



Hockey North America

Playing Rules

Revised September 2003

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Hockey North America is referred to as the "League" in this Rulebook.

Hockey North America Official Playing Rules and Guide to Policy and Procedures.
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RULES GOVERNING THE GAME OF ICE HOCKEY

SECTION ONE - THE RINK

Rule 101. Rink

(a) The game of "Ice Hockey/Hockey" shall be played on an ice surface known as a "RINK".

Rule 102. Dimension of Rink

(a) As nearly as possible, all rinks shall be two hundred feet (60.96 m) long and one hundred feet wide (30.48 m). In all ice rinks used for Regional Playoffs or North American Playoffs the ice surface dimensions shall not be less than 185 feet (56.39 m) by 85 feet (25.91 m).

The rink shall be surrounded by a wooden or fiberglass wall or fence known as the "BOARDS", which shall extend not less than forty inches (1.16 m) and not more than forty-eight inches (1.22 m) above the level of the ice surface. The ideal height of the boards above the ice surface shall be forty-two inches (1.17 m). It is recommended that a kickplate at the bottom of the boards be yellow or light blue in color.

(b) The boards shall be constructed in such a manner that the surface facing the ice shall be smooth and free of any obstruction or any object that could cause injury to players. All doors giving access to the playing surface must swing away from the ice surface.

It is recommended that the entire rink, including players' and penalty benches, be enclosed by protective safety glass, wire and/or other protective screens of sufficient height designed to separate players from spectators. All gear used to hold such protective equipment in place shall be mounted on the boards on the side away from the playing surface.

Rule 103. Goal Posts and Nets

(a) It is recommended that fifteen feet (4.57 m) but no less than twelve feet (3.66 m) from each end of the rink and in the center of a red line two inches (60.96 cm) wide drawn completely across the width of the ice and continuing vertically up the side of the boards, regulation goal posts and nets shall be set in such a manner as to remain stationary during the progress of a game. The goal posts shall be kept in position by metal rods, pipes or similar means affixed in the ice or floor. The goal posts shall be anchored in such a manner as to permit a goal post to be dislodged when hit with a degree of force such as would be provided by a player sliding into or being checked into it.

Where the length of the playing surface exceeds two hundred feet (60.96 m) the goal line and goal posts may be placed not more than fifteen feet (4.57 m) from the end of the rink.

(b) The goal posts shall be of approved design and material, extending vertically four feet (1.22 m) above the surface of the ice and set six feet (1.83 m) apart measuring from the inside of the posts. A cross bar of the same material as the goal posts shall extend from the top of one post to the top of the other. It is recommended that the goal frames do not have a metal deflector plate along the base of the back of the goal frame.

(c) There shall be attached to each goal frame a net of approved design.

(d) The goal posts and cross bars shall be painted in red and all other exterior surfaces shall be painted in white.

(e) The red line, two inches (5.08 cm) wide, between the goal posts on the ice and extended completely across the rink, shall be known as the "GOAL LINE".

(f) The Goal area, enclosed by the goal line and the base of the goal shall be painted white.

Rule 104. Goal Crease and Goalkeeper's Privileged Area

(a) In front of each goal a "GOAL CREASE" area shall be marked by a red line two inches (60.96 cm) in width.

(b) The goal crease shall be laid out as follows: one foot (30.48 cm) from the inside of each goal post, lines four feet (1.22 m) in length and two inches (5.08 cm) in width shall be drawn at right angles to the goal line and the points of these lines farthest from the goal line shall be joined by another line, two inches (5.08 cm) in width. In addition, a semi-circle six feet (1.83 m) in radius and two inches (5.08 cm) in width shall be drawn using the center of the goal line as the center point.

(c) The goal crease area shall include all the space outlined by the semi-circular crease lines (including crease lines) and extending vertically four feet (1.22 m) to the level of the top of the goal frame.

(d) The goalkeeper's "PRIVILEGED AREA" is an area bounded in the rear by the end boards, in front of an imaginary line connecting the end zone face-off spots and on the sides by imaginary lines extending perpendicular from the goal line to the end zone face-off spots. (For the goalkeeper's privileges within this area, see Rules 606(b) (Note), Charging, and 613(b), Falling on Puck).

Rule 105. Division of Ice Surface

(a) The ice area between the two goals shall be divided into three parts by lines, twelve inches (30.48 cm) in width, and blue in color, drawn sixty feet (18.29 m) out from the goal lines, and extended completely across the rink, parallel with the goal lines and continued vertically up the side of the boards. The sixty feet (18.29 m) shall be measured from the edge of the goal line closest to the end boards to the furthest edge of the blue line.

(b) 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 the portion farthest from the defended goal as the

"ATTACKING ZONE". The zone line shall be considered part of the zone that the puck is in.

(c) There shall also be a line, twelve inches (30.48 cm) in width, and red in color, drawn completely across the rink in center ice, parallel with the goal lines and continued vertically up the side of the boards, known as the "CENTER LINE". This line shall contain at regular intervals markings of the uniform and distinctive design which will easily distinguish it from the two blue lines, the outer edges of which must be continuous.

Rule 106. Center Ice Spot and Circle

(a) A circular blue spot, twelve inches (30.48 cm) in diameter, shall be marked exactly in the center of the rink; and with this spot as a center, a circle of fifteen feet (4.57 m) radius shall be marked with a blue line two inches (5.08 cm) in width. The width of this line shall be included in the radius. On both sides of the circle there shall be two lines two feet (60.96 cm) long, two inches (5.08 cm) wide and four feet (1.22 m) apart.

Rule 107. Face-off Spots in Neutral Zone

(a) Two red spots two feet (60.96 cm) in diameter shall be marked on the ice in the Neutral Zone five feet from each blue line. Within each face-off spot draw two parallel lines three inches (7.62 cm) from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white. The spots shall be forty-four feet (13.41 m) apart and each shall be uniform distance from the adjacent boards.

Rule 108. 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 two feet (60.96 cm) in diameter. Within each face-off spot draw two parallel lines three inches (7.62 cm) from the top and bottom of the spot. The area within the two lines shall be painted red, the remainder shall be painted white. The circles shall be two inches wide with a radius of fifteen feet (4.57 m) from the center of the face-off spots. The width of this line shall be included in the radius. On both sides of each end zone face-off circle shall be two lines two feet long (60.96 cm), two inches (5.08 cm) wide and four feet (1.22 m) apart.

(b) The location of the face-off spots shall be fixed in the following manner: Along a line twenty feet (6.09 m) from each goal line and parallel to it, mark two points twenty-two feet (6.71 m) on both sides of the straight line joining the centers of the two goals. Each such point shall be the center of a face-off spot and circle.

Rule 109. Players' Bench

(a) Each rink shall be provided with seats or benches for the use of players of both teams and the accommodations provided including benches and doors shall be uniform for both teams. Such seats or benches shall have accommodations for at least fourteen persons of each team, and shall be placed immediately alongside the ice, in the Neutral Zone and convenient to the dressing rooms.

Each players' bench should be twenty-four feet (7.32 m) in length. The players' bench should be on the same side of the playing surface opposite the penalty bench and should be separated by a substantial distance.

Where physically possible, each players' bench shall have two doors opening in the Neutral Zone and all doors opening to the playing surface shall be constructed so they swing inward.

(b) None but players in uniform, and Team Officials (up to a maximum of four) shall be permitted to occupy the bench area as provided. At all times while on the player's bench and play is in motion, players are required to wear their helmet and facemask.

(c) There shall be no smoking, alcoholic beverages or spitting of tobacco on the players' bench, penalty bench, timekeeping area or on the ice by any person. A team shall be warned by the Referee for the first offense by any player or Team Official during a game and, thereafter, a bench minor penalty shall be assessed for each such offense during that game.

Rule 110. Penalty Bench

(a) Each rink must be provided with benches or seats to be known as the "PENALTY BENCH". It is preferable to have separate penalty benches for each team to be separated from each other and substantially separated from either players' bench. The penalty bench(es) must be situated in the Neutral Zone.

(b) On the ice immediately in front of the Game Supervisor's seat there shall be marked in red on the ice a semicircle of ten feet (3.05 m) radius and two inches (5.08 cm) in width which shall be known as the "REFEREE'S CREASE".

(c) At all times while serving a penalty on the penalty bench, players are required to wear their helmet and facemask.

Rule 111. Signal and Timing Devices

(a) Each rink shall be provided with some form of electrical clock for the purpose of keeping the spectators, players and game officials accurately informed as to all time elements at all stages of the game, including the time remaining to be played in any period.

Time recording for both game time and penalty time shall show time remaining to be played or served.

(b) If the main electrical clock should not be functional, the game supervisor or referee should maintain game and penalty time through the use of a stopwatch or other suitable alternative timing device.

(Note) If no alternative timing device is available, then the format of game play will be 3 periods of 25 minutes each, running time, based on the wall clock. Also under a running clock situation penalties will last three minutes instead of two.

SECTION TWO - TEAMS

Rule 201. Composition of Team

(a) A team shall be composed of six players on the ice. A maximum of twenty two skaters, plus not more than two goalkeepers, shall be permitted to play in a game. Proper League registration, including a completed and recorded League Terms of Registration Form and a current League player account, is required of all members of any team. See also Rule 206, Illegal Player.

(Note) The League maintains a maximum team roster size limit of 22 skaters and up to two goalkeepers.

Rule 202. Captain of Team

(a) One Captain shall be appointed by each team, and he alone shall have the privilege of discussing with any Referee any questions relating to interpretation of Rules which may arrive during the progress of a game. He should wear the letter "C", approximately three inches (7.62 cm) in height and in contrasting color, in a conspicuous position on the front of his sweater.

If the Captain is not available due to injury or an imposed penalty, another player may be designated to act as Captain. Such player may wear the letter "A", approx. three inches (7.62 cm) in height and in contrasting color, in a conspicuous position on the front of his sweater.

(b) The Referee and Game Supervisor shall be advised prior to the start of each game, the name of the Captain of the team and designated alternate. This information will be added to the scoresheet.

(c) No goalkeeper shall be entitled to exercise the on-ice privileges of Captain.

(d) Only the Captain shall have the privilege of discussing with the Referee any point relating to the interpretation of rules. Any Captain or player who come off the bench and makes any protest or intervention with the Officials for any purpose shall be assessed a minor penalty under Rule 601(a), Abuse of Officials.

A complaint about a penalty is NOT a matter "relating to the interpretation of the rules" and a minor penalty shall be imposed against any Captain or other player making such a complaint.

(Note) It is the choice and final decision of the referee as to whether questions or discussion pertaining to the interpretation of a call will take place.

(e) No playing Coach or playing Manager shall be permitted to act as Captain.

Rule 203. Players in Uniform

(a) Prior to the beginning of each game the Coach or Captain of each team shall list the players and goalkeepers who shall be eligible to play in the game.

(b) A list of names and numbers of all eligible players and goalkeepers must be handed to the Referee or Game Supervisor before the game. The starting lineup, by position, and the alternate goalkeeper, if any, shall also be listed.

(c) Each team shall be allowed one goalkeeper on the ice at one time. The goalkeeper may be removed and another "player" substituted. Such substitute shall not be permitted the privileges of the goalkeeper.

(d) A team is permitted to have on its bench a substitute goalkeeper. When a substitute goalkeeper enters the game when the original goalkeeper has been either injured or ejected from the game, the substitute shall be permitted a two-minute warm-up period at the conclusion of which play shall be immediately resumed. In all other cases the substitute goalkeeper shall take his place immediately and no warm-up period permitted.

(e) Except when all of a team's goalkeepers are incapacitated or absent, no player on the team shall be permitted to wear the equipment of the goalkeeper. In such case, the team must immediately appoint a temporary goalkeeper (See Glossary) or place an additional skater on the ice with none of the goalkeeper's privileges.

(f) All players, including substitute goalkeepers, must be outfitted in an approved League sweater, which shall have the player's last name on the back of the sweater in letters at least three inches (7.62 cm) tall, an individual identifying number at least ten inches (25.40 cm) tall on the back of his sweater and the same individual identifying number at least three inches (7.62 cm) tall on each sleeve of his sweater. Each player's sweater shall also have the team emblem on the front.

All players must wear uniform stockings, unless the player is wearing full length hockey pants, and sweaters.

All players in the League must also wear same colored helmet and pants. For violation of rule, the offending team shall be assessed a bench minor penalty, and any player not in compliance with the uniform requirement shall be ineligible to compete until such time as he is in proper uniform. This requirement shall not be enforced against any player who has not yet received his official sweater from the League. Further, due to the unique nature of the position, the pant and helmet color of the goalkeeper are not required to match the team's colors.

(Note) Please see also "Color Coordination," under League policy guide.

Rule 204. Change of Players

(a) Players may be changed at any time from the players' bench, provided that the player or players leaving the ice shall always be at the players' bench and out of the play before any change is made.

(Note) If, in the course of making a substitution, either the player entering or leaving the game deliberately plays the puck with the stick, skates or hands or checks or makes any physical contact with an opposing player while the retiring player is actually on the ice, then the infraction of "too many players on the ice" will be called.

If, in the course of a substitution, either player entering the play or the player retiring is struck by the puck accidentally, the play will not be stopped and no penalty will be called.

(b) A goalkeeper may be changed for another player at any time under the conditions set out in this section.

