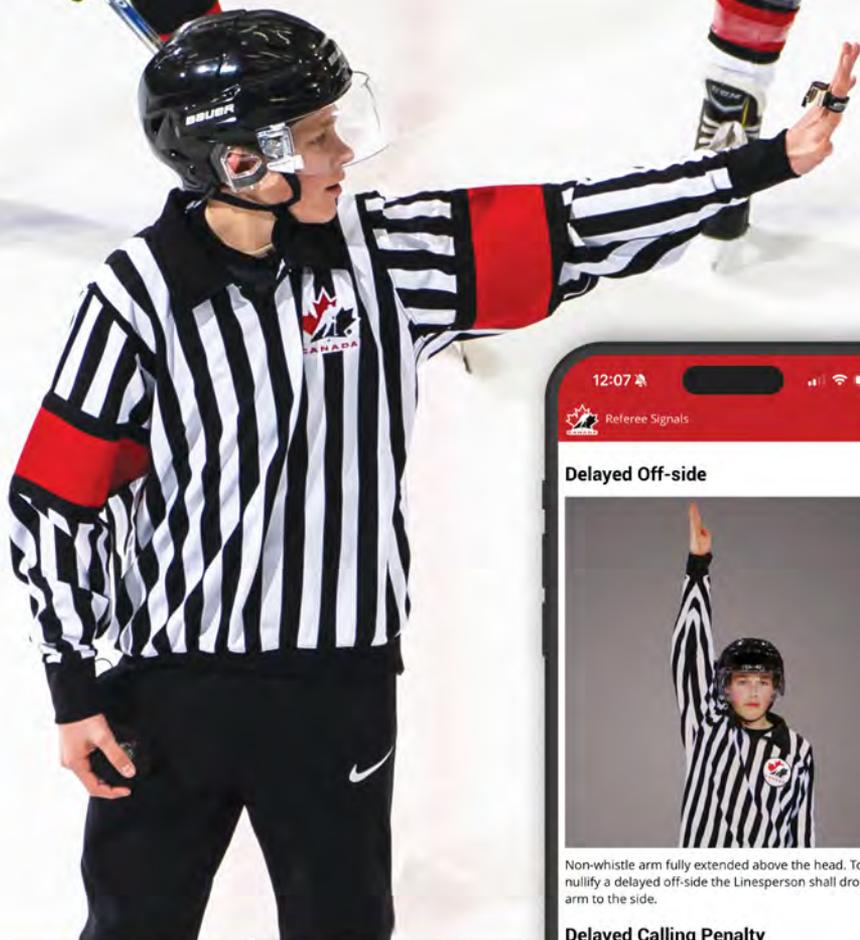




HOCKEY CANADA

PLAYING RULES

2024-2026



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HOCKEY CANADA PLAYING RULES

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INTRODUCTION TO HOCKEY CANADA PLAYING RULES

This publication includes Hockey Canada Playing Rules along with interpretations (cases) related to the official rules. Hockey Canada Playing Rules are an important reference for officials, players, coaches, and hockey executives. They provide guidance and information about how the playing rules are to be applied in various situations, and clarify misunderstandings related to the application of the rules.

Hockey Canada respects gender diversity. As such, its playing rules are written using neutral nouns and pronouns to respect all genders.

FOREWORD

Hockey Canada Playing Rules do not constitute a procedures manual. Approved procedures and techniques for officials can be found in the Hockey Canada Officiating Resources.

MISSION STATEMENT LEAD, DEVELOP AND PROMOTE POSITIVE HOCKEY EXPERIENCES

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OFFICIAL LANGUAGES

As the national governing body of hockey in Canada, Hockey Canada is committed to bilingualism. All publications, including this document, will be provided in both English and French and are available at www.hockeycanada.ca.

En tant qu'organisme national de régie du hockey à l'échelle locale au Canada, Hockey Canada maintient un engagement envers le bilinguisme. Toutes les publications, y compris le présent document, sont offertes en anglais et en français et se trouvent au www.hockeycanada.ca.



make hockey more

MISSION STATEMENT
LEAD, DEVELOP AND PROMOTE
POSITIVE HOCKEY EXPERIENCES

OUR VALUES



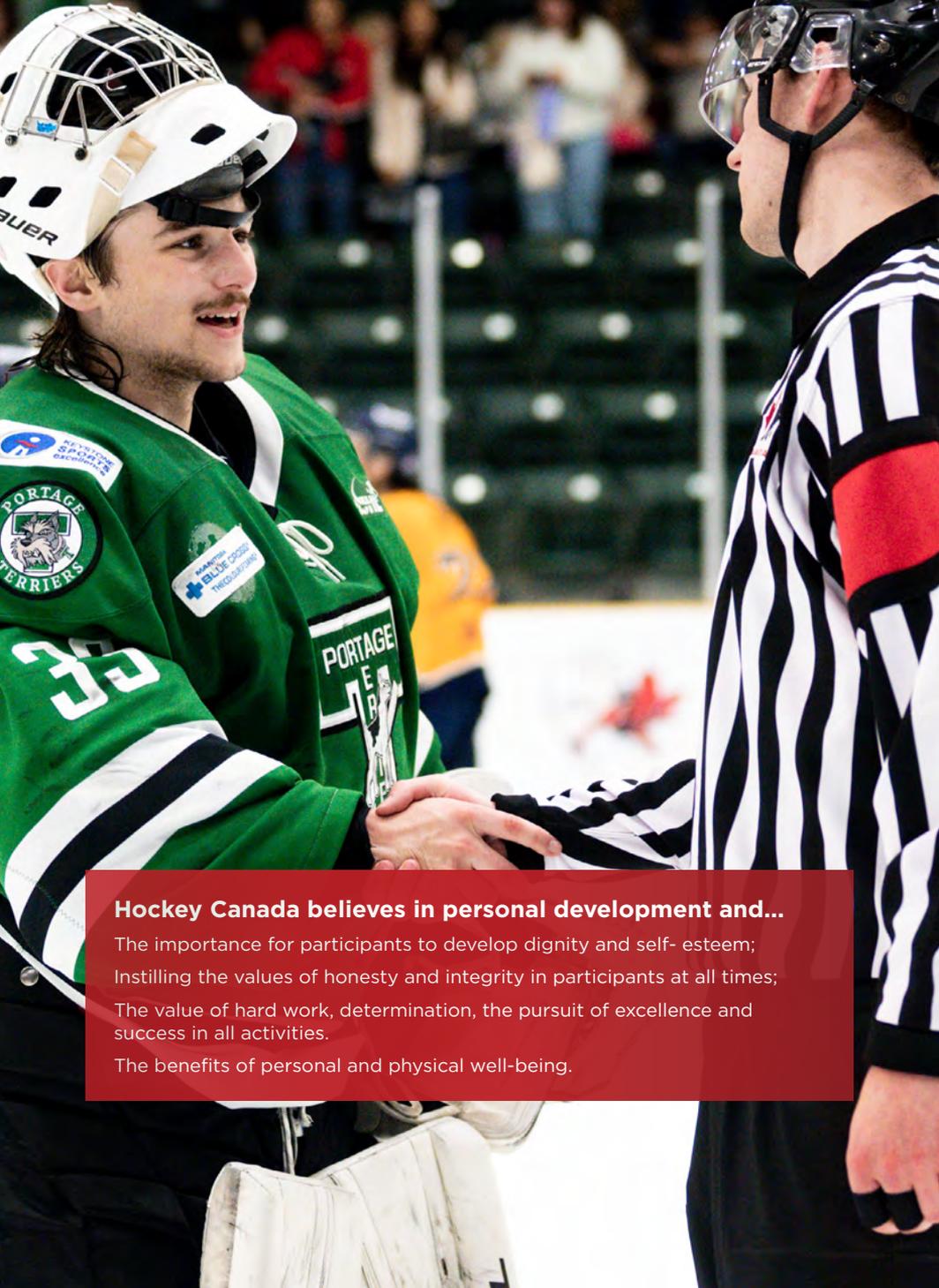
Hockey Canada believes in hockey for all and...

A positive experience for all participants, in a safe, sportsmanlike environment;

The values of fair play and sportsmanship, including the development of respect for all people by all participants;

Hockey opportunities for all people regardless of age, gender, colour, race, ethnic origin, religion, sexual orientation, or socio-economic status and in both official languages.

OUR VALUES



Hockey Canada believes in personal development and...

- The importance for participants to develop dignity and self-esteem;
- Instilling the values of honesty and integrity in participants at all times;
- The value of hard work, determination, the pursuit of excellence and success in all activities.
- The benefits of personal and physical well-being.

OUR VALUES



Hockey Canada believes in making hockey more and...

In the promotion of teamwork, and the belief that what groups and society can achieve as a whole is greater than that which can be achieved by individual;

In the country of Canada, its tradition in the game of hockey, and the proud and successful representation of this tradition around the world.

FAIR PLAY INITIATIVE

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

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

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

FAIR PLAY ANNOUNCEMENT

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

Good (evening/afternoon/morning) (ladies and gentlemen/hockey fans).
Welcome to (tonight's/today's/this morning's) game between _____ and _____.

