders, either of whom may be used at the team's discretion.

- (f) When the substitute goaltender enters the game, he shall take his position without delay and no warm-up shall be permitted.
- (g) If both teams are on the ice during the pre-game warm-up, players shall be restricted to their own half of the ice. Where a team violates this rule, the Referee shall report the violation to the President who may take appropriate action.
- (h) No player under suspension may participate in the pre-game warm-up or occupy the players' bench.

Rule 2.3 Team Roster

Before the start of the game the Official in charge of the Visiting Team must be the first to list her line-ups on the Official Game Report.

Rule 2.4 Captain of the Team

- (a) Each team may appoint a Captain and not more than three Alternate Captains. One of these should be on the ice at all times and only a Captain or Alternate Captain who is on the ice shall have the privilege of asking the Referee for his interpretation of any rule during the progress of the game.

Prior to the start of the game, the Manager or Coach of each team shall note on the Official Game Report and advise the Referee or Official Scorer of the names and numbers of the Captain and Alternate Captain(s).

- (b) The Captain shall wear the letter "C" and the Alternate Captain(s) the letter "A" in a conspicuous position on the front of their sweaters. The letters should be in a contrasting colour and be approximately 7.62cm (3 in.) in height. If the letters are not worn, Captain's and Alternate Captain's privileges will not be permitted.
- (c) When the Captain or Alternate Captain receives a penalty, he shall lose all his privileges for the duration of the penalty and must proceed directly to the penalty box. Such players failing to do so will be assessed a Misconduct penalty.
- (d) Goaltenders or a replacement for a goaltender, cannot be selected or named Captain or Alternate Captain.
- (e) A playing Coach or Manager shall not be entitled to the privileges of a Captain or Alternate Captain.
- (f) A Minor penalty for delay of game shall be assessed any Captain, Alternate Captain or other player who leaves his players' bench to discuss any interpretation of the rules with the Referee.

Rule 2.5 Change of Players

- (a) When play is in progress, not more than six players (including a goaltender) are permitted on the ice at any one time.
- (b) Players may be changed at any time from the players' bench, provided that the player or players leaving the ice shall be at the players' bench [within 3.05m (10 ft.)] and out of play before any change is made.
- (c) A player on the penalty bench who is to be changed after her penalty has been served must proceed by way of the ice and be at the players' bench before any change can be made.

- (d) A team shall be required to place the correct number of players on the ice when requested by the Referee. The Visiting Team must be the first to place any playing line-up on the ice to commence play at all times. Each team is allowed only one change of player(s) during a stoppage of play.
- (e) A Bench Minor penalty shall be assessed for a violation of any section of this rule. The penalty shall be served by a player committing the infraction, as covered under Rule 4.3 - Bench Minor penalties.
- (f) If, in the last two minutes of regular playing time, or any time in overtime, a Bench Minor penalty is imposed for DELIBERATE illegal substitution, a Penalty Shot shall be awarded against the offending team. The Bench Minor shall not be served. See Rule 10.1 (e) Note - Delay of Game.

Note 1: If in the course of making a substitution, either the player entering the game or the player leaving the game intentionally plays the puck with her stick, skates or hands or intentionally checks or makes any physical contact with an opposing player while the player respectively leaving or entering the game is actually on the ice, then the infraction of "too many players on the ice" shall be called.

Note 2: If in the course of substituting, either the player entering the play or the player retiring is struck by the puck accidentally, the play should not be stopped and no penalty shall be called.

Note 3: When a goaltender leaves her goal area, and proceeds to the player's bench for the purpose of substituting another player, she must be within 3.05m (10 ft.) of the bench before the substitute may enter the game. If the substitute is made prematurely, the official shall stop the play when the offending team gains possession and control of the puck.

The resulting face-off shall take place at the centre face-off spot, except in cases where the offending team would gain a territorial advantage, in which cases the face-off shall be where the stoppage of play occurred as per Rule 10.2 (g).

- (g) For player changes during stoppages in play, the Referee shall begin the line change procedure as soon as it is safe to do so for the ensuing face-off and then allow a five-second period during which the Visiting Team may make a player change. After this five-second period has elapsed, the Referee will raise an arm to indicate that the Visiting Team may no longer change any player(s). With the arm still up, the Referee will allow a five-second period during which the Home Team may make a player change. After this five-second period has elapsed, the Referee will drop the arm to indicate that the Home Team may no longer change any player(s).

Where a team attempts to make a player change after their allotted period of time, the Referee shall send the player(s) back to their bench. Any subsequent infraction to this procedure at any time during the course of the game shall incur a Bench Minor penalty under Rule 2.5 (e).

- (h) During a line change in a stoppage of play, if there is a scrum or gathering, the players coming on the ice must remain at their respective benches until the gathering is dispersed and the referee has indicated for the line change to take place. Failure to remain at the team bench may result in a Bench Minor penalty being assessed.

Rule 2.6 Injured Players

- (a) When a player, other than a goaltender, is injured or compelled to leave the ice during a game, he must be replaced by a substitute, and play must continue without the teams leaving the ice.
- (b) If a goaltender goes to the players' bench due to an injury, he shall retire from the ice and his place shall be taken by an alternate goaltender and no warm-up will be permitted. However, this will only apply where an alternate goaltender is dressed. In cases where an alternate goaltender is not dressed the injured goaltender will be allowed ten minutes to recuperate. If a replacement is necessary for the injured goaltender, an additional five minutes shall be allowed for a total of fifteen minutes. The injured goaltender must remain out of the game until the next stoppage of play. For a violation of this rule, a minor penalty for Delay of Game shall be assessed.
- (c) Goaltender replacement shall be subject to the rules governing goaltenders and be allowed the goaltender's full equipment. In Divisions of Pee Wee and below, after a player has been designated as a goaltender, he/she may return to a non-goaltender position. Only in Divisions above Pee Wee, the player must remain as a goaltender once they have been designated as such.
- (d) When a goaltender is injured, players may be permitted to leave the ice at the discretion of the Referee, but must be ready to resume play immediately, on notice by the Referee.
- (e) A penalized player who has to serve a time penalty and who has been injured may proceed to the dressing room, provided he is 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 proceed to the dressing room without having to be replaced by a substitute on the penalty bench. For a violation of this rule, a Bench Minor penalty for "Ineligible Player" shall be assessed.
- (f) If an injured penalized player returns to the players' bench before his penalty has expired, he shall take his place in the penalty bench or replace the player substituting for him on the penalty bench during the first stoppage of play. If he takes part in the play before his penalty has expired, he shall be assessed an additional Minor penalty for "Ineligible Player".
- (g) When a player is injured so that he cannot continue play or go to his bench, the play shall 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 shall be stopped immediately unless his team is in scoring position, at which time the Referee shall 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 shall leave the ice and may not return to the ice until the play has resumed. If the player refuses to leave the ice, a Delay of Game penalty shall be assessed.

SECTION 3 EQUIPMENT

Measurement Guidelines

1. The measurement of any equipment (players' and goaltenders' sticks, goaltenders' pads and gloves) shall be carried out immediately when requested by a team through the Captain or Alternate Captain(s).
No measurements of any kind will be carried out by the Referee unless a formal request has been made by a team, using the proper procedure.
2. If the complaint for any measurement of sticks or equipment is not sustained, the complaining team will be assessed a Bench Minor penalty.
3. Only one measurement of any kind will be allowed per stoppage of play.
4. Any illegal equipment shall be removed, corrected or adjusted without any unnecessary delay.
5. Where a measurement of a stick is requested by a Captain or Alternate Captain, then she must designate to the Referee what specific part of the stick is to be measured.
6. No goal will be disallowed as a result of any measurement following the scoring of a goal.

Rule 3.1 Adjustment of Equipment

- (a) A Minor penalty shall be assessed any player who delays the game for adjustment of any equipment.
- (b) The onus of maintaining equipment in proper condition shall be upon the player. If adjustments are required, the player must leave the ice and play shall continue uninterrupted, using a substitute.
- (c) *A goaltender may not delay the game unnecessarily to adjust his equipment, during a stoppage of play, unless he has received permission from the Referee and remains in the goal area. If a goaltender goes to the players' bench to adjust any equipment he shall retire from the ice and his place shall be taken by the alternate goaltender and no warm-up will be permitted. However, this would only apply where an alternate goaltender is dressed. The alternate goaltender must remain in the game until play resumes. For a violation of this rule, a Minor penalty for Delay of Game shall be assessed.*

Note: A goaltender may not go to the player's bench at any time during a stoppage of play unless he is being replaced by a substitute. (Except during a time-out as per rule 10.17 (e) guidelines 3.)

Rule 3.2 Broken Sticks

- (a) A player or goaltender without a stick may participate in the game. A player or goaltender whose stick has been broken must drop the broken portions to the ice immediately. A Minor penalty shall be assessed for an infraction of this rule.

Note: When a player discards the broken portions of a stick by tossing them to the side of the rink (not over the boards) in such a way that they do not interfere with play or opposing players, no penalty shall be assessed.

- (b) A player who has lost or broken her stick may only receive another stick at her own players' bench or be handed one from a teammate on the ice, and may not receive a stick thrown on the ice from any part of the rink. A Minor penalty shall be assessed for an infraction of this rule.

Note: A player tendered a stick from the bench (players' or penalty) thrown on the ice, who does not pick up the stick, will not receive a penalty. The person responsible for throwing the stick will receive a penalty, as covered in Rule 7.3 (d) - Interference.

- (c) A goaltender who breaks or loses her stick may use a stick of a player handed to her by a player until the next stoppage of play. In this case the players' stick will not be considered an illegal stick. A goaltender may not continue to play with a broken stick of any kind.
- (d) A goaltender may receive a stick from a teammate without proceeding to her player's bench providing the stick is handed to her. A goaltender receiving a stick illegally shall be assessed a Minor penalty.
- (e) A goaltender may not go to the players' bench during a stoppage of play for a replacement of her stick, but must receive her stick from a teammate. For a violation of this section, a Minor penalty for Delay of Game shall be assessed the goaltender.

Rule 3.3 Sticks

The intent of this rule is to only permit the use of conventional sticks. Any special changes, deviations or innovations require review and approval by Hockey Canada's Board of Directors.

- (a) All sticks (including goaltenders' sticks) may be made of wood, fibreglass or aluminum and/or any other material approved by Hockey Canada's Board of Directors. They must not have any projections, pockets, netting or other similar contrivance designed to give the player or goaltender undue assistance in the playing of the game.
- (b) The stick shall not exceed 1.60m (63 in.) from the heel to the end of the shaft, and 31.75cm (12 1/2 in.) from the heel to the end of the blade. The blade of the stick shall not be less than 5.08cm (2 in.) (within 1.27cm (1/2 in.) of the end) nor greater than 7.62cm (3 in.) in width.
- (c) The goaltender's stick shall not exceed 1.4m (55 in.) from the heel to the end of the shaft. The blade of the goaltender's stick shall not exceed 8.89cm (3 1/2 in.) in width at any point nor be less than 7.62cm (3 in.), except at the heel where it must not exceed 11.43cm (4 1/2 in.) in width; the goaltender's stick shall not exceed 39.37cm (15 1/2 in.) in length from the heel to the end of the blade. The width portion of the goaltender's stick extending up the shaft from the blade shall not exceed 66.04cm (26 in.) in length, calculated from the heel, and shall not exceed 8.89cm (3 1/2 in.) nor be less than 7.62cm (3 in.) in width.
- (d) A Minor penalty shall be assessed any player, including the goaltender, for using a stick which does not conform to the provisions of this rule.
- (e) The end of the shaft of all sticks must be covered to protect against injury. In the case of hollowed shaft sticks, the end of the shaft must have a protective cap as well as being covered to protect against injury. A player may carry only one stick while participating in the play.

A Minor penalty for Ineligible Player shall be assessed to any player who participates in the play while carrying more than one stick.

- (f) A Minor penalty and a Misconduct penalty shall be assessed any player who deliberately breaks a stick when asked to produce the same stick for measurement or who refuses to surrender her stick for measurement.
- (g) When requested, the Referee shall take the stick to be measured to the Referee's crease at the penalty bench, where the appropriate measurement will be made using a tape measure or stick gauge.
- (h) The stick may be wound with any colour tape.

Rule 3.4 Skates

- (a) Hockey skates shall be of a design approved by Hockey Canada's Board of Directors. No player or goaltender may participate in the game unless he is wearing skates.
- (b) The use of speed skates, figure skates or any skates that may cause injury are prohibited.
- (c) An official or player, other than a goaltender, shall not use goaltenders' skates.

Rule 3.5 Goaltender's Equipment

- (a) With the exception of skates and stick, all equipment worn by the goaltender must be constructed solely for the purpose of protection of the head or body, and must not include any garment or contrivance which would give the goaltender undue assistance in keeping goal. Abdominal aprons extending down the thighs on the outside of the pants are prohibited.

Note 1: Protective padding attached to the back of, or forming part of the goaltender's blocker glove shall not exceed 20.3 cm (8 in.) in width nor 38.1 cm (15 in.) in length. Any measurement exceeding 20.3 cm (8 in.) measured anywhere across the full length of the wrist area, or more than 38.1 cm (15 in.) anywhere on the length constitutes an illegal blocker glove.

Note 2: The base of the goaltender's catching glove shall be restricted to a maximum of 20.32 cm (8 in.) in width, which is to include any attachments added to that glove. The distance from the heel of the glove along the pocket and following the contour of the glove to the top of the "T" trap must not exceed 46 cm (18 in.) The heel is considered to be the point at which the straight vertical line of the cuff meets the glove. Any measurement exceeding 20.32 cm (8 in.) measured anywhere across the full length of the wrist area. The maximum circumference of the legal goaltenders catching glove can not exceed 114.3 cm (45 in.) (see Appendix "B" for diagram). The lacing or webbing or other material joining the thumb and index finger of a goaltender's glove, or any cage, pocket or pouch created by this material, must not exceed the minimum amount of material necessary to fill the gap between the thumb and the index finger when they are fully extended and spread. Any other pocket, pouch or contrivance added to the glove by a manufacturer or otherwise is not acceptable and makes the glove illegal.

Note 3: The binding and/or stitching at the edges of both goaltender's gloves shall not be included in the measurement of either the length or width.

Note 4: When a request for a measurement of a goaltender's glove has been made the team shall state the glove that is to be measured and whether it is to be the length or width of the glove.

- (b) Goaltender's pads, shall not exceed 27.94 cm (11 in.) in width and 96.52 cm (38 in.) in length as measured on the goaltender and shall not be altered in anyway. The minimum length of the boot of the pad is to be no less than 17.78 cm (7 in.). The boot is the bottom of the pad that sits over the top of the skate. The boot channel of the goalkeeper pad must be flat or concave in appearance.

Note: Puck foil (a plastic piece attached to the bottom of goaltender's pads designed to stop the puck) is considered to be illegal equipment.

- (c) A Minor penalty shall be assessed a goaltender guilty of using or wearing illegal equipment.
- (d) A goaltender shall remove her face protector for purpose of identification, if so asked by the Referee. A goaltender who refuses this request shall be assessed a Gross Misconduct penalty.

Chest and Arm Pads

1. No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.
2. Layering at the elbow is permitted to add protection but not to add stopping area. This layering, both across the front and down the sides to protect the point of the elbow shall not exceed 17.78 cm (7 in.).
3. Shoulder Cap Protectors must follow the contour of the shoulder cap without becoming a projection/extension beyond or above the shoulder or shoulder cap. This contoured padding must not be more than 2.54 cm (1 in.) in thickness beyond the top ridge of the shoulder and shoulder cap.
4. On each side, the Shoulder Clavicle Protectors are not to exceed 17.78 cm (7 in.) in width. Their maximum thickness is to be 2.54 cm (1 in.) This protection is not to extend or project above or beyond the shoulder or shoulder cap nor extend beyond the armpit. No insert is allowed between the Shoulder Clavicle Protector and the chest pad that would elevate the Shoulder Clavicle Protector.
5. If when the goalkeeper assumes the normal crouch position, the shoulder and/or shoulder cap protection is pushed above the contour of the shoulder, the chest pad will be considered illegal.

Rule 3.6 Protective Equipment

- (a) All protective equipment except gloves, head gear or goaltenders' leg pads, must be worn entirely under the uniform. Leather elbow patches on the outside of the sweater and palmless gloves are prohibited. After one warning by the Referee, a Minor penalty for Illegal Equipment shall be imposed on the offending player for any subsequent violation of this rule.
- (b) While on the ice, including pre-game warmups, all players, including goaltenders, shall wear a CSA certified hockey helmet, to which a CSA certified facial protector must be securely attached and not altered in any way. Any alteration to a CSA certified helmet or facial protector automatically destroys the certification.

The chin straps of the helmet shall be securely fastened under the chin. The straps of the facial protector, when designed to allow such straps, shall also be securely fastened to the hockey helmet.

For violations during pre-game warmups, the Referee shall report the infraction on the official game report to the President.

It is mandatory that players purchasing new facial protectors follow these guidelines:

Note 1: Types B1, B2, 2, D1, D2 and 3 differ from Types A, B and C only in the penetration requirements in Clause 4.3.3 of the CSA standard. Players shall remove their helmet during the playing of the national anthem(s).