(Note) When a goalkeeper leaves his goal area and proceeds to his players' bench for the purpose of substituting another player, the rear official shall be responsible to see that the substitution made is not illegal by reason of the premature departure of the substitute from the bench (before the goalkeeper is within ten feet (3.05 m) of the bench). If the substitution is made prematurely, the official shall stop the play immediately by blowing his whistle unless the non-offending team has possession of the puck, in which event the stoppage will be delayed until the puck changes hands. There

shall be no time penalty to the team making the premature substitution but the resulting face-off will take place at the center face-off spot. Where play has been stopped in the offending team's defending half of the ice, the face-off shall take place at the point of the stoppage of the play, unless otherwise covered in these rules.

(c) If there are less than two minutes remaining in either regulation time or in the last permitted overtime and a minor or bench minor penalty is imposed for deliberate illegal substitution (too many players on the ice or leaving the penalty bench too soon), a penalty shot/optional bench minor shall be awarded against the offending team in lieu of the minor or bench minor penalty.

(Note) The intent of this Rule is to award a penalty shot only when the extra player(s) are "deliberately" put on the ice. When a substitution error is made and there are too many players on the ice the normal bench minor penalty shall be assessed regardless of the time remaining in the game.

(d) A player serving a penalty on the penalty bench, who is to be changed after the penalty is served, must proceed at once by way of the ice and be at his own players' bench before any changes can be made.

(e) During a stoppage of play a goalkeeper may not go to his players' bench without the permission of the referee unless he is substituted for by another player or goalkeeper. When a substitution for the goalkeeper has been made under this rule, the goalkeeper shall not resume his position until play resumes, except that he shall be permitted immediate re-entry into the game when a penalty is imposed that will effect the on-ice strength of either team.

(f) For a violation of this Rule a bench minor penalty shall be imposed unless otherwise provided in the Playing Rules.

Rule 205. Injured Players

a) When a player, other than a goalkeeper, is injured or compelled to leave the ice during a game, he may retire from the game and be replaced by a substitute, but play must continue without the teams leaving the ice.

(b) If a goalkeeper sustains an injury or becomes ill he must be ready to resume play immediately or be replaced by a substitute goalkeeper and no additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume his position (See also Section 205(d)).

(c) The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.

(d) If a penalized player has been injured he may proceed to the dressing room without the necessity of taking a seat on the penalty bench. If the injured player receives a minor penalty the penalized team shall immediately put a substitute player on the penalty bench who shall serve the penalty without change. If the injured player receives

a major penalty, the penalized team shall place a substitute on the penalty bench immediately and no replacement for the penalized player shall be permitted to enter the game except from the penalty bench, provided that should the penalized player return to the game before his penalty has expired, he may replace the substitute player on the penalty bench during a stoppage of play. For a violation of this Rule a bench minor penalty shall be imposed.

The penalized player who has been injured and been replaced on the penalty bench shall not be eligible to play until his penalty has expired.

(e) 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 of the puck.

If the player's team is in possession of the puck at the time of injury, play shall be stopped immediately, unless his team is in a scoring position.

(Note) In the case where it is obvious that a player has sustained a serious injury the Officials may stop play immediately.

(f) A player other than a goalkeeper, whose injury appears serious enough to warrant the stoppage of play, may not participate further in the game until the completion of the ensuing face-off.

Rule 206. Illegal Player

(a) Any player who is not registered with the League Office as a member of the team playing or is suspended from play by virtue of sanctions imposed by these Rules or League Officials shall be deemed an illegal player. For the purpose of this rule, any player delinquent in his financial obligations to the League shall be considered not registered. No illegal player may play in any League game.

(b) Any team that uses an illegal or suspended player in a game shall be assessed a bench minor penalty and the Captain and Team Officials of the offending team shall be assessed a game misconduct penalty. All illegal player incidents will be subject to further review under the provisions of Rule 206, part c.

(c) In addition to sanctions stated above, the Local League Administrator in conjunction with the League Office, shall have the power to impose additional sanctions against any team violating this Rule. Such additional sanctions could include, but not be limited to:

1. Forfeiture of all games in which an illegal player was used during League play.
2. Disqualification of the offending team from post-season playoffs.
3. Imposing on the offending team a fine not to exceed the equivalent of one thousand US dollars. Funds will be donated to the charity of the team's choice via the League Office.

Rule 207. Stacking of Players

(a) In all League games all players are to receive approximately the same amount of playing time, until the final five minutes of regulation time and all overtime. It shall be the responsibility of the Game Supervisor to notify the Referee that a team is not in compliance with this rule. Upon the first such notification, the Referee shall warn the

offending team. If the violation continues after the warning, the Referee shall impose a bench minor penalty against the offending team and a misconduct penalty against the Captain of the offending team. If the violation continues after imposition of such penalties, the Referee shall declare a forfeit victory for the non-offending team, and impose a game misconduct penalty against the Captain and all Team Officials of the offending team.

(b) In the event that a Referee imposes any penalties for violation of this rule, the Referee shall report all circumstances surrounding the infraction to the Local League Administrator, who shall have full power to impose additional sanctions against the offending team.

(c) (Note) Please see also "Stacking," under League policy guide.

SECTION THREE - EQUIPMENT

Rule 301. Sticks

(a) The sticks shall be made of wood or other material approved by the League, and must not have any projections. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

(b) No stick shall exceed sixty inches (1.53 m) in length from the heel to the end of the shaft nor more than twelve and one-half inches (31.75 cm) from the heel to the end of the blade.

The blade of the stick shall not be more than three inches (7.62 cm) in width at any point nor less than two inches (5.08 cm). All edges shall be bevelled.

The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from the base of the heel to the base of the toe to the point of maximum curvature shall not exceed one-half inch (1.27 cm).

(c) The blade of the goalkeeper's stick shall not exceed three and one-half inches (8.89 cm) in width at any point except at the heel where it must not exceed four and one-half inches (11.43 cm) in width; nor shall the goalkeeper's stick exceed fifteen and one-half inches (39.37 cm) in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not exceed more than twenty-six inches (66.04 cm) from the heel and shall not exceed three and one-half inches (8.89 cm) in width.

(d) A minor penalty shall be imposed on any player or goalkeeper who uses a stick not conforming to the provisions of this rule.

(Note 1) When a formal complaint is made by the Captain of a team against the dimensions of any stick, the Referee shall make the necessary measurements immediately. If the complaint is not sustained, a bench minor penalty shall be imposed on the team requesting the measurement.

(Note 2) A player who participates in play while carrying a stick to his goalkeeper shall incur a minor penalty under this rule.

(Note 3) If a goal is scored with an illegal stick, the proper penalty shall be assessed and the goal shall be allowed.

(e) A minor penalty plus a ten minute misconduct penalty shall be imposed on any player who refuses to surrender his stick for measurement when requested to do so by the Referee.

(f) A minor penalty shall be assessed a player or goalkeeper who participates in the play while he is in possession of more than one stick, except that no penalty shall be assessed a player who is accidentally struck by the puck while he is carrying a replacement stick to a teammate.

Rule 302. Skates

(a) It is recommended that all players, except goalkeepers, wear skates with H.E.C.C. approved blades. All skates worn by players (but not goalkeepers) and by the Officials shall be equipped with approved safety heel tips.

When the Referee becomes aware that any player is wearing skates on which the protective heel tip is missing or broken, he shall order that player off the ice immediately and such player shall not be permitted to participate further in the game until the heel tip has been replaced.

(b) The use of speed skates or fancy skates or any skate so designed that it may cause injury is prohibited.

Rule 303. Goalkeeper's Equipment

(a) With the exception of skates and stick, all equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head and body, and he must not wear any garment or use any contrivance which would give him undue assistance in keeping goal.

(Note) Cages on gloves and abdominal aprons extending down the front of the thighs on the outside of the pants are prohibited. "Cage" shall mean any lacing or webbing or other material in the goalkeeper's glove joining the thumb and index finger which is in excess of the minimum necessary to fill the gap where the goalkeeper's thumb and forefinger in the glove are fully extended and spread and includes any pocket or pouch effect produced by excess lacing or webbing or other material between the thumb and forefinger when fully extended or spread.

The maximum width of the goalkeeper's blocker glove shall be nine inches (22.9 cm) and the wrist portion of the catching glove shall be ten inches (25.4 cm).

(b) The leg guards worn by goalkeepers shall not exceed twelve inches (30.48 cm) in extreme width when on the leg of a player.

(c) It is compulsory for all goalkeepers to wear League approved head and facial protection. It is recommended that all goalkeepers wear throat protection.

(d) A minor penalty shall be imposed on any goalkeeper using illegal equipment in a game.

If the decision as to the illegality involves making any measurements or other examination which would cause any delay whatsoever, other than a stick measurement,

such measurement or examination shall take place at the end of the first or second period or immediately in the third or overtime period. If such equipment is found to be illegal the penalty shall be announced and served immediately or following such intermission.

Rule 304. Protective Equipment

(a) All protective equipment, with the exception of gloves, headgear and goalkeeper's leg pads must be worn under the uniform. Any player violating this Rule shall not be permitted to participate in the game until such equipment has been corrected or removed. For violation of this Rule after a warning by the Referee, a minor penalty shall be imposed.

(b) Each player is required and personally responsible to wear protective equipment during all League sponsored games. Such required protective equipment shall include shin pads, shoulder pads, elbow pads, padded hockey pants (no sweat pants), hockey gloves, protective cup and supporter plus all protective head equipment as required by League rules. It is required that all protective equipment be designed specifically for ice hockey.

A player, including the goalkeeper, whose helmet/facemask has come off his head during play may not resume play until his helmet/facemask has been properly replaced. A player not conforming to this rule shall be assessed a minor penalty.

If the goalkeeper's helmet/face mask comes off during play, the Referee shall stop play immediately. A minor penalty shall be assessed a goalkeeper who deliberately removes his helmet/face mask during play.

(c) It is compulsory for all League players to wear an (in USA) H.E.C.C. or (in Canada) C.A.H.A. approved hockey helmet with chinstrap and facemask straps attached and properly fastened. All players on the player's bench and the penalty bench must wear their required helmet/facemask while in the bench area. For a violation of this Rule, after a warning by the Referee and the player has refused to comply with said warning, a minor penalty shall be assessed to the offending player. Nothing in this Rule shall be construed to limit the Referee's authority under Rule 601(a).

It is required that all Officials wear a black hockey helmet.

(d) Guidelines regarding facial protection: Beginner Level: All players are required to wear full facial protection, as provided by the League Office, during both instructional school as well as any League game. Intermediate Level: The player has the option of 1/2, 3/4 or full facial protection at the player's option and risk. Full facial protection is strongly recommended.

At all levels of play, full facial protection is strongly recommended.

All helmets and any face mask must have a properly fitted chin strap. Face masks may not be altered in any way, shape, or form. Full face cage or full face shield may be used, but chin protection must be included. For a violation of this rule, after a warning by the referee and the player has refused to comply with said warning, a minor penalty shall be assessed to the offending player. Nothing in this rule should be construed to limit the referee's authority under Rule 601 (a).

(e) It is recommended that players who choose to wear a mouthguard that the mouthguard be colored and that mouthguards be form fitted by a dentist and/or attached to the face mask.

ALL PLAYERS SHOULD SPECIFICALLY NOTE THE FOLLOWING:

The League does not warrant or guarantee the quality, safety or suitability for the sport of Ice Hockey of any of the equipment used in the League.

All players in the League are strongly urged to wear a face mask that provides superior protection in all situations. No face mask can eliminate all risk of injury. Players are encouraged to thoroughly examine the protection provided by all equipment they intend to purchase.

Ice Hockey has intrinsic hazards. Participation in the sport by a player implies acceptance of some risk, however slight, of serious injury or death.

Rule 305. Dangerous Equipment

(a) The use of pads or protectors made of metal, or of any other material likely to cause injury to a player, is prohibited. This includes the wearing of casts made of hard material, even if padded.

(Note) All elbow pads which do not have a soft similar material at least one-half inch (1.27 cm) thick shall be considered dangerous equipment.

(b) A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment. A minor penalty shall be imposed on any player wearing such a glove in play.

(c) A helmet painted by any person or entity other than the original manufacturer shall be considered dangerous equipment. A minor penalty shall be imposed on any player wearing such a helmet in play.

(d) A face mask from which the manufacturer's chin protection has been removed, or a face mask that has been materially altered in any way (including the removal of any bars of the mask) shall be considered dangerous equipment. A minor penalty shall be imposed on any player wearing such a face mask in play.

(e) No player shall be allowed to wear any dangerous equipment while participating in any League function or sponsored activity.

Rule 306. Puck

(a) The puck shall be made of vulcanized rubber, or other approved material, one inch (2.54 cm) thick and three inches (7.62 cm) in diameter and shall weigh between five and one-half (156 g) and six ounces (170 g).

Rule 307. Equipment Measurement

(a) A request for measurement of any equipment covered by this section shall be limited to one request by each team during the course of any stoppage of play.

(b) The Referee may, at his own discretion, measure any equipment used for the first time in the game.

(c) The Referee may, at his own discretion, assess a bench minor penalty against a team that he feels requests a measurement of equipment only for the purpose of delaying the game.

SECTION FOUR - PENALTIES

Rule 401. Penalties

(a) Penalties shall be actual playing time and shall be divided into the following classes:

- (1) Minor Penalties
- (2) Bench Minor Penalties
- (3) Major Penalties
- (4) Misconduct Penalties (Ten Minute, Game and Gross)
- (5) Match Penalties
- (6) Penalty Shot

Where coincident penalties are imposed on players of both teams the penalized players of the visiting team shall take their positions on the penalty bench first in the place designated for visiting players, or where there is no special designation, then on the bench farthest from the gate.

(Note) When play is not actually in progress and an offense is committed by any player, the same penalty shall apply as though play were actually in progress.