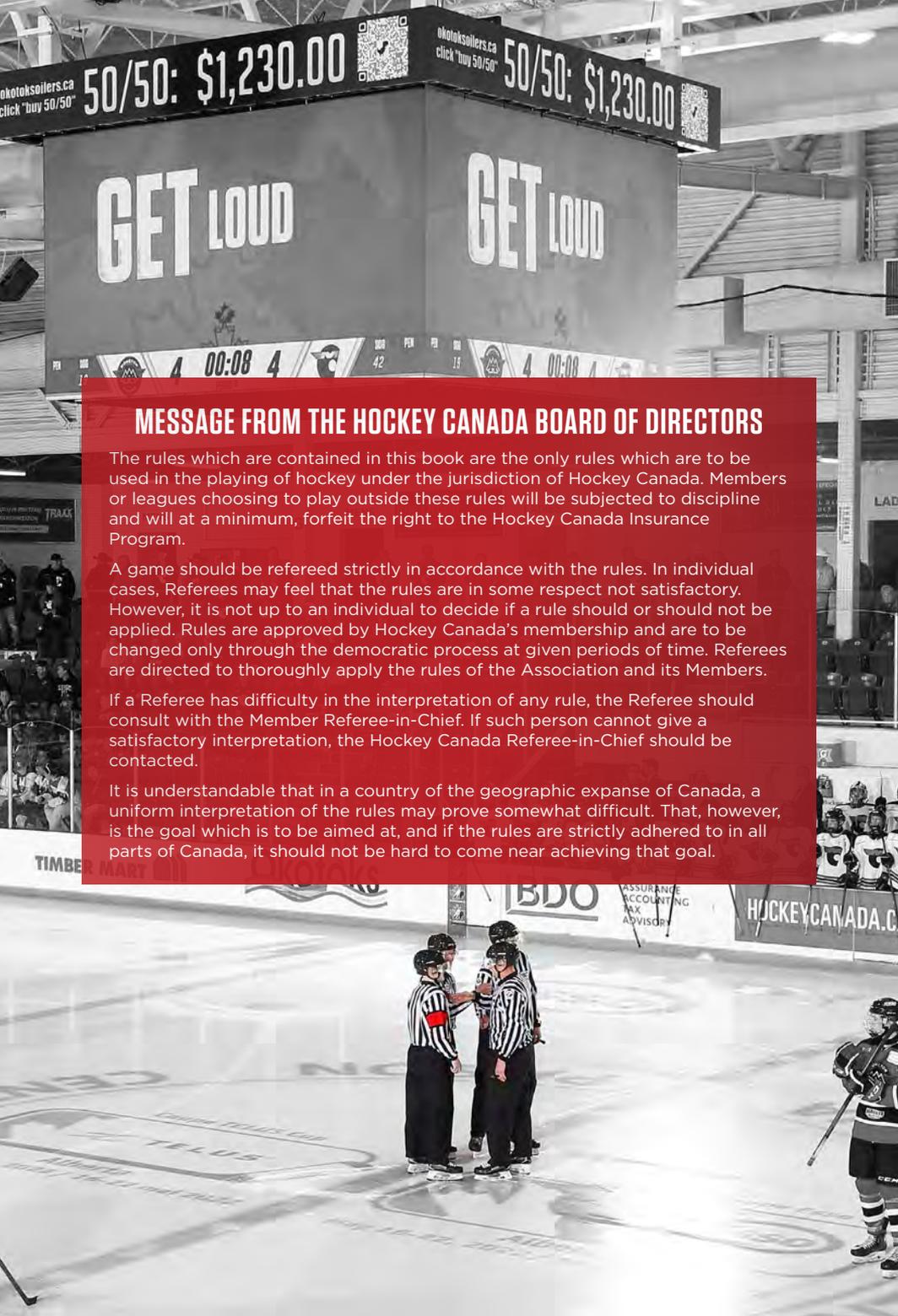
These are young hockey players who are performing here (tonight/today). They are friendly rivals as members of opposing teams. They are not enemies.

The coaches for (tonight's/today's/this morning's) game are _____ and _____. They have accepted the challenge of teaching the skills of this great game.

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

On behalf of the (team/association) _____, enjoy our great game of skill.

FORCE



MESSAGE FROM THE HOCKEY CANADA BOARD OF DIRECTORS

The rules which are contained in this book are the only rules which are to be used in the playing of hockey under the jurisdiction of Hockey Canada. Members or leagues choosing to play outside these rules will be subjected to discipline and will at a minimum, forfeit the right to the Hockey Canada Insurance Program.

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

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

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



MESSAGE FROM OFFICIATING PROGRAM

The role of the official is to ensure a safe and fair game for all participants.

The Hockey Canada Officiating Program offers opportunities for participants of all ages to be involved in hockey, beyond simply playing the game. By following the levels of development, along with hard work and dedication, officials can achieve their goals, while also finding fulfillment in making the game safe, fair, and fun for all participants.

The Officiating Pathway is the foundation for the training, development and advancement for all officials across Canada. The Officiating Pathway is designed to be inclusive and gender-neutral, provide a process to allow individuals to join at an appropriate level, provide equal opportunities for officials of the same skill level, develop a national standard for all Members, and build flexibility into a linear system. The goal is to provide developmentally-appropriate experiences, mentorship, and opportunities for all officials.

The officiating programs of Hockey Canada's Members and local associations are driven by the work of dedicated volunteers. Just like coaches and administrators, our volunteer mentors, assigners, and referees-in-chief work tirelessly to create positive environments for officials to develop their skills, give back to the game, and succeed both on and off the ice. To those volunteers, we are eternally grateful.

Officials are integral to the game, enforcing the standard of safe and fair play in arenas from coast to coast. No matter what the level, without officials, there is no game. To all the officials who will take the ice this season, thank you for your dedication and commitment to hockey.

To get involved in officiating, please visit [HockeyCanada.ca/officials](https://www.hockeycanada.ca/officials) or reach out to your Hockey Canada Member.

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REFEREE'S SIGNALS



BOARDING

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



CHARGING

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



DELAYED CALLING PENALTY

Extending the non-whistle arm fully above the head.



BODYCHECKING

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



CHECKING FROM BEHIND

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



DELAYED OFF-SIDE

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



BUTT-ENDING

A cross motion of the forearms, one moving under the other arm.



CROSS-CHECKING

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



GOAL SCORED

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

REFEREE'S SIGNALS



HAND PASS

Pushing motion with the open palm.



HOLDING

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



ICING THE PUCK

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



HEAD CONTACT

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



HOLDING THE STICK

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



HIGH-STICKING

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



HOOKING

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

REFEREE'S SIGNALS



INTERFERENCE

Crossing arms stationary in front of the chest.



ROUGHING

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



TRIPPING/CLIPPING/ SLEW-FOOTING

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



KNEEING

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



SLASHING

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



UNSPORTSMANLIKE CONDUCT/DIVING

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



MATCH PENALTY

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



SPEARING

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



WASH OUT

A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down. This signal is used: (a) by the Referee to signal "no goal"; (b) by the Linesperson to signal "no icing" and in certain situations "no off-side".



MISCONDUCT

Both hands on hips.



TOO MANY PLAYERS

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

GLOSSARY

AGGRESSOR: A player who attempts to continue a fight by throwing or attempting to throw punches or by continuing the grappling action with their opponent with the intent of intimidation or punishment of that opponent.

ALTERCATION: Any situation involving at least two players with at least one player to be penalized

ATTACKING ZONE: The area of the ice in which a team is attempting to score on the opposing team's goal. The boundary of the attacking zone is the closest blue-line.

ATTEMPT TO INJURE/DELIBERATE

INJURY: An attempt to injure or deliberate injury is any action by a player or team official who by the use of a stick, skate or other object, or by using their body, hits or attempts to hit an opposing player, team official, or game official with the intention of causing injury. For the purposes of this rule, "intent" is determined by considering the deliberate nature of the action on the part of the offending individual, as well as the reasonable expectation that this action would cause injury to another person, whether or not injury occurs.

BENCH MINOR PENALTY: A two-minute time penalty, to be served in the Penalty Bench by any player of the offending team, who was on the ice at the time of the infraction.

BOARDING: Where a player checks or pushes a defenseless or unsuspecting opponent in such a manner that causes the opponent to hit or impact the boards violently or dangerously.

BODY-CHECKING: An attempt by a player to gain an advantage on the opponent with the deliberate use of the body. Body-checking results when a player makes deliberate contact with an opposing player with opposite-directional force, when a player leaves their skating lane to make contact, or when a player extends an arm, shoulder, or hip to maximize physical contact after angling an opponent.

BREAKAWAY: Any situation in which a player is in full control of the puck in the neutral or attacking zone, having no opposing player between themselves and the opposing goaltender (or goal, if the goaltender has been removed).

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

BUTT-ENDING: Any action where a player uses or attempts to use the shaft of their stick, above the upper hand, to check or jab an opponent.

CAPTAIN: A player, other than the goaltender, who is selected to represent their team with the officials. Wherever the word "Captain" appears in the Playing Rules, it refers to players who have been designated as a Captain or Alternate Captain on the Official Game Report

CHARGING: A player who jumps to check an opponent, builds up speed by taking two or more strides immediately prior to making contact, travels an excessive distance with the sole purpose of delivering such a hit, violently and unnecessarily checks an opponent in any manner, or delivers a body check to an opponent's blind side.

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

CLIPPING: Any action where a player uses their body to make contact below an opponent's hips.

COACH: The person primarily responsible for directing and guiding the actions of their team. Along with the Manager, they are responsible for the conduct of their players in the arena, before, during, and after the game.

COINCIDENTAL PENALTIES: Where time penalties of equal duration are assessed to different teams at the same stoppage of play, these penalties will be considered coincidental.

CONTROL: Where a player is in the act of propelling or controlling the movement of the puck with their stick, skate(s), or glove(s). Once the puck is no longer within reach of the player, that player is deemed to no longer have control.

CROSS-CHECKING: Any action where a player uses the shaft of the stick, between the two hands, to check an opponent.

DEFENDING ZONE: The zone of the ice in which a team is attempting to defend their goal against the opposing team. The boundary of the defending zone is the closest blue-line.

DELAY OF GAME: Any action where a player or team deliberately causes a stoppage of play or delays the restart of play

DELAYED OFF-SIDE: A situation where an attacking player(s) has preceded the puck across the attacking blue-line, but have not yet played or attempted to play the puck, and the defending team can bring the puck out of the zone without delay or contact by an attacking player.