Note 2: The wearing of a CSA certified facial protector or visor for players registered with Senior (recommended but optional for male adult recreational hockey) and Junior hockey teams shall be compulsory. In all divisions of Female Hockey, the wearing of a CSA certified facial protector shall be compulsory.

Note 3: Goaltenders in all divisions of hockey shall be required to wear a CSA certified hockey helmet to which a CSA certified facial protector has been securely attached and not altered in any way.

Note 4: All players while on the players' and/or penalty bench must wear their certified helmet and facial protector securely attached. Any goaltender on the bench, as a minimum, is required to properly wear the same protective head equipment as the players. For a violation of this section of the rule, a warning shall be issued to the team. The second and subsequent violations by the same team will result in a Minor penalty being assessed against the offending team.

CATEGORY	DESCRIPTION	TYPE	CSA STICKER COLOUR
Full-Face protectors	Players older than 10 years of age (other than goalkeepers)	B1 or 1	White
		A	Green
	Players older than 10 years of age and younger (other than goalkeepers)	B2 or 2	Orange
		B	Red
	Goalkeepers of all ages	D1, D2 or D3	Blue
		C	Purple
Eye protectors (visors)	Players in the major junior age category and older (other than goalkeepers)	C or 4	Yellow

- (c) Should the helmet of a player come off while play is in progress, such player shall replace the helmet (properly fastened) or shall proceed to the players' bench for a substitution. If such a player participates in the play in any manner without his helmet, the play must be stopped immediately and the player assessed a Minor penalty. The penalty shall be assessed for participating in the play without the proper protective equipment and recorded on the Official Game Report as "ineligible player".

When a goaltender loses his helmet and/or facial protector, play shall be stopped immediately. Any such deliberate action by the goaltender shall result in a Minor penalty for "Delay of Game". If this deliberate action (by a player or goaltender) occurs when an opponent is on a breakaway in the neutral or attacking zone, or occurs during the last two minutes of regular playing time, or any time in overtime, a Penalty Shot shall be awarded to the non-offending team. Any player or players who remove their helmets or undo their chinstraps before or during fights will be assessed a Gross Misconduct penalty.

If a player intentionally removes his helmet or intentionally releases his chinstrap to fight and the opposing player doesn't, the former will be assessed an additional two-minute penalty in addition to the Gross Misconduct.

If the player removes his opponent's helmet or releases his opponents chinstrap before or during a fight, a Gross Misconduct penalty will be assessed.

- (d) Where a player wears a helmet and/or facial protector in an offset position during play. The team shall receive one warning and any subsequent infractions by the same team will result in a Misconduct penalty assessed to that player.
- (e) If the Referee's attention is drawn to the possibility that a facial protector or helmet may not be CSA certified, or if the Referee observes that a facial protector or helmet may not be certified, and should that piece of equipment in effect turn out not to be certified, the Referee shall assess a Minor penalty and at the same time order that illegal piece of equipment removed from the game.

Note 1: The Referee is empowered to make the call without his attention being drawn by an opposing player or team official, through the Captain.

Note 2: The Referees' Case Book contains detailed procedures to follow in the case of a player having to serve a penalty for a non-certified helmet or facial protector.

- (f) The wearing of a BNQ approved throat protector is compulsory for players registered in minor and female hockey. When a player fails to wear or properly wear a throat protector at any time on the ice during the game, the team shall receive one warning and any subsequent infractions by the same team will result in a Misconduct. Referees are encouraged to deliver this warning directly to the coach.
- (g) For divisions of hockey that allow the wearing of the half visor, the wearing of a mouth guard is compulsory (recommended but optional for Senior hockey). When a player fails to properly wear a mouth guard at any time on the ice during the game, his team shall receive one warning. Any player on that team who commits a subsequent infraction will receive a Misconduct penalty. Referees are encouraged to deliver this warning directly to the Coach.

CLARIFICATIONS

1. If a player undoes his chin strap in order to incite or challenge an opponent, that player shall be assessed a Misconduct under Rule 9.2(e).
2. If a player undoes his own chin strap for any reason including the intention to challenge or incite an opponent to fight and this player loses the helmet during the fight, that player shall be assessed a Gross Misconduct. No Misconduct would be necessary in this case.
3. If neither player removes the helmet or undoes the chin strap prior to the fight, but the helmets come off during the fight, one of three situations are possible:
 - a) If the Referee determines that the helmet(s) came off incidentally during the fight, no penalties under Rule 3.6(c) need to be assessed.
 - b) If the Referee determines that a player deliberately pulled his opponent's helmet off during the fight, the Referee shall assess the Minor Penalty or at the discretion of the Referee a Major and a Game Misconduct penalty for grabbing an opponent's helmet under Rule 6.1 (d).

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- c) If a player grabs the opponent helmet or facial protector and uses this to gain an advantage or to inflict punishment or injury, the Referee shall assess a Match Penalty under Rule 6.1 (d).
- 4. If players undo each others' chin straps and/or remove each others' helmets prior to the start of the fight in an effort to circumvent this rule, the Referee shall assess both players Gross Misconduct penalties, plus any other penalties that they incur, under Rule 4.7 (b) - **Making a travesty of the game plus any other penalties they incur.**

Rule 3.7 Dangerous Equipment

- (a) The use of pads, protectors or sticks likely to cause injury to a player are prohibited.
- (b) No player is permitted to wear a sweater or pants modified or altered to gain an advantage or compromise safety.
- (c) All elbow pads which do not have a soft protective covering of sponge, rubber or a similar material at least 1.27cm (1/2 in.) thick shall be considered dangerous equipment.
- (d) The use of supplemental oxygen is prohibited.
- (e) For a violation of this rule a warning shall be issued to the team. Any subsequent violations to any player on the same team shall result in a Minor penalty to the offending player.

Note: The Referee has the authority to prohibit a player from participating in the game while using or wearing any equipment that she considers dangerous to a player or game official.

Rule 3.8 Puck

The puck shall be made of vulcanized rubber or other approved material. It shall be 2.54cm (1 in.) thick and 7.62cm (3 in.) in diameter and weigh not less than 156g (5 1/2 ounces) and not more than 170g (6 ounces) and shall be black in colour. For all games played under the jurisdiction of Hockey Canada, it is recommended the official HOCKEY CANADA puck be used, with the exception of Novice and below, where it shall be 2.54cm (1 in.) thick and 7.62cm (3 in.) in diameter and may weigh not less than 113.4g (4 ounces) and be clearly identified.

SECTION 4 TYPES OF PENALTIES

See Penalty Options chart, Appendix D, on page 78 for a summary of this section.

Rule 4.1 Penalties

- (a) Penalties shall be in actual playing time, and are divided into the following classes:
 1. Minor Penalties
 2. Bench Minor Penalties
 3. Major Penalties
 4. Misconduct Penalties
 5. Game Ejection
 6. Game Misconduct Penalties
 7. Gross Misconduct Penalties
 8. Match Penalties
 9. Penalty Shot
- (b) Any player or team official may be assessed penalties at any time before, during, or after a game, when an offense is committed on the ice or off the ice before entering the dressing rooms. Any altercations occurring off the ice must be reported to the President on the official game report by the referee. A player who is assessed any penalty in the pre-game warm-up shall automatically have her name placed on the Official Game Report and be counted as one of the eligible players, as per Rule 2.2 (a) and (b) - Players in Uniform.

Note 1: The maximum of 5 players per team being assessed Game Misconducts (as per Rule 9.5 (c) Note 1- Leaving the Players' or Penalty Bench) also applies to the pre-game warm-up.

Note 2: Any unnecessary contact between opposing players after the whistle shall result in penalties being assessed as prescribed by the rules.

- (c) Where the rules state that the Manager or Coach shall designate a player to serve a penalty and the Manager or Coach refuses to name a player, the Referee shall name any player of the offending team to serve the penalty.
- (d) Where penalties are assessed to players of both teams at the same time, the penalized players of the Visiting Team shall take their position in the penalty bench first, in the place designated for the visiting players. Where there is no special designation they must take a position on the bench furthest from the gate.
- (e) When a player is assessed both a Minor and Major penalty at the same time, the Major penalty shall be served first. The same principle will apply when a player is assessed both a Minor and Match penalty at the same time. The five-minute time penalty which accompanies the Match penalty is to be served first. See Rule 4.12 (e).

Rule 4.2 Minor Penalties

- (a) For a Minor penalty, any player, except a goaltender, shall be ruled off the ice for two minutes actual playing time, during which time no substitutes shall be permitted.
- (b) If, while a team is short-handed because of one or more Minor or Bench Minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate.

Note: Coincident Minor penalties to both teams do not cause either team to be short-handed.

When a goal is scored on a Penalty Shot against a team that is short-handed by reason of a Minor or Bench Minor penalty, no player of the short-handed team shall return to the ice with the scoring of the goal.

- (c) If a goal is scored against a team that is short-handed because of one or more Minor penalties, the player serving the first Minor penalty shall return to the ice.

In the case of a player who has received a double Minor penalty, his first Minor penalty shall be terminated.

- (d) When coincident Minor or coincident Minors of equal duration are imposed against players on each team during the same stoppage of play, immediate substitutions shall be made for those penalties, and such penalties shall not be taken into account for the purpose of the delayed penalty. Any differences in time or total penalty time shall be served by one or more players on the ice at the time of the infraction. Unless they have been ejected from the game, such penalized players shall take their place on the penalty bench and remain there until the first stoppage of play following the expiry of their respective penalties.

Where at least one Major and/or Match penalty is assessed to each team during the same stoppage of play, the coincident Major/Match penalty rule shall take precedent over the coincident Minor penalty rule.

- (e) A Game Ejection penalty shall be assessed to any player that incurs a total of three or more stick infraction penalties during the same game. For the purpose of this rule, only high-sticking, cross-checking, slashing, butt-ending, and spearing are considered stick infractions. Players penalized under this rule shall be ordered to the dressing room for the remainder of the game.

Rule 4.3 Bench Minor Penalties

- (a) A Bench Minor penalty requires the team against which the penalty is assessed to play a man short for a period of two minutes of actual playing time.
- (b) Whenever a Bench Minor penalty is to be assessed according to the rules, if the player guilty of the actual infraction (including players in the penalty box) is identified by the Referee, that player shall serve the penalty. However, if the player is not identified, then the Manager or Coach of the penalized team, through the playing Captain, shall designate any player of her team on the ice at the time of the infraction to serve the penalty.

Rule 4.4 Major Penalties

- (a) Any player, goaltender or Team Official incurring a Major penalty shall be assessed a Game Misconduct penalty, shall be ordered to the dressing room for the remainder of the game, and shall be reported to the President for further action. The Manager or Coach of the penalized team, through the playing Captain, shall designate any player of her team on the ice at the time of the infraction to serve the penalty.
- (b) When coincident Major and/or Match penalties or coincident penalties of equal duration including a Major or a Match are imposed against players on each team during the same stoppage of play, immediate substitutions shall be made for those penalties,

and such penalties shall not be taken into account for the purpose of the delayed penalty.

When the coincident Major/Match penalty rule is applied and there is a differential in the total time penalties, those penalties causing the differential shall be served first in the normal manner and shall be taken into account for the purpose of applying Rule 4.2 (b) - Minor penalties and Rule 4.12 - Delayed penalties. Any time difference or differential in the total time penalties must be served by a player (or players) on the ice at the time of the infraction.

Rule 4.5 Misconduct Penalties

- (a) A player, except a goaltender, incurring a Misconduct penalty, shall be ruled off the ice for a period of ten minutes actual playing time. A substitute for the penalized player shall be permitted immediately. A player serving a Misconduct penalty shall remain on the penalty bench until the first stoppage of play following the expiry of her penalty. When a player is assessed a Minor and a Misconduct penalty or a Major and a Misconduct penalty at the same time, the penalized team shall immediately place a substitute player on the bench to serve the Minor or Major penalty. The Misconduct penalty will commence on the termination of the Minor or Major penalty.
- (b) The Referee in charge shall report to the President any player who is assessed a Misconduct penalty within ten minutes of the conclusion of the game.
- (c) Any player who is assessed a second Misconduct penalty in the same game shall automatically be assessed a Game Misconduct penalty.

Rule 4.6 Game Ejection/Game Misconduct Penalties

- (a) A player incurring a Game Ejection penalty in accordance with Rule 4.2 (e) - Minor penalties, shall be ordered to the dressing room for the remainder of the game.
- (b) A player or team official incurring a Game Misconduct penalty shall be ordered to the dressing room for the remainder of the game and shall be reported to the President for further action. A substitute for the penalized player shall be permitted immediately. A total of ten minutes shall be charged in the records against the penalized player for a Game Misconduct.
- (c) Any player or team official who is assessed a Game Misconduct penalty in the last ten minutes of regular time, at any time in overtime, or after the conclusion of the game and prior to the player or team official entering his dressing room, shall automatically be suspended for a minimum of the next regular league/play-off game or seven days.

Rule 4.7 Gross Misconduct Penalties

- (a) Any player or team official incurring a Gross Misconduct penalty shall be ordered to the dressing room for the remainder of the game and shall be reported to the President for further action. A substitute for the penalized player shall be permitted immediately. A total of ten minutes shall be charged in the records against the penalized player for a Gross Misconduct.
- (b) A Gross Misconduct penalty shall be assessed any player or team official who conducts herself in such a manner as to make a travesty of the game.

- (c) Any player or team official who is assessed a Gross Misconduct penalty in the last ten minutes of regular time, at any time in overtime, or after the conclusion of the game and prior to the player or team official entering his dressing room, shall automatically be suspended for a minimum of the next regular league/play-off game or seven days.

Rule 4.8 Match Penalties

- (a) Any player or team official incurring a Match penalty shall be ordered to the dressing room immediately, for the balance of the game, and will not be permitted to take part in any further games until his case has been dealt with by the President.
- (b) In every instance where a Match penalty has been assessed, the offending player's team shall be required to send a player to the penalty box for five minutes. The player who serves the five minutes must have been on the ice at the time of the infraction. Where an offending player has been assessed penalties in addition to the Match penalty, those penalties will be served by the same player who serves the five minute penalty. This section would not apply in the case of the coincident Major or Match penalty rule.

Note: Referees are required to report all Match penalties and the surrounding circumstances to the President immediately following the game involved. THIS IS IMPORTANT.

Rule 4.9 Penalty Shot

- (a) Any infraction of the rules which calls for a Penalty Shot shall result in the following: The Referee shall cause to be announced over the public address system the name of the player designated by her or selected by the team entitled to take the shot (as appropriate), and shall then place the puck on the centre face-off spot and the player taking the shot will, on instruction of the Referee, play the puck from there and shall attempt to score on the goaltender. The puck must be kept in motion towards the opponents' goal line and once it is shot the play is to be considered complete. No goal can be scored on a rebound of any kind and any time the puck crosses the goal line, the shot shall be considered complete.
- (b) The goaltender must remain in her 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 shall be entitled to take the shot over again.

The goaltender may attempt to stop the shot in any manner except by throwing her stick or any other object, or deliberately dislodging the goal, in which case a Goal shall be awarded.

Note 1: No player other than a goaltender is permitted to tend goal during a Penalty Shot.

- (c) In cases where a Penalty Shot has been awarded under Rule 3.6 (c) - Protective Equipment (deliberate removal of helmet or facial protector during a breakaway), Rule 10.1 (d) - for Delay of Game (Goaltender deliberately dislodging the goal during a breakaway), Rule 9.8 (a) - Throwing Stick (at puck or puck carrier), Rule 7.4 (d) - Tripping (fouling from behind), and Rule 9.5 (e) - Leaving the Players or Penalty Bench (ineligible player), the Referee shall designate the player who has been fouled as the player who shall take the Penalty Shot. If by reason of injury, the player designated by the Referee to take the Penalty Shot is unable to do so or again if the player fouled is

not identifiable, the Penalty Shot shall then be taken by a player who was on the ice at the time of the infraction, and is selected by the Captain of the non-offending team and her selection reported to the Referee. In cases where a Penalty Shot has been awarded under Rule 10.1 (e) - Delay of Game, Rule 10.3 (c) - Falling on the Puck (in the goal crease) and Rule 9.1 (c) - Handling the Puck (in the goal crease), the Penalty Shot may be taken by a player selected by the Captain of the non-offending team and her selection reported to the Referee. This player must be on the ice at the time of the infraction.