Rule 402. Minor Penalties

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

(b) For a "BENCH MINOR" penalty one player of the team against which the penalty is imposed shall be ruled off the ice for a period of two minutes during which time no substitute shall be permitted. Any non-penalized player, except a goalkeeper of the team may be designated to serve the penalty by the Manager or Coach through the playing Captain and such player shall take his place on the penalty bench promptly and serve the penalty as if it was a minor penalty imposed on that player.

(c) If the opposing team scores a goal while a team is shorthanded by one or more minor or bench minor penalties, the shorthanded team shall be permitted to immediately replace on the ice the first player whose penalty caused his team to be short-handed.

The entire minor penalty does not have to be served if a goal is scored.

(Note) "Short-handed" means that the team must be below the numerical strength of its opponents on the ice at the time the goal is scored. The minor or bench minor penalty which terminates automatically is the one which causes the team scored against to be "short-handed". Thus, if an equal number of players from each team is serving a penalty(ies) (minor, bench minor, major or match), neither team is "short-handed".

This Rule shall also apply when a goal is scored on a penalty shot.

(d) When the minor penalties of two players of the same team terminate at the same time the Captain of that team shall designate to the Referee which of such players will return to the ice first and the Referee will instruct the Game Supervisor accordingly.

(e) When a player receives a major and a minor penalty at the same time, the major penalty shall be served first by a substitute player for the offending team - with the original offending player having been ruled off the ice for receiving a game misconduct penalty.

(Note) This applies to the case where BOTH penalties are imposed on the SAME player.

See also Rule 408 (Note) Delayed Penalties.

(f) When coincident minor penalties of equal duration are imposed against players of both teams, the penalized players shall not leave the penalty bench until the first stoppage of play following the expiry of their respective penalties. Immediate substitutions shall be made for an equal number of coincident minor penalties of equal duration to each team so penalized and the penalties for the players for which substitutions have been made shall not be taken into account for the purposes of a "delayed penalty" under Rule 408.

When it is required to determine which of the penalized players shall be designated to serve the "delayed penalty" under Rule 408, the penalized team shall have the right to make such determination not in conflict with Rule 407.

Rule 403. Major Penalties

(a) For a major penalty, the offending player, including a goalkeeper, shall be ruled immediately off the ice for the duration of that game. In addition, an automatic Game Misconduct penalty will be assessed to any player who receives a major penalty. When play resumes after a major penalty is called by the referee, an alternate member of the team must serve the entire 5 minute major penalty for the departed offending player. No substitute will be permitted on the ice for the entire duration of the penalty.

Rule 404. Misconduct Penalties

(a) A "MISCONDUCT" penalty involves removal of a player, other than a goalkeeper, from the game for a period of ten minutes, or the balance of the game at the referee's discretion. Another player is permitted to immediately replace a player so removed. A player whose 10 minute misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play.

Note that the official has the option of removing a player from the balance of a game using a "Game Ejection" penalty, which carries no further suspension requirements and is counted as 10 minutes towards a player's season penalty minute total.

When a player receives a minor or a major penalty and a 10 minute misconduct penalty at the same time, the penalized team shall immediately put an additional player on the penalty bench and he shall serve the minor or major penalty without change. Any violation of this provision shall be treated as illegal substitution under Rule 204 (Change of Players) calling for a bench minor penalty.

(b) A "GAME MISCONDUCT" penalty involves suspension of a player or Team Official for the balance of the game, but another player is permitted to immediately replace a player so removed.

(c) A player or Team Official incurring a game misconduct penalty shall be suspended for at least the next two games of that team.

(Note) In all cases where a game misconduct penalty is assessed, the incident shall be reported to the proper authorities who shall have full power to impose further suspensions or reduce the suspension if exceptional circumstances so warrant.

(d) A "GROSS MISCONDUCT" penalty involves the suspension of a player or Team Official for the balance of the game but another player is permitted to immediately replace a player so removed.

(e) A player or Team Official incurring a gross misconduct penalty shall be expelled from the League for a period of at least five years.

(Note 1) The Referee is required to report all gross misconduct penalties and the surrounding circumstances to the proper authorities who shall have full power to impose an expulsion of a longer period of time, or waive the expulsion if exceptional circumstances so warrant.

(Note 2) For all game misconduct and gross misconduct penalties regardless of when imposed, a total of ten minutes shall be charged in the records against an offending player.

(f) If any Team Official is assessed a game misconduct or a gross misconduct penalty, he may not sit near the bench of his team, nor in any way attempt to direct the play of his team. A bench minor penalty shall be imposed for an infraction of this provision.

Rule 405. Match Penalties

(a) A "MATCH" penalty involves the suspension of a player for the balance of the game, and the offender shall be ordered to the dressing room immediately. A substitute player is permitted to replace the penalized player after five minutes playing time has elapsed when the penalty is imposed under Rule 603 (Attempt to Injure); after ten minutes when under Rule 608 (Deliberate Injury to an Opponent); or after five or ten minutes, as designated by the Referee, under Rule 625 (Kicking Player).

(Note) Regulations regarding additional penalties and substitutes are specifically covered in individual Rules 603, 608 and 625; any additional penalty shall be served by a player to be designated by the Manager or Coach of the offending team through the playing Captain, such player to take his place on the penalty bench immediately.

For all "MATCH" penalties, regardless of when imposed, or prescribed additional penalties, a total of ten minutes shall be charged in the records against the offending player.

(b) A player incurring a match penalty shall be suspended for at least the next ten games of that team.

(Note) The Referee is required to report all match penalties and the surrounding circumstances to the proper authorities who shall have full power to impose further suspensions or reduce the suspensions, if exceptional circumstances so warrant.

Rule 406. Penalty Shot

(a) Any infraction of the rules which calls for a "Penalty Shot" shall be taken as follows:

The Referee shall cause to be announced the name and the number of the player designated by him or selected by the team entitled to take the shot (as

appropriate) and shall then place the puck on the center face-off spot and the player taking the shot, will, on the instruction of the Referee, play the puck from there from a standing position without "winding up" prior to taking the shot and shall attempt to score on the goalkeeper. The player taking the shot may carry the puck in any part of the Neutral Zone or his own Defending Zone but once the puck has crossed the attacking blue line it must be kept in motion towards the opponent's goal line and once it is shot the play shall 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.

Only a player designated as a goalkeeper, substitute goalkeeper or temporary goalkeeper (see Glossary) may defend against a penalty shot.

(b) The goalkeeper must remain in his crease until the player taking the penalty shot has touched the puck and in the event of violation of this rule or any foul committed by a goalkeeper the Referee shall allow the shot to be taken and if the shot fails he shall permit the penalty shot to be taken again.

The goalkeeper may attempt to stop the shot in any manner except by throwing his stick or any object, in which case a goal shall be awarded.

(Note) See Rule 637 (Throwing Stick).

(c) In cases where a penalty shot has been awarded under Rule 609(c) - deliberately displacing goal post or removing helmet/face mask during a breakaway, Rule 623(g) - interference, Rule 627(j) for illegal entry into game, Rule 638(a) - for throwing stick and under Rule 641(b) - for fouling from behind, the Referee shall designate the player who has been fouled as the player who shall take the penalty shot.

In cases where a penalty shot has been awarded under Rule 204(c) - deliberate illegal substitution with less than two minutes remaining in regulation time or in the last permitted overtime, Rule 609(c) - deliberately displacing goal post with less than two minutes remaining in regulation time or anytime during overtime, Rule 613(c) - picking up the puck from the crease area, the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the ice at the time the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

If by reason of injury the player designated by the Referee to take the penalty shot is unable to do so within a reasonable time, the shot may be taken by a player selected by the Captain of the non-offending team from the players on the ice at the time the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

If the offense for which the penalty shot was awarded was such as would normally incur a minor or bench minor penalty, the non-offending team may, prior to the penalty shot, elect that the minor or bench minor penalty be assessed to the offending player or team in lieu of the penalty shot.

(d) Should the player in respect to whom a penalty shot has been awarded himself commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, be designated to take the shot, he shall first be permitted to do so before being sent to the penalty bench to serve the penalty, except when such a penalty is for a game misconduct, gross misconduct or match penalty, in which case the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players who were on the ice at the time the foul was committed.

If, at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the ice to substitute another player, the goalkeeper shall be permitted 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 beyond the center 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 player taking the shot and because of such action the shot should have failed, a second attempt shall be permitted and the Referee shall impose a misconduct penalty on the player so interfering or distracting.

(g) If a goal is scored from a penalty shot, the puck shall be faced at center ice in the usual way. If a goal is not scored, the puck shall be faced at either of the end face-off spots in the zone in which the penalty shot has been tried.

(h) Whether or not a goal is scored from a penalty shot, if the offense for which the penalty shot was awarded was such as to incur:

1) a major, match or misconduct penalty, such penalty shall be imposed in addition to the penalty shot.

2) a minor or bench minor penalty, the offending team shall not be reduced in on-ice strength as a result and the offending player, or player otherwise designated in these rules does not have to serve the time imposed by the penalty.

(i) 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 overtime.

Rule 407. Goalkeeper's Penalties

(a) A goalkeeper shall not be sent to the penalty bench for an offense which incurs a minor or misconduct penalty, but instead any other of these penalties shall be served by another member of his team who was on the ice when the offense was committed, such player to be designated by the Manager or Coach of the offending team through the Captain and such substitute shall not be changed.

(b) Should a goalkeeper incur a major penalty and/or a game misconduct penalty, his place then will be taken by a member of his own team, or by a substitute goalkeeper who is available, and such player will be allowed the goalkeeper's full equipment. He shall also be suspended for at least the next two games of that team.

(c) Should a goalkeeper incur a match penalty, his place will be taken by a member of his own team, or by a substitute goalkeeper who is available, and such player will be allowed the goalkeeper's equipment. However, any additional penalties as specifically called for by the individual rules covering match penalties will apply, and the offending team shall be penalized accordingly; such additional penalty to be served by another member of the team on the ice at the time the offense was committed, said player to be designated by the Manager or Coach of the offending team through the Captain.

See Rule 603 (Attempt to Injure), Rule 608 (Deliberate Injury of Opponents) and Rule 625 (Kicking Player).

(d) A minor penalty shall be imposed on a goalkeeper who leaves the immediate vicinity of his crease during an altercation.

(Note) All penalties imposed on a goalkeeper, regardless of who serves the penalty, or any substitution shall be charged in the records against the goalkeeper.

(e) If a goalkeeper deliberately participates in the play in any manner when he is beyond the center red line, a minor penalty shall be imposed upon him.

Rule 408. 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 players already penalized shall have elapsed.

Nevertheless, the third player penalized must at once proceed to the penalty bench but may be replaced by a substitute until such time as the penalty time of the penalized player shall commence.

(b) When any team shall have three players serving penalties at the same time and because of the delayed penalty Rule a substitute for the third offender is on the ice, none of the three penalized players on the penalty bench may return to the ice until play has been stopped. When play has been stopped, the player whose full penalty has expired, may return to the play.

Provided, however, that the Game Supervisor shall permit the return to the ice in the order of expiry of their penalties, of a player or players when by reason of the expiration of their penalties the penalized team is entitled to have more than four players on the ice.

(c) In the case of delayed penalties, the Referee shall instruct the Game Supervisor that penalized players whose penalties have expired shall only be allowed to return to the ice when there is a stoppage in play.

When the penalties of two players of the same team will expire at the same time the Captain of that team will designate to the Referee which of such players will return to the ice first and the Referee will instruct the Game Supervisor accordingly. When a major and a minor penalty are imposed at the same time on players of the same team, the Game Supervisor shall record the minor as being the first of such penalties.

(Note) This applies to the case where the two penalties are imposed on DIFFERENT players of the same team. See also Rule 402(e) (Note 2), (Minor Penalties).

Rule 409. Calling of Penalties

(a) Should an infraction of the rules be committed by a player of the team in possession of the puck, the Referee shall immediately stop play and assess the penalty(s) to the deserving player(s).

The resulting face-off shall be made at the place where the play was stopped unless the stoppage occurs in the Attacking Zone of the player penalized in which case the face-off shall be made at the nearest face-off spot in the Neutral Zone.

(b) Should an infraction of the rules be committed by a player of a team NOT in possession of the puck, the Referee shall signify the calling of the penalty by raising his arm and upon completion of the play by the team in possession will immediately stop play and assess the penalty to the deserving player.

(Note 1) There shall be no signal given by the Referee for a misconduct or game misconduct penalty under this section.

(Note 2) "Completion of the play by the team in possession" in this rule means that the puck must have come into possession and control of or intentionally directed by an opposing player or goalkeeper, or has been "frozen". This does not mean a rebound off the goalkeeper, the goal or the boards by any accidental contact with the body or equipment of an opposing player.

The resulting face-off shall be made at the place where the play was stopped, unless during the period of a delayed whistle due to a foul by a player of the team NOT in possession, the team in possession ices the puck, shoots the puck from its defensive zone so that it goes out of bounds or is unplayable then the face-off following the stoppage shall take place in the Neutral Zone near the defending blue line of the team shooting the puck.

If the penalty or penalties to be imposed are minor penalties and a goal is scored on the play by the non-offending team, the first minor penalty shall not be imposed but all other minor, major or match penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

(c) If after the Referee has signalled a penalty but before the whistle has been blown the puck shall enter the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signalled shall be imposed in the normal manner.

(d) If the Referee signals an additional minor penalty(s) against a team that is already short-handed because of one or more minor or bench minor penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed, the delayed penalty(s) shall be assessed, and the minor penalty already being served which caused the team to be short-handed shall terminate automatically under Rule 402(c) (Minor Penalties).