DELAYED PENALTY: Where a Referee has raised their arm to indicate a team will be penalized but is waiting for the offending team to gain possession and control of the puck before stopping play.

DIVING: Any action where a player tries to draw a penalty against an opponent where no foul occurred, with the intention of deceiving the Referee.

EMBELLISHMENT: Any action where a player is fouled but makes the impression of a foul look more serious than it truly was, with the intention of deceiving the Referee.

ENCROACHMENT: Any situation where a player, other than the centre, stands with a skate inside the face-off circle, on the face-off circle, or in the area between the hash marks. It is acceptable for the player's stick to be inside the face-off circle but not in the area between the hash marks. This also applies to players who are in motion while a face-off is taking place, before the puck is legally dropped.

FACE-OFF: The action of the referee or linespersons dropping the puck between the sticks of two opposing players to start or resume play. A face-off begins when the officials indicate the location of the face-off and the officials and players take their appropriate positions. The face-off ends when the puck has been legally dropped.

FIGHTING: Where at least one player punches or attempts to punch an opponent repeatedly or when two players wrestle in such a manner as to make it difficult for the Linespersons to intervene and separate the combatants.

GAME: A meeting of two teams playing for a specific length of time, for the purpose of declaring a winner, based upon which team scores more goals. The game consists of regular playing time and overtime, if required.

GAME EJECTION PENALTY: A non-timed penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the game.

GAME MISCONDUCT PENALTY: A non-timed penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the game.

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

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

GOAL CREASE: The half-circle of space designed for the protection of the goaltender. The lines of the crease are considered part of the crease.

GOALTENDER'S SKATES: Skates specifically designed and designated for use by goaltenders.

GROSS MISCONDUCT PENALTY: A non-timed penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the game.

HAND PASS: Where a player makes a deliberate attempt to stop, knock down, push, or bat the puck with their hand and a teammate in the neutral or attacking zone gains control of the puck.

HEAD CONTACT: Any action where a player makes contact with an opposing player's head.

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

HIGH-STICKING: The act of a player carrying their stick or any part of their stick above the normal height of the shoulders.

HOLDING: Any action by a player that restrains an opposing player, thereby impeding their progress whether or not they are in possession of the puck, or their ability to pass, shoot, receive, or otherwise propel the puck.

HOOKING: Any action of using the blade of the stick in a "pulling or tugging" motion to impede the progress of an opponent.

ICING: Where a team shoots the puck from behind the centre red line and it travels the full length of the ice, past the goal line, without touching any player.

INJURY: When assessing whether or not an "injury" has occurred, for the purposes of determining whether the Referee should assess a Minor or Major penalty, an "injury" will be deemed to have occurred if the player appears to require attention from a medical professional (doctor, dentist, etc.).

INSTIGATOR: A player who, by their demeanour or physical or verbal actions, is responsible for starting, causing, or attempting to start or cause a fight

INTERFERENCE: Any action where a player interferes with or impedes the progress of an opponent who is not in possession of the puck, delivers a "late hit" to an opponent, deliberately knocks a stick out of an opponent's hand, or prevents an opponent who has lost or dropped their stick from regaining possession of it

INTERFERENCE WITH THE GOALTENDER: Any action of an attacking player who, by means of their stick or body, interferes with or impedes the movements of the goaltender by actual physical contact.

JERSEY TIE-DOWN: Required in Junior/Senior hockey only. A strap that connects the player's jersey to their pants to avoid the jersey coming off in a fight.

KNEEING: Any action where a player makes contact with an opponent where the knee is the principle point of contact

LAST TWO MINUTES: Where the rules reference the "last two minutes of regular playing time", this refers to any point at or after the game clock reads 2:00.

MAJOR PENALTY: A five-minute time penalty, to be served in the Penalty Bench by a player of the offending team who was on the ice at the time of the infraction. A player who is assessed a Major penalty must also be assessed a Game Misconduct penalty. For this period of time, the offending player's team will play shorthanded. A Major penalty must be served in full.

MALTREATMENT: Any action that causes or has the potential to cause physical, psychological, or sexual harm to another person.

MATCH PENALTY: A five-minute time penalty that also results in the offending player being removed from the game.

MINOR PENALTY: A two-minute time penalty, to be served in the Penalty Bench by the player who committed the infraction (except for a goaltender). For this period of time, the offending player's team will play shorthanded. Minor penalties may end early if the team with superior on-ice strength scores.

MISCONDUCT PENALTY: A non-timed penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the ice for a period of 10 minutes of playing time.

NEUTRAL ZONE: The area of the ice between the two blue-lines.

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

OFF-SIDE: Where a player, not in possession and control of the puck, precedes the puck into their attacking zone and participates or attempts to participate in the play in any manner.

ON-ICE OFFICIALS: The Referee(s) and Linespersons. Where the term “officials” is used, it will refer to the on-ice officials, unless otherwise stated.

PENALTY SHOT: Awarded to the non-offending team, in lieu of a Minor Penalty. Where a player or team is awarded, a penalty shot, the Referee will place the puck on the centre face-off spot and the designated player will, on the Referee’s whistle, play the puck from there and will attempt to score on the goaltender.

PLAYERS: The members of the team physically participating in the game. The goaltender is considered a player, except where explicitly stated because special rules or privileges apply to them.

PLAYERS IN UNIFORM: Players registered on the Official Game Report and wearing the appropriate equipment to participate in the game.

POSSESSION: The state of a player, except the goaltender, who is the last one to have come in contact with the puck. A goaltender must have control of the puck before they are considered to have possession.

PROTECTIVE EQUIPMENT: Equipment worn by a player for the sole purpose of preventing injury.

ROUGHING: Any action where a player is guilty of unnecessary rough play with an opposing player.

SHORTHANDED: Where a team is below the numerical strength of their opponent.

SLASHING: Any action where a player hits an opponent with a stick while holding the stick with one or both hands.

SLEW-FOOTING: Any action where a player uses a leg or a foot to knock or kick an opposing player’s feet from under them, or pushes another player’s upper body backward with an arm or elbow and at the same time, with a forward motion of their leg, knocks or kicks that player’s feet from under them.

SPEARING: Any action where a player pokes or attempts to poke an opponent with the toe of the blade of the stick.

SUDDEN VICTORY: Sudden victory refers to an overtime period which will end immediately upon the scoring of a goal by either team.

TEAM OFFICIAL: Up to five non-playing personnel, clearly identified on the Official Game Report, which may include the Coach(es), Manager, Trainer, Equipment Manager, Team Doctor, President, or other administrators within the team.

TIED GAME: A tied game occurs when, at the end of three regulation periods, the teams have scored an equal number of goals.

TIME PENALTY: A penalty which results in a team playing with fewer than six players (including a goaltender) on the ice for a set amount of time.

TRIPPING: Any action where a player places their stick or body in such a way that causes an opposing player to trip or fall.

PART I

TECHNICAL RULES



SECTION 1	PLAYING AREA
SECTION 2	TEAMS
SECTION 3	EQUIPMENT
SECTION 4	TYPES OF PENALTIES
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SECTION 6	GAME FLOW



**SECTION 1
PLAYING AREA**

SECTION 1 – PLAYING AREA**Rule 1.1 Rink**

- 1.1 (a) Ice hockey will be played on an area of ice called a Rink.

Rule 1.2 Rink Dimensions

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

Rule 1.3 Division of Ice Surface

- 1.3 (a) A red line, 5.08 cm (2 in.) wide, will be marked 3.35 m (11ft.) from each end of the rink, parallel to the end boards. This line will extend across the rink and be known as the Goal Line
- 1.3 (b) On rinks 56.39 m (185 ft.) or more in length, blue lines, 30.48 cm (12 in.) wide, will be marked on the ice parallel to the goal lines at a point 19.51 m (64 ft.) from each goal line, while the neutral zone will take up the remaining space in the centre ice area. These lines will extend across the ice surface and vertically on each side board and will be known as the Blue-Lines.
On rinks less than 56.39 m (185 ft.) in length, the blue lines will be positioned so they divide the distance between the goal lines into three equal areas.
- 1.3 (c) Midway between the goal lines, a red line, 30.48 cm (12 in.) wide, will be marked on the ice and extend vertically up the side boards, parallel to the goal lines. This line will be known as the Centre Red Line.
- 1.3 (d) The portion of the ice surface in which the goal is situated will be called the DEFENDING ZONE of the team defending that goal; the central portion will be known as the NEUTRAL ZONE, and that portion furthest from the defended goal as the ATTACKING ZONE.

Rule 1.4 Goal Posts and Nets

- 1.4 (a) In the centre of the goal lines between the side boards, regulation goal posts and nets of approved design and materials will be placed in such a manner as to remain stationary during the game. It is recommended that nets be restrained by magnetic, breakaway pegs or similar types of fastening devices in Hockey Canada games.

- 1.4 (b) The goal posts will be set 1.83 m (6 ft.) apart, measured from the inside of the posts. They will extend 1.22 m (4 ft.) vertically from the ice surface and a cross bar of the same material as the goal posts will be extended horizontally from the top of the other posts. The cross bar should be securely fastened to both goal posts. The outside measurement of both the goal posts and the cross bar will be 5.08 cm (2 in.) in diameter. The area enclosed by the goal posts and the cross bar will be known as the goal.
- 1.4 (c) A net of approved design and material will be attached to the back of each goal.
- 1.4 (d) The goal posts, cross bar and exterior surface of other supporting framework for the goal will be painted red.

Note 1: There shall be attached to each goal frame a net of approved design made of white nylon cord, which shall be draped in such manner as to prevent the puck coming to rest on the outside of it strung in a manner that will keep the puck in the net.