- (d) Should the player in respect to whom a Penalty Shot has been awarded, herself commit a foul in connection with the same play or circumstances after the Penalty Shot has been awarded, she shall first be permitted to take the 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 shall be allowed to return to the ice before the Penalty Shot is taken.
- (e) While the Penalty Shot is being taken, players of both sides shall withdraw to the sides of the rink and beyond the centre red line.
- (f) If, while the Penalty Shot is being taken, any player of the opposing team shall have by some action interfered with or distracted the **goaltender** or the player taking the Penalty Shot, and because of such action the shot should have failed, a second attempt shall be permitted and the Referee shall assess a Misconduct penalty to the player.
If the interference is from a team official, a Game Misconduct penalty shall be assessed.
- (g) If a goal is scored from the Penalty Shot, the puck shall be faced-off at centre ice in the usual way. If the goal is not scored, the puck shall be faced-off at either end zone face-off spot in which the Penalty Shot was attempted.
- (h) Should a goal be scored from a Penalty Shot, a further penalty to the offending player shall not be applied unless the offense for which the Penalty Shot was awarded was such as to incur a Major or Match penalty, in which case the penalty prescribed for the particular offense shall 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 shall be served.
- (i) 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 shall be denied the Penalty Shot and no further penalty shall be imposed. Should the measurement prove the stick to be legal, the Penalty Shot shall be taken in the normal manner and the penalty for an "unsustained request for a measurement" shall be assessed whether the Penalty Shot is successful or not.
- (j) If the foul upon which the Penalty Shot is based occurs during actual playing time, the Penalty Shot shall be awarded and taken immediately in the usual manner notwithstanding any delay occasioned by a slow whistle by the Referee 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 shall not be included in the regular playing time or any overtime.

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- (k) Note: Also refer to:
 Rule 3.6 (c),
 Rule 7.3 (f),
 Rule 7.4 (d),
 Rule 9.1 (c),
 Rule 9.5 (e),
 Rule 9.8 (a),
 Rule 10.1 (d),
 Rule 10.1 (e),
 Rule 10.3 (c),
 Rule 10.14 (a),
 Rule 10.14 (e).

Rule 4.10 Awarded Goals

- (a) A “Goal” will be awarded to the attacking team when the opposing team has taken their goaltender off the ice and an attacking player has possession and control of the puck on a breakaway in the neutral or attacking zone without a defending player between himself and the opposing goal and:
- (1) he is interfered with by an opposing player who has illegally entered the game or,
 - (2) a stick or any other object is thrown by a player on the defending team or,
 - (3) the puck carrier is fouled from behind and prevented from having a clear shot on the open goal or,
 - (4) any member of the defending team including the team officials, whether on the players’ bench or penalty bench, interferes by means of his body, stick or any other object with the puck or the puck carrier.
- (b) A Goal will be awarded to the attacking team when the opposing team has taken their goaltender off the ice and when a shot has been taken (control no longer applies) and a defending player picks up the puck with his hand from the goal crease or intentionally falls on or covers the puck in the crease.
- (c) A Goal will be awarded when the goaltender is removed from the ice and he, or any teammate, has deliberately piled snow or any other obstacle at or near his net, or has deliberately dislodged the net from its moorings, when any such action has prevented a goal from being scored.

Rule 4.11 Goaltender Penalties

- (a) No goaltender shall be sent to the penalty bench for an infraction which incurs a Minor, Major or Misconduct penalty. Instead, such a penalty shall be served by any player of her team who was on the ice at the time of the infraction. Such player shall be designated by the Manager or Coach of the penalized team through the Captain. Unless the penalty being served is a time penalty, any player serving a penalty on behalf of a goaltender shall leave the penalty box if the offending goaltender is subsequently ejected from the game.
- (b) An alternate goaltender may replace a regular goaltender who has been ejected from the game or has been assessed a Game Misconduct, Gross Misconduct or a

Match penalty. In the event there is no alternate goaltender recorded on the playing line-up, the regular goaltender's place may be taken by any player on the Game Report designated by the Manager or Coach of the penalized team through the Captain. Such substitute will be allowed fifteen minutes to put on the full goaltender's equipment.

- (c) When a goaltender leaves her goal crease during a fight, she shall be assessed a Minor penalty, plus any other penalties she incurs.
- (d) When a goaltender leaves her goal crease to join in a fight, act as a peacemaker, or take part in another fight, during the same stoppage of play, she shall receive a Game Misconduct penalty, plus any other penalties she incurs.
- (e) If a goaltender intentionally participates in the play in any manner when she is beyond the centre red line, she shall be assessed a Minor penalty.
- (f) A Minor penalty shall be assessed a goaltender who, after catching the puck, drop kicks the puck. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.

Rule 4.12 Delayed Penalties

- (a) If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two penalized players has elapsed. Nevertheless, the third player penalized must at once proceed to the penalty bench, but shall be replaced on the ice by a substitute until such time as the penalty time of the penalized player shall commence.
- (b) When a team has three players serving penalties at the same time and while due to the delayed penalty rule 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.
- (c) When the penalties to the player or players have expired and the penalized team is entitled to more than four players on the ice, the Penalty Timekeeper shall 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 shall return to the ice in the order in which their penalties were reported.
- (d) In cases where Minor penalties are assessed at the same time to more than one player from the same team, those penalties shall be served in order of occurrence. Rule 4.12 (d) does not apply when the coincident Minor penalty rule is applied.
- (e) When a Major penalty and a Minor penalty are assessed at the same time against two different players of the same team, the Penalty Timekeeper shall record the Minor as being the first penalty assessed. (See Rule 4.1 (e)).

Rule 4.13 Calling of Penalties

- (a) If a player on the team in possession of the puck commits an infraction of the rules which would call for a Match, Major, Misconduct, Bench Minor or Minor penalty, the Referee shall blow her whistle immediately and give the penalty(ies) to the deserving player(s). The resulting face-off shall be where the play was stopped, unless the stoppage occurred in the offending player's attacking zone, in which case the face-off is brought out to the neutral zone.
- (b) If a player on the team not in possession of the puck commits an infraction of a rule which would call for a Match, Major, Misconduct, Bench Minor or Minor penalty, the Referee shall signal the penalty by extending her arm straight up. The Referee shall blow her whistle and stop play immediately when the offending team gains possession and control of the puck.

The resulting face-off shall be where the play was stopped, unless during the period of the delayed penalty call against the team not in possession, the team in possession ices the puck, shoots the puck from its own zone so that it goes out of bounds or is unplayable, then the face-off following the stoppage of play shall take place at the face-off spot in the neutral zone nearest the defending blue line of the team shooting the puck.

If the penalty to be assessed is a Minor or Bench Minor penalty and a goal is scored on the play by the non-offending team, the Minor penalty shall not be assessed, but OTHER Minor, Bench Minor, Major, Match and Misconduct penalties shall be assessed in the normal manner, regardless of a goal being scored.

Note: If after the Referee has signalled a penalty, but before the whistle has been blown, a member of the non-offending team shall put the puck in her own net in any manner through no contact by the offending team, the goal shall be allowed and the penalty signalled shall be assessed in the normal manner.

If the Referee signals a Minor or Bench Minor penalty(ies) 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 shall be allowed and the player who is serving the first Minor or Bench Minor penalty will return to the ice, while the signalled penalty(ies) shall be assessed and served in the normal manner. 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 shall be allowed. If the infraction associated with the Penalty Shot would normally call for a Minor or Major or Match penalty, then a Minor / Major / Match penalty shall be assessed in lieu of the Penalty Shot.

- (c) If further infractions are committed by the same offending player, either before or after the Referee blows her whistle, that player shall serve the penalties consecutively.
- (d) The Referee has the right to stop play immediately in the case of a Match penalty. The resulting face-off will be where the play was stopped, unless the stoppage occurred in the offending player's attacking zone, in which case the face-off is brought out to the neutral zone.

EXAMPLES OF MINOR PENALTIES

- | | | |
|-----|--|---|
| 1. | Team "A" 6-2 at 4:00
Team "A" 9-2 at 3:00
Team "A" 6 returns | Team "B" 11-2 at 3:30
Team "B" scores at 2:30 |
| 2. | Team "A" 6-2 at 4:00
Team "A" 9-5+GM at 3:00
Team "A" 6 returns | Team "B" 11-2 at 3:30
Team "B" scores at 2:30 |
| 3. | Team "A" 6-5+GM at 4:00
Team "A" 9-2 at 3:00
Team "A" 9 returns | Team "B" 11-2 at 3:30
Team "B" scores at 2:30 |
| 4. | Team "A" 6-2 at 3:30
Team "A" 9-2 at 3:00
Team "A" 6 returns | Team "B" 11-2 at 4:00
Team "B" scores at 2:30 |
| 5. | Team "A" 6-2 at 4:00
Team "A" 9-2 at 3:30
Team "A" 6 returns | Team "B" 11-2 at 3:15
Team "B" scores at 3:00 |
| 6. | Team "A" 6-2 at 4:00
Team "A" 9-5+GM at 3:30
Team "A" 6 returns | Team "B" 11-2 at 3:00
Team "B" scores at 2:30 |
| 7. | Team "A" 6-5+GM at 4:00
Team "A" 9-2 at 3:30
Team "A" 9 returns | Team "B" 11-2 at 3:00
Team "B" scores at 2:30 |
| 8. | Team "A" 6-2 at 4:00
Team "A" 9-2 at 3:00
Team "A" 9 returns | Team "B" 11-2 at 4:00
Team "B" scores at 2:30 |
| 9. | Team "A" 6-5+GM at 4:00
Team "A" 9-2 at 3:30
Team "A" 9 returns | Team "B" 11-2 at 4:00
Team "B" scores at 2:30 |
| 10. | Team "A" 6-5+GM at 4:00
Team "A" 9-2 at 3:30
No player on Team "A" returns | Team "B" 11-2 at 3:30
Team "B" scores at 2:30 |
| 11. | Team "A" 6-5+GM at 4:00
Team "A" 7-2 at 3:30
Team "A" 7 returns | Team "B" 11-5+GM at 3:30
Team "B" scores at 2:00 |
| 12. | Team "A" 6-2 at 4:00
Team "A" 7-2 at 3:30
Team "A" 6 returns | Team "B" 11-5+GM at 4:00
Team "B" scores at 3:00 |

EXAMPLES OF COINCIDENT - MAJOR/MATCH PENALTIES

PLAYERS					
EXAMPLES	W	X	Y	Z	REMARKS
No. 1 TEAM A TEAM B	♣+GM	♣+GM			Immediate substitution for W and X
No. 2 TEAM A TEAM B	② ♣+GM	♣+GM			Players from ice serves Player W minor, Team A short for 2 minutes
No. 3 TEAM A TEAM B	♣+GM	♣+GM	♣+GM	♣+GM	Immediate substitution for W, X, Y and Z
No. 4 TEAM A TEAM B	♣+GM ⑤+GM	♣+GM			Team A plays shorthanded for five minutes, immediate substitution for X
No. 5 TEAM A TEAM B	② ♣+GM	♣+GM	♣+GM	♣+GM	Team A plays shorthanded for 2 minutes, immediate substitution for X, Y, and X.
No. 6 TEAM A TEAM B	℥ ♣+GM	℥ ♣+GM			Immediate substitution for W and X.
No. 7 TEAM A TEAM B	5+GM	5+GM		5+GM	Team B plays shorthanded for five minutes. Immediate substitution for W and either X or Z (order of occurrence).
No. 8 TEAM A TEAM B	℥ ♣+GM	℥ ② ♣+GM			Substitution for X after 2 min. Immediate substitution for W.
No. 9 TEAM A TEAM B	℥	℥ ♣+GM	♣+GM		Immediate substitution for W, X and Y.

EXAMPLES OF COINCIDENT - MAJOR/MATCH PENALTIES

PLAYERS					
EXAMPLES	W	X	Y	Z	REMARKS
No. 10 TEAM A	∕ ∕+GM		②		Substitution for either X or Z after 5 min. (order of occurrence). Substitution for Y after 4 min. Immediate substitution for W and X or Z (order of occurrence).
TEAM B		∕ ∕+GM	② ∕+GM	∕+GM ⑤+GM	
No. 11 TEAM A	∕ ∕+GM		∕+GM		Substitution for X after 7 min. Immediate substitution for W, Y and Z.
TEAM B		∕ ② ⑤+GM		∕+GM ∕+GM	
No. 12 TEAM A	②		∕		Substitution for W after 2 min. Immediate substitution for X, Y, and Z.
TEAM B		∕	∕	∕	

Criteria for using both coincidental minors and majors "MOTO"

- 1) **M** Cancel as **M**any penalties as possible.
- 2) **O** Cancel in a way to make them only **O**ne player short.
- 3) **T** Cancel in a way to avoid **T**aking an extra player off the ice.
- 4) **O** Cancel using the order of **O**ccurrence, or the order that the penalties were reported by the Referee.

Note: Start by cancelling majors, then do minors.



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SECTION 5 OFFICIALS

Rule 5.1 Appointment of Officials

- (a) For inter-branch play-off games, the President of Hockey Canada or his duly appointed representative shall appoint one Referee and two Linesmen. He shall also appoint a Game Timekeeper, a Penalty Timekeeper, an Official Scorer and two Goal Judges.
- (b) Referees, Linesmen and Off-ice Officials shall be treated with courtesy at all times by players and team officials. Any infraction of this rule will be reported to the President, who may assess such penalties as the infraction warrants.
- (c) Branches may use a Referee and Assistant Referee or a Referee and one or two Linesmen or the four man system for games within their own Branches.
- (d) A Referee shall have full authority and the final decision in all matters under dispute. His decision shall be final on all questions of judgement and not subject to appeal.
- (e) A Referee shall not be used in any Hockey Canada play-offs unless recommended in writing by his Branch through their President, to Hockey Canada's Officer in charge.
- (f) For inter-branch play-off games, only Level V & VI certified Referees shall be appointed, but for National Championships and designated IIHF competition, the Referee shall be a certified Level VI Referee. This does not necessarily apply to Minor or Female Hockey. For inter-branch play-off games, only Level V & VI Standby Officials shall be appointed. They shall replace any of the appointed game officials, should one of them become ill or injured. They will also be responsible for supervising the pre-game warm-up and will report to the Referee in charge of the game any incident requiring the assessment of penalties.
- (g) All Referees operating within the jurisdiction of Hockey Canada shall be affiliated and under the control of the Branch in which they are officiating.

Rule 5.2 Referee and Linesmen

- (a) The Referee and two Linesmen are the official representatives of Hockey Canada or Branch of Hockey Canada in which the game is being played. They shall be in full control of the players on and off the ice. Off-ice Officials and the Officials connected with the competing clubs and the Referee will be backed to the limit in all legitimate circumstances.
- (b) The Referee shall see that the teams are called to the ice at the appointed time for the commencement of each game, and at the start of each regulation and overtime period. The Referee shall remain on the ice at the conclusion of each period, and any overtime, until the players have proceeded to their dressing rooms.
- (c) The Referee shall check the equipment worn by any player when requested to do so by the Manager or Coach of either team through the Captain on the ice.
- (d) The Referee shall assess all penalties as prescribed by the rules for infractions thereof.
- (e) The Referee shall give the final decision in the matter of disputed goals, after having consulted with the Linesmen and the Goal Judge involved.
- (f) Before starting the game, the Referee shall see that the appointed Game Timekeeper, Penalty Timekeeper, Official Scorer and Goal Judges are in their respective positions.
- (g) The Referee shall announce to the Official Scorer the duration of the penalties and the rule infractions involved, and also to whom the goals and assists are credited.

- (h) The Referee shall, when possible, see that players of the opposing teams are separated on the penalty bench to prevent feuding.
- (i) After each game, the Referee shall check and sign the Official Game Report and return it to the Official Scorer.
- (j) Should an official accidentally leave the ice, or receive an injury which would affect her duties while play is in progress, the play shall be stopped.
- (k) If for whatever reason, the Referee or Linesmen appointed are prevented from appearing, the Managers or Coaches of the two competing clubs shall agree on a Referee and one or two Linesmen. If they are unable to agree, they shall appoint a player from each team who shall act as officials.
- (l) If the regularly appointed officials appear during the progress of the game, they shall replace the temporary officials immediately.
- (m) If a Linesman appointed is unable to act at the last minute, or if through sickness or accident, she is unable to finish the game, the Referee in charge shall have the power to appoint another in her place, if she feels it is necessary.
- (n) If owing to illness or accident, the Referee is unable to continue to officiate when working with two Linesmen, one of the Linesmen shall perform such duties as devolved upon the Referee. The Linesman shall be selected by the Referee, or if necessary, by the Managers or Coaches of the competing teams.
- (o) The Referee in charge and the Linesmen shall be thoroughly impartial parties.
- (p) While on the ice, all Referees and Linesmen shall be garbed in black trousers, a sweater with a branch or league crest sewn on, and wear a CSA certified hockey helmet, preferably black in colour and a CSA certified visor. Helmets shall be removed during the playing of the national anthem(s). During all inter-branch play-off games and international competition, Referees and Linesmen shall be garbed in black trousers, a black and white striped sweater with either the Branch or Hockey Canada crest sewn on, and wear a black CSA certified helmet and a CSA certified visor.
Note: The Referee(s) in the three-man system shall wear a six inch red arm band or a four inch arm band with a one inch black stripe on each side of the band, on each arm above the elbow.
- (q) Referees are required to report on the Official Game Report or separate Penalty Report Form, all Match, Gross Misconduct and Game Misconduct penalties, immediately following the game, giving full details to the President. During inter-branch competition, the Referee is required to phone Hockey Canada's Officer in charge of discipline, immediately following the game.
- (r) Linesmen shall check the goal, netting, and the ice in and around the goaltender's crease before the start of each period. The Referee shall check the goal lights, timing device, and ice markings. If the ice markings are not in accordance with Hockey Canada Rules, it must be reported to the President.
- (s) The official method of refereeing Hockey Canada hockey games is with a Referee and two Linesmen. However, Branches are authorized to use two Referees or the four man system for games under their jurisdiction.
- (t) When reference is made to the Linesmen under Rules 5.2 and 5.3 (all clauses), the duties of the Linesmen will be carried out by both Referees.