(e) Should the same offending player commit other fouls on the same play, either before or after the Referee has blown his whistle, the offending player shall serve such penalties consecutively.

(f) All minor penalties incurred during the taking of a penalty shot shall be served in the normal manner.

Rule 410. Supplementary Discipline

(a) In addition to suspensions imposed under these Rules, the Local League Administrator may, at his discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed before, during or after any game by a player or Team Official, regardless of whether such offense has been penalized by the Referee.

(b) In addition to all suspensions and expulsions called for in these Rules, the following penalties shall also apply in the following circumstances:

1. If a player received two game misconduct penalties, or one game misconduct and one match penalty in a period of twelve calendar months, he shall receive an additional suspension of one year.

2. If a player receives two match penalties in a period of twelve calendar months, he shall receive an additional suspension of two years.

(c) The Local League Administrator or the National Administrator may waive, modify or reduce suspensions or expulsions called for in these rules if exceptional circumstances so warrant. "Exceptional circumstances" shall be considered to be those where:

1. The Referee made an error of such an obvious nature as to be beyond any reasonable interpretation. (Such a situation would arise, for example, where a penalty is assessed upon a player who was not in attendance at the game.)

2. The suspension or expulsion mandated by the Rules would result in such a severe penalty in view of the circumstances of the violation that its imposition would shock the conscience of an impartial observer. However, under no circumstances shall "provocation" be considered as a mitigating factor.

(d) Except in such circumstances as stated in (c) (1) above, the Local League Administrator or the League Office may not substitute his judgement for that of the Referee as to the facts surrounding any penalty. Therefore, there are no appeals of the facts surrounding the imposition of any penalty. However, the Local League Administrator or League Office, in considering the imposition of additional sanctions or the reduction of sanctions, may review the written submission of the players or teams involved, as well as the subsequent recollections of the event by the Referee or Game Supervisor.

SECTION FIVE - OFFICIALS

Rule 501. Appointment of Officials

(a) The League shall appoint officials for each game. There shall be two Referees and a Game Supervisor.

The official method of officiating League games is the "two-man" (two Referees) system. When reference is made to a Linesman under Rule 503, the duties of the Linesman will be carried out by both Referees. The League, however, at its option may use an alternative system of, one Referee and two Linesmen, one Referee and one Linesman or one Referee.

(b) All League officials must be treated with respect by all players or Coaches or teams. For violation of this rule, the appropriate penalty(ies) shall be imposed in accordance with Rule 601 - Abuse of Officials and Other Misconduct.

Rule 502. Referee

(a) The REFEREE shall have general supervision of the game, and shall have full control of all game officials and players during the game, including stoppages; and in case of any dispute, his decision shall be final. The Referee shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms.

- (b) All Referees and Linesmen shall be garbed in black trousers, black hockey helmet and official sweaters.
They shall be equipped with approved whistles.
- (c) The Referees shall order the teams on the ice at the appointed time for the beginning of a game and the commencement of each period. It is recommended that all on-ice officials be present on the ice prior to warm-ups. Penalties may be assessed at anytime while the officials are on the ice.
- (d) When he becomes aware of any lack of conformity to the regulations on equipment or uniforms, it shall be his duty to see that the required equipment or uniforms are in use.
- (e) It shall be his duty to impose such penalties as are prescribed by the Rules for infractions thereof, and he shall give the final decision in matters of disputed goals. The Referee may consult with the Linesmen or Game Supervisor before making his decision.
- (f) The Referee shall announce to the Game Supervisor all goals and assists legally scored as well as penalties, and for what infractions such penalties are imposed. The Referee shall report to the Game Supervisor the name or number of the goal scorer any players entitled to assists.
- (g) The Referee shall cause to be announced the reason for not allowing a goal. This shall be done at the first stoppage of play regardless of any standard signal given by the Referee.
- (h) The Referee shall see to it that players of opposing teams are separated on the penalty bench to prevent altercations.
- (i) Should a Referee accidentally leave the ice or receive an injury which incapacitates him from discharging his duties while play is in progress the game shall be immediately stopped by a Linesman.
- (j) If, owing to illness or accident, the Referee is unable to continue to officiate, one of the Linesmen shall perform the duties of the Referee during the balance of the game, the Linesman to be selected by the Referee, or, if necessary, by the Team Officials or Captains of the competing teams.
- (k) The Referee shall not halt the game for any infraction of the rules concerning off-side play at the blue line or any violation of the "Icing the Puck" Rule which shall be the function of the Linesmen alone, unless the Linesman shall be prevented by some accident from doing so, in which case the duties of the Linesman shall be assumed by the Referee until play is stopped.

Rule 503. Linesman

- (a) The duty of the LINESMAN is to determine any infractions of the rules concerning off-sides play at the blue lines or any violation of the "Icing the Puck" rule.

He shall stop play when the puck goes outside the playing area, when it is interfered with by any ineligible person, and when it is struck above the height of the shoulder, when it is passed to a teammate with the hand and when the goal post has been displaced from its normal position. He shall stop play when he observes the puck enter the goal and play continues. He shall stop play for off-sides occurring at face-off circles. He shall stop play when there has been a premature substitution for a goalkeeper under Rule 204(b) (Change of Players), for injured players under Rule 205(f), and interference by spectators under Rule 624(a).

(b) He shall conduct the face-off at all times, except at the start of the game, at the beginning of each period and after a goal has been scored.

The Referee may call upon a Linesman to conduct a face-off at any time.

(c) He shall, when requested to do so by the Referee, give his version of any incident that may have taken place during the playing of the game.

(d) He shall not stop play to impose any penalty except any violation of the Rule 204(a) and (c), Change of Players (too many players on the ice), any violation of Rules 601(c.3) and 601(h.3) (articles thrown on the ice from the vicinity of the players' or penalty bench) and Rule 605(c) (illegally received replacement stick), and he shall report such violation to the Referee who shall impose a bench minor penalty against the offending team.

He shall report immediately to the Referee his version of circumstances with respect to Rule 609(c) (delaying the game by deliberately displacing the goal post from its normal position).

He shall report to the Referee at the next stoppage of play his version of any infraction of the rules which he believes constitutes a bench minor, major, match, misconduct, game misconduct or gross misconduct penalty under these rules.

Rule 504. Game Supervisor

(a) The GAME SUPERVISOR shall be in control of the off-ice aspects of the game. He shall record, on official forms provided, all goals, assists and penalties.

(b) He shall check and ensure that the time served by all penalized players is correct.

(c) Before the start of the game, the Game Supervisor shall obtain from the Team Officials or Captains of both teams a list of all players eligible to compete in the game, the starting lineup by position and the alternate goalkeeper.

(d) He shall promptly announce when there is one minute of actual playing time left in each period and overtime period.

(e) He shall correctly announce all goals, assists and penalties, and the time they occur.

(f) He shall bring to the attention of the Referee prior to the start of the game, any infractions of Rules 201, 203, 304 or 305 that he is aware of. He shall bring to the attention of the Referee at any time, any infractions of Rules 206, 207 and 611.

(g) If the scheduled game supervisor is not available at game time and no other suitable scorekeeper is available, the game shall be played using a format of 3 running time periods of 25 minutes each. Under no circumstances is a game to be canceled due to a scorekeeper no-show. A team refusing to participate will be awarded a forfeit loss.

Rule 505. Proper Authorities

(a) The term "proper authorities" or "proper disciplinary authority" as applied under these rules is defined as the Local League Administrator and his staff or members of the League Office hockey operations staff.

SECTION SIX - PLAYING RULES

Rule 601. Abuse of Officials and Other Unsportsmanlike Conduct

(Note) In the enforcement of this rule the Referee has, in many instances, the option of imposing a "misconduct penalty" or a "bench minor penalty". In principle the Referee is directed to impose a "bench minor penalty" in respect to the violations which occur on or in the immediate vicinity of the players' bench but off the playing surface, and in all cases affecting non-playing personnel or players. A "misconduct penalty" should be imposed for violations which occur on the playing surface or in the penalty bench area and where the penalized player is readily identifiable.

(a) Any player who challenges or disputes the rulings of any official or endeavors to incite an opponent or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such challenge or dispute, he shall be assessed a misconduct penalty, and any further dispute by the same player will result in a game misconduct penalty being assessed.

(b) Any player who shoots the puck after the whistle has been blown shall be assessed a minor penalty for unsportsmanlike conduct if, in the opinion of the Referee, the player had sufficient time after the whistle to refrain from taking such shot.

(c) If any player is guilty of any one of the following, his team shall be assessed a bench minor penalty:

1. After being penalized, not proceeding directly and immediately to the penalty bench and taking his place on the penalty bench, or to the dressing room, when so ordered by the Referee (gloves, stick, etc. shall be delivered to him at the penalty bench or dressing room by a teammate).

2. In the vicinity of the players' bench, using obscene, profane or abusive language to any person or using the name of any Official coupled with any vociferous remarks.

3. In the vicinity of the players' bench or penalty bench, throwing anything into the playing area during the progress of the game or during a stoppage of play.

4. Interfering in any manner with any game official including Referee, Linesman or Game Supervisor in the performance of their duties unless he has been assessed a more severe penalty under (e) or (g) of this Rule for the same act.

- (d) If any player is guilty of any one of the following, he shall be assessed a Misconduct or Game Ejection penalty:
1. Using obscene, profane or abusive language to any person on the ice or anywhere in the rink before, during or after the game.
 2. Intentionally knocking or shooting the puck out of reach of an official who is retrieving it.
 3. Deliberately throwing a puck, or any equipment, including the stick (see also Rule 638(c), throwing the stick in protest of an Official's decision), out of the playing area.
 4. Entering or remaining in the Referee's crease while the Referee is reporting to, or consulting with, any Game Official including Linesmen or Game Supervisor except for the purpose of taking his place on the penalty bench.
- (e) If any player is guilty of one of the following, he shall be assessed a misconduct, game ejection, or game misconduct penalty:
1. Touching or holding the Referee, Linesman or any other Game Official with his hand or stick, or tripping or bodychecking such Official.
 2. Continuing or attempting to continue a fight or altercation after he has been ordered by the Referee to stop, or resisting a Linesman in the discharge of his duties.
 3. Intentionally banging the boards, protective glass or dasher boards or goal with a stick or any other instrument at any time. (If the offense is committed in protest of an Official's decision, a minor penalty for unsportsmanlike conduct plus a misconduct or game misconduct penalty shall be assessed the offending player).
- (f) If any player is guilty of any of the following, he shall be assessed a game misconduct or game ejection penalty:
1. Persisting in any course of conduct for which he has previously been assessed a misconduct penalty.
 2. Using obscene gestures on the ice or anywhere in the rink before, during or after the game.
 3. Using obscene, profane or abusive language to the ice rink manager or members of the rink staff.
- (g) If any player is guilty of any of the following, he shall be assessed a gross misconduct penalty:
1. Deliberately attempting to injure an Official or Team Official in any manner.
 2. Deliberately striking an Official, deliberately applying physical force in any manner against an Official, deliberately making contact with an Official, physically demeaning an official solely for the purpose of getting free of such an Official during or immediately following an altercation.
 3. Behaving in any manner which makes a travesty of, interferes with, or is detrimental to the conducting of the game.
 4. Spitting at an on-ice Official, Team Official, spectator, or opposing player.
- (h) If any Team Official is guilty of any one of the following, his team shall be assessed a bench minor penalty:

1. Banging the boards with a stick or other instrument at any time.
2. Using obscene, profane, threatening or abusive language or abusive gestures to any person or using the name of any Official coupled with any vociferous remarks.
3. Throwing anything into the playing area from the vicinity of the players bench during the game or during a stoppage of play.
4. Interfering in any manner with any Game Official including the Referee, Linesman or Game Supervisor in the performance of their duties.

(i) If any Team Official is guilty of any of the following, he shall be assessed a game misconduct penalty.

1. Using obscene gestures on the ice or anywhere in the rink before, during or after the game.
2. After a warning by the Referee, persisting in using threatening or abusive language or gestures or similar actions designed to incite an opponent into incurring a penalty.
3. Persisting in any course of conduct for which he has previously been assessed a bench minor penalty.

(j) If any Team Official is guilty of any one of the following, he shall be assessed a gross misconduct penalty:

1. Holding or Striking an Official
2. Deliberately attempting to injure an Official or opponent in any manner.
3. Behaving in any manner which makes a travesty of, interferes with or is detrimental to the conducting of the game.

(k) A player shall be assessed a 2 minute minor penalty for unsportsmanlike conduct for "diving."

A "dive" should be thought of as a maneuver undertaken by a player who simulates the occurrence of a penalty infraction of his own free will, rather than as a result of an action by an opposing player, in an attempt to draw a penalty when none is deserved.

Rule 602. Adjustment of Clothing and Equipment

(a) Play shall not be stopped, nor the game delayed by reason of adjustment to clothing, equipment, skates or sticks.

(b) For an infringement of this Rule, a minor penalty shall be assessed.

(c) The onus of maintaining clothing and equipment in proper condition shall be upon the player. If adjustments are required, the player shall retire from the ice and play shall continue uninterruptedly with a substitute.

(d) No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required the goalkeeper will retire from the ice and his place will be taken by the substitute or temporary goalkeeper (see Glossary) immediately and no warm-up will be permitted.

(e) For an infraction of this rule by a goalkeeper, a minor penalty shall be imposed.

Rule 603. Attempt to Injure

(a) A match penalty shall be imposed on any player who deliberately attempts to injure an opponent and the circumstances shall be reported to the proper authorities for further action. A substitute for the penalized player shall be permitted at the end of the fifth minute.