A skirt of heavy white nylon fabric or heavyweight white canvas will be laced around the base of the goal frame in such a way as to protect the net from being cut or broken. This skirt will not project more than 2.54 cm (1 in.) above the base.

Note 2: The frame of the goal shall be draped with a nylon mesh net so as to completely enclose the back of the frame. The net shall be made of three-ply twisted twine (0.33 cm (0.13 in.) diameter) or equivalent braided twine of multi-filament white nylon with an appropriate tensile strength of 318 kg (700 lb). The size of the mesh shall be 6.35 cm (2.5 in.) (inside measurement) from each knot to each diagonal knot when fully stretched. Knotting shall be made as to ensure no sliding of the twine. The net shall be laced to the frame with medium white nylon cord no smaller in size than No. 21.

Rule 1.5 Goal Crease

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

Rule 1.6 Centre Ice Spot and Circle

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

Rule 1.7 Face-off Spots in Neutral Zone

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

Rule 1.8 End Zone Face-off Spots and Circles

- 1.8 (a) In both end zones and on both sides of each goal, red face-off spots and circles will be marked on the ice. The face-off spots will be 60.96 cm (2 ft.) in diameter and the circles will have a radius of 4.57 m (15 ft.) from the centre of the face-off spots. The lines of the circle will be 5.08 cm (2 in.) wide. As well, 5.64 m (18.5 ft.) and 6.55m (21 ft. 6in) from the goal line and parallel to it, two red lines, 91.44cm (3ft) apart, 60.96 cm (2 ft.) in length and 5.08 cm (2 in.) wide, will be marked on the ice extending from the outer edge of both sides of each face-off circle. The face-off spots will be 60.96 cm (2 ft.) in diameter.

Within each face-off spot draw two parallel lines 7.62 cm (3 in.) from the top and bottom of the spot. The area within the two lines will be painted red, the remainder will be painted white. Two lines, 30.48 cm (1 ft.) away from the edge of the face-off spot, will be drawn parallel with the sideboards that will be 1.22 m (4 ft.) in length and 45.72 cm (18 in.) apart. Parallel to the end boards, commencing at the end of the line nearest to the face-off spot, a line will extend 86.36 cm (2 ft. 10 in.) in length. All lines will be 5.08 cm (2 in.) in width.

- 1.8 (b) The location of the face-off spot will be fixed in the following manner: Along a plane running 6.09 m (20 ft.) from, and parallel to, each goal line, mark a point 6.71 m (22 ft.) on both sides of the plane bisects the rink through the midpoint of each goal line. Each point will be the centre of the face-off spot and circle.
- 1.8 (c) For rinks under 22.90 m (75 ft.) in width, the face-off circles will be reduced in circumference so that they do not overlap. A minimum area of 60.96 cm (2 ft.) from the adjacent side boards is to be maintained.

Rule 1.9 Players' Bench

- 1.9 (a) Each rink will have seats or a bench for the use of each team, to be known as the Players' Bench. Each Players' Bench will accommodate at least 14 players and will be placed directly alongside the ice in the neutral zone, as near as possible to the centre of the rink and convenient to the dressing rooms. Whenever possible, a walking space of 91.44 cm (3 ft.) should be left open behind the Players' Bench (new rinks).
- 1.9 (b) The gates to the Players' Bench should be constructed to open away from the ice surface.
- 1.9 (c) Only players in uniform (Rule 2.2 – Players in Uniform) and a maximum of five team officials (Rule 2.1 (b) – Composition of Team) will be permitted to occupy the Players' Bench. These individuals must be registered and entered on the Official Game Report.
- 1.9 (d) During a game, authorized team officials will be restricted to the use of the area of their Players' Bench. The penalty for a violation of this rule is a Bench Minor penalty under Rule 11.1 (a) – Unsportsmanlike Conduct.
- 1.9 (e) The Home Team will have the choice of ends to start the game and must take the Players' Bench that corresponds to their choice of ends. They must

make this choice prior to the warm-up and then warm-up in that end. If the benches are on opposite sides of the rink, the home team may choose either bench.

Teams will alternate ends of the ice to start each period but neither team is permitted to change their Players' Bench.

Rule 1.10 Penalty Bench

- 1.10 (a) Each rink will have a Penalty Bench area with seats or a bench that can accommodate eight people. It is to be used for the seating of penalized players, the Penalty Timekeeper, Game Timekeeper and Official Scorer. The Penalty Bench should be located a substantial distance from the Players' Bench.

Note 1: The Penalty Bench will be located on the opposite side of the rink from the Players' Bench, or if this is not possible, at least 6.09 m (20 ft.) from either bench.

- 1.10 (b) The gates of the Penalty Bench should be constructed to open away from the ice surface, and outside the area known as the Referee's crease. There will be two separate Penalty Benches, each having its own gate and designated respectively as Home and Visitor. Adequate arrangements will be made to physically separate members of the opposing teams.
- 1.10 (c) Where the penalty gates are located at unequal distances from centre ice, the gate closest to the centre ice will be designated for the Visiting Team.

Rule 1.11 Referee's Crease

- 1.11 (a) A red line, 5.08 cm (2 in.) wide, in the shape of a semi-circle and with a 3.05 m (10 ft.) radius will be marked on the ice immediately in front of the Penalty Timekeeper's seat, extending 1.83m (6ft) from the boards. The area enclosed by this line will be known as the Referee's crease. During a stoppage of play, players are not allowed to enter the referee's crease unless directed by an official.

Rule 1.12 Signal and Timing Devices

- 1.12 (a) Each rink must have a suitable sound device to be used by the Game Timekeeper.
- 1.12 (b) Each rink must have a clock in order for spectators, players and game officials to be accurately informed as to the time remaining in the game.
- Note 1: Where clocks with four faces are in use, the face directly in front of the Game Timekeeper will govern the time*
- 1.12 (c) In a suitable location behind each goal, a red light will be provided for the use of each Goal Judge in signaling the scoring of a goal. Wherever possible, Hockey Canada recommends that an electronic buzzer or bell and a green light be installed in the same location as the red light and that this buzzer or bell and green light be synchronized with the time clock, to provide the Referee with an audible and visual signal for the end of a playing period or game.

Note 1: Where such a system exists, a goal cannot be scored when the green light is showing.

Rule 1.13 Dressing Rooms

- 1.13 (a) Each rink will provide a suitable dressing room equipped with a sanitary toilet and shower for the use of the Visiting Team.
- 1.13 (b) A separate dressing room will be provided for the use of Referees and Linespersons. It will be equipped with a sanitary toilet and shower.
- 1.13 (c) No team official, player or employee of any club may enter into any inappropriate discussion with any Referee during or after a game. Such behaviour may be penalized under Rule 11.1 (a) – Unsportsmanlike Conduct or other rules, as appropriate.
- 1.13 (d) No person, except a representative of the Member or league with jurisdiction over the game, will be allowed to enter the Officials' dressing room. Individuals who violate this rule will be penalized and the matter will be reported by the Referee to the appropriate Member or league for further action.

Rule 1.14 Rink Lighting

- 1.14 (a) All rinks will be lighted so that the players and spectators may clearly follow play.



SECTION 2
TEAMS

SECTION 2 – TEAMS

Rule 2.1 Composition of Team

- 2.1 (a) A team will have no more than six players on the ice at any one time while play is in progress. Any violation of this rule will be penalized as per Rule 10.7 - Too Many Players.
- 2.1 (b) A team will have no more than five team officials on the Players' Bench at any time, which must include at least one Hockey Canada Safety Person (HTCP in Ontario).

Rule 2.2 Players in Uniform

- 2.2 (a) Each team is entitled to a maximum of 20 players in uniform (up to 18 skaters and 2 goaltenders) for any game or pre-game warm-up, all of whom must be registered in accordance with Hockey Canada Regulations. The players registered as goaltenders are eligible to play as goaltenders only. Teams in regional competition must have both goaltenders in uniform and ready to play. A minimum of six (6) eligible players in uniform on each team (which may or may not include a goaltender) are required to start a game.

Note 1: If, at any time during the game, a team cannot place the correct number of players on the ice, whether due to injury or penalties, the game will be suspended and the Referee will report the details of the incident to the appropriate Member or league.

- 2.2 (b) Before the start of the game, the Team Official in charge of each team will give the Referee or Official Scorer a list of names and numbers of the players and goaltenders who will be eligible to play in that game. The Team Official in charge of the Visiting Team must be the first to list their lineup on the Official Game Report.

No change or addition to the line-up will be permitted after the commencement of the game except:

- i. When a player has been inadvertently omitted from the Official Game Report, the Referee will permit the name to be added to the Game Report before the game has ended; providing such player was in uniform and on the ice or on their Players' Bench at the start of the game; or
- ii. If a Referee notices a player with an open cut, or blood either on the skin or on the jersey, at the earliest opportunity the Referee should inform the player that the cut must be treated or the jersey changed before the player is eligible to return to the ice. If the player requires a new jersey, that new number must be noted on the Official Game Report.

Note 1: When a player is late and their name has been included on the Official Game Report prior to the game, they will be permitted to participate.

- 2.2 (c) Any team official who gives a false statement on the Official Game Report with regard to eligible players, will be dealt with by the appropriate Member or league.
- 2.2 (d) At any time, the Referee may request that a player remove their helmet or facial protection or request that any Team Official provide their name for the purposes of identification. Any player or team official who refuses to do so will be penalized under Rule 10.6 (f) - Illegal Equipment.
- 2.2 (e) Each player will wear an individual number of at least 25.40 cm (10 in.) in height on the back of their sweater.