Rule 5.3 Linesmen

- (a) The Linesmen shall have the authority to stop play when:
- (1) off-side violations occur at the blue line or when icing violations occur.
 - (2) the puck goes outside the playing surface or when it is interfered with by an ineligible person.
 - (3) more than the correct number of players are on the ice and the team committing the infraction has possession of the puck.
 - (4) the puck has been illegally batted with the hand from one player to a teammate.
 - (5) a player strikes the puck with a high stick and it has become obvious the Referee did not observe this infraction.
 - (6) the goal net has been displaced from its normal position and the Referee has not observed this situation.
 - (7) it appears that a player has sustained a serious injury.
- (b) The Linesmen shall report to the Referee at the first stoppage when more than the correct number of players are on the ice and the team committing the infraction does not have possession of the puck.
- (c) Linesmen shall face-off the puck at all times, except at the start of the game, at the start of the period, and after each goal has been scored.
- (d) Linesmen shall point out the offender and report to the Referee at the first stoppage, their version of any infraction of the rules which calls for a Minor, Bench Minor or double Minor penalty for Rules
- 1.9 (d),
 - 2.5 (e)(g), (Section Three),
 - 3.6 (b) (Note 4),
 - 6.1 (b) (Head-butting),
 - 6.1 (d) (Grabbing/pulling hair or head/facial protection),
 - 7.3 (c)(d),
 - 8.1 (Butt-ending),
 - 8.3 (b) (High Sticking double Minor) in Junior and Senior only,
 - 8.5 (Spearing),
 - 9.2 (b),
 - 9.2 (c),
 - 9.5 (b),
 - 9.5 (i),
 - 10.1 (a),
 - 10.1 (f),
 - 10.15 (e),
- as well as any infraction which calls for a Major or Match penalty or any conduct calling for a Bench Minor, Misconduct, Game Misconduct or Gross Misconduct Penalty,
- (e) Linesmen shall, when requested by the Referee, give their version of any incident that may have taken place during the game.
- (f) Linesmen shall, if safe to do so, remove the broken portions of sticks left on the ice.

Rule 5.4 Goal Judges

- (a) There shall be one Goal Judge behind each goal. The Goal Judges shall not be members of either competing team, nor shall they be replaced during the progress of the game, unless it becomes apparent that either Goal Judge, on the account of partisanship or any other cause, is guilty of giving unjust decisions. In such cases, the Referee in charge may appoint another Goal Judge to act in her place.
- (b) Each Goal Judge shall be stationed in the designated area behind each goal for the duration of the game, and she shall not change ends at any time after the game begins. Her jurisdiction is limited to that game only.
- (c) In the event of a goal being claimed, the Goal Judge shall decide whether or not the puck has passed between the goal posts and entirely over the goal line. Her decision will simply be “goal” or “no goal”.

Rule 5.5 Penalty Timekeeper

- (a) The Penalty Timekeeper shall keep the time served by each penalized player during the game and, upon request, inform the penalized player as to the unfinished time of his penalty.
- (b) If a player leaves the penalty bench before his time has expired, the Penalty Timekeeper shall note the time and signal that to the Referee, who will stop the play as soon as possible.
- (c) Where public address systems are used, the Penalty Timekeeper shall announce or have announced the name of each penalized player, the nature of the offence and the time the penalty was assessed.

Rule 5.6 Official Scorer

- (a) The Official Scorer shall enter on the “Official Game Report” a correct record of the goals scored, by whom they were scored and to whom assists, if any, are to be credited. She shall also keep a correct record of all penalties assessed, stating the names and numbers of the penalized players, the duration of the penalty, the infraction, and the time when the penalties were assessed.
- (b) The Official Scorer shall request that all affiliated players dressed for the game, be designated on the Official Game Report by the use of the symbols “AP” after their name (in a similar manner to that used to designate the Captain and Alternate Captains). They shall be players not signed to a regular card of the club with which they are playing.
- (c) At the completion of each game, the Official Scorer shall sign the Official Game Report herself, and then have the Referee sign it.

She shall then forward the Game Report to the Secretary of the branch or league involved.
- (d) Prior to the start of the game, the Official Scorer shall obtain from the Manager or Coach of each team their complete lineups, verified and signed by the TEAM OFFICIAL IN CHARGE. The Captain and Alternate Captains of each team shall be duly noted on the Official Game Report.

- (e) The Official Scorer shall submit the complete line-up of the competing teams to the Referee, in her dressing room prior to the start of the game and shall draw to her attention any case which she feels does not comply to the rules.
- (f) The Official Scorer shall advise the Referee when the same player has received her second Misconduct penalty, or her third stick infraction penalty (as per Rule 4.2 (e)) during the same game.
- (g) Where a public address system is in use, the Official Scorer shall announce, or have announced, immediately following the scoring of each goal, the name of the player who scored the goal and the name of each player who received an assist.

Rule 5.7 Game Timekeeper

- (a) The Game Timekeeper shall record the start and finish time of each game and all actual playing time during the game.
- (b) The Game Timekeeper shall signal the Referee for the commencement of the game, the start of the second and third period and for each overtime period. If the rink is not equipped with an automatic sound device, or if this equipment should fail to operate, the Game Timekeeper shall, by means of a siren or whistle, signal the end of each period, each overtime period and the end of the game.
- (c) The Game Timekeeper shall announce or have announced when ONE MINUTE of actual playing time remains in each regulation or overtime period.
- (d) In the event of any dispute regarding time, the matter shall be referred to the Referee in charge and his decision shall be final.

SECTION 6 PHYSICAL FOULS

Rule 6.1 Attempt to Injure or Deliberate Injury

- (a) A Match penalty shall be assessed any player or team official who deliberately attempts to or deliberately injures an opponent, official, team official or spectator in any manner.
- (b) A Match penalty shall be assessed any player or team official who head-butts or attempts to head-butt an opponent with force or who injures an opponent with this action. A double Minor penalty shall be assessed any player who head-butts or attempts to head-butt an opponent but no injury results. A double Minor penalty and a Gross Misconduct shall be assessed any team official who head-butts or attempts to head-butt an opponent but no injury results.
- (c) A Match penalty shall be assessed to any player or team official that attempts to kick or deliberately kicks an opponent.
- (d) A player who pulls an opponent's hair or who grabs the facial protector, helmet, or chin strap of an opponent and uses this to gain an advantage or to inflict punishment or injury shall be assessed a Match penalty. A player who grabs an opponent's hair, facial protector, helmet or chin strap, but does not use it to gain an advantage or to inflict punishment or injury shall be assessed a Minor penalty or at the discretion of the referee a Major and a Game Misconduct penalty.
- (e) A Match penalty shall be assessed any player who uses her facial protector as a weapon.
- (f) A Match penalty shall be assessed any player who deliberately attempts to or deliberately injures an opponent with a slash, high stick, cross-check, butt-end or spear.

Rule 6.2 Boarding and Body Checking

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty, based upon the degree of violence of the impact with the boards, shall be assessed any player who body checks, cross-checks, elbows, charges or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards. If a player is injured a Major penalty and a Game Misconduct penalty must be assessed.
- (b) In divisions of **Pee Wee** and below and Female Hockey, a Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who, in the opinion of the Referee, intentionally body checks, bumps, shoves or pushes any opposing player. If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed.

NEW

When the offensive player is skating towards the defensive player, the defending player may not hit the offensive player by going in the opposite direction to that player. The body contact must be as a result of the movement of the offensive player. There must be no action where the offensive player is pushed, checked or shoved into the boards. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.

Rule 6.3 Charging

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who runs or jumps into or charges an opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.

Note: If more than two steps or strides are taken, it shall be considered a charge.

- (b) A Major penalty and a Game Misconduct penalty shall be assessed any player who charges a goaltender while the goaltender is within his crease or who injures an opponent as a result of a charge.

Note: A goaltender is not "fair game" just because he is outside the goal crease area. A penalty for interference (Minor or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty) or charging (Minor or, at the discretion of the Referee, Major penalty and a Game Misconduct penalty) shall be called where an opposing player makes unnecessary contact with a goaltender. Likewise, Referees should be alert to penalize goaltenders for tripping, slashing, or spearing in the vicinity of the goal.

Rule 6.4 Checking from Behind

- (a) A Minor penalty and a Game Misconduct penalty or a Major penalty and a Game Misconduct penalty at the discretion of the Referee, based on the degree of violence of the impact; shall be assessed any player who intentionally pushes, body checks, or hits an opposing player from behind, anywhere on the ice.

If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed. A Match penalty could also be assessed under this rule.

- (b) Where a player is high sticked, cross-checked, body-checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend herself, a Match penalty shall be assessed.

Note: Referees are instructed not to substitute other penalties when a player is checked from behind in any manner. This rule must be strictly enforced.

CLARIFICATIONS

1. Checking from Behind entails that contact with the player being checked takes place in the back part of the body.
2. Where a player about to be checked turns and, as a result, creates contact with the back, a penalty shall be assessed to the player delivering the check for Checking from Behind.
3. The intent of this interpretation is not to penalize a player who comes up behind an opponent and in the process of playing the puck, makes unintentional contact with the back part of the body of the player being checked.
4. Riding off, pinching or rubbing a player shall be permitted as long as no intentional contact occurs to the back of that player, except as provided under Rule 6.2 (b) - Boarding and Body Checking, in divisions Atom and below and Female Hockey.
5. The determining factor for Checking from Behind versus Cross-Checking is whether or not the player applying the check is in motion. If the player is stationary and

Cross-Checks an opponent from behind then a penalty for Cross-Checking should be assessed. If the player is in motion and Cross-Checks an opponent from behind, then a penalty for Checking from Behind shall be called. Notwithstanding the aforementioned, if a player is cross-checked from behind into the boards or the goal net, the Checking from Behind shall be called.

ADDITIONAL GUIDELINES TO ALL OFFICIALS

There are sufficient rules in the Hockey Canada Rule Book to cover most situations that may lead to spinal injuries. Referees should be aware of the tragic consequences of such injuries and strictly enforce the rules in situations such as the following:

1. Where a player along the boards, with her head down looking for the puck or “digging the puck out”, is hit from behind and driven head first into the boards with the head and neck in a flexed position.
2. Where a player in the process of checking an opponent swings the elbow and forearm out with the intent of throwing the opponent into the boards.
3. Where a player “kicks” or “pulls” an opponent’s feet out from behind and then pushes the player into the boards. Calling the penalty after the injury has occurred may be too late for that injured player. Only through Referees being consistent in calling this type of infraction with strict enforcement, will players and team officials realize the danger factor in committing such types of fouls. Everyone connected with the game is aware of the tragedy of a spinal injury with resulting paralysis. It is the responsibility of players, team officials and Referees to make every attempt possible to reduce the incident of this frightful injury. Team officials can teach players legitimate methods of checking an opponent, while players can be educated to the dangers of checking an opponent illegally. The Referee has the responsibility to penalize players who illegally check an opponent. If the Referees are consistent and strict in calling infractions that may lead to spinal injuries, then hopefully, along with the cooperation of players and team officials, the chances of a player suffering such injuries can be significantly reduced.

Rule 6.5 Head Contact

- (a) In Minor and Female, a Minor Penalty shall be assessed to any player who accidentally contacts an opponent in the head, face or neck with his stick or any part of the player’s body or equipment.
- (b) In Minor and Female, a Double Minor Penalty or a Major and a Game Misconduct Penalty, at the discretion of the Referee and based on the degree of violence of impact shall be assessed to any player who intentionally contacts an opponent in the head, face or neck with her stick or any part of the player’s body or equipment.
- (c) In Junior and Senior, a Minor and a Misconduct penalty, or a Major and a Game Misconduct penalty, at the discretion of the Referee based on the degree of violence of impact, shall be assessed to any player who checks an opponent in the head in any manner.
- (d) A Major and a Game Misconduct penalty, or a Match penalty shall be assessed any player who injures an opponent under this Rule.
- (e) A Match penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent under this Rule.

Note: All contact above the shoulders (neck, face and head) is to be called Head Contact under one of the above (In minor and female).

Clarifications On Head Contact For Junior & Senior Hockey ONLY

Referees should be aware of the tragic consequences of head injuries and concussions and strictly enforce the rule. It is the responsibility of players, team officials and Referees to make every attempt possible to reduce the incident of this frightful injury. Team officials can teach players legitimate methods of checking an opponent, while players can be educated to the dangers of checks to the head. The Referee has the responsibility to penalize players who contact an opponent in the head. If the Referees are consistent and strict in calling infractions that may lead to concussions, then along with the cooperation of players and team officials, these type of fouls and the chances of a player suffering such injuries can be significantly reduced. The Head Contact penalty is based on the “degree of violence of impact” and can be defined in three categories: minimal, moderate and severe.

Minimal impact would be called under other appropriate rules. e.g. elbowing, highsticking, roughing, roughing after the whistle, etc. A glancing blow or minimal impact to the head where a penalty is warranted. Moderate impact would be a more significant degree of violence without injury that warrants a Minor and Misconduct penalty under the Head Contact rule. Severe impact would be a high degree of violence, with or without injury, that warrants a Major and Game Misconduct or a Match penalty, at the discretion of the Referee under the Head Contact rule. What previously may have been considered a legal check with a shoulder check to the head shall now be penalized as Head Contact if moderate or severe impact is made. These Head Contact infractions can occur anywhere on the playing surface as a result of the initial contact to the Head. Head Contact could also be the result of an open ice hit, with or without the fouled player’s head being down. Body checking has not been removed from the game, but high hits or targeting the head shall be penalized. A fight is still to be called a fight, not Head Contact. Referees are to strictly enforce penalties that call for infractions as a result of low hits as these types of infractions may increase. The penalty signal for “Head Contact” will be patting flat (open palm) of the non-whistle hand on the side of the head.

Rule 6.6 Elbowing and Kneeing

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who fouls an opponent in any manner with his elbow or knee.
- (b) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by elbowing or kneeling.

Rule 6.7 Fighting and Roughing

- (a) A Major penalty and a Game Misconduct penalty shall be assessed any player that fights with an opposing player.
- (b) A player who is identified by the Referee as being the instigator, or the aggressor in a fight shall be assessed a Minor penalty, in addition to any other penalties she may incur.

- (1) A Minor penalty for instigator shall be assessed any player identified by the Referee as being the instigator of a fight.
- (2) A Minor penalty for aggressor shall be assessed any player identified by the Referee as being the aggressor in a fight.

NEW**(3) Officials are to assess the additional minor to an instigator in situations where only one player is assessed a Major penalty and a Game Misconduct for fighting.**

- (c) A Minor penalty shall be assessed any player who, having been struck, shall retaliate with a blow or attempted blow. Should such a player continue to retaliate, she shall be assessed a Major penalty and a Game Misconduct penalty.
- (d) Any player who does not retaliate after being struck will not be assessed a penalty under this section, but may be assessed a penalty for a violation of other rules.
- (e) Any player wearing a ring or rings, tape or any other material on her hands, who becomes involved in a fight and who uses such to gain an advantage or to inflict punishment and/or injury, shall be assessed a Match penalty in addition to any other penalties she may incur.
- (f) When a fight occurs, all other players except the goaltender shall immediately retire to the front of their respective benches or to a neutral zone (should the fight occur in front of a players' bench) designated by the Referee and remain there until the Referee calls them back to resume play. The goaltenders must stay in their goal creases or proceed to a neutral zone designated by the Referee. Any player(s) refusing to do so after being instructed by the Referee shall be assessed a Misconduct penalty, plus any other penalty she (they) may incur.
- (g) A Major penalty and a Game Misconduct penalty shall be assessed any player who is involved in fighting with another player off the playing surface.
- (h) Any player joining in a fight, acting as a peacemaker or taking part in another fight during the same stoppage of play, will be assessed a Game Misconduct penalty plus any other penalty the offender incurs under the rules.

NEW

- (i) A Gross Misconduct penalty shall be assessed any player or team official who fights with a team official, **joins in a fight involving a team official or intervenes as a peacemaker in a fight involving a team official.** This does not eliminate the possibility of further penalties being assessed for such an infraction.
- (j) Branches are authorized, at the discretion of their members, to assess further penalties in the case of Rule 6.7 (a), for all players in all divisions of hockey.
- (k) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who is guilty of unnecessary rough play.

Note 1: If the penalty assessed is for an infraction after the whistle, "Roughing after the Whistle" shall be recorded.

Note 2: The Major penalty for roughing is not to be confused with and utilized in lieu of the Major Penalty and a Game Misconduct Penalty for fighting.

- (l) A Minor penalty or, at the discretion of the Referee, a Major and a Game Misconduct penalty shall be assessed any player who, in the Referee's judgment, makes deliberate physical contact with an opponent after the whistle.