(b) A gross misconduct penalty shall be imposed on any player who deliberately attempts to injure a Team Official or Game Official in any manner and the circumstances shall be reported to the proper authorities for further action.

Rule 604. Board-Checking

(a) A minor or major penalty at the discretion of the Referee based upon the degree of violence of the impact with the boards, shall be imposed on 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.

(Note) Any unnecessary contact with a player playing the puck on an obvious "icing" or "off-sides" play which results in that player being knocked into the boards is "boarding" and must be penalized as such. In other instances where there is no contact with the boards it should be treated as "charging".

"Rolling" an opponent (if he is the puck carrier) along the boards where he is endeavoring to go through too small an opening is not boarding. However, if the opponent is not the puck carrier, then such action should be penalized as boarding, charging, interference or if the arms or sticks are employed it should be called holding or hooking.

(b) Any player receiving a major penalty for board-checking shall automatically be assessed a game misconduct penalty as well.

Rule 605. Broken Stick

(a) A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided he immediately drops the broken portion. A minor penalty shall be imposed for an infraction of this rule.

(b) A goalkeeper may continue to play with a broken stick until stoppage of play or until he has been legally provided with a stick.

(c) A replacement for a stick which is either broken or no longer in possession of a player or goalkeeper may only be obtained from the players' bench or a teammate on the ice. For a violation of this rule a bench minor penalty shall be assessed the team of the player receiving the replacement stick provided that no penalty is assessed under Rule 601(c.3) or (h.3), Throwing Articles into the Playing Area. A player receiving a stick so thrown shall not be penalized.

(d) A goalkeeper whose stick is broken may not go to the players' bench for a replacement during a stoppage, but must receive his stick from a teammate. For an infraction of this Rule a minor penalty shall be imposed on the goalkeeper. See Rule 607 Butt-Ending.

Rule 606. Charging

(a) A minor or major penalty shall be imposed on a player who runs or jumps into or charges an opponent. A minor and a misconduct penalty or a major penalty shall be imposed on a player who checks or pushes an opponent from behind.

(b) A minor or a major penalty shall be imposed on a player who body-checks or charges a goalkeeper.

A penalty for interference should be called in every case where an opposing player makes unnecessary contact with a goalkeeper. Likewise, Referees should be alert to penalize goalkeepers for tripping, slashing or spearing in the vicinity of the post.

(c) Any player receiving a major penalty for charging shall automatically be assessed a game misconduct penalty as well.

Rule 607. Cross Checking or Butt Ending

(a) A minor or major penalty, at the discretion of the Referee, shall be imposed on a player who "cross-checks" and opponent.

(Note) "Cross-check" shall mean a check delivered with both hands on the stick and no part of the stick on the ice.

(b) A major penalty shall be imposed on any player who injures an opponent by "cross-checking".

(c) Any player receiving a major penalty for "cross-checking" shall automatically be assessed a game misconduct penalty as well.

(d) A minor plus a misconduct penalty or a major plus a game misconduct penalty, at the discretion of the Referee, shall be imposed on any player who "butt-ends" or attempts to "butt-end" an opponent.

(Note 1) Attempt to "butt-end" shall include all cases where a "butt-end" gesture is made regardless whether body contact is made or not.

(Note 2) "Butt-ending" may also be treated as a "Deliberate Attempt to Injure" under Rule 603.

Rule 608. Deliberate Injury of Opponents

(a) A match penalty shall be imposed on a player who deliberately injures an opponent in any manner.

(b) Any player wearing tape or any other materials on his hands who cuts or injures an opponent during an altercation shall receive a match penalty under this rule.

(c) No substitute shall be permitted to take the place of the penalized player until ten minutes actual playing time shall have elapsed from the time the penalty was imposed.

(d) A Match Penalty shall be imposed on any player who deliberately injures an Official or Team Official in any manner and the circumstances shall be reported to the proper authorities for further action.

Rule 609. Delaying the Game

(a) A minor penalty shall be imposed on any player or goalkeeper who delays the game by deliberately shooting or batting the puck with his stick outside the playing area.

(Note) This penalty shall apply also when a player or goalkeeper deliberately bats or shoots the puck with his stick outside the playing area after a stoppage of play.

A minor penalty shall be imposed on a goalkeeper who shoots the puck outside the playing area, regardless of intent, except when the puck deflects off a player, the boards or protective glass or screen before leaving the playing area not protected by glass or screen, such as the players' bench.

(b) A minor penalty shall be imposed on any player or goalkeeper who throws or deliberately bats the puck with his hand or stick outside the playing area.

(c) A minor penalty shall be imposed on any player (including a goalkeeper) who delays the game by deliberately displacing a goal post from its normal position. The Referee or Linesman shall stop play immediately when a goal post has been displaced. If the goal post is deliberately displaced by a goalkeeper or player or if the goalkeeper deliberately removes his helmet/facemask during the course of a "break-away", a penalty shot/optional minor will be awarded to the non-offending team, which shot shall be taken by the player last in possession of the puck. If the goalkeeper is off the ice at the time a player of the defending team deliberately displaces the goal, a goal shall be awarded in lieu of a penalty shot.

(Note) A player with a "break-away" is defined as a player in control of the puck with no opposition between the player and the opposing goal and with a reasonable scoring opportunity.

If a minor penalty for deliberately displacing a goal post is assessed with less than two minutes remaining in regulation time, or at any time during overtime, a penalty shot shall be assessed against the offending team in lieu of the minor penalty.

A goal shall be awarded when the goal has been deliberately displaced during a shot on goal and the puck would have entered the goal if the goal were in the proper position.

(d) A bench minor penalty shall be imposed on any team which, after warning by the Referee to its Captain to place the correct number of players on the ice and commence play, fails to comply with the Referee's direction and thereby causes any delay by making additional substitutions, by persisting in having its players off-sides, or any other manner.

(e) A minor penalty shall be imposed on a player or goalkeeper who deliberately holds the puck against the boards, goal or ice with his stick, skate, foot or any other part of his body for the purpose of delaying the game (See also Rule 613 (b), Falling on Puck).

(f) A minor penalty for delaying the game shall be assessed a player who, after a warning by the Referee, fails to maintain a proper position during the conduct of a face-off.

(g) A penalty shot shall be assessed to a goalkeeper who deliberately removes his helmet/facemask with less than two minutes remaining in regulation time or in overtime.

Rule 610. Elbowing or Kneeing

- (a) A minor or major penalty, at the discretion of the Referee, shall be imposed on any player who uses his elbow or knee in such a manner as to in any way foul an opponent.
- (b) A major penalty shall be imposed on any player who injures an opponent as the result of a foul committed by using his elbow or knee.
- (c) Any player receiving a major penalty for elbowing or kneeing shall automatically be assessed a game misconduct penalty as well.

Rule 611. Excessive Penalty Minutes

- (a) Any player who accumulates four minor penalties in one game shall receive a 10 minute misconduct penalty, but a substitute shall be permitted to replace the penalized player at the expiration of the minor penalty. For each subsequent minor penalty assessed to the player in that game, the player shall receive an additional 10 minute misconduct penalty.

Rule 612. Face-Offs

- (a) The puck shall be "faced-off" by the Referee or the Linesman dropping the puck on the ice between the sticks of players "facing-off". Players facing-off will stand squarely facing their opponents' end of the rink approximately one stick length apart with the blade of their sticks touching the ice.

When the face-off takes place at any of the end face-off spots, the players taking part shall stand squarely facing their opponent's end of the rink. The sticks of both players facing-off shall have the blade on the ice in contact with the nearest white area of the face-off spot and clear of the red center area of the spot. During face-offs, the attacking player shall place his stick on the ice first.

No other player shall be allowed to enter the face-off circle or come within fifteen feet of the players facing-off the puck, and must stand on side on all face-offs.

If a violation of this subsection of this rule occurs, the Referee or Linesman shall re-face the puck.

- (b) If, after a warning by the Referee or Linesman, either of the players fails to take his proper position for the face-off promptly, the Official shall be entitled to face-off the puck notwithstanding such default.

- (c) In the conduct of any face-off anywhere on the playing surface no player facing-off shall make any physical contact with his opponent's body by means of his own body or by his stick except in the course of playing the puck after the face-off has been completed.

For violation of this Rule the Referee shall impose a minor penalty or penalties on the player(s) whose action(s) caused the physical contact.

(Note) "Conduct of any face-off" commences when the Referee designates the place of the face-off and he (or the Linesman) takes up his position to drop the puck.

- (d) If a player facing-off fails to take his proper position immediately when directed by the Official, the Official may order him replaced for that face-off by any teammate then on the ice.

No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when a penalty is imposed which will affect the on-ice strength of either team.

(e) A second violation of any of the provisions of subsection (a) hereof by the same team during the same face-off shall be penalized with a minor penalty to the player who commits the second violation of the rule.

(f) When an infringement of a Rule has been committed or a stoppage of play has been caused by any player of the attacking team in the Attacking Zone the ensuing face-off shall be made in the Neutral Zone on the nearest face-off spot.

(Note) This includes a stoppage of play caused by a player of the attacking team shooting the puck on to the back of the defending team's goal without any intervening action by the defending team.

(g) When an infringement of a Rule has been committed by players of both teams in the play, resulting in a stoppage, the ensuing face-off will be made at the point where the puck was when the stoppage occurred.

(h) When stoppage occurs between the end face-off spots and near end of the rink, the puck shall be faced-off at the end face-off spot on the side where the stoppage occurs, unless otherwise expressly provided by these rules.

(i) No face-off shall be made within fifteen feet of the goal or sideboards.

(j) When a goal is legally scored the ensuing face-off shall be conducted at center ice. When a goal is illegally scored as a result of a puck being deflected directly from an Official anywhere in the Defending Zone the resulting face-off shall be made at the end face-off spot in the Defending Zone.

(k) When the game is stopped for any reason not specifically covered in the official Rules, the puck must be faced-off where it was last played.

(l) The whistle will not be blown to start play. Playing time will commence from the instant the puck is faced-off and will stop when the whistle is blown.

(m) When a stoppage of play in an end zone takes place and is followed by a gathering of players, no attacking player shall enter the end zone further than the outer edge of the face-off circles nearest the blue line (this includes players on the ice at the time of the stoppage of play, or players involved in line change).

(n) Any last play face-off that occurs between a zone line and the end zone face-off spot will take place at the nearest point along an imaginary line extending between the Neutral Zone face-off spot and the end zone face-off spot, directly opposite the location of the puck at the instant the play was stopped.

Rule 613. Falling on Puck

(a) A minor penalty shall be imposed on a player other than the goalkeeper who deliberately falls on or gathers the puck into his body.

(Note) Any player who drops to his knees to block shots should not be penalized if the puck is shot under him or becomes lodged in his clothing or equipment, but any use of the hands to make the puck unplayable should be penalized.

(b) A minor penalty shall be imposed on a goalkeeper who deliberately falls on or gathers the puck into his body, when his body is entirely outside the boundaries of the goal crease or who holds or places the puck against any part of the goal or against the boards (See also Rule 609(e), Delaying the Game).

(c) No defending player, except the goalkeeper, shall be permitted to fall on the puck or hold the puck or gather the puck into the body or hands when the puck is within the goal crease. For infringement of this Rule, play shall immediately be stopped and a penalty shot/optional minor shall be awarded to the non-offending team, but no other penalty shall be assessed, however, if the goalkeeper has been removed from the ice when the infraction occurs, a goal shall be awarded to the non-offending team and no penalty shot shall be awarded.

(Note) This Rule shall be interpreted so that a penalty shot/optional minor will be awarded only when the puck is in the crease at the instant the infraction occurs. However, in cases where the puck is outside the crease, Rule 613(a) may still apply and a minor penalty may be imposed, even though no penalty shot is awarded.

(d) A goalkeeper who is within his privileged area and when the puck is on the ice, cannot deliberately fall on or gather the puck into his body, unless some part of his body is in contact with the goal crease.

Rule 614. Fisticuffs (Fighting)

(a) A major penalty shall be imposed on any player who starts fisticuffs.

(b) A minor penalty shall be imposed on a player who, having been struck, shall retaliate with a blow or attempted blow. However, at the discretion of the Referee a double minor or a major penalty may be imposed if such player continues the altercation.

(Note 1) The Referee is provided very wide latitude in the penalties which he may impose under this Rule. This is done intentionally to enable him to differentiate between the obvious degree of responsibility of the participant either for starting the fighting or persisting in continuing the fighting. The discretion provided shall be exercised realistically.

(Note 2) Referees are directed to employ every means provided by these Rules to stop "brawling" and should use Rule 601(e.2) "Abuse of Officials and Other Unsportsmanlike Conduct", for this purpose.

(c) A major penalty shall be imposed on any player involved in fisticuffs off the playing surface with another player who is off the playing surface before, during or after the game.

(d) A game misconduct penalty shall be imposed on any player or goalkeeper who is the first to intervene in an altercation then in progress. This penalty is in addition to any other penalty incurred in the same incident.

(e) Any player receiving a major penalty for fisticuffs shall automatically be assessed a game misconduct penalty as well.

(f) When an altercation occurs on the ice, at the signal of the Referee, all players (non- participants), excluding goalkeepers, must proceed immediately and directly to their respective players' bench. For a violation of this rule a bench minor penalty shall be assessed the offending team(s). Goalkeepers must remain in the immediate vicinity

of their goal crease. See Rule 407(d) (Goalkeeper's Penalties). In addition, a misconduct penalty shall be assessed any player, up to a maximum of three players per team, excluding goalkeepers, who fail to move to their players' bench when so instructed by the Referee.