SECTION 2 – TEAMS

Note 1: Each team will declare its colours to the appropriate Member or league at the beginning of each season. If these colours are accepted, they may not be changed during the season without the approval of the appropriate Member or league. In regional competition, it will be the responsibility of the Home Team to change its sweater and socks if the colours of the competing teams conflict. The decision in this matter will be left to the Referee in charge of the game.

- 2.2 (f) Each team will be allowed one goaltender on the ice at one time. The goaltender may be substituted for an additional skater. That substitute player will not be permitted the privileges of a goaltender.
- 2.2 (g) No player, other than a goaltender or their replacement, will be permitted to wear the equipment of a goaltender.
- 2.2 (h) When the alternate goaltender enters the game, they will take their position immediately and play will resume without delay. No warm-up will be permitted.
- 2.2 (i) When both teams are on the ice during the pre-game warm-up, players will be restricted to their own half of the ice. Where a team violates this rule, the Referee will report the violation to the appropriate Member or league, who may take appropriate action.
- 2.2 (j) The Referee will penalize any player who commits a violation of the rules during the pre-game warm-up. The penalty will be served at the start of the game.

Note 1: In the case of a Minor, Bench Minor, or Misconduct penalty, the offending player is permitted to complete the pre-game warm-up, prior to serving their penalty. In the case of a Major, Match, Game Misconduct, or Gross Misconduct penalty, the player will be removed from the ice immediately and any time penalty will be served by another player on the same team.

- 2.2 (k) During the pre-game warm-up, a total of 20 players can be dressed and participate in the warm-up. These 20 players do not have to be included on the Official Game Report for the game. If a player is assessed a penalty during the pre-game warm-up, then this player must be included on the Official Game Report. A player does not have to participate in the pre-game warm-up in order to be included on the Official Game Report. If a team has more than the 20 players in their pre-game warm-up, the incident must be reported to the appropriate Member or league, but no penalty is assessed. Players may be substituted during the pre-game warm-up, as long as the maximum of 20 players is not exceeded.
- 2.2 (l) No player under suspension may participate in the pre-game warm-up or occupy the Players' Bench.
- 2.2 (m) In Minor and Female, a player that is registered to a team roster but unable to participate in a game due to injury is permitted to take a position on the bench during the game, as long as they are listed as a player in uniform on the official game report and wearing the minimum equipment of a BNQ throat protector (minor and female), CSA approved Helmet and CSA facial protector, in accordance with the requirements for their registered category of play.

Rule 2.3 Team Captains

- 2.3 (a) Each team may appoint a Captain and a maximum of three Alternate Captains. Prior to the start of the game, the Manager or Coach of each team will note the names and numbers of the Captain and Alternate Captain(s) on the Official Game Report.
- A team will be penalized under Rule 10.6 (a) – Illegal Equipment if they have more the appropriate number of players wearing “C”s or “A”s.
- 2.3 (b) The Captain will wear the letter “C” and the Alternate Captain(s) the letter “A” clearly on the front of their jersey. The letters should be a contrasting colour to the jersey and be approximately 7.62cm (3 in.) in height. If the letters are not worn, Captain and Alternate Captain privileges will not be permitted, including but not limited to, communication privileges and requesting measurements.
- 2.3 (c) When the Captain or Alternate Captain receives a penalty, they will lose their privileges for the duration of the penalty and must proceed directly to the Penalty Bench. Any player who fails to do so will be penalized under Rule 11.1 (d)(iv) – Unsportsmanlike Conduct.
- 2.3 (d) Goaltenders, or a replacement for a goaltender, as well as a playing Coach or Manager cannot be selected or named Captain or Alternate Captain.

INTERPRETATIONS

Interpretation 1 Rule 2.3 (a)

If a team has more than the appropriate number of players wearing “C”s or “A”s, one or more of the players must remove or cover the “C” or “A” or switch jerseys.

Rule 2.4 Injured Players

- 2.4 (a) When a player, other than a goaltender, is injured or required to leave the ice during a game, they must be replaced by a substitute, and play will continue.
- 2.4 (b) When a player is injured so that they cannot continue play or go to their bench, the play will not be stopped until the injured player’s team has secured possession and control of the puck. If the injured player’s team is in possession of the puck at the time of the injury, the play will be stopped immediately unless their team is in scoring position, at which time the Referee will allow the play to be completed.

Note 1: Where there is suspicion that a player has sustained serious injury, any On-Ice Official may stop play immediately.

Note 2: Where play has been stopped due to an injured player, excluding the goaltender, the injured player will leave the ice and may not return to the ice until the play has resumed. If the player refuses to leave the ice, they will be penalized under Rule 10.1 (a) – Delay of Game. When the Referee stops play due to a suspected injury and then notices that there is no injury, this rule still applies. This is a judgement call and the player must leave the ice until play resumes.

- 2.4 (c) If a goaltender goes to the Players’ Bench due to an injury and an alternate goaltender is dressed, they must be replaced by the alternate goaltender, so that play may resume immediately. No warm-up will be permitted for the alternate goaltender.

In cases where an alternate goaltender is not dressed, the injured goaltender will be allowed 10 minutes to recuperate. If a replacement is necessary for the injured goaltender, an additional five minutes will be allowed, for a

total of 15 minutes. Once the additional 5 minutes is allowed, the injured goaltender must remain off the ice until the next stoppage of play. For a violation of this rule, the goaltender will be penalized under Rule 10.1 (a) – Delay of Game.

- 2.4 (d) A player replacing the goaltender will be subject to the rules governing goaltenders and be allowed the goaltender's full equipment. They must also conform to the following:
- i. At minimum, the player replacing the goaltender must use a helmet, proper facial protection, and a goaltender's stick (See Rule 3.3 – Sticks and Rule 3.6 – Protective Equipment). In divisions of U13 and above, goaltender's leg pads are mandatory.
 - ii. In divisions of U13 and below, after a player has been designated as a goaltender, they may return to a non-goaltender position. In divisions above U13, the player must remain as a goaltender once they have been designated as such.

Note 1: The only exception to this rule is when a team is awarded a Penalty Shot and the opposing team does not have a goaltender dressed. In this instance, a player may be designated as a goaltender for the purposes of defending the Penalty Shot, without having to wear the equipment mandated above.

- 2.4 (e) When a goaltender or player is seriously injured, the Referee may permit players to leave the ice, but must be ready to resume play immediately, when notified by the Referee.
- 2.4 (f) A penalized player who must serve a time penalty and who has been injured may go to the dressing room, if they are replaced on the Penalty Bench by a substitute who was on the ice at the time of the infraction.

A penalized player who does not have to serve a time penalty and who has been injured may go to the dressing room without having to be replaced by a substitute on the Penalty Bench.

If the penalized player recovers from their injury and returns to the Players' Bench prior to the expiration of their penalty, they must replace the substitute in the Penalty Bench at the first opportunity. If the penalized player participates in the play before the expiration of their penalty, they will be penalized under Rule 10.4 – Leaving the Players' or Penalty Bench.

INTERPRETATIONS

Interpretation 1 Rule 2.4 (b)

As a guideline in the application of this rule, anytime a Trainer/Safety Person comes onto the ice to attend to a player, the player (excluding a goaltender) will be classified as injured and must leave the ice until play resumes.

Interpretation 2 Rule 2.4 (b)

At a stoppage of play, it becomes apparent that a player is injured. Play was not stopped as a result of the injury.

QUESTION:

Does this player have to leave the ice prior to the resumption of play?

ANSWER:

No, they may remain on the ice. However, if the injured player causes a delay in the resumption of play or if the Trainer/Safety Person comes onto the ice, the injured player (excluding a goaltender) must leave the ice until the play resumes.

Interpretation 3 Rule 2.4 (b)

QUESTION:

A player has a breakaway in the neutral or attacking zone, but the goaltender is apparently hurt. Assuming an injury, the Referee stops the play. What is the ruling?

ANSWER:

Award a Penalty Shot.



SECTION 3
EQUIPMENT

SECTION 3 – EQUIPMENT

Rule 3.1 Measurement of Equipment

- 3.1 (a) The measurement of any equipment (players' and goaltenders' sticks, goaltenders' pads and gloves) will be carried out immediately, at the Referee's crease, when requested by a team at a stoppage of play, by a Captain or Alternate Captain.
- No measurements of any kind will be carried out by the Referee unless a formal request has been made by a team, via the Captain or Alternate Captain.
- 3.1 (b) If the complaint for any measurement of sticks or equipment is not sustained, the complaining team will be penalized under Rule 10.1 (a) - Delay of Game.
- 3.1 (c) Only one measurement of any kind will be allowed per stoppage of play.
- 3.1 (d) Any illegal equipment will be removed, corrected or adjusted without any unnecessary delay.
- 3.1 (e) Where a measurement of a stick is requested by a Captain or Alternate Captain, they must designate to the Referee which specific part of the stick is to be measured.
- 3.1 (f) No goal will be disallowed as a result of any measurement.
- 3.1 (g) Any violations resulting from a measurement will be penalized according to Rule 10.6 - Illegal Equipment.

Rule 3.2 Lost or Broken Sticks

- 3.2 (a) A player whose stick has been broken must drop all pieces of the broken stick to the ice immediately. That player may continue to participate in the game without a stick.
- Note 1: When a player discards any piece(s) of a broken stick by tossing them to the side of the playing surface (not over the boards) in such a way that they do not interfere with play or opposing players, no penalty will be assessed.*
- 3.2 (b) A player who has lost or broken their stick may only receive another stick at their own Players' Bench or be handed one from a teammate on the ice. They may not receive a stick thrown on the ice from any part of the rink, nor can they receive a stick handed to them from the Penalty Bench.
- 3.2 (c) A goaltender who breaks or loses their stick may use a player's stick that has been handed to them until the next stoppage of play. In this case the players' stick will not be considered illegal equipment. At the next stoppage of play, the goaltender must receive a regular goaltender's stick. A goaltender may not continue to play with a broken stick of any kind.
- 3.2 (d) Any violation of this rule will be penalized as per Rule 10.6 - Illegal Equipment.