SECTION 7 RESTRAINING FOULS

Rule 7.1. Holding

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who holds an opponent with her hands, stick or in any other manner. If the penalty assessed is for holding the stick, a Minor penalty for “holding the stick” shall be recorded and announced.
- (b) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by “holding”.

Rule 7.2 Hooking

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed to any player who impedes or seeks to impede the progress of an opponent by “hooking” or “butt-end hooking” with his stick.
- (b) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by “hooking” or “butt-end hooking”.

Rule 7.3 Interference/Protection of the Goaltender

- (a) A Minor penalty for interference or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who:
 - (1) interferes with or impedes the progress of an opponent who is not in possession of the puck, or
 - (2) deliberately knocks a stick out of an opponent’s hand, or
 - (3) prevents an opponent who has lost or dropped his stick from regaining possession of it.

Note 1: The last player to touch the puck - other than the goaltender - shall be considered the player in possession.

Note 2: Often the action and movement of the attacking player causes the interference, since the defending players are entitled to “stand their ground” or “shadow” the attacking players. Players of the side in possession of the puck shall not be allowed to “run” deliberate interference for the puck carrier.

- (b) A Minor penalty for interference with the goaltender shall be imposed on a player who, by means of his stick or his body, interferes with or impedes the movements of the goaltender by actual physical contact. The penalty should be announced as “Interference with the goaltender”.

Note: A goaltender is not “fair game” just because he is outside the goal crease. A penalty for interference (Minor or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty) or charging (Minor or, at the discretion of the Referee, Major penalty and a Game Misconduct penalty) shall be called where an opposing player makes unnecessary contact with the goaltender. Likewise, Referees should be alert to penalize goaltenders for tripping, slashing, or spearing in the vicinity of the goal.

Unless the puck is in the goal crease area, a player of the attacking side may not stand in the goal crease. If the puck should enter the net while such conditions prevail

the goal shall not be allowed. If an attacking player has physically interfered with the goaltender, prior to or during the scoring of the goal, the goal will be disallowed and a penalty for "interference with the goaltender" will be assessed and announced.

The ensuing face-off shall be taken in the neutral zone, at the face-off spot nearest the attacking zone of the offending team.

If a player of the attacking team has been physically interfered with by the actions of any defending player so as to cause him to be in the goal crease and the puck should enter the net while the player so interfered with is still in the goal crease, the goal shall be allowed.

A Minor penalty shall be assessed to an attacking player, who while his team has possession of the puck, is interfered with by a defending player, but fails to attempt to avoid making contact with the goaltender. In addition, if a goal is scored it shall be disallowed.

A Minor penalty shall be imposed on an attacking player, not in possession of the puck, who is tripped or caused to fall and fails to attempt to avoid contact with the goaltender whether he is in or out of his crease.

A Minor penalty shall be imposed on any attacking player, who makes deliberate contact with a goaltender whether in or out of the goal crease.

At the discretion of the Referee a Major penalty and a Game Misconduct penalty may be imposed under Rule 6.3 (b) - Charging or Rule 8.2 (c) - Cross-checking. In the event that a goaltender has been pushed into the net together with the puck after making a stop, the goal will be disallowed. If applicable, the appropriate penalties will be assessed.

- (c) *Where a stick or any object is thrown on the ice from the players' or penalty bench or where a player on the ice is interfered with by an opposing player or team official on the players' or penalty bench, (whether or not play is in progress), a Bench Minor penalty shall be assessed to that team if the Referee is unable to identify the person responsible, except as covered in Rule 4.10 (a)(4) - Awarded Goals and Rule 7.4 (d) - Tripping. If a goal is scored, no Bench Minor penalty would be assessed.*
- (d) *Where a stick or any object is thrown on the ice from the players' or penalty bench or where a player on the ice is interfered with by an opposing player or team official on the players' or penalty bench (whether or not play is in progress) and the Referee is able to identify the person responsible; that person shall be assessed a Bench Minor penalty and a Game Misconduct penalty. When Rule 4.10 (a)(4) - Awarded Goals or Rule 7.4 (d) - Tripping are applied, the Bench Minor penalty would not apply but the Game Misconduct penalty would.*
- (e) *A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent by "interference".*
- (f) *A Minor penalty for interference shall be assessed to a goaltender that deliberately piles snow inside his goal crease at any time or is observed by the Referee to have deliberately left or placed an object in his defending zone at or near the net before proceeding to the player's bench.*

A Penalty Shot shall be awarded to the non-offending team if, in the Referee's opinion, such object or obstacle actually prevents a goal while the offending team's goaltender is legally on the ice. If a Penalty Shot is awarded under this rule, the Minor penalty shall not be assessed.

A goal shall be awarded if, in the opinion of the Referee, such object or obstacle actually prevents a goal after the offending goaltender has been legally substituted by another player.

Rule 7.4 Tripping

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who trips an opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.

Note: A penalty shall not be assessed if, in the Referee's opinion, a player is unquestionably hook-checking the puck and obtains possession of it, thereby tripping the puck carrier.

- (b) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who uses his feet to knock an opponents skates out from under him with a kicking or leg dragging motion from behind ("slew footing").

Note: If a player in the process of falling or sliding along the ice, hits or knocks the puck from her opponent's stick prior to making actual body contact, the tripping shall be ignored.

- (c) Where a player uses her stick, knee, hand, foot, arm or elbow in any manner or falls or slides along the ice directly in the path of the puck, causing the puck carrier to trip and lose possession of the puck, a penalty shall be assessed.

Note: If a player in the process of falling or sliding along the ice, hits or knocks the puck from her opponent's stick prior to making actual body contact, the tripping action shall be ignored.

- (d) When a player in control of the puck on a breakaway in the neutral or attacking zone is tripped or otherwise fouled from behind and thus prevented from having a clear shot on goal, having no other opponent to pass other than the goaltender, a Penalty Shot shall be awarded to the non-offending team. Nevertheless, the Referee shall not stop play until the attacking team has lost control of the puck to the defending team.

Note: "Control of the puck" shall be defined as the act of propelling the puck with the stick, the skate(s) or the glove(s).

If, while it is being propelled, the puck shall touch the person, stick or skate of another player or should hit the goal post or go free, the player shall be deemed no longer in control. The intention of this rule is to restore a good scoring opportunity which has been lost by reason of the foul, and therefore, where there is no reasonable scoring chance lost by reason of the foul, a Penalty Shot should not be awarded.

SECTION 8 STICK FOULS

Rule 8.1 Butt-Ending

A Match penalty shall be assessed any player or team official who deliberately butt-ends or deliberately attempts to butt-end an opponent by jabbing her forcefully with the butt-end of the stick, or who injures an opponent by any butt-ending action. At the discretion of the Referee, a double Minor penalty shall be assessed to any player who attempts to butt-end an opponent with the butt-end of her stick. A double Minor penalty and a Gross Misconduct shall be assessed to any team official who attempts to butt-end an opponent with the butt-end of her stick.

Rule 8.2 Cross-Checking

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who cross-checks an opponent.
- (b) Any player who strikes an opponent above the normal height of his shoulders with a cross-check shall incur a Major penalty and a Game Misconduct penalty, whether or not injury results.
- (c) A Major penalty and a Game Misconduct penalty shall be assessed any player who cross-checks a goaltender while he is in his crease.
- (d) A Major penalty and a Game Misconduct penalty shall be assessed any player who injures an opponent as a result of a cross-check.
- (e) A Match penalty shall be assessed any player who deliberately injures an opponent with a cross-check.

Rule 8.3 High Sticks

- (a) The carrying of sticks above the normal height of the shoulder of the opponent is prohibited. A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who checks or intimidates an opponent while carrying his stick above the shoulder of his opponent. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed.
- (b) A player who contacts an opponent above the normal height of his shoulders with a high stick shall be assessed a Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty. If injury results, a Major penalty and a Game Misconduct penalty shall be assessed. In Junior and Senior hockey, at the discretion of the Referee, should the injury be caused by an accidental high stick, a double Minor penalty may be assessed.
- (c) A Match penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent with a high stick.
- (d) Contacting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs, play shall be stopped and the ensuing face-off shall be at the spot where the offense occurred, unless:
 - (1) a player of the non-offending team obtains possession and control of the puck, in which case play shall continue,
 - (2) a player of the offending side shall bat the puck into his own goal, in which case the goal shall be allowed,

- (3) the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred, unless otherwise stated in the rules
- (e) A goal scored from a high stick shall not be allowed, except when such a goal is scored by a player of the defending team into his own goal.

Rule 8.4 Slashing

- (a) A Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who impedes or seeks to impede the progress of an opponent by “slashing” with her stick.
- (b) A Major penalty and a Game Misconduct penalty will be assessed to any player who injures an opponent with a “slash”.
- (c) A “slashing” penalty shall be assessed any player who swings her stick at an opponent (whether out of range or not) without actually striking her, or who, on the pretext of playing the puck, makes a wild swing at the puck with the object of intimidating her opponent.
- (d) A Match penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent with a slash.

Rule 8.5 Spearing

A Match penalty shall be assessed any player or team official who deliberately spears or deliberately attempts to spear an opponent by jabbing her forcefully with the toe of the blade of the stick, or who injures an opponent by any spearing action.

A double Minor penalty shall be assessed any player who pokes or jabs or attempts to jab an opposing player with the toe of the blade of the stick. A double Minor penalty and a Gross Misconduct shall be assessed any team official who pokes or jabs or attempts to jab an opposing player with the toe of the blade of the stick.

SECTION 9 OTHER FOULS**Rule 9.1 Handling the Puck**

- (a) Play shall immediately be stopped and a Minor penalty shall be assessed any player except a goaltender who closes her hand on the puck and, while so doing, gains an advantage on her opponents. When a player simply closes her hand on the puck and immediately drops it to the ice, without gaining or attempting to gain an advantage by this action, play shall be allowed to continue.
- (b) A Minor penalty shall be assessed a goaltender who deliberately holds the puck and in the opinion of the Referee, is causing an unnecessary stoppage in play.

Note: Where the puck is thrown towards an opponent's goal by the goaltender and it is received by an opponent, the Referee shall allow play to continue. However if a teammate receives the puck, play shall be stopped.

- (c) A Minor penalty shall be assessed any player (except the goaltender) who, while play is in progress, picks up the puck with her hand.

If a player of the defending team (except the goaltender) picks up the puck from the ice while it is in her team's goal crease, the play shall be stopped and a Penalty Shot shall be awarded to the non-offending team.

- (d) A player shall be permitted to stop or "bat" a puck in the air with her open hand, or to push it along the ice with her hand and play shall not be stopped, unless the player has directed the puck to a teammate in the neutral or attacking zone. When this occurs play shall be stopped and the puck faced-off at the spot where the offense occurred, unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred, unless otherwise covered in the rules. Play shall not be stopped for any hand pass by players in their own defending zone.
- (e) A goal shall not be allowed if the puck has been batted with the hand or any part of the body by the attacking player into the net or, after being batted, the puck deflects off any player or stick into the net.

Rule 9.2 Harassment of Officials, Unsportsmanlike Conduct/Misconduct

Team officials shall be responsible for their conduct and that of their players at all times. They must endeavor to prevent disorderly conduct before, during or after the game, on or off the ice and any place in the rink. The Referee may assess penalties to any of the above team officials for failure to do so and shall report full details of the incident to the President.

- a) A Minor penalty shall be assessed to any player or team official who challenges or disputes the rulings of any official during the game or who displays unsportsmanlike conduct.

If a player or goaltender persists, she shall be assessed a Misconduct penalty and any further disputes will result in a Game Misconduct penalty being assessed to the offending player or goaltender. If a team official persists, she shall immediately be assessed a Game Misconduct penalty.

A Referee is not required to assess a Minor penalty under this rule before assessing the Misconduct or Game Misconduct, but may assess either of these penalties initially.

- (b) A Misconduct penalty shall be assessed on any player who:
- (1) uses obscene, profane or abusive language or gestures to any person.
 - (2) persists in disputing or shows disrespect for the ruling of any official.
 - (3) intentionally knocks or shoots the puck out of reach of an official who is retrieving it.
- A player who, after receiving a Misconduct penalty, persists in any of the actions of (b) above, shall be assessed a Game Misconduct penalty.

Note: In the case of a team official, a Bench Minor penalty shall be assessed instead of a Misconduct penalty. A team official after receiving a Bench Minor penalty would receive a Game Misconduct penalty if the actions continue. A Referee is not required to assess a Bench Minor penalty under this rule before assessing a Game Misconduct penalty.

- (c) If the Referee is unable to identify the person responsible for the use of obscene, profane or abusive language, a Bench Minor penalty shall be assessed the offending team.
- (d) A Misconduct penalty shall be assessed any player who does not proceed immediately and directly to the penalty bench when she has been penalized. Where the penalized player causes any delay by returning for her equipment (gloves, sticks, etc...), the Misconduct penalty shall apply. The equipment shall be delivered to her on the penalty bench by a player of her team on the ice at the time of the infraction.
- Note: It shall be necessary to place a substitute on the penalty bench. Such substitute may return to the ice as soon as the Misconduct penalty to the offending player commences.*
- (e) A Misconduct penalty shall be assessed to any player who shows any course of conduct (including threatening and abusive language or gestures or similar actions) designed to incite an opponent into incurring a penalty.

- NEW** (f) Any player or team official who engages in verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation, language) shall be assessed a **Gross** Misconduct penalty and the **Referee** shall report full details of the incident to the President.

Notwithstanding the above, at the discretion of the Referee, a Gross Misconduct penalty may be assessed for any infraction to any player or team official.

Note: Officials must complete a game report and report to the President any penalty incurred under Rule 9.2 (f).

- (g) A Misconduct penalty shall be assessed any player or players who, except for taking her position on the penalty bench, enters or remains in the Referee's crease while the Referee is reporting to or consulting with any game official, including the Linesmen, Timekeeper, Penalty Timekeeper, Official Scorer or Announcer.
- (h) Where a team official has been assessed a Game Misconduct penalty under this rule, the Referee shall report the individual in full details to the President, who may assess further penalties.
- (i) A Bench Minor penalty shall be assessed a team where any player or team official on the bench protests an official's ruling through verbal or physical gestures that may be considered disrespectful in any way, or who bangs the boards or ice surface with a stick or any other object in protest of the ruling.

- (j) When the player on the ice commits the infraction described in (i), the Unsportsmanlike Conduct penalty shall be assessed.

Rule 9.3 Diving

A Minor Penalty for Unsportsmanlike Conduct shall be imposed on a player who attempts to draw a penalty by his/her actions (diving). This penalty may be assessed with or without a foul to the opposing team at the discretion of the Referee.

Rule 9.4 Kick Shot

A Minor penalty shall be assessed any player except the goaltender who uses a kick shot during the game. If an injury results, a Major Penalty and a Game Misconduct penalty shall be assessed.

Rule 9.5 Leaving the Players' or Penalty Bench

- (a) No player may leave the players' bench or penalty bench at any time during a fight on the ice, or for the purpose of starting a fight. Substitutions made prior to the fight shall be permitted, provided the players so substituting do not enter the fight.
- (b) For a violation of Rule 9.5 (a), a double Minor penalty shall be imposed on the player of the team who was the first to leave the players' or penalty bench during a fight. If players of both teams leave their respective benches at the same time, the first identifiable player of each team to do so, shall incur a double Minor penalty. A Game Misconduct penalty shall also be imposed on any player penalized under this section, plus any other penalties he may incur. Refer to Section (d).

- NEW** (c) Any player (other than those dealt with under Section (b)) who leaves his players' or penalty bench during a fight and is assessed a Minor, Major or Misconduct penalty for his actions, shall also incur an automatic Game Misconduct penalty, in addition to any other penalties he may incur. This includes a player leaving the penalty bench, for which he is to be assessed a Minor penalty in addition to the Game Misconduct penalty. Such player would not have to be the first player to leave a bench.

Note 1: A maximum of 5 players per team may be assessed Game Misconducts for violations of Sections (b) and (c) of this rule during a stoppage of play or during the pre-game warm-up. The maximum of 5 players shall include any players penalized under Rule 6.7 - Fighting and Roughing.

Note 2: Where one team has been clearly identified as the first to leave the bench and the Referee has assessed the 5 player maximum Game Misconducts, then in this situation a sixth player on one team may be assessed a Game Misconduct penalty under this section. This sixth player must be the player who left the bench first.

Note 3: Referees must record in detail on the Official Game Report or separate Penalty Report Form, any bench clearing incidents.

- (d) A Minor penalty shall be assessed any player that leaves the penalty bench or returns to the ice before the expiration of his penalty. However, in the case of a player returning to the ice prematurely due to an error by the Penalty Timekeeper, no penalty shall be assessed and the player must only serve the time remaining in his penalty at the moment he returned to the ice.