A minor penalty shall be imposed on any player, including goalkeeper, who removes his glove or gloves and/or drops his stick during an altercation and who is not a participant in the original altercation. A game misconduct penalty may be added to the minor penalty if, in the judgement of the Referee, the player is the instigator of a subsequent altercation. This penalty shall be in addition to any other penalty incurred in the same incident.

Rule 615. Goals and Assists

(Note) It is the responsibility of the Referee to award goals and assists, and his decision in this respect is final. Such awards shall be made or withheld strictly in accordance with the provisions of this Rule. Therefore, it is essential that the Referee shall be thoroughly familiar with every aspect of this rule, be alert to observe all actions which could affect the making of any award and, above all, the awards must be made or withheld with absolute impartiality.

In cases of an obvious error in awarding a goal or an assist which has been announced, it should be corrected promptly but changes shall not be made in the official scoring summary after the Referee has signed the Game Report.

- (a) A goal shall be scored when the puck shall have been put between the goal posts by the stick of a player of the attacking team, from in front, and below the cross bar, and entirely across the goal line.
- (b) A goal shall be scored if the puck is put into the goal in any way 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 awarded.
- (c) If an attacking player kicks the puck and the puck goes directly into the goal or is deflected into the goal by any player, including the goalkeeper, a goal shall not be allowed.
- (d) If the puck shall have been deflected into the goal from the shot of an attacking player by striking any part of a player of the same team, the goal shall be allowed. The player who deflected the puck shall be credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick.
- (e) If a goal is scored as a result of a puck being deflected directly into the goal from an Official the goal shall not be allowed.
- (f) Should a player legally propel a puck into the goal crease of the opposing team and the puck should become loose and available to another player of the attacking team, a goal scored on the play shall be valid.
- (g) Any goal scored, other than covered by the Official Rules, shall not be allowed.

(h) A "goal" shall be credited in the scoring records to a player who shall have propelled the puck into the opponents' goal. Each "goal" shall count one point in the player's record.

(i) When a player scores a goal, an "assist" shall be credited to the player or players taking part in the play immediately preceding the goal, but not more than two assists can be given on any goal. Each "assist" so credited shall count one point in the player's record.

(j) Only one point can be credited to any one player on a goal.

Rule 616. Gross Misconduct

(a) The Referee may impose a gross misconduct penalty on any player or Team Official who is guilty of gross misconduct of any kind.

Rule 617. Handling Puck With Hands

(a) If a player, except a goalkeeper, closes his hand on the puck, play shall be stopped and a face-off shall follow; however, if the puck is dropped to the ice immediately, play shall not be stopped.

If a goalkeeper holds the puck with his hands for more than three seconds, play shall be stopped and a face-off shall follow; however, after an initial warning by the Referee, a goalkeeper who holds the puck unnecessarily shall be assessed a minor penalty for delay of game.

(b) A goalkeeper shall not drop the puck into his pads or onto the goal net, nor deliberately pile up snow or obstacles at or near his goal that, in the opinion of the Referee, would tend to prevent the scoring of a goal. The penalty for infringement of this Rule by the goalkeeper shall be a minor penalty.

(Note 1) The object of this Rule is to keep the puck in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage must be penalized.

(Note 2) The goalkeeper may not leave his stick or part thereof in front of his goal. If he does and if the puck hits the stick while the goalkeeper is on the ice, but in the act of leaving the ice, or off the ice, the Referee shall stop play and award a goal to the non-offending team. See Rule 623(f), Interference.

(c) If a goalkeeper throws the puck towards his opponent's goal and it is first played by a teammate, play shall be stopped and ensuing face-off shall be held at the nearest end face-off spot of the offending team.

(d) A minor penalty shall be imposed on a player, except the goalkeeper, who, while play is in progress, picks up the puck off the ice with his hands. If a defending player, except the goalkeeper, while play is in progress, picks up the puck with his hand from the ice while the puck is in the goal crease, the play shall be stopped immediately and a penalty shot/optional minor shall be awarded to the non-offending team.

If a defending player picks up the puck from the goal crease or falls on or covers the puck in the crease thereby causing a stoppage of play when the goalkeeper has been removed from the ice, a goal shall be awarded to the non-offending team.

(e) A player shall be permitted to stop or "bat" the puck in the air with his hands or push it along the ice with his hands and play shall not be stopped unless he directed the puck to a teammate, in which case play shall be stopped and the puck faced-off at the spot where the offense occurred unless otherwise provided in these rules.

A goal shall not be allowed if the puck was propelled by the hand of an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper.

Rule 618. Head-Butting

(a) A minor and a misconduct penalty or a major and a game misconduct penalty, at the discretion of the Referee, shall be imposed on any player who deliberately "head-butts" or attempts to "head-butt" an opponent.

Rule 619. High Sticks

(a) The carrying of sticks above the normal height of the shoulder is prohibited, and a minor or major penalty, at the discretion of the Referee, may be imposed on any player violating this rule.

(Note) The use of the "slap shot" in the League is permitted without restriction. The use of the "slap shot" in Beginner level is permitted, provided that the backswing of the shot does not rise higher than the player's waist. For violation of this Rule, play shall be stopped and a face-off shall take place at one of the end face-off spots in the offending teams' Defending Zone.

(b) A goal scored from a stick so carried shall not be allowed, except by a player of the defending team.

(c) When a player carries or holds any part of his stick above the height of his shoulder so that injury to the face or head of an opposing player results, the Referee shall have no alternative but to impose a major penalty on the offending player.

(d) Any player receiving a major penalty for high-sticking shall automatically be assessed a game misconduct penalty as well.

(e) Batting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs there shall be a whistle and the ensuing face-off shall take place at one of the end face-off spots adjacent to the goal of the team causing the stoppage unless:

1. The puck is batted to an opponent and the opponent gains possession and control of the puck in which case the play shall continue, or

2. A player of the defending team shall bat the puck into his own goal in which case the goal shall be allowed.

(Note) When a player bats the puck to an opponent under sub-section 1 the Referee shall give the "wash-out" signal immediately. Otherwise he will stop the play.

Rule 620. Holding an Opponent

- (a) A minor penalty shall be imposed on a player who holds an opponent with his hands or stick or in any way.
- (b) A minor or major penalty shall be imposed on a player who grabs or holds the face mask of an opponent with his hand.
- (c) Any player receiving a major penalty for grabbing or holding the face mask of an opponent shall be automatically be assessed a game misconduct as well.

Rule 621. Hooking

- (a) A minor penalty shall be imposed on a player who impedes or seeks to impede the progress of an opponent by "hooking" with his stick.
- (b) A major penalty and a game misconduct shall be imposed on any player who injures an opponent by "hooking".

Rule 622. Icing the Puck

(a) For the purpose of this Rule, the BLUE line of the Defending Zone will divide the ice into two sections. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, bat with the hand or stick, kick or deflect the puck from his 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 face-off spot of the offending team. If the puck shall have entered the goal of the opposing team, after being legally shot, batted with the stick or deflected, the goal shall be allowed. For the purpose of this Rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred or not.

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

(Note 2) When a team is "short-handed" as a result of a penalty and the penalty is about to expire, the decision as to whether there has been an "icing" shall be determined at the instant the penalty expires, and if the puck is shot before the penalty expires, icing shall not be called. The action of the penalized player remaining in the penalty bench will not alter the ruling.

(Note 3) For the purpose of interpretation of this Rule "Icing the Puck" is completed the instant the puck completely crosses the goal line. If the puck shall have entered the goal, icing will not be called and a goal shall be allowed.

(Note 4) When the puck is shot and rebounds from the body or stick of an opponent in his own half of the ice so as to cross the goal line of the player shooting it, "icing" shall not be called.

(Note 5) Notwithstanding the provisions of this section concerning "batting" the puck in respect to the "icing the puck" rule, the provisions of the final paragraph or Rule 617(e), "Handling Puck With Hands", apply and NO goal can be scored by batting the puck with the hand into the opponent's goal, whether intended or not.

(Note 6) If, while the Linesman has signalled a slow whistle for a clean interception under Rule 628(d), "Off-Sides", the player intercepting shoots or bats the puck beyond the opponent's goal line in such a manner as to constitute "icing the puck",

the Linesman's "slow whistle" shall be considered exhausted the instant the puck crosses the blue line and icing shall be called in the usual manner.

(Note 7) In all Advanced level games, the center RED line will divide the ice into two sections for the purpose of enforcing this rule.

- (b) If the puck was so shot by a player of a team below the numerical strength of the opposing team, play shall continue and the face-off shall not take place.
- (c) If, however, the puck shall go beyond the goal line in the opposite half of the ice directly from either of the players while facing-off, it shall not be considered a violation of this Rule.
- (d) If, in the opinion of the Linesman, a player of the opposing team excepting the goalkeeper is able to play the puck before it passes the goal line, but has not done so, icing shall not be called and play shall continue.
(Note) The purpose of this section is to enforce continuous action and both Referee and Linesman should interpret and apply the Rule to produce this result.
- (e) If the puck shall touch any part of a player of the opposing team or his skates or his stick before it shall have reached his goal line, or shall have touched the goalkeeper or his skates or his stick at any time before crossing his goal line, or passes through any portion of the goal crease before crossing the goal line, it shall not be considered as "icing the puck" and play shall continue.
- (f) If the Linesman shall have erred in calling an "icing the puck" infraction (regardless of whether either team is short-handed) the puck shall be faced on the center ice face-off spot.

Rule 623. Interference

(a) A minor penalty shall be imposed on a player who interferes with or impedes the progress of an opponent who is not in possession of the puck, or who deliberately knocks a stick out of an opponent's hand or who prevents a player who dropped his stick or any other piece of equipment from regaining possession of it or who knocks or shoots any abandoned or broken stick or illegal puck or other debris towards an opposing puck carrier in a manner that could cause him to be distracted (See also Rule 638, Throwing Stick).

(Note) The last player to touch the puck, other than a goalkeeper, shall be considered the player in possession. In interpreting this Rule the Referee should make sure which of the players is the one creating the interference - often it is the action and movement of the attacking player which causes the interference since the defending players are entitled to "stand their ground" or "shadow" the attacking players. Players of the side in possession shall not be allowed to "run" deliberate interference for the puck carrier.

- (b) A minor penalty shall be imposed on any player on the players' bench or on the penalty bench who by means of his stick or his body interferes with the movement of the puck or of any opponent on the ice during the progress of play.
- (c) A minor penalty shall be imposed on a player who, by means of his stick or his body, interferes with or impedes the movements of the goalkeeper by actual physical contact, while he is in his goal crease unless the puck is already in the crease.

(d) When the puck is in the Attacking Zone and not in the goal crease, a player of the attacking team may not stand on the goal crease line or in the goal crease, hold his stick in the goal crease or skate through the goal crease. If the puck should enter the goal while such a condition prevails, a goal shall not be allowed. For violation of this Rule, while the attacking team has possession of the puck, play shall be stopped and a face-off held at the nearest Neutral Zone face-off spot.

(Note) This Rule shall not apply when the goalkeeper is out of his crease.

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

(f) If, when the goalkeeper has been removed from the ice, any member of his team (including the goalkeeper) not legally on the ice, including any Team Official, interferes by means of his body or stick or any other object with movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.

(g) When a player in control of this puck on the opponent's side of the center red line, and having no opponent to pass other than the goalkeeper, is interfered with by a stick or part thereof of any other object thrown or shot by any member of the defending team including any Team Official, a penalty shot/optional minor shall be awarded to the non-offending team.

(Note) The attention of Referees is directed particularly to three types of offensive interference which should be penalized:

1. When the defending team secures possession of the puck in its own end and the other players of that team run interference for the puck carrier by forming a protective screen against forecheckers;

2. When a player facing-off obstructs his opponent after the face-off when the opponent is not in possession of the puck;

3. When the puck carrier makes a drop pass and follows through so as to make bodily contact with an opposing player.

Defensive interference consists of bodily contact with an opposing player who is not in possession of the puck.

(h) A minor penalty shall be imposed on a player who receives a penalty for "holding the stick." "Holding the stick" is defined as grabbing an opponent's hockey stick in a manner that unduly prevents the opposing player from continuing to participate in the game.

Rule 624. Interference by Spectators

(a) In the event of a player being held or interfered with by a spectator, the Referee or Linesman shall blow the whistle and play shall be stopped, unless the team of the player interfered with is in possession of the puck at the time, in which case play shall be allowed to be completed before blowing the whistle, and the puck shall be faced at the spot where last played at the time of the stoppage.

(Note) The Referee shall report to the proper authorities for disciplinary action, all cases in which a player becomes involved in an altercation with a spectator.

(b) Any player who physically interferes with a spectator shall be assessed a game misconduct penalty and the Referee shall report all such infractions to the proper authorities who shall have full power to impose such further penalty as deemed appropriate.

(c) In the event that objects are thrown on the ice which interfere with the progress of the game, the Referee shall blow the whistle and stop the play and the puck shall be faced-off at the spot where play is stopped.

Rule 625. Kicking Player

(a) A match penalty shall be imposed on any player who kicks or attempts to kick another player.

(Note) Whether or not an injury occurs the Referee may, at his discretion, impose a ten minute time penalty under this rule.

(b) A major penalty plus a game misconduct penalty or, at the discretion of the Referee, a match penalty may be imposed on any player who "pushes off" an opponent with his skate.

Rule 626. Kicking Puck

(a) Kicking the puck shall be permitted in all zones; however, a goal shall not be allowed if the puck was kicked by an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper.

Rule 627. Leaving the Players' Bench or Penalty Bench

(a) No player may leave the players' bench or penalty bench at any time during an altercation or for the purpose of starting an altercation. Substitutions made prior to the altercation shall not be penalized under this Rule provided the players so substituting do not enter the altercation.