INTERPRETATIONS

Interpretation 1 Rule 3.2 (c)

QUESTION:

A goaltender breaks their stick. A player of the same team gets a stick at the Players' Bench and in the act of taking the stick to the goaltender, the player slides the stick along the ice to the goaltender. Is that considered legal?

ANSWER:

No. A player may carry a new stick back to the goaltender, allowing the goaltender to receive a new goaltender's stick without proceeding to the Players' Bench. However, after receiving a new goaltender's stick from the bench, the player may not throw, shoot, kick, or slide the stick along the ice but must carry the stick back to the goaltender and hand it to them. A player who throws, shoots, kicks, or slides a stick to the goaltender is to be assessed a Minor penalty under Rule 10.5 (a) – Throwing or Shooting Stick or Object. A Penalty Shot may be awarded under this rule, if the player throws, shoots, kicks, or slides the stick at the puck or puck carrier in their defending zone. If the goaltender picks up the stick, they will be assessed a Minor penalty under Rule 10.6 (a) – Illegal Equipment. No penalty is to be assessed against the goaltender in this situation if they do not pick up the stick. If the player interferes with an opposing player or the puck while carrying the extra stick, they will be assessed a Minor penalty for Rule 10.6 (a) – Illegal Equipment.

Rule 3.3 Sticks

- 3.3 (a) All sticks (including goaltender sticks) may be made of wood, composite, or aluminum, and/or any other material approved by Hockey Canada. They must not have any projections, pockets, netting or other similar contrivance designed to give the player undue assistance in the playing of the game.
- The intent of this rule is to only permit the use of conventional sticks. Any special changes, deviations or innovations require review and approval by Hockey Canada.
- 3.3 (b) The stick will not exceed 1.60 m (63 in.) from the heel to the end of the shaft, and 31.75 cm (12.5 in.) from the heel to the end of the blade. The blade of the stick will not be less than 5.08 cm (2 in.) (within 1.27 cm (0.5 in.) of the end) nor greater than 7.62 cm (3 in.) in width.
- 3.3 (c) The goaltender's stick will not exceed 1.4 m (55 in.) from the heel to the end of the shaft. The blade of the goaltender's stick will not exceed 8.89 cm (3.5 in.) in width at any point nor be less than 7.62 cm (3 in.), except at the heel where it must not exceed 11.43 cm (4.5 in.) in width; the goaltender's stick will not exceed 39.37 cm (15.5 in.) in length from the heel to the end of the blade. The width portion of the goaltender's stick extending up the shaft from the blade will not exceed 66.04 cm (26 in.) in length, calculated from the heel, and will not exceed 8.89 cm (3.5 in.) nor be less than 7.62 cm (3 in.) in width.
- 3.3 (d) The end of the shaft of all sticks must be covered to protect against injury. In the case of hollow-shaft sticks, the end of the shaft must have a protective cap as well as being covered to protect against injury.
- 3.3 (e) The stick may be wound with any colour tape.
- 3.3 (f) A player may carry only one stick while participating in the play.
- 3.3 (g) Any violation of this rule will be penalized as per Rule 10.6 – Illegal Equipment.

INTERPRETATIONS**Interpretation 1 Rule 3.3 (a)**

Please note that Hockey Canada has approved the use of the "UB Offset" player stick, the Bauer "Sling" player stick, and the "Curtis Curve" goaltender stick.

Rule 3.4 Skates

- 3.4 (a) No player may participate in the game unless they are wearing skates.
- 3.4 (b) Hockey skates will be of a design approved by Hockey Canada. The use of speed skates, figure skates, or any skates that may cause injury are prohibited.
- 3.4 (c) No person, other than a goaltender, may use goaltenders' skates.
- 3.4 (d) Any violation of this rule will be penalized as per Rule 10.6 – Illegal Equipment.

Rule 3.5 Goaltender's Equipment

- 3.5 (a) With the exception of skates and stick, all equipment worn by the goaltender must be constructed solely for the purpose of protection of the head or body, and must not include any garment or contrivance which would give the goaltender undue assistance in keeping goal. Abdominal aprons extending down the thighs on the outside of the pants are prohibited.
- 3.5 (b) Goaltender's pads will not exceed 27.94 cm (11 in.) in width and 96.52 cm (38 in.) in length as measured on the goaltender and will not be altered in any way. The minimum length of the boot of the pad is to be no less than 17.78 cm (7 in.). The boot is the bottom of the pad that sits over the top of the skate. The boot channel of the goaltender's pad must be flat or concave in appearance.

Note 1: Puck foy (a plastic piece attached to the bottom of goaltender's pads designed to stop the puck) is considered to be illegal equipment.

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

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

Note 1: The binding and/or stitching at the edges of both goaltender's gloves will not be included in the measurement of either the length or width.

Note 2: When a request for a measurement of a goaltender's glove has been made the team will state the glove that is to be measured and whether it is to be the length or width of the glove.

- 3.5 (d) The goaltender's chest and arm pads must conform to the following rules:
 - i. No raised ridges are allowed on the front edges or sides of the chest pad, the inside or outside of the arms, or across the shoulders.

SECTION 3 – EQUIPMENT

- ii. Layering at the elbow is permitted to add protection but not to add stopping area. This layering, both across the front and down the sides to protect the point of the elbow, will not exceed 17.78 cm (7 in.).
 - iii. Shoulder cap protectors must follow the contour of the shoulder cap without becoming a projection/extension beyond or above the shoulder or shoulder cap. This contoured padding must not be more than 2.54 cm (1 in.) in thickness beyond the top ridge of the shoulder and shoulder cap.
 - iv. On each side, the shoulder clavicle protectors are not to exceed 17.78 cm (7 in.) in width. Their maximum thickness is to be 2.54 cm (1 in.). This protection is not to extend or project above or beyond the shoulder or shoulder cap nor extend beyond the armpit. No insert is allowed between the shoulder clavicle protector and the chest pad that would elevate the shoulder clavicle protector.
 - v. If when the goaltender assumes the normal crouch position, the shoulder and/or shoulder cap protection is pushed above the contour of the shoulder, the chest pad will be considered illegal.
- 3.5 (e) Any violation of this rule will be penalized as per Rule 10.6 - Illegal Equipment.

INTERPRETATIONS

Interpretation 1 Rule 3.5 (b)

If a measurement of the goaltender's pads is required during the course of the game, this measurement should be carried out by the Referee in the Referee's crease. Both pads are to be measured. The measurement may take place anywhere across the width of the pads. The measurement is made with the pads on the goaltender and they are allowed four (4) hits on each pad to bring them into alignment. The measurement is to be taken with the goaltender in the standing position and the pads not contacting any fixed object. This measurement is taken by extending a tape measure at right angles from the outer edge of each pad at its widest point. The measurement may be taken anywhere throughout the length of the goaltender's pad.

Interpretation 2 Rule 3.5 (c)

With reference to measurements of the goaltender's blocker or catching glove:

The measurement of the goaltender's blocker or catching glove will be carried out by the Referee at the Referee's crease. The binding and/or stitching at the edges will not be included in the measurement of width nor length. The measurement to be made must be specified, whether it is the width or the length to be measured. Keep in mind, only one measurement per stoppage.

The blocker is measured with it being removed and it will include the distance of the curvature. The measurement will be a direct line from the one edge, measured at right angles to the opposite edge. This measurement may be anywhere between the two edges and should include the widest point, following any curvature of the blocker.

The catching glove is measured with it being removed. The glove is allowed to retain the shape that it has developed when being worn by the goaltender and will not be flattened. The length measurement will not include the depth within the webbing or pocket, it will be a direct line from the bottom edge, measured at right angles to the top edge, which is a line to the furthest point of the mitt from the base of the glove. The width measurement is made at right angles to the opposite edge across the cuff area only.

Rule 3.6 Protective Equipment

3.6 (a) All protective equipment except gloves, head gear or goaltender's leg pads, must be worn entirely under the uniform.

3.6 (b) While on the ice, including pre-game warm-ups, all players, including goaltenders, will wear a CSA-certified hockey helmet, to which a CSA-certified facial protector must be securely attached and not altered in any way. Any alteration to a CSA-certified helmet or facial protector automatically destroys the certification.

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

For violations during pre-game warm-ups, the Referee will report the infraction on the Official Game Report to the appropriate Member or league.

3.6 (c) The wearing of a BNQ-certified throat protector is required for players registered in minor and female hockey.

Goaltenders who wear an attachment to the mask or helmet designed to protect the throat, must still wear a BNQ-certified throat protector.

3.6 (d) If the helmet, facial protector, or throat protector of a player comes off while play is in progress, the player will replace the piece of equipment (properly fastened) or will proceed to the Players' Bench for a substitution. If the player participates in play in any manner without that piece of equipment, play must be stopped immediately and the player penalized under Rule 10.6 (a) – Illegal Equipment.

Note 1: In the case of a player whose neck guard has come off, officials should make every effort to alert the player to this fact and direct them off the ice. If the player does not comply, then they must be penalized.

When a goaltender loses their helmet, facial protector, blocker or trapper, or skate blade, the play will be stopped immediately, unless there is an imminent scoring chance that does not pose a safety risk to the goaltender. If the goaltender deliberately removes their protective equipment to gain a stoppage of play, they will be penalized under Rule 10.1 (a) – Delay of Game.

Note 2: Players may remove their helmets for the national anthem(s) without fear of penalty.