- (e) When a player on a breakaway in the neutral or attacking zone is interfered with by a player of the opposing team who shall have illegally entered the game, or by a player or team official on the players' or penalty bench, the Referee shall award a Penalty Shot to the non-offending team.
- (f) Any team official who gets on the ice after the start of the game, without the permission of the Referee, shall be assessed, at the discretion of the Referee, a Bench Minor or a Game Misconduct penalty. If a Game Misconduct penalty is assessed, the team official shall be ordered to the dressing room for the remainder of the game and the Referee shall submit a report in full detail to the President, who may assess further penalties.
- (g) If a penalized player returns to the ice from the penalty bench before his penalty has expired, (either 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 not be allowed. All penalties assessed either team shall be served as regular penalties.
- (h) If a player shall illegally enter the game from his own players' bench, any goal scored by his own team while he is illegally on the ice shall not be allowed. All penalties assessed either team shall be served as regular penalties.
- (i) At the end of each period, all players must remain on their respective players' or penalty bench until directed off by the Referee. The Visiting Team shall leave the ice first, unless otherwise directed by the Referee. Failure to comply shall result in a Bench Minor penalty. Any unusual circumstances shall be reported to the President.

A Game Misconduct penalty shall be assessed to the coach of any team that fails to comply with this rule at the end of the game if an altercation that results in penalties of any kind is either in progress as the game ends or begins after the game has ended.

Rule 9.6 Physical Harassment of Officials

- (a) Any player or team official who threatens or attempts to strike a Referee, Linesman or any Off-ice Official before, during or after a game shall be assessed a Match penalty and shall be reported to the President by the Referee.
- (b) Any player or team official who intentionally touches, holds or pushes a Referee, Linesman or Off-ice Official before, during or after a game shall be assessed a Match penalty and shall be reported to the President by the Referee.
- (c) Any player or team official who deliberately strikes, trips or body checks a Referee, Linesman or Off-ice Official before, during or after a game shall be assessed a Match penalty and shall be reported to the President by the Referee. Such player or team official may be suspended for one year or more.

Rule 9.7 Spitting

A Match penalty shall be assessed any player or team official who deliberately spits on or at an opponent, official, team official or spectator. The Referee shall report full details of the incident to the President.

Rule 9.8 Throwing Stick or Object

- (a) Where any player of the defending team, including the goaltender, deliberately throws his stick or any part thereof or any other object at the puck or puck carrier in the defending zone, the Referee shall allow the play to be completed and, if a goal is NOT scored, a Penalty Shot shall be awarded to the attacking team. If a goal is scored, the Penalty Shot shall not be awarded.
- (b) A Minor penalty shall be assessed any player who deliberately throws his stick or any part thereof or any other object at the puck or puck carrier in any zone, except when such act has been penalized by the awarding of a Penalty Shot or a Goal.
- (c) A Minor penalty for Throwing a Stick/Object (as applicable) shall be assessed any player who deliberately throws his stick or any part thereof or any other object in any zone, but not at the puck or puck carrier.
- (d) A Misconduct penalty shall be assessed any player who deliberately throws a stick or any part thereof or any object, outside the playing area.

SECTION 10 GAME FLOW

Rule 10.1 Delay of Game

- (a) A Bench Minor penalty shall be assessed a team which, in the opinion of the Referee, is deliberately delaying the game in any manner.

A Minor penalty shall be assessed to any goaltender who shoots or bats the puck out of the playing surface with her stick.

Note 1: When the goaltender shoots the puck directly out of the playing surface where there is no glass, such as at the players' bench or penalty bench, or if the puck touches the glass or deflects off a player or official, no penalty shall be assessed.

Note 2: This penalty will also be assessed to any player or goaltender who shoots the puck out of the playing surface with her stick during a stoppage of play.

Note 3: Referees must be strict in enforcing the rules where a team is deliberately stalling, freezing the puck, shooting the puck out of the playing surface, the goaltender holding the puck or throwing it out of the playing surface, or the team committing a "SERIES of ICING", thereby forcing a face-off.

- (b) Any player who leaves her players' bench to deliver instructions to her teammates and does not remain on the ice as a substitute, will be assessed a Minor penalty.
- (c) Any deliberate action by a defending player, including the goaltender, in their defending zone which results in the goal net being knocked from its position, shall constitute an act of deliberate delay of game. If this action occurs in the last two minutes of regular playing time, or any time in overtime, a Penalty Shot shall be awarded against the offending team and the Minor penalty shall not be served.
- (d) A Penalty Shot shall be awarded should the goaltender, by deliberate action, dislodge the goal net from its position when a player is on a breakaway in the neutral zone or attacking zone.
- (e) If in the last two minutes of regular playing time, or anytime in overtime, a team is penalized for any of the following infractions, a Penalty Shot shall be awarded against the offending team: Deliberate Illegal Substitution - Rule 2.5 (f), Protective Equipment - Rule 3.6 (c), Deliberately Knocking the Goal Net from its Position - Rule 10.1 (c), Refusing to Start Play - Rule 10.14 (a), Rule 10.14 (e).

Note: In overtime, a Penalty Shot shall be assessed under this rule, except in the case of Rule 10.14 (a) - Refusing to Start Play, in which case a Penalty Shot and a Major Penalty plus a Game Misconduct shall be assessed.

- (f) A Bench Minor penalty shall be imposed upon any team which, after a warning by the Referee, fails to place the correct number of players on the ice and commence play.

Rule 10.2 Face-offs

- (a) A face-off shall take place when the Referee or Linesmen drops the puck on the ice between the sticks of the players facing-off.

The players taking the face-off shall stand squarely facing their opponents' end of the rink, approximately one stick length apart with the full blade of the sticks flat on the ice. All other players on both teams must be at least 4.57m (15 ft.) from the players taking the face-off and they must be on-side. When the face-off takes place at any of the face-off spots in the end zones, the players taking part in the face-off shall take

their positions so that they will stand squarely facing their opponents' end of the rink, and clear of the face-off restraining lines.

The sticks of both players facing-off shall have the toe of the blade touching within the designated white area and the player of the Visiting Team shall place her stick within the designated white area first. All other players on the ice must position themselves and their sticks on side. If a player, other than the player taking the face-off, moves off-side, makes physical contact with an opponent or encroaches on 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.

- (b) In the conduct of a face-off anywhere on the playing surface, no player facing-off shall make any physical contact with her opponent's body by means of her own body or by her stick, except in the course of playing the puck, after the face-off has been completed. For a violation of this rule, the Referee shall assess a Minor penalty or penalties on the player(s) whose action(s) caused the physical contact.

Note: "Conduct of a face-off" commences when the Referee designates the place of the face-off and she or the Linesman takes her position to drop the puck.

- (c) If a player facing-off fails to take her proper position immediately when directed by the Referee or Linesman, the official may order her replaced at the face-off by any player on the ice. 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 will make a team short-handed.

When a team commits a face-off infraction (late arrival, not immediately taking a proper position, early movement), the Referee or Linesman shall require where possible for this face-off, that the replacement for the player ejected from the face-off shall be any other player on the ice that has not committed a face-off infraction during this same stoppage of play.

- (d) A team committing a second violation of any of the provisions of Section (a) during the same face-off may be assessed a Minor penalty for "face-off violation" by the Referee.
- (e) When an infringement of a rule has been committed or a stoppage of play has been caused by an attacking player in her attacking zone, the ensuing face-off shall be in the neutral zone at the nearest face-off spot.

Note: This includes a stoppage of play caused by a player of the attacking side shooting the puck on the back of the defending teams' net without any intervening action by the defending team.

- (f) When an infringement of any rule has been committed by players of both teams, the ensuing face-off shall be at the place where stoppage of play occurred, unless otherwise stated in the rules.
- (g) All face-offs in the neutral zone shall be conducted at the designated face-off spots as dictated by reason for the stoppage of play.

The face-off location will be at one of the two face-off spots nearest the offending team's blue line, thus causing a loss of territorial advantage.

When a stoppage of play occurs between the end zone face-off spots and the nearest end of the rink, the face-off shall be the nearest end zone face-off spot, unless otherwise stated in the rules.

Centre ice face-offs will be only conducted at the start of each period, following the scoring of a goal, premature substitution of the goaltender or in accordance with Rule 10.5 (f).

Any other stoppage of play in any zone not caused by either team, the ensuing face-off shall be at the nearest face-off spot excluding the centre face-off spot.

- (h) When any stoppage of play in the end zone is caused by a defending player or the goaltender, the ensuing face-off shall take place at the nearest defending zone face-off spot based on the cause of the stoppage of play and not related to the location of the puck when play was stopped.
- (i) When a goal is illegally scored as a result of the puck being deflected off the Referee or Linesman DIRECTLY into the net, the face-off shall take place at the nearest end-zone face-off spot.
- (j) When one or both defensemen, point players or any player coming from the players' or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle being the limit) when a gathering is taking place following a stoppage of play, the ensuing face-off shall take place at the nearest face-off spot in the neutral zone, near the blue line of the defending team.

Rule 10.3 Falling on the Puck

- (a) A Minor penalty shall be assessed any player except a goaltender, who deliberately falls on or gathers the puck into his body by any means, while standing or lying on the ice.
- (b) A Minor penalty shall be assessed any goaltender who, while outside his crease, deliberately falls on or gathers the puck into his body, or holds or places the puck against any part of the goal, thus delaying the game unnecessarily.
- (c) A Penalty Shot shall be awarded against the offending team when a defending player (except the goaltender) deliberately falls on the puck, holds or gathers the puck into his body in any manner, or picks up the puck with his hand, while the puck is within his goal crease. No other penalty shall be assessed.

Note 1: If the goaltender has been removed from the ice, then a goal is awarded. See Rule 4.10 (b) Awarded Goals.

Note 2: This 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, Rule 10.3 (a) may still apply and a Minor penalty may be imposed, even though no Penalty Shot is awarded.

Rule 10.4 Goals and Assists

- (a) A goal shall be scored when the entire puck has legally passed between the goal posts, below the cross bar and completely across the goal line. Following any goal, the Referee will resume play by conducting a face-off at the centre ice spot.
- (b) A goal shall be scored if the puck is put into the goal in any manner by a player of the defending team. The player of the attacking team who last played the puck shall be credited with the goal, but no assist shall be given.

- (c) A goal shall NOT be allowed if the puck has been directed into the net as a result of a distinct kicking motion by an attacking player, or after being kicked, the puck deflects off any player or stick into the net.
- (d) If the shot of an attacking player has been deflected into the goal by striking the stick, skates or any part of the body of an attacking player, the goal shall be allowed and the player off whom the puck deflected shall be credited with the goal and the player making the shot shall be credited with the assist. The goal shall not be allowed if the puck is deliberately directed into the net by any part of the body of an attacking player other than his skate.
- (e) If a goal is scored as the result of a puck deflecting directly into the goal off the person or skates of an official, the goal shall not be allowed.
- (f) Should a player propel the puck into the goal crease of the opposing team and the puck becomes loose and available to an attacking player, the puck shall be considered in the crease legally and any goal scored on this play shall be a legal goal.
- (g) Each goal and assist shall count one point in the scoring records. Not more than two assists shall be credited on any one goal.
- (h) Any goal scored, other than as covered by the Official Rules, shall not be allowed. The resulting face-off shall be determined as per Rule 10.2 (e), (f) & (i).

Rule 10.5 Icing the Puck

- (a) Icing the puck is completed the instant the puck crosses the goal line, and the Referee or Linesman shall immediately blow her whistle, stopping play. If the puck shall have entered the goal, the icing shall not be called and a goal shall be allowed.

For the purpose of this rule, the centre red line will divide the ice into halves. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, "bat" or deflect the puck from her own half of the ice, beyond the goal line of the opposing team, play shall be stopped and the puck faced-off at the end zone face-off spot of the offending team.

If during the play, the puck shall have entered the net of the opposing team, the goal shall be allowed, except if the puck has been batted with the hand into the opposing net. Any contact with the puck over the centre red line, with the puck continuing down over the goal line, nullifies "icing" the puck.

Note 1: If during the period of a delayed whistle due to a foul by a player of the side NOT in possession of the puck, the side in possession "ices" the puck, the face-off following the stoppage of play shall take place in the neutral zone near the defending team blue line of the team "icing" the puck.

Note 2: A team shall not be considered below the numerical strength of its opponent by reason of a penalized player remaining in the penalty box after her penalty has expired.

Note 3: When the puck is shot and rebounds from the body or stick of an opponent in her own half of the ice and crosses the goal line of the player shooting, it shall NOT be considered as "icing".

- (b) "Icing the puck" shall not be called if a team is below the numerical strength of the opposing team at the instant the puck is shot.

- (c) Play shall continue and the “icing the puck” infraction shall not be called if it is caused directly from either player taking the face-off.
- (d) If, in the opinion of the Referee or Linesmen, a player of the opposing team, except the goaltender, is able to play the puck before it crosses the goal line, but has not done so, the play shall continue and the “icing the puck” rule shall not apply.
- (e) The “icing the puck” infraction shall not be called and play shall continue when:
 - (1) the puck has touched any part of an opposing player, her stick, or skates, or
 - (2) the puck has touched the goaltender, her skates, or stick at any time before crossing the goal line.
- (f) If the Referee or Linesmen shall have erred in calling an “icing the puck” infraction under any conditions, the face-off shall take place at the centre ice face-off spot.

Rule 10.6 Interference by Spectators

- (a) The Referee shall stop play if a player is being held or interfered with by a spectator, unless that player’s team is in possession of the puck and in scoring position at the time. In this case, play shall be allowed to be completed before the stoppage. In any case, the face-off shall be where the stoppage took place, unless otherwise stated in the rules.
- (b) The Referee shall stop play if any objects are thrown on the playing surface which interfere with the progress of the play. When the play resumes, the face-off shall be where the stoppage took place, unless otherwise stated in the rules.

Rule 10.7 Kicking the Puck

- (a) Kicking the puck shall be permitted in all zones. This action can not result in a goal being scored.
- (b) No goal can be scored when an attacking player kicks another object which, in turn, propels the puck directly or indirectly into the goal.

Rule 10.8 Off-sides

- (a) Players of the attacking team must not precede the puck into the attacking zone.

Note 1: If a pass deflects off a defending player, his skates or his stick, causing an attacking player to precede the puck into the attacking zone, the off-side rule shall apply.

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*Note 2: A player actually propelling the puck who shall cross **his attacking blue line** ahead of the puck shall not be considered off-side **provided he has** possession and control of the puck with **at least one skate physically in contact with the ice surface** in the neutral zone or **attacking blue line** before actually crossing the blue line into the attacking zone.*

- (b) For violation of this rule, play shall be stopped and the face-off shall be in the neutral zone at the face-off spot nearest the attacking zone of the offending team or at the origin of the attempted pass, as covered by the rules.

- (c) 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 outer edge of the blue line involved in the play.

Note 1: A player is on-side when either of his skates are in physical contact with, or on his own side of the line at the instant the puck completely crosses the outer edge of that line, regardless of the position of his stick.

Note 2: It should be noted that while the position of the player's skates is what determines whether a player is off-side, the question of an off-side never arises until the puck has completely crossed the outer edge of the line at which the decision is to be made.

- (d) If a player legally carries or passes the puck from the neutral zone 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 shall continue.
- (e) If an attacking player precedes a puck that is shot, passed or deflected into the attacking zone by a teammate, or deflected into the attacking zone by a defending player or on-ice official, and a defending player is able to play the puck, the Linesman shall signal a delayed off-side.

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

- (1) the defending team passes or carries the puck into the neutral zone, or
- (2) all attacking players in the attacking zone (at the time the puck crosses the blue line) clear the attacking zone by making skate contact with the blue line. If the puck is shot on goal, during a delayed off-side, the play shall be allowed to continue under the normal clearing the zone rules. Should the puck enter the net in this situation, either directly or off the goaltender, or a player or official on the ice, the goal shall not be allowed as the original shot was off-side. If any attacking player touches the puck or attempts to gain possession of a loose puck while the puck is still in the attacking zone, the Linesman shall stop play.

Note: The attacking zone must be completely clear of attacking players before a delayed off-side can be nullified with the puck still in the attacking zone.

- (f) If, in the opinion of the Referee or Linesmen, an intentional off-side play has been made, the puck shall be faced-off at the end zone face-off spot in the defending zone of the offending team.

Rule 10.9 Passes

- (a) A pass shall be considered to have been completed if the puck so passed contacts any part of the stick, body or skate of the player on the same team.
- (b) If an attacking player passes the puck backwards towards her own goal from the attacking zone, an opponent may play the puck regardless of whether or not she (the opponent) was in the same zone at the time the puck was passed.
- (c) A player in his own defending zone may make a pass to a player of the same team, anywhere in the neutral zone.

Rule 10.10 Puck Must Be Kept in Motion

A Minor penalty shall be assessed any player who deliberately holds the puck against the boards or any part of the goal in any manner, unless he is being checked by an opponent.

Note: Referees must determine the offending player and enforce these rules quickly.