(b) For violation of this Rule, a double minor penalty plus a game misconduct shall be imposed on the player who was first to leave the players' bench or penalty bench during an altercation. 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 plus a game misconduct.

(c) Any player (other than those dealt with under subsection (b) hereof) who leaves his players' bench during an altercation and is assessed a minor, major or misconduct penalty for his actions, shall also incur an automatic game misconduct penalty.

(d) A player (other than those dealt with under subsection (b) & (c) hereof) who leaves his player's bench during an altercation, shall be subject to a misconduct penalty up to a maximum of five players per team as designated by the Referee.

(Note) For the purpose of determining which player was first to leave his players' bench during an altercation, the Referee may consult with the Linesmen or Game Supervisor.

- (e) Except at the end of each period, or on expiration of a penalty, no player may at any time leave the penalty bench.
- (f) A penalized player who leaves the penalty bench before his penalty has expired, whether play is in progress or not, shall incur an additional minor penalty after serving his unexpired penalty.
- (g) Any penalized player who leaves the penalty bench during a stoppage of play and during an altercation shall incur a minor penalty, to be served in addition to his unexpired time, plus a game misconduct.
- (h) If a player leaves the penalty bench before his penalty is fully served, the Game Supervisor shall note the time and verbally alert the Referee who will stop play when the offending player's team has or gains possession and control of the puck.
- (i) In the case of a player returning to the ice before his time has expired through an error of the Game Supervisor, he is not to serve an additional penalty, but must serve his unexpired time.
- (j) If a player of an attacking team in possession of the puck shall be in such a position as to have no opposition between him and the opposing goalkeeper, and while in such a position he shall be interfered with by a player of the opposing team who shall have illegally entered the game, the Referee shall impose a penalty shot/optional minor against the offending player's team.
- (k) If the opposing goalkeeper has been removed and an attacking player in possession of the puck shall have no player of the defending team to pass and a stick or part thereof or any other object is thrown or shot by an opposing player or the player is fouled from behind thereby being prevented from having a clear shot on an open goal, a goal shall be awarded against the offending team.
If, when the opposing goalkeeper has been removed from the ice a player of the team attacking the unattended goal is interfered with by a player who shall have entered the game illegally, the Referee shall immediately award a goal to the non-offending team.
- (l) If a Team Official gets on the ice after the start of a period and before that period is ended without the permission of the Referee, the Referee shall impose a bench minor penalty against the team or a game misconduct penalty on the individual or both and report the incident to the proper authorities.
- (m) If a penalized player returns to the ice from the penalty bench before his penalty has expired by his own error or the error of the Game Supervisor, any goal scored by his own team while he is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties.
- (n) If a player shall illegally enter the game from his own players' bench or from the penalty bench, any goal scored by his own team while he is illegally on the ice shall be disallow-ed, but all penalties imposed against either team shall be served as regular penalties.
- (o) When a penalized player or his immediate substitute, either from the penalty bench or the players' bench, returns to the ice, he shall not be eligible to play any puck coming from his own Defending Zone until he has returned to his own Defending Zone

or until possession and control of the puck have been gained by another player in the Neutral Zone or in the Attacking Zone of the penalized player. For violation of this Rule, play shall be stopped and a face-off conducted at the point where the puck was last legally played.

Rule 628. Off-Sides

(a) Players of an attacking team may not precede the puck into the Attacking Zone.

(b) For a violation of the Rule, play shall be stopped and a face-off conducted. If the puck was carried over the blue line at the time of the violation, the face-off shall take place at the nearest Neutral Zone face-off spot to where the puck crossed the line. If the puck was passed or shot over the blue line, the face-off shall take place where the pass or shot originated.

(Note) A player actually propelling and in possession and control of the puck who shall cross the line ahead of the puck shall not be considered "off-sides".

(c) The position of the player's skates and not that of his stick shall be the determining factor in deciding an "off-side" violation. A player is off-side when both skates are completely over the outer edge of the blue line into his Attacking Zone.

(Note 1) A player is "on-side" when "either" of his skates are in contact with the Neutral Zone ice, or when the entire player, including both skates, is completely behind the determining edge of the blue 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", nevertheless, the question of "off-side" never arises until the puck has completely crossed the line into the Attacking Zone, at which time the decision is to be made.

(d) If an attacking player precedes the puck, which is shot, passed or deflected, into the Attacking Zone, but a defending player is able to play the puck, the Linesman shall signal a delayed off-side (except that if the puck is shot on goal, play shall be stopped immediately for the off-side violation). 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 clear the Attacking Zone by making skate contact with the blue line. If the attacking team does not clear the Attacking Zone, the Linesman shall stop play for the off-side violation 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 or forces the defending puck carrier further back in the Attacking Zone.

(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.

(e) If a player legally carries or passes the puck back into his own Defending Zone while a player of the opposing team is in such Defending Zone, the "off-side" shall be waived and play permitted to continue. (No "delayed whistle")

(f) If, in the opinion of the Linesman, a player has intentionally caused an off-side play, the Linesman shall stop play immediately and the puck shall be faced-off at the nearest end face-off spot in the Defending Zone of the offending team.

(Note 1) An intentional off-side is one which is made for the purpose of deliberately securing an immediate stoppage of play, regardless of the reason, or where an off-side play is made under conditions where there is no possibility of completing a legal play.

(Note 2) An intentional off-side infraction may be called whenever an attacking player shoots the puck into the Attacking Zone when members of his team are deeper into the zone than the top of the face-off circle.

Rule 629. Passes

(a) The puck may be passed by any player to a player of the same team within any of the three zones into which the ice is divided and may be passed forward by a player in his own Defending Zone to a player of the same team anywhere in the Neutral Zone.

(b) If the puck precedes all players of the attacking team into their Attacking Zone, any player is eligible to play the puck except when Rule 622 (Icing the Puck) applies.

Rule 630. Puck Out of Bounds or Unplayable

(a) When the puck goes outside the playing area or strikes any obstacles above the playing surface other than the boards, glass or wire, or deflects off an Official out of the playing area, it shall be faced-off from where it was shot or deflected by a player, unless otherwise expressly provided in these Rules.

If the puck leaves the playing area or becomes unplayable due to a defect in the playing rink, a face-off will take place at the point where the puck was last played.

(b) When the puck becomes lodged in the netting or on the outside of either goal so as to make it unplayable, or if it is frozen between two opposing players intentionally or otherwise, the Referee shall stop play and face-off the puck at either of the adjacent face-off spots unless in the opinion of the Referee the stoppage was caused by a player of the attacking team, in which case the resulting face-off shall be conducted in the Neutral Zone.

(Note) This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's goal without any intervening action by the defending team.

The defending team and/or the attacking team may play the puck off the net at any time. However, should the puck remain on the net for longer than three seconds, play shall be stopped and the face-off shall take place on an end zone face-off spot except when the stoppage is caused by the attacking team, in which case the face-off shall take place on a face-off spot in the Neutral Zone. However, if the puck comes to rest on top of the goal frame or in the netting on top of the goal frame, play shall be stopped immediately.

(c) A minor penalty shall be imposed on a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.

(d) If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by the hand or stick.

Rule 631. Puck Must Be Kept in Motion

(a) The puck must be kept in motion at all times. The whistle shall not be blown for

any puck that is frozen along the boards by two or more opposing players for any reason unless a player falls or is knocked down onto the puck. If one player freezes the puck along the boards for more than three seconds, a minor penalty for delaying the game under Rule 609 (e) shall be assessed.

(Note) The Referee may, at his discretion, stop play for a frozen puck along the boards if he feels that unnecessary contact will result by allowing play to continue.

(b) Except to carry the puck behind its goal once, a team in possession of the puck in its own Defending Zone shall always advance the puck towards the opposing goal, except if it shall be prevented from doing so by players of the opposing side. For the first infraction of this Rule, play shall be stopped and a face-off shall be conducted at either end face-off spot adjacent to the goal of the team causing the stoppage, and the Referee shall warn the Captain of the offending team of the reason for the face-off. For a second violation by any player of the same team in the same period, a minor penalty shall be imposed on the player violating the rule.

(c) A minor penalty shall be imposed on any player including the goalkeeper who holds, freezes or plays the puck with his stick, skates or body along the boards in such a manner as to cause a stoppage of play unless he is actually being checked by an opponent.

(d) A player beyond his Defending Zone shall not pass nor carry the puck backward into his Defending Zone for the purpose of delaying the game except when his team is below the numerical strength of the opponents on the ice.

(e) For an infringement of this Rule, the face-off shall be at the nearest end face-off spot in the Defending Zone of the offending team.

Rule 632. Puck Out of Sight and Illegal Puck

(a) Should a scramble take place, or a player accidentally fall on the puck and the puck be out of sight of the Referee, he shall immediately blow his whistle and stop the play. The puck shall then be "faced-off" at the point where the play was stopped, unless otherwise provided for in these Rules.

(b) If, at any time while play is in progress, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

Rule 633. Puck Striking Official

(a) Play shall not be stopped because the puck touches an Official anywhere on the rink, regardless of whether a team is short-handed or not.

Rule 634. Refusing to Start Play

(a) If, when both teams are on the ice, one team for any reason shall refuse to play when ordered to do so by the Referee, he shall warn the Captain and allow the team so refusing fifteen seconds within which time to begin the game or resume play. If at the end of that time the team still refuses to play, the Referee shall impose a bench minor penalty on the offending team, and the case shall be reported to the proper authorities.

for further action. Should there be a recurrence of the same incident, the Referee shall have no alternative but to declare that the game be forfeited to the non-offending team, and impose a gross misconduct on the offending Team Official(s) responsible for the incident.

(b) If a team, when ordered to do so by the Referee/Linesman, through a Team Official, fails to go on the ice promptly, it shall receive a bench minor penalty. If the team fails to go on to the ice and start play within five minutes, the game shall be forfeited and the offending Team Official(s) shall be assessed a gross misconduct penalty.

(Note) The Proper Authorities shall issue instructions pertaining to records, etc. of the forfeited game.

Rule 635. Slashing

(a) A minor or major penalty, at the discretion of the Referee, shall be imposed on any player who slashes or attempts to slash an opponent with his stick.

(b) A minor penalty shall be imposed on any player who makes stick contact with a goalkeeper who has covered or caught the puck, regardless of whether or not play has been stopped.

(c) A major penalty shall be imposed on any player who injures an opponent by slashing.

(Note) Referees should penalize as "slashing" any player who swings his stick at any opposing player (whether in or out of range) without actually striking him or where a player on the pretext of playing the puck makes a wild swing at the puck with the object of intimidating an opponent.

(d) Any player who swings his stick at another player in the course of an altercation shall be subject to a game misconduct or a match penalty.

(Note) The Referee shall impose the normal appropriate penalty provided in the other sections of this rule and shall in addition report promptly to the proper authorities.

(e) Any player receiving a major penalty for slashing shall automatically be assessed a game misconduct penalty as well.

Rule 636. Spearing

(a) A minor and a misconduct penalty or a major and a game misconduct penalty, at the discretion of the Referee, shall be imposed on a player who spears or attempts to spear an opponent.

(Note 1) "Spearing" shall mean stabbing an opponent with the point of the stick blade while the stick is being carried with one or both hands.

(Note 2) "Attempt to spear" shall include all cases where a spearing gesture is made regardless of whether or not bodily contact is made.

(Note 3) Spearing may also be treated as a "Deliberate Attempt to Injure" under Rule 603.

Rule 637. Start of Game and Periods

(a) The game shall be commenced at the time scheduled by a "face-off" at the center ice face-off spot and 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.

(Note) It is recommended that the home team enter the ice first and the team closest to a common exit leaves the ice first.

(b) Home teams shall have the choice of the goals to defend at the start of the game except where both player's benches are on the same side of the rink, in which case the home team shall start the game defending the goal nearest its own bench. The teams shall change ends for each succeeding regular or overtime period.

(c) During the pre-game warm-up (which shall not exceed eight minutes in duration) and before the commencement of play in any period, each team shall confine its activities to its own end of the rink so as to leave clear an area thirty feet wide across the center of the Neutral Zone.

(Note) Players shall not be permitted to come on the ice during a stoppage in play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the proper authorities for disciplinary action.

(d) When a team fails to appear on the ice promptly without a proper justification, the Referee/Linesman shall warn the team through a Team Official that it must enter the ice immediately. If the team fails to do so promptly, the Referee shall assess a bench minor penalty for Delay of the Game. (See also Rule 634, Refusing to Start Play)

(e) If at the start of the game the goaltender is not ready, the team must place a substitute, temporary goaltender, or sixth skater on the ice and commence play according to the scheduled start time.

Rule 638. Throwing Stick

(a) When a player or Team Official of the defending team deliberately throws or shoots a stick or any part thereof or any other object at the puck in his Defending Zone, the Referee shall allow the play to be completed and if a goal is not scored, a penalty shot/optional minor shall be taken by the player designated by the Referee as the player fouled.

If, however, the goal being unattended and the attacking player having no defending player to pass and having a chance to score on an "open goal", a stick or part thereof or any other object is thrown or shot by any member of the defending team, thereby preventing a shot on the "open goal", a goal shall be awarded to the attacking team.

(Note 1) If the Officials are unable to determine the person against whom the offense was made, the offending team through the Captain shall designate a player on the ice at the time the offense was committed to take the shot.

(Note 2) For the purpose of this rule, an open goal is defined as one from which a goalkeeper has been removed for an additional attacking player.

(b) A minor penalty shall be imposed on any player on the ice who throws his stick or any part thereof or any other object in the direction of the puck in any zone, except when such act has been penalized by a penalty shot or the awarding of a goal.

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

(c) A misconduct or game misconduct, at the discretion of the Referee, shall be imposed on any player or goalkeeper who throws a stick or any part thereof outside the playing area.

If the offense is committed in protest of an Official's decision, a minor penalty for unsportsmanlike conduct plus a game misconduct penalty shall be assessed the offending player.

A game misconduct penalty shall be imposed on any player or goalkeeper who deliberately throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

Rule 639. Time of Match

(a) The maximum time allowed for a game shall be three fifteen minute periods of actual play with a rest intermission between periods. Play shall be resumed promptly following each intermission upon the expiry of no more than two minutes from the completion of play in the preceding period.

(Note 1) If a game supervisor is not available, see Rule 504 "Game Supervisor" part (g).

(Note 2) If clock is not functional, refer to Rule 111 (b).

(b) The team scoring the greatest number of goals during the three periods shall be the winner, and shall be credited with two points in the standings.

(c) Two periods of actual playing time shall constitute an official game.

(d) If any unusual delay occurs in the first or second periods the Referee may order the next regular intermission to be taken immediately and the balance of the periods will be completed on the resumption of play with the teams defending the same goals, after which teams will change ends and resume play of the ensuing period without delay.

(e) In the event of insufficient time remaining in the scheduled ice rental period, the game clock will be stopped only for goals and penalties.

(f) In the event that no on-ice Officials appear at a scheduled League game, the game shall be considered void and the ice rental period shall be used as practice for the teams involved. Implicit in this rule is the understanding that every effort will be made to notify the proper authorities in order to contact League approved Officials and play the game.

(g) Each team shall be allowed a one minute time-out that may be taken during any normal stoppage of play. The time-out may be used for warming up the goalkeeper or any other purpose. The Team Captain will indicate to the Referee that his team is exercising its option and the Referee will report the time-out to the Game Supervisor who shall be responsible for signaling the termination of the time-out.

(Note) All players on the ice when the time-out is called, including goalkeepers, will be allowed to go to their respective benches. Only one time-out can be taken at a stoppage and no time-out will be allowed after a reasonable amount of time has elapsed during a normal stoppage of play.

Rule 640. Tied Games

(a) For a regular season game, if at the end of three regular periods, the score shall be tied and less than five minutes are remaining in the ice rental period, the game shall be declared a tie and each team shall be credited with one point in the standings. If at the end of three regular periods, the score shall be tied and five or more minutes are remaining in the ice rental period, an overtime period of five minutes running time shall be immediately commenced without the teams changing ends. The overtime shall continue until a goal is scored, in which case the winning team shall be credited with two points in the standings and the losing team shall be credited with one point in the standings, or until the expiry of five minutes running time, in which case the game shall be declared a tie and each team shall be credited with one point in the standings. The clock will be stopped during the overtime only for penalties. Teams may not call a time-out during overtime. The Referee shall be sole judge as to whether sufficient time remains in the ice rental period for the playing of an overtime period.

(Note) There are no shootouts in the League. The results of any shootout actually held will not be recognized and a single point for a tied game will be awarded to both teams.

(b) For a post-season playoff game, if at the end of three regular periods, the score shall be tied and sufficient time remains in the scheduled ice rental period, the teams shall play additional overtime periods of 10 minutes each, with the team scoring first being declared the winner. Subsequent overtime periods should be played until a goal is scored. If at the end of the scheduled ice rental period (and any extensions of the ice rental period granted by both arena management and on-ice officials) the score remains tied, the winner shall be the team with the better regular season record, using the following criteria in the order listed:

1. Most points in the regular season standings.
2. Most wins in the regular season.
3. Head-to-head record between the teams in the regular season.
4. Better Division Record
5. Fewer regular season goals against (better defense).
6. Number of goals scored in the regular season (better offense).
7. Fewer Regular Season Penalty Minutes
8. Coin toss.

There are no shootouts in the League **unless so voted on by intermediate league captains in a yearly poll conducted by each local administrator.** Unless voted on and approved, the results of any shootout will not be recognized and the victory will be awarded to the team with the better record based upon the tie-breaking system outlined above.

(c) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.

(d) If either team declines to play the necessary overtime period or periods, the game shall be declared a loss for that team.

Rule 641. Tripping

(a) A minor penalty shall be imposed on any player who shall place his stick, knee, foot, arm, hand or elbow in such a manner that it shall cause his opponent to trip or fall.

(Note 1) If, in the opinion of the Referee, a player is unquestionably hook-checking the puck and obtains possession of it, thereby tripping the puck carrier, no penalty shall be imposed.

(Note 2) Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized. Any player who deliberately leaves his feet and contacts an opponent with any part of his body thereby causing the opponent to trip or fall shall be assessed a minor penalty.

(Note 3) This Rule does not apply to a player who has dropped to his knee(s) to block a shot.

(b) When a player, in control of the puck in the opponent's side of the center red line and having no other opponent to pass than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot/optional minor shall be awarded to the non-offending team. Nevertheless, the Referee shall not stop play until the attacking team has lost possession and control of the puck to the defending team.

(Note) The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent's side of the center red line.

By "possession and control of the puck" (See Glossary) is meant the act of propelling the puck with a stick. If, while it is being propelled, the puck is touched by another player or his equipment or hits the goal or goes free, the player shall no longer be considered "in possession and control of the puck".

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

Rule 642. Unnecessary Roughness (Roughing)

(a) At the discretion of the Referee, a minor or major penalty may be imposed on any player deemed guilty of unnecessary roughness.

(b) A minor or major penalty, at the discretion of the Referee, shall be imposed on any player who uses his forearm or hand to check an opponent above the opponent's shoulder.

(Note) This infraction may also be treated as a "deliberate attempt to injure" under Rule 603(a).

(c) A minor or major penalty, at the discretion of the Referee, shall be imposed on a player who makes physical contact with an opponent after the whistle has been blown if, in the opinion of the Referee, the player had sufficient time after the whistle to avoid such contact.

(d) A minor or major penalty, at the discretion of the Referee, shall be imposed on a player who checks an opponent. For the purpose of this Rule, "checking" shall be

defined to be any overt act on the part of a player to run, block, jump into or charge an opponent who is carrying the puck or who has just passed, shot or otherwise lost possession of the puck.

(e) Any player receiving a major penalty for unnecessary roughness shall automatically be assessed a game misconduct penalty as well.

(f) A minor or major penalty, at the discretion of the referee, shall be imposed on any player who "Face Rubs" an opponent.

(Note) A "Face Rub" is the act of placing an open palmed hand or gloved hand in the face of the opponent in a "rubbing" or "scrubbing" like fashion.

GLOSSARY

Altercation: Any physical interaction between two or more opposing players resulting in penalty or penalties being assessed.

Breakaway: A condition whereby a player is in control of the puck with no opposition between the player and the opposing goalkeeper, with a reasonable scoring opportunity.

Butt Ending: The condition whereby a player uses the shaft of the stick above the upper hand to jab or attempt to jab an opposing player.

C.A.H.A.: The Canadian Amateur Hockey Association is an independent organization responsible for safety and equipment standards guidelines for Canada.

Coach: A Coach is a person primarily responsible for directing and guiding the play of his team. He is responsible for the conduct of his team's players before, during and after the game.

Cross Checking: When a player, holding his stick with both hands, checks an opponent by using the shaft of the stick with no part of the stick on the ice.

Delayed Off-Side: A situation where an attacking player has preceded the puck across the attacking blue line, but the defending team has gained possession of the puck and is in a position to bring the puck out of their Defending Zone without any delay or contact with an attacking player.

Deflecting the Puck: The action of the puck contacting any person or object causing it to change direction.

Directing the Puck: The act of intentionally moving or positioning the body, skate or stick so as to change the course of the puck in a desired direction.

Face-Off: The action of an official dropping the puck between the sticks of two opposing players to start play. A face-off begins when the Referee indicates its location and the Officials take their appropriate positions and ends when the puck has been legally dropped.

Fisticuffs: The actual throwing of a punch, with a closed fist, which makes contact with an opponent.

Goalkeeper: A goalkeeper is a person designated as such by a team who is permitted special equipment and privileges to prevent the puck from entering the goal.

Goalkeeper's Crease: Area marked on the ice in front of each goal designed to protect the goalkeeper from interference by attacking players.

H.E.C.C.: The Hockey Equipment Certification Council is an independent organization responsible for the development, evaluation and testing of performance standards for protective ice hockey equipment. To date, there are standards for facemasks, helmets and skate blades.

Heel of the Stick: The point where the shaft of the stick and the bottom of the blade meet.

Hooking: The action of applying the blade of the stick to any part of an opponent's body or stick and impeding his progress by a pulling or tugging motion with the stick.

Last play face-off: The location at which the puck was last legally played by a player or goalkeeper immediately prior to a stoppage of play.

Penalty: A penalty is the result of an infraction of the rules by a player or a team official. It usually involves the removal from the game of the offending player or team official for a specified period of time. In some cases the penalty may be the awarding of a clear shot on goal or the actual awarding of a goal.

Player: Member of a team physically participating in a game. The goalkeeper is considered a player except where special rules specify otherwise.

Possession of the Puck: The last player, or goalkeeper to make contact with the puck. This includes a puck that is deflected off a player or any part of his equipment.

Possession and Control of the Puck: The last player or goalkeeper to make contact with the puck and who also propels the puck in a desired direction.

Proper Authorities (Proper Disciplinary Authorities): The Local League Administrator and his staff, or League Office hockey operations staff.

Protective Equipment: Equipment worn by players for the sole purpose of protection from injury.

Referee's Crease: Area marked on the ice in front of the Game Supervisor's seat for the use of the Referee.

Shorthanded: Shorthanded means that a team is below the numerical strength of its opponents on the ice. When a goal is scored against a shorthanded team the

minor or bench minor penalty which terminates automatically is the one which causes the team scored against to be "shorthanded". Thus, if an equal number of players from each team is serving a penalty(s) (minor, bench minor major or match only), neither team is "shorthanded".

Slashing: The action of striking or attempting to strike an opponent with a stick or of swinging a stick at an opponent with no contact being made. Tapping an opponent's stick is not considered slashing.

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

Substitute Goalkeeper: A designated goalkeeper on the Official Score Sheet who is not then participating in the game.

Team Official: A person responsible in any degree for the operation of a team, such as Team Executive, Coach, Assistant Coach, Manager or Trainer. During the course of a game, any person standing at the players' bench may be considered a Team Official.

Temporary Goalkeeper: A player not designated as a goalkeeper on the Official Scoresheet who assumes that position when no designated goalkeeper is able to participate in the game. He is governed by goalkeeper privileges and limitations, and must return as a "player" when a designated goalkeeper becomes available to participate in the game.

POINTS OF EMPHASIS

These guidelines are criteria for calling stick and aggressive infractions of the playing rules that currently exist.

The League maintains that the onus of adhering to these standards is on every player, coach and official.

With a concerted effort from all phases of the program, these guidelines will help to eliminate the violent aspects of the game. It is hoped that the strict enforcement of these

rules will result in the development of more positive attitudes towards the sport of hockey by the general public and members of the hockey community as well.

High Sticking

A. Any contact with a high stick, accidental or not, shall be penalized.

B. Any player, in contact with his opponent, who raises his stick above the normal height of the shoulders and does not make contact with the stick, shall be penalized.

C. Any defending player raising his stick above the normal height of the shoulders in a manner intimidating to an oncoming opponent shall be penalized.

Elbowing

A. Any contact to the head of an opponent with the elbow shall be penalized.

- B. Any deliberate contact to the body by extending the elbow or thrusting it at an opponent shall be penalized.

Roughing (to the head)

- A. Any contact with the hand or glove to the head, neck or shoulder area of an opponent, regardless of degree, shall be penalized.
- B. Any "push" of the head of an opponent with the hand or glove shall be penalized.
- C. Any contact to the head of the opponent who has fallen to the ice shall be penalized.

Slashing

- A. Any deliberate slashing action, regardless of frequency or degree, to the body of an opponent shall be penalized.
- B. Any stick swung at an opponent who is out of reach shall be penalized.
- C. Any swinging action with the stick where it is obvious that the player is not playing the puck, shall result in a penalty.
- D. Any chopping action on the shaft of an opponent's stick shall result in a penalty.

Cross-Checking

- A. Any sharp pushing action, sudden jarring or jolting forward action with the shaft of the stick held between the hands shall result in a penalty.

Hooking

- A. When the blade of the stick is "hooked" into the body (waist, hips, thighs, arms) of an opponent to impede his progress, a penalty shall be assessed.
- B. Any "tugging" action, with the blade of the stick placed anywhere on the body of an opponent, in an effort to restrict his movement or slow him down, shall be penalized.

Checking

- A. A deliberate check to the body of an opponent shall be penalized.

Fisticuffs (Fighting)

- A. Any deliberate punch or blow to the head or body of an opponent using the closed fist shall be penalized.
- B. The aggressor in an altercation involving fisticuffs shall be assessed a major penalty.
- C. A player, who, having been struck, responds in a purely self-defensive manner, shall be assessed a minor penalty. All other players participating in an altercation involving fisticuffs shall be assessed a major penalty.

Through the stricter application of the aggressive foul rules, it is hoped that the safety and enjoyment aspects of the game will be promoted and that players may be allowed to develop and better exhibit individual and team play skills.

The League realizes that compliance with the recommended guidelines will require a concerted effort on the part of all players and Team Officials. All such participants must be willing to accept their share of the responsibility, for the overall betterment of the game.

Simply put, violence has no place in the League, and will not be tolerated.