3.6 (e) It is mandatory that players purchasing new facial protectors follow these guidelines:

CATEGORY	DESCRIPTION	TYPE	CSA STICKER COLOUR
Full Facial Protector	Intended for use by a person of any age who is not a goaltender	B1 or 1	White
	Intended for use by a person 10 years old or younger who is not a goaltender	B2 or 2	Orange
	Head and face protector intended for a goaltender of any age	D1 or 3	Blue
Eye Protectors (Visors)	A partial face protector (e.g. visor) that shields only the eyes, intended for use by a person 18 years old or older	C or 4	Yellow

SECTION 3 – EQUIPMENT

Note 1: Types B1, B2, 2, D1, D2 and 3 differ from Types A, B and C only in the penetration requirements in Clause 4.3.3 of the CSA standard.

Note 2: The wearing of a CSA-certified full facial protector or visor for players registered with Senior (recommended but optional for male adult recreational hockey) and Major Junior hockey teams will be compulsory. In all other categories and divisions of hockey including female hockey, the wearing of a CSA certified full facial protector will be compulsory.

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

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

Note 5: Hockey Canada requires all players and goaltenders to wear helmets that are CSA-certified from the manufacturer. It is the responsibility for the equipment user to ensure that throughout the life of the helmet, the CSA certification is maintained. Hockey Canada advises that prior to applying anything to the helmet, including stickers, that they refer to the manufacturer's instructions and, if applicable, the manufacturer to confirm the type of adhesive they are applying will not jeopardize CSA certification and/or the manufacturer's warranty. It is the sole responsibility for the equipment user to ensure they are not applying adhesives or other materials that may affect the integrity of the helmet and ultimately void the CSA certification and/or manufacturer's warranty. Officials are NOT to make any decision with regards to the application of stickers on helmets and its effect on CSA certification.

Note 6: For divisions of hockey that allow the wearing of the half visor, the wearing of a mouth guard is compulsory (recommended but optional for Senior hockey). When a player fails to properly wear a mouth guard at any time on the ice during the game, their team shall receive one warning. Any player on that team who commits a subsequent infraction will receive a Misconduct penalty. Referees are encouraged to deliver this warning directly to the Coach.

- 3.6 (f) If a player is wearing a helmet, facial protector, mouth guard or throat protector improperly, or wearing an uncertified piece of equipment, the Referee will penalize the offending player under Rule 10.6 – Illegal Equipment.

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

- 3.6 (g) Any violation of this rule will be penalized as per Rule 10.6 – Illegal Equipment.

INTERPRETATIONS

Interpretation 1 Rule 3.6 (a)

With regard to gloves: This rule is intended to prohibit the use of gloves where the palm has been intentionally removed or cut out to permit the use of bare hands. Where the palms have small holes, as the result of normal wear and tear, such gloves are permissible. However, if the Referee's opinion

is that the holes are of such a size that the player can use their bare hands to hold an opponent or otherwise gain a competitive advantage, then the gloves will not be permitted.

Interpretation 2 Rule 3.6 (b)(c)(e)(f)(g)

All of the guidelines within this rule that apply to helmets, facial protectors and throat protectors will also apply to mouth guards, should a Member have made mouth guards mandatory at a specific division of play. Otherwise, mouth guards are not currently mandatory under the rules.

Interpretation 3 Rule 3.6 (b)

It is acceptable for a player on the Players' Bench to raise their mask to take a drink or to remove their helmet to clean the visor or for repairs. It must be replaced properly as soon as possible.

Where rinks have a glassed-in Penalty Bench, it is acceptable for players to remove their helmets and/or masks.

Interpretation 4 Rule 3.6 (f)

Where a Captain requests the Referee to check or certify the validity of a helmet, facial protector or throat protector worn by an opposing player and the equipment in question is found to be certified, no penalty will be assessed to the complaining team. The checking or verification of a helmet, facial protector or throat protector is not classified as a measurement.

Rule 3.7 Dangerous or Non-Standard Equipment

- 3.7 (a) The use of pads, protectors or sticks likely to cause injury to a player are prohibited.
- 3.7 (b) No player is permitted to use any piece of equipment that has been modified or altered to gain an advantage or compromise safety.
- 3.7 (c) No player is permitted to use any piece of non-standard equipment that provides an undue advantage to the user in playing of the game or that poses a danger to the user or other participants in the game.
- 3.7 (d) All elbow pads which do not have a soft protective covering of sponge, rubber or a similar material at least 1.27 cm (1/2 in.) thick will be considered dangerous equipment.
- 3.7 (e) The use of supplemental oxygen is prohibited.
- 3.7 (f) For a violation of this rule a warning will be issued to the team. Any subsequent violations by any player on the same team will result in a penalty to the offending player under Rule 10.6 – Illegal Equipment

Rule 3.8 Puck

- 3.8 (a) The puck will be made of vulcanized rubber or other approved material. It will be 2.54 cm (1 in.) thick and 7.62 cm (3 in.) in diameter and not weigh less than 156 g (5 1/2 ounces) and not more than 170 g (6 ounces) and will be black in colour. For all games played under the jurisdiction of Hockey Canada, it is recommended the official Hockey Canada puck be used, with the exception of U9 and below, where it will be 2.54 cm (1 in.) thick and 7.62 cm (3 in.) in diameter and may weigh not less than 113.4 g (4 ounces) and be clearly identified.

Rule 3.9 Jersey Tie-Down - Junior/Senior

3.9 (a) In Junior and Senior divisions, all players must be wearing a secure jersey tie-down.

If the player is wearing a tie-down but the jersey comes above the height of the shoulder blades or the player is able to remove their arm from the jersey, the Referee should apply the following considerations:

- i. If the player immediately stops fighting, no penalty will be assessed under this rule.
- ii. If the player continues to fight, they will be penalized under Rule 10.6 (a) – Illegal Equipment.

Note 1: This rule still applies if the jersey tie-down breaks or tears during the fight.



SECTION 4

TYPES OF PENALTIES

SECTION 4 – TYPES OF PENALTIES

Rule 4.1 Penalties

Penalties shall be in actual playing time, and are divided into the following classes:

- Minor Penalties
- Bench Minor Penalties
- Major Penalties
- Misconduct Penalties
- Game Ejection
- Game Misconduct Penalties
- Gross Misconduct Penalties
- Match Penalties
- Penalty Shot

- 4.1 (a) Any player or team official may be assessed penalties at any time before, during, or after a game, when an offense is committed on the ice or off the ice before entering the dressing rooms. Any altercations occurring off the ice, prior to the beginning of the warm-up or following the conclusion of the game, must be reported to the appropriate Member or league by the Referee. A player who is assessed any penalty in the pre-game warm-up will automatically have their name placed on the Official Game Report and be counted as one of the eligible players.
- 4.1 (b) Where the rules state that the Coach will designate a player to serve a penalty, the designated player must have been on the ice at the time of the infraction. This will be judged based upon which players were on the ice when the play was stopped. If the Coach refuses to name a player, the Referee will name any player of the offending team to serve the penalty.

INTERPRETATIONS

Interpretation 1 Rule 4.1 (a)

When an infraction to the rules occurs before or after the game, and is observed by the Referee, a Linesperson or the appointed Stand-by Official, the penalties as prescribed by the rules will be assessed. When an infraction to the rules occurs after the players and team officials have entered their dressing rooms following a game and such infraction is observed by the Referee, a Linesperson or the appointed Stand-by Official, a report of such infraction(s) will be made to the appropriate Member or league.

Interpretation 2 Rule 4.1 (a)

An incident occurs off the ice surface and is not witnessed by any On-Ice Official or appointed Stand-By Official, but is reported to the Referee. What action should be taken?

RULING:

No penalties may be assessed, as the incident was not witnessed by the Referee, the Linesperson or the Stand-By Official. If the incident was reported to the Referee by a League Official, a Team Official or an Off-Ice Official, the Referee will report that information to the appropriate Member or league immediately following the game. If the incident was reported to the Referee by any other person (i.e. fan, media), no further action should be taken.

Rule 4.2 Minor Penalties

A Minor penalty is a two-minute time penalty. Any player assessed a Minor penalty, except a goaltender, will be removed from the ice and placed in the Penalty Bench for two minutes of playing time.

- 4.2 (a) For a Minor penalty, any player, except a goaltender, will be ruled off the ice for two minutes of actual playing time, during which time their team will play shorthanded.
- 4.2 (b) If the opposing team scores a goal while a team is shorthanded because of one or more Minor or Bench Minor penalties, the Minor penalty with the least amount of time remaining will automatically terminate. In the case of a player who has received a double Minor penalty, their first Minor penalty will be terminated.
- When a goal is scored on a Penalty Shot against a team that is shorthanded because of a Minor or Bench Minor penalty, no player of the shorthanded team will return to the ice with the scoring of the goal.
- 4.2 (c) Coincidental Minor penalties to both teams do not cause either team to be shorthanded. (see Rule 4.5 – Coincidental Penalties)

INTERPRETATIONS

Interpretation 1 Rule 4.2 (a)

When a goal is scored and penalties are being served, the Referee would ask the following questions:

1. *Is the team scored on playing shorthanded?*
2. *Is it because of a Minor or Bench Minor penalty?*

ACTION:

If the Referee answers YES to both questions, then the Minor or Bench Minor penalty with the least amount of time remaining would be terminated. The only exception would be if the goal was scored during a Penalty Shot, in which case no player would return.

Note 1: Coincidental penalties do not cause a team to be shorthanded and are never terminated by a goal.

Interpretation 2 Rule 4.2 (a)

If the officials neglect to place a player in the Penalty Bench and the team continues to play shorthanded, no further action is required until it is noticed and the player is placed in the Penalty Bench or the penalty time expires. However, if the penalized player actually enters the game, that player is on the ice illegally and any goals scored while the player is on the ice will be disallowed.