Rule 10.11 Puck Out of Bounds or Unplayable

- (a) When the puck goes outside the playing area or strikes obstacles above the playing surface (with the exception of the side boards, glass or wire netting), play shall be stopped. The resulting face-off shall be where the puck last touched a player, her skates or stick, or an official, except when otherwise stated in the rules.
- (b) A Minor penalty shall be assessed any player who delays the game by deliberately shooting, batting or throwing the puck outside the playing surface of the rink. The resulting face-off shall be at the spot where the offense occurred, unless otherwise stated in the rules.
- (c) If the puck is shot on the back of the net and comes off without any delay or, if a player or goaltender knocks the puck off the back of the goal netting without unnecessary delay, play shall continue. If the puck is frozen between opposing players or cannot be removed from the back of the net, the Referee shall stop play and the face-off shall take place at a location covered by the rules.

Note: Existing rules are adequate to deal with the situation regarding play in the attacking zone, but officials should be alerted to move the face-off into the neutral zone in every case where it is the action of the attacking players which has caused the stoppage, even though they may not be actually freezing the puck themselves.

- (d) A Minor penalty shall be assessed a goaltender who deliberately drops or throws the puck on the goal netting to cause a stoppage of play.

Rule 10.12 Puck Out of Sight and Illegal Puck

- (a) At any time where the Referee loses sight of the puck, play shall be stopped. The resulting face-off shall be at the point where play was stopped, unless otherwise stated in the rules.
- (b) If while play is in progress a puck other than the one legally in play appears, the play shall not be stopped, but shall continue with the legal puck until the play then in progress is completed.

Rule 10.13 Puck Striking Official

Play shall not be stopped if the puck touches an official anywhere on the rink, except when the puck is deflected directly off an official into the goal or out of the playing area.

Rule 10.14 Refusing to Start Play

- (a) If a team is withdrawn from the ice and fails to return and start play, or if being on the ice, fails to start play within TWO MINUTES after being ordered to do so by the Referee, the game or series shall be suspended. The team officials and/or players of the team which are responsible for any of these actions may be suspended for one

year or more from the date of the infraction. The Referee shall report full details of the incident to the President. If a team after being ordered to return, does return to start play, then a Major penalty and a Game Misconduct shall be assessed to the Coach for Delay of Game. If this infraction occurs in the last two minutes of regular playing time, or anytime in overtime, a Penalty Shot (in addition to the Major penalty and a Game Misconduct) shall be awarded against the offending team's coach, as stated in Rule 10.1 (e) - Delay of Game.

- (b) The commencement of the two-minute warning and the reason for such warning shall be announced over the public address system, on the instructions of the Referee.
- (c) If a team is withdrawn from the ice or fails to go on the ice, or being on the ice, fails to start play a SECOND TIME within the same game after being ordered to do so by the Referee, the two-minute allowance shall not be granted and the game will be officially suspended. The team officials and/or players of the team which are responsible for any of these actions may be suspended for one year or more from the date of the infraction. The Referee shall report full details of the incident to the President.

Note: Should the offending team be on the ice surface, the order shall be given in person by the Referee or the Linesman, if directed by the Referee. If the offending team is not on the ice, the Timekeeper, on the instruction of the Referee, will convey the order to the offending team. The order may be given to any player or team official of the offending team.

- (d) If a team fails to present itself at the time and place appointed to play any game, the game shall be awarded to the opposing team, unless such failure is caused by an unavoidable accident or unforeseen contingency.

The team official and/or players responsible for any of these actions shall be reported to the President by the Referee, giving full details of the incident.

- NEW** (e) A player or team official who refuses to leave the bench or playing area after he has been assessed a **Game Ejection**, Game Misconduct penalty, Gross Misconduct or Match penalty, TWO MINUTES AFTER BEING ORDERED TO DO SO BY THE REFEREE, the game or series shall be suspended. The team officials and/or players of the teams which are responsible for any of these actions may be suspended for one year or more from the date of the infraction. The Referee shall report full details of the incident to the president. IF THE PLAYER OR TEAM OFFICIAL AFTER BEING ORDERED TO LEAVE, DOES LEAVE THE BENCH OR THE ICE, then a Major penalty and a Game Misconduct shall be assessed to the Coach for Delay of Game. If this infraction occurs in the last two minutes of regular playing time, or anytime in overtime, a Penalty Shot (in addition to the Major Penalty and a Game Misconduct) shall be awarded against the offending team's, as stated in Rule 10.1 (e) – Delay of Game.

Rule 10.15 Start of Game and Periods

- (a) The game shall commence at the time scheduled by a face-off in the centre of the rink. It shall be renewed promptly at the conclusion of each intermission in the same manner. No delay shall be permitted by reason of any ceremony, exhibition, demonstration or presentation, unless consented to reasonably in advance by the Visiting Team.
- (b) To start the game, at the beginning of each period (including any overtime periods) and following the scoring of a goal, the Referee shall conduct a face-off at the centre ice spot.

- (c) Home teams shall have the choice of goals to defend at the start of the game. See Rule 1.9 (e).
- (d) At the beginning of each period, only the players taking part in the actual face-off shall be allowed on the ice. All other players not taking part in the face-off shall go directly to their benches. For an infraction of this rule, a Bench Minor penalty for delay of game shall be assessed the offending team.

Rule 10.16 Tied Game

- (a) If at the end of the three regulation twenty-minute periods the score is tied, the following shall take place:
 - (1) if the Referee feels it is necessary, he may order the ice to be re-surfaced at the end of the three regulation periods. If the ice is not resurfaced, the teams will not change ends;
 - (2) the puck shall be faced-off at centre ice and the play shall continue with a ten-minute sudden victory overtime period;
 - (3) if the score is still tied after the sudden victory ten minute overtime period, the teams would take the normal between period break and return to play twenty minute sudden victory periods. The teams will now change ends.
- (b) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- (c) If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

Note: Branches and Leagues may make their own rules regarding overtime for games under their jurisdiction.

Rule 10.17 Time of Game

- (a) Three twenty minute periods of actual playing time with a ten-minute intermission between each period, will be the time allowed for each game.
- (b) The team scoring the greatest number of goals during the three twenty-minute periods shall be the winner and shall be credited with two points in the league standing.
- (c) Teams shall change ends after the completion of each regulation period and each overtime period (except as stated in Rule 10.16 (a)(1).
- (d) In the interval between periods, the ice surface shall be flooded, unless mutually agreed to by the competing clubs or unless the facilities are not available.
- (e) If any unusual delay occurs within five minutes before the end of the first or second period, 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.

- (f) Each team shall be permitted to take one time-out of thirty seconds during the course of regular playing time or overtime. This time-out must be taken during a normal stoppage of play. Any player designated by the Coach may indicate to the Referee that his team is exercising their option and the Referee will report the time-out to the Game Timekeeper who shall be responsible for signalling the termination of the time-out.

Note 1: All players, including goaltenders, on the ice at the time of the time-out will be allowed to go to their respective benches.

Note 2: Both teams may take their respective time-outs during the same stoppage of play. However, once a team has called their time-out, the second team must indicate their intentions to take a time-out during the same stoppage of play before the initial 30 seconds are over.

Note 3: The time-out rule is permitted in Minor and Female Hockey stop time games wherever the local branch gives approval. In Hockey Canada Minor and Female Hockey Regional and National Championships, the time-out rule is to be used.

MINOR AND FEMALE HOCKEY SUPPLEMENT

The following rules apply only to Minor and Female Hockey.

Rule 2.2 Players in Uniform

- (a) Each team shall be entitled to a maximum of 19 (Jr. A, B, Senior (male and female) and AAA Midget - 20) players in uniform, (which includes two goaltenders, for any game or pre-game warm-up, all of whom shall be duly registered in accordance with Hockey Canada Regulations.

Rule 2.6 Injured Players

- (c) Goaltender replacement shall be subject to the rules governing goaltenders and be allowed the goaltender's full equipment. In Divisions of Pee Wee and below, after a player has been designated as a goaltender, he/she may return to a non-goaltender position. Only in Divisions above Pee Wee, the player must remain as a goaltender once they have been designated as such.

Rule 5.1 Appointment of Officials

- (f) For inter-branch play-off games, only Level V & VI certified Referees shall be appointed, but for National Championships and designated I.I.H.F. competition, the Referee shall be a certified Level VI Referee. This does not necessarily apply to Minor and Female Hockey.

Rule 6.2 Boarding and Body Checking

- (b) In divisions of Atom and below and Female Hockey, a Minor penalty or, at the discretion of the Referee, a Major penalty and a Game Misconduct penalty shall be assessed any player who, in the opinion of the Referee, intentionally body checks, bumps, shoves or pushes any opposing player. If a player is injured, a Major penalty and a Game Misconduct penalty must be assessed.

When the offensive player is skating towards the defensive player, the defending player may not hit the offensive player by going in the opposite direction to that player. The body contact must be as a result of the movement of the offensive player. There must be no action where the offensive player is pushed, checked or shoved into the boards. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.

Rule 10.17 Time of Game

- (f) (Note 3): The time-out rule is permitted in Minor and Female Hockey stop time games wherever the local branch gives approval. In Hockey Canada Minor and Female Hockey Regional and National Championships, the time-out rule is to be used.

The following optional rules may apply only to Junior and Senior Hockey Leagues that have received Branch approval. Those leagues must obtain appropriate Hockey Canada insurance. Leagues adopting these optional rules must revert to regular Hockey Canada playing rules for all inter-branch play-offs.

Rule 8.5 Spearing

A Minor penalty for spearing will be imposed on a player who jabs the back of another players leg with the spear end of his blade, or who uses the spear end of his blade in any manner which in the Referee's opinion does not warrant a double Minor penalty or Match penalty for spearing.

Rule 10.2 Face-Offs

When an infringement of a playing rule has been committed resulting in a time penalty (appearing on the scoreboard), the ensuing face-off shall take place at one of the face-off spots in the offending team's defensive zone except in the following four(4) circumstances:

- (a) **When a penalty is assessed after a goal, the face-off will take place at centre ice.**
- (b) **When a penalty is assessed at the end (or before the start) of a period, the face-off will take place at centre ice.**
- (c) **When the defending team is to be penalized and that one of the two defensemen or both, or players on the point or any other player coming off the attacking team's bench goes deep into the offensive zone (the top of the face-off circles being the limit) during a gathering at a stoppage of play, the ensuing face-off will take place in the neutral zone at one of the face-off spots outside the offending team's zone.**
- (d) **When the non-offending team clears the puck and icing is called, the ensuing face-off will take place at one of the face-off spots outside the zone of the team that iced the puck.**

Please note that when a time differential occurs because of multiple penalties, the ensuing face-off will take place in the shorthanded team's zone. In the case of multiple penalties when no time differential occurs, the ensuing face-off will take place at the face-off spot nearest to where the stoppage of play occurred.

Also, if there is a premature substitution of the non-offending team's goaltender, the back linesman will stop the play and the ensuing face-off will still take place in the offending team's zone.

Rule 10.5 Icing the Puck

- (a) **For JUNIOR/SENIOR SUPPLEMENT ONLY**
Should a goaltender leave his crease to potentially play the puck on an icing but intentionally does not play the puck, the ruling should be, "no icing". If the goaltender causes significant interference then a minor penalty would also be

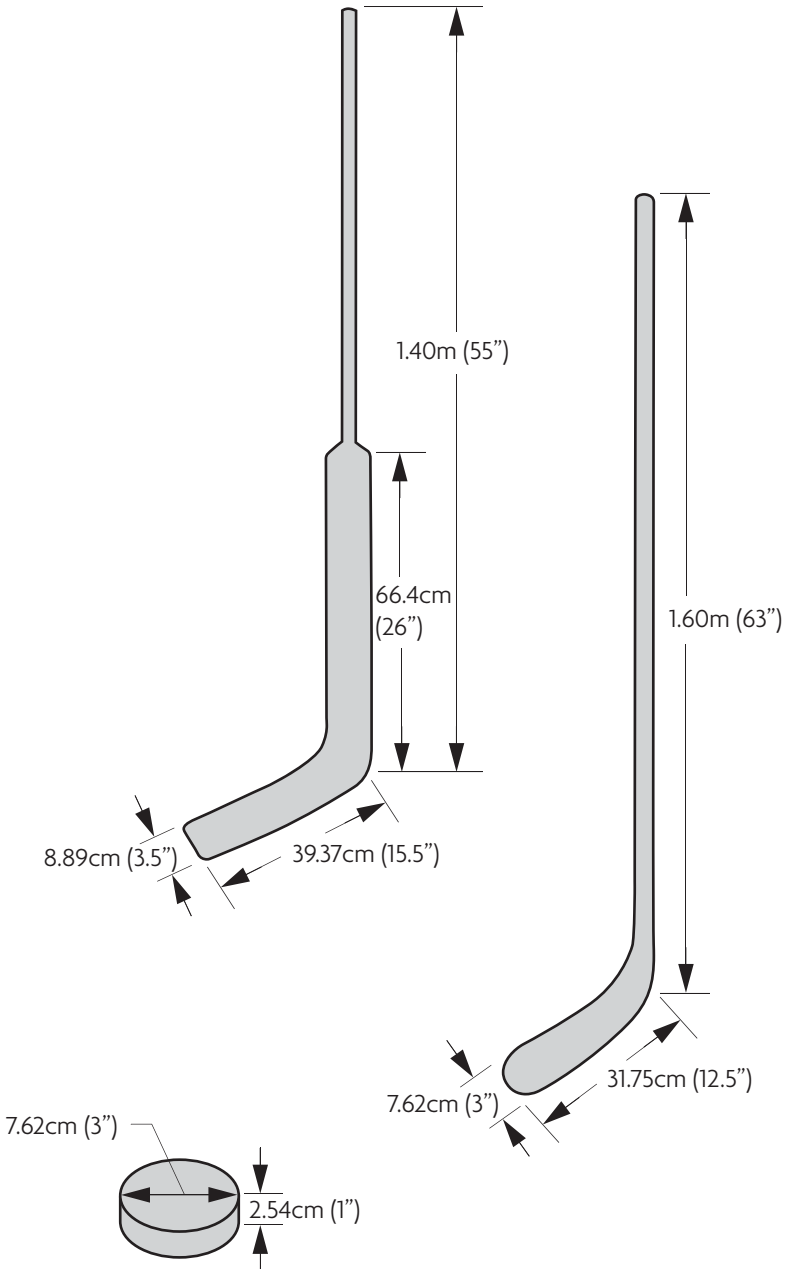
Current rule 10.5 situation 17 states that icing is still called even if the goaltender moves but does not play the puck.

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APPENDIX A

GOALTENDER'S STICK, PLAYER'S STICK AND PUCK (Rule 3.3, 3.8)



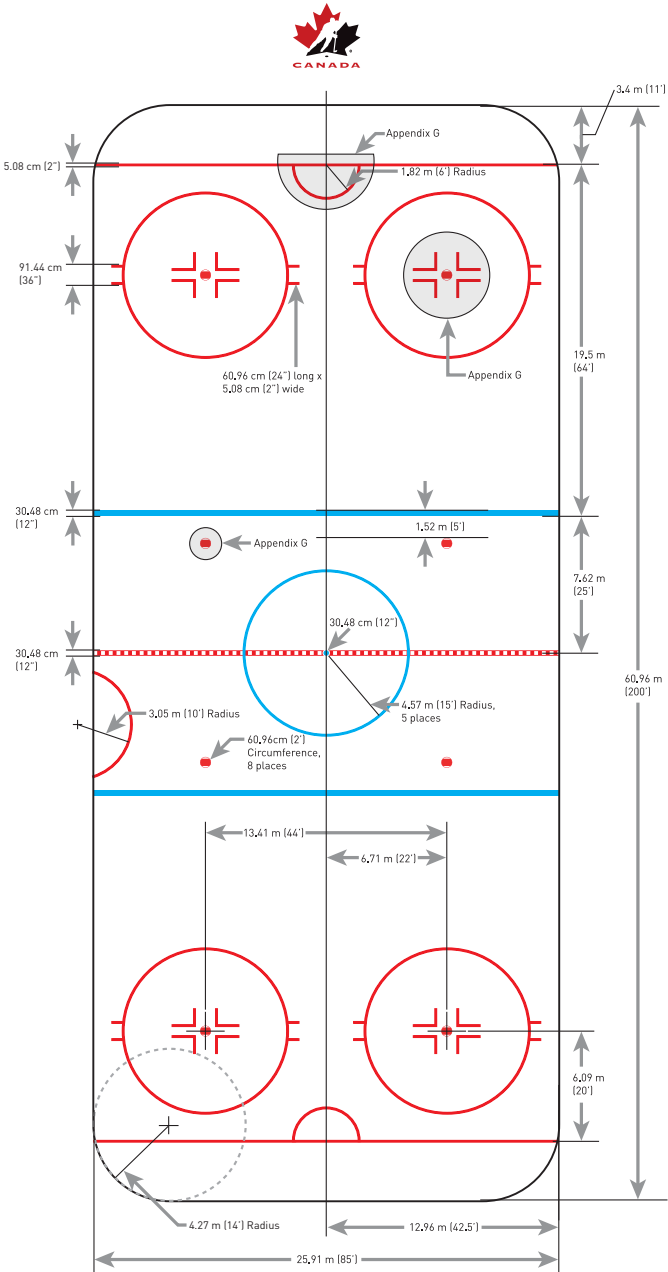
APPENDIX B

GOALTENDER'S GLOVES AND PADS (Rule 3.5)



APPENDIX C

The Rink and Ice Markings



APPENDIX D**PENALTY OPTIONS CHART**

This chart does not cover all penalty rules, but is designed to give the options available for the common penalty types.