Note 1: The player would not be penalized further, as it was the officials' error by not placing them in the Penalty Bench. They would only need to serve the remainder of their original penalty, as applicable.

Rule 4.3 Bench Minor Penalties

A Bench Minor penalty is a two-minute time penalty, to be served in the Penalty Bench by any player of the offending team, who was on the ice at the time of the infraction.

- 4.3 (a) A Bench Minor penalty requires the team against which the penalty is assessed to play a player short for a period of two minutes of actual playing time.

- 4.3 (b) Whenever a Bench Minor penalty is to be assessed, if the player guilty of the actual infraction (including players in the Penalty Bench) can be identified by the Referee, that player will serve the penalty. However, if the player is not identified, then the Coach of the penalized team, through the Captain, will designate any player who was on the ice at the time of the infraction to serve the penalty.

Note 1: In a “Too Many Players” situation, there is not necessarily a single, clearly-identifiable offending player. Therefore, the Coach of the offending team is permitted to select any player who was on the ice, at the time of the infraction to serve the penalty.

INTERPRETATIONS

Interpretation 1 Rule 4.3 (a)

Where a team is assessed a Bench Minor penalty, that penalty must be served by a player on the ice. If, during the same stoppage of play, the team is assessed another Bench Minor penalty, a second player who was on the ice must serve this second Bench Minor penalty. The offending team would resume play two players short.

Rule 4.4 Major Penalties

A major penalty is a five-minute time penalty. Any player assessed a Major penalty will also be assessed a Game Misconduct penalty.

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

Note 1: When a Major penalty and a Minor penalty are assessed at the same time to against two different players of the same team, the Minor will be recorded as the first penalty assessed.

INTERPRETATIONS

Interpretation 1 Rule 4.4 (a)

QUESTION:

A player from Team A is cross-checked, causing injury that is not observed by the Referee. Immediately following, a player on Team B is sent on a breakaway and is tripped from behind and the Referee signals a Penalty Shot. As this is the first stoppage of play, the Linesperson reports the cross-check with injury to the Referee.

RULING:

Assess the Major penalty plus Game Misconduct penalty for Cross-Checking to the player from Team B and a minor penalty for Tripping to Team A. This would nullify the Penalty Shot because the play should have been stopped prior to the foul occurring.

Rule 4.5 Coincidental Penalties

Coincidental penalties are time penalties of equal duration, assessed to different teams, at the same stoppage of play.

- 4.5 (a) When coincidental penalties are assessed to players on each team during the same stoppage of play, immediate substitutions will be made for those players. Neither team will be shorthanded as the result of coincidental penalties.
- 4.5 (b) When coincidental penalty rule is applied and there is a differential in the total time penalties, those penalties causing the differential will be served first, as a time penalty, in the normal manner. Any time differential in the total time penalties must be served by a player who was on the ice at the time of the infraction.
- 4.5 (c) When the coincidental penalty rule is applied, the penalized player must serve the time penalties as well as the coincidental penalties in the Penalty Bench.

Note 1: The only exception is when the offending player is removed from the game with a Game Ejection, Game Misconduct, Match Penalty, or Gross Misconduct penalty, in which case, they should proceed directly to their dressing room. In this situation, a player who was on the ice at the time of the infraction must still serve any associated time penalties. If the Major or Match penalty is coincidental, no substitute is required to serve.

Note 2: As per Rule 4.13 (a)(Note 1), when a goaltender is assessed a coincidental penalty, a player from the ice is required to serve the penalty.

- 4.5 (d) In coincidental penalty situations, officials will use the following procedure to determine which penalties should be “canceled”:

MOTO

- i) Cancel as **Many** penalties as possible.
- ii) Cancel in a way to make the team only **One** player short.
- iii) Cancel in a way to avoid **Taking** an extra player off the ice.
- iv) Cancel using the **Order** of penalty occurrence or in the order that they were reported by the Referee.

INTERPRETATIONS

Interpretation 1 Rule 4.5 (d)

At the 6:00 mark, A3 is assessed 2+2. At the 5:00 mark, B7 scores, but before play resumes B8 is assessed a Minor penalty.

QUESTION:

Are the Minor penalties to A3 and B8 considered coincidental or do they play 4-on-4 with two minutes showing on each team’s penalty time clock?

ANSWER:

The penalties must be assessed at the same stoppage of play in order to be considered coincidental. Therefore, the teams would play 4-on-4 for two minutes (and the penalties have to be posted on the scoreboard).

SECTION 4 – TYPES OF PENALTIES

Interpretation 2 Rule 4.5 (d)

The following examples illustrate the above procedure, when Minor penalties are assessed. All penalties were assessed at the same stoppage.

- i. A6 - 2 B11 - 2
Immediate Substitution - Full Strength.
- ii. A6 - 2 B11 - 2
A7 - 2 B14 - 2
Immediate Substitution - Full Strength.
- iii. A6 - 2 B11 - 2 + 2
A7 - 2
Immediate Substitution - Full Strength.
- iv. A6 - 2 B11 - 2
A7 - 2
Team A will play one player short. A7 will serve the two-minute time penalty. A6 penalty is cancelled due to order of occurrence.
- v. A6 - 2 B11 - 2
A7 - 2 B14 - 2 + 2
Team B will play one player short for two minutes. B11 must serve the time penalty to avoid taking another player from the ice.
- vi. A6 - 2 B11 - 2 + 2
Team B will play one player short for two minutes. Another player from the ice will serve the time penalty.
- vii. A6 - 2 B11 - 2 + 2
B14 - 2
Team B will resume play one player short for four minutes. B11 will serve the time penalties in order to make Team B only one player short.

Interpretation 3 Rule 4.5 (d)

A player involved in the coincidental penalty rule must serve the full amount of time assessed, except if a goal scored against their team washes out a portion of a Minor penalty.

A9 - 2 + 2	B14 - 2	8:40
	B scores	8:25

The coincidental penalty rule is applied, and immediate substitution is permitted for B14. Team A is required to send a player from the ice to the Penalty Bench to serve the time penalty assessed to A9. The time penalty starts at 8:40. With the goal by Team B at 8:25, the time penalty being served is washed out. However, A9 must serve the entirety of their penalty and will leave the Penalty Bench at the first whistle after 6:25.

Interpretation 4 Rule 4.5 (d)

A7 - 2	B8 - 2	4:00
A8 - 2		3:30
	B scores	3:00

A8 returns at 3:00. The coincidental penalties to A7 and B8 did not cause their teams to be shorthanded.

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Interpretation 5 Rule 4.5 (d)

B3 - 2 5:00

A8 - 2 4:30

A9 - 2 4:00

B scores 3:50

A8 returns at 3:50. Team A is playing shorthanded; the first time penalty terminates.

Interpretation 6 Rule 4.5 (d)

A8 - 2 + 2 4:00

A9 - 2 3:30

B scores 3:00

The first penalty assessed to A8 is terminated. No one returns.

Interpretation 7 Rule 4.5 (d)

A9 - 2 4:00

A8 - 2 + 2 4:00

B scores 3:00

A9 returns. Order of occurrence of the penalties is the critical factor.

Interpretation 8 Rule 4.5 (d)

A8 - 2 + 2 5:00

A9 - 2 4:30

B scores 2:50

A9 returns, A8's second penalty began at 3:00.

Interpretation 9 Rule 4.5 (d)

A6 - 2 B7 - 2 1:30

In this situation, late in a period where players would not be eligible to return to the ice prior to the conclusion of the period, it is acceptable to send the players to their respective dressing rooms to avoid confrontation at the end of the period. The Referee would be expected to take charge of this situation. (This procedure is only recommended in situations where there are full intermissions between periods.)

Interpretation 10 Rule 4.5 (d)

The following examples illustrate the "cancelation" procedure, when Major penalties are assessed. All penalties were assessed at the same stoppage.

i. A6 - MATCH (5) B12 - 5+GM
Immediate Substitution - Full Strength.

ii. A6 - 5+GM+5+GM B12 - 5+GM
 B11 - 5+GM
Immediate Substitution - Full Strength.

iii. A6 - 5+GM B12 - 5+GM
 A7 - 5+GM

Team A to resume play one player short. A7 time penalty to be served by a player from on the ice. A6 penalty is cancelled due to order of occurrence.

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iv. A6 - 5+GM+2 B7 - 5+GM + 2
Immediate Substitution - Full Strength.

v. A6 - 5+GM+2 B7 - 2
 B8 - 5+GM
Immediate Substitution - Full Strength.

vi. A6 - 5+GM+2 B8 - 2 + 2
 A7 - 5+GM+2 B9 - 5+GM+5+GM
Immediate Substitution - Full Strength.

Interpretation 11 Rule 4.5 (d)

A3 - 2 B7 - 2
A4 - 2 B8 - 5+GM
A6 - 5+GM

Team A will resume play one player short for two minutes. A4 will serve the time penalty because of order of occurrence

Interpretation 12 Rule 4.5 (d)

A6 - 5+GM + 2 B11 - 5+GM
A7 - 5+GM

Team A will play one player short for seven minutes. A7 will cancel with B11 to place Team A only one player short.

Interpretation 13 Rule 4.5 (d)

A6 - 2+2 B11 - 5+GM+2
A7 - 5+GM+ 2 B12 - 5+GM+5+GM
A8 - 5+GM

Team A and B will each resume play one player short. A6 will serve the four-minute time penalty. Team B will need a player from the ice to serve the five-minute time penalty to B12.

Interpretation 14 Rule 4.5 (d)

B3 - 2 5:00
A8 - 2 4:30
A9 - 5+GM 4:00
B scores 3:30

A8 returns. Team A is playing shorthanded and serving a Minor penalty.

Rule 4.6 Coincidental Minor Penalties – Junior

The following rule will apply to Junior categories, where time