Please refer to the text of the rules for all options.

Minor or Major + GM	Major + GM	Double Minor	Match	Minor + GM or Major + GM or Match	Minor + Misconduct or Major + GM or Match
Boarding		Butt-Ending	Butt-Ending	Checking from Behind	Head Contact (in Senior & Junior)
Body Checking					
Charging	Charging goaltender within goal crease	Head-Butting	Head-Butting		
Cross-Check					
Elbowing	Cross-Checking goaltender within goal crease	Spearing	Spearing		
High Stick					
Holding					
Hooking/Butt-End Hooking	Cross-Checking above normal height of opponent's shoulders	Leaving Player's Bench	Head Contact		
Interference					
Kneeing					
Pulling Hair/Grabbing Visor, Helmet, or Chinstrap					
Roughing / R.A.W.	Fighting	Head Contact			
Slashing	Head Contact				
Tripping					

Note 1. A Match penalty shall be assessed for any deliberate attempt to injure and for any infraction that results in a deliberate injury.

Note 2. Throwing Stick: Misconduct penalty if thrown outside playing area. Penalty Shot if thrown by the defending player at the puck or puck carrier in the defending zone.

APPENDIX E**INSTRUCTIONS TO OFF-ICE OFFICIALS**

Off-ice Officials are to be treated with courtesy at all times by players and team officials.

Off-ice Officials are under the general supervision of the Referee for the playing of each game.

Off-ice Officials should follow the instructions as stated in the Hockey Canada Rule Book with reference to Timekeepers, Official Scorer and Goal Judges. They will save themselves from many unpleasant incidents if these instructions are followed.

Off-ice Officials shall refrain from criticizing the work of any other official at any time. The Penalty Timekeeper should keep the Penalty Bench free of spectators; should there be any trouble in this respect, report the matter to the Referee.

Off-ice Officials should be at their respective positions a few minutes prior to the start of the game and subsequent periods.

When the Official Scorer obtains the team line-ups, he shall obtain the name and number of the Captain and Alternate Captain(s) of each team. This information shall be given to the Referee prior to the start of each game. If the Official Scorer encounters any difficulty in obtaining the team line-ups, he shall report this to the Referee.

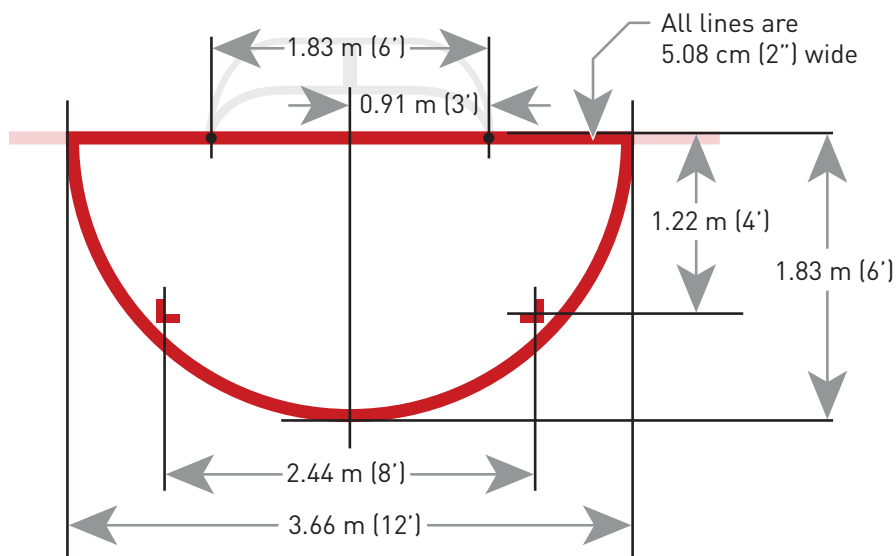
Following the completion of the game the Official Scorer shall sign the Official Game Report and also see that it is signed by the Referee. The Report should then be sent to the appropriate Branch or League office.

APPENDIX F**DUTIES OF TEAMS OR RINK MANAGERS RELATING TO RINK CONDITIONS:**

- To provide proper police protection at all times.
- To ensure proper magnetic or breakaway fastening devices are used.
- To provide well lighted and heated dressing rooms for the competing teams and Officials.
- To provide sanitary toilet and shower in each dressing room.
- To provide a suitable sound device for the use of the Game Timekeeper during the game.
- To reserve a bench for each team and a bench for the penalized players, Timekeepers and Official Scorer.
- To assist in having each game start on the advertised hour.
- To see that unauthorized persons are not allowed on the ice during the game.
- To be responsible for the proper markings of the ice surface according to Hockey Canada Rules. To keep the goal nets and goal lights in good order.
- To check and maintain the timing device in good working order.
- To, if possible, supply a doorman for the entrance to the Officials' dressing room.
- To make certain that first-aid kits and stretchers are available.

APPENDIX G

GOAL CREESE - (Rule 1.5)



A semi-circle six feet 1.83m (6') in radius and two inches (5.08cm) (2") in width shall be drawn using the centre of the goal line as the centre point. In addition an "L"-shaped marking of five inches (12.7cm) (5") 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 four foot (1.22m) (4') line from the goal line to the edge of the semi-circle.

Goal Netting

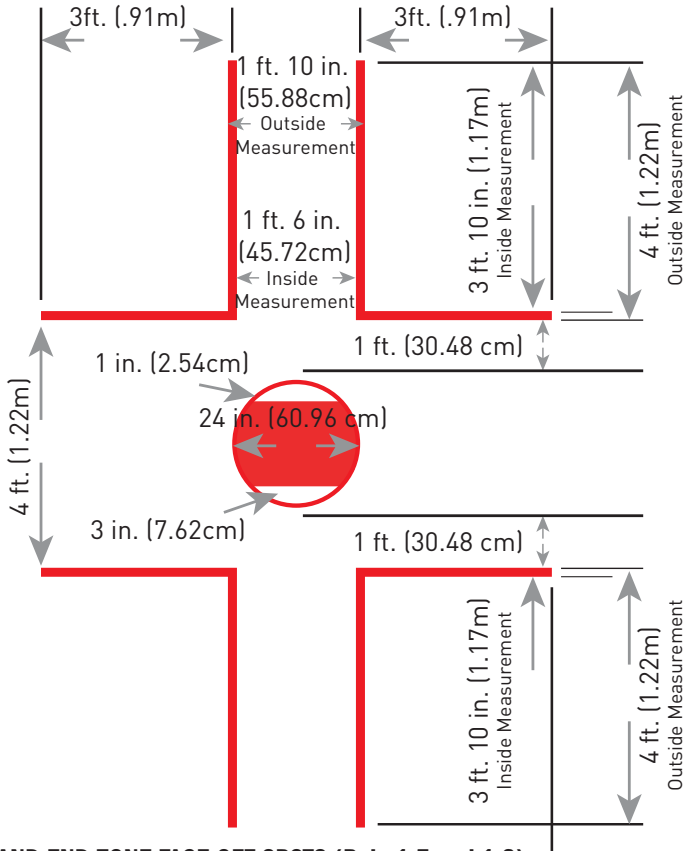
There shall be attached to each goal frame a net of approved design made of white nylon cord which shall be draped in such manner as to prevent the puck coming to rest on the outside of it, yet strung in a manner that will keep the puck in the net.

A skirt of heavy white nylon fabric or heavyweight white canvas shall be laced around the base plate of the goal frame in such a way as to protect the net from being cut or broken. This skirt shall not project more than 2.54cm (one inch) above the base plate.

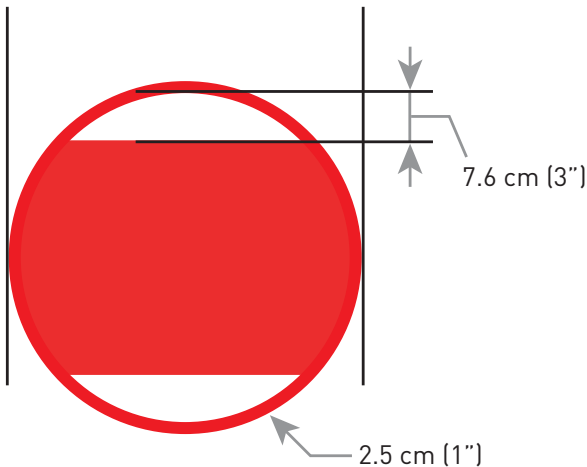
Note: The frame of the goal shall be draped with a nylon mesh net so as to completely enclose the back of the frame. The net shall be made of three-ply twisted twine (0.33cm (0.130 inch) diameter) or equivalent braided twine of multi filament white nylon with an appropriate tensile strength of 318 kgs (700 pounds). The size of the mesh shall be 6.35cm (2 1/2 inches) (inside measurement) from each knot to each diagonal knot when fully stretched. Knotting shall be made as to ensure no sliding of the twine. The net shall be laced to the frame with medium white nylon cord no smaller in size than No. 21.

APPENDIX G

Face-Off Restraining Lines



NEUTRAL AND END ZONE FACE-OFF SPOTS (Rule 1.7 and 1.8)



CROSS REFERENCE

This Cross Reference is designed to help you quickly locate various situations or specific rule applications. Consult rule for exact application.

A

Attacking player(s) entering attacking zone on gatherings	10.2 (j)
Attacking players causing stoppage in attacking zone	10.11 (c) Note
Awarded goal with goaltender on ice	4.9 (b)

B**Bench Minor Penalties**

· Team officials/players on bench	1.9 (d)
· Change of players	2.5 (e)(g)
· Injured players	2.6 (e)
· Unsustained measurement	Section Three
· Helmet on bench	3.6 (b)(Note 4)
· Abuse by team official	9.2 (b)
· Unidentified abuse	9.2 (c)
· Banging stick	9.2 (h)
· Delay of game	10.1 (a)
· Failure to place correct number of players on ice	10.1 (f)
· Objects thrown from bench	7.3 (c)(d)
· Start of game and periods	10.15 (e)
· End of periods	10.15 (e)

C**Centre Ice Face-offs**

· After a goal is scored	10.4 (a), 10.15 (b)
· Error in calling icing	10.5 (f)
· Premature substitution	2.5 (f) Note 3
· Start of game and periods	10.15 (b)
Checking goal nets	5.2 (r)
Choice of ends	1.9 (e), 10.15 (c)
Closing hand on the puck	9.1 (a)
Colour conflict with sweaters	3.8 Note
Contact after the whistle	4.1 (b) Note 2, 6.7 (g)

D

Delay of Game	
· Captain or alternate leaving players' bench	2.4 (f)
· Player changes	2.5 (e)
· Injured goaltender.	2.6 (b)
· Injured player	2.6 (g)
· Adjustment of equipment	3.1 (c)
· Goaltender going to players' bench	3.2 (e)
· Goaltender removing helmet	3.6 (c)
· Start of game and periods.	10.15 (d)
Delay with less than 5 minutes in 1st or 2nd period.	10.17 (e)
Deliberate illegal substitution	2.5 (f)
Deliberately freezing the puck	10.1 (a) Note 3, 9.1 (b), 10.10 (b)
Deliberately shooting puck away from official.	9.2 (b)(3)
Deliberately shooting puck out of bounds	10.11 (b)
Disallowed Goals	
· Batted puck	9.1 (e)
· Deflected puck off Referee or Linesman	10.2 (i), 10.4 (e)
· High Stick.	8.2 (e)
· Ineligible player.	9.5 (g)(h)
· Kicked puck (directly or off goaltender)	10.7
Dispute regarding time	5.7(d)
Disputed goals	5.2 (e)
Double Minors	
· Butt-ending or using shaft of stick	6.1 (f)
· First to leave players'/penalty bench during fight	9.5 (b)
· Grabbing hair, facemask, helmet or chin strap	6.1 (d)
· Spearing (poke or jab)	6.1 (g)

E

End of Period Procedure	9.5 (i)
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F

Face-off Locations	
· Delayed penalty - non-offending team causes stoppage	4.13 (b)
· Premature substitution for goaltender	2.5 (f)
· When play is stopped immediately when match penalty being assessed.	4.13 (d)
· Point players past top of circle.	10.2 (j)
· Disallowed Goals	10.4 (h)
· Puck directed with glove	9.1 (d)(e)
· Contacting puck with high stick.	8.2 (d)
· Error on icing call	10.5 (f)
· Error on off-side pass call	10.9 (e)
· Stoppage due to spectators	10.6 (b)

G

Game Ejection - Stick Infractions	4.2 (f), 4.6 (a)
Gathering	10.2 (j)
Goaltender Situations	
· Charged in crease	6.3 (b)
· Checked outside crease	6.3 (b) Note, 7.3 (b) Note
· Cross checked in crease	8.1 (c)
· Deliberately dislodging net	4.9 (b), 4.10 (c), 10.1 (c)(d)
· Deliberately freezing the puck	9.1 (b)
· Drop kicking puck	4.11 (f)
· Going to players' bench	3.1 (c), 3.2 (e)
· Interfered with or impeded	6.3 (b), 7.3 (b)
· Leaving crease during a fight	4.11 (c)
· Leaving crease to freeze puck	10.2 (h), 10.3(b)
· Loss of helmet	3.6 (c)
· Participating in play beyond centre red line	4.11 (e)
· Penalties served by teammates	4.11 (a)
· Premature substitution	2.5 (f) Note 3
· Removal of facemask when requested by Referee	3.5 (d)
· Shooting puck out of play	10.1 (a)
· Snow or obstacles at or near net	4.10 (c), 7.3 (f)
· Throwing puck forward	9.1 (b) Note
· Throwing stick or object	4.9 (b), 4.10 (a)(2), 9.8
· Using a players' stick	3.2 (c)
· Wearing helmet and facemask on players' bench	3.6 (b) Note 4

H

Hand Pass - Batted Puck	9.1 (d)
Head Contact	6.5
Helmet worn in offset position	3.6 (d)

I

Icing Procedures	10.5 (a)
Illegal Equipment	3.5 (c), 3.6 (e)(g)
Illegal Substitution	2.5 (f)
Ineligible Player	2.2 (b) 2, 9.5 (g)(h)
Instigator or aggressor penalty	6.7 (a)(1)

L

Linesmen consulting with Referee	5.3 (d)(e)
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N

Number of players required to start game	2.2 (a)
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O

Overtime	10.16
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P

Penalized Player on Penalty Bench	
· Assessed a Bench Minor penalty	9.2 (h)
· Causes interference	7.3 (c)(d), 9.5 (e)
· Injured	2.6 (e)(f)
· Leaving penalty bench during a fight	9.5 (b)(c)
· Leaving penalty bench prematurely	9.5 (d)(g)
· Remaining in penalty bench	4.2 (b) Note, 4.2 (d)(e), 10.5 (a) Note 2
· Wearing helmet and facemask.	3.6 (b) Note 4
Penalty Shot infractions	
· Calling for a Major or Match penalty	4.9 (h)
· Dislodging net	10.1 (d)
· Falling on, holding, gathering into body, or picking up puck while puck is in crease	10.3 (c), 9.1 (c)
· Interference by player or team official.	9.5 (e)
· Last two minutes of regular playing time	10.1 (e)
1) Deliberate Illegal Substitution	2.5 (f)
2) Deliberate knocking of net from its position.	10.1 (c)
3) Removal of Protective Equipment	3.6 (c)
4) Refusing to start play	10.14 (a)
· Throwing stick	9.8 (a)
· Tripped or fouled from behind	7.4 (d)
Physical abuse towards officials	9.6
Player losing helmet	3.6 (c)
Player(s) leaving players' bench to discuss rules or deliver instructions	2.4 (f), 10.1 (b)
Players on ice to start periods	10.15 (d)
Players remaining on benches at end of period	10.15 (e)
Players retiring to their benches during a fight	6.7 (a)(5)
Pre-game warm-up	2.2 (g)(h)
Premature substitution	2.5 (f) Note 3

R

Refusing to designate a player to serve penalty	4.1 (c)
Refusing to leave bench or playing area.	10.14 (e)

S

Slew Footing.	7.4 (b)
Stick infractions - game ejection	4.2 (f)
Stick Measurement	
· Before penalty shot.	4.9 (i)
Suspended Players	1.9 (c), 2.2 (h)

T

Team Officials	1.9 (e)
Throwing Stick or Object	
· From players/penalty bench	7.3 (c)(d)
· On the ice	4.10 (a)(2), 9.8 (a)(b)
· Outside playing area	9.8 (d)
Time-outs	10.17 (f)
Two or more pucks on ice	10.12 (b)

U

Unidentified person committing an infraction	4.3 (b), 9.2 (c)
Unsportsmanlike conduct	9.2 (a)(j)

V

Visiting Team	
· First to leave ice	10.15 (e)
· First to place playing line-up on ice	2.5 (d)(g)
· First to place stick down on face-offs	10.2 (a)
· First to take position on penalty bench	4.1 (d)

W

Wearing helmet and facemask on players' bench	3.6 (b) Note 4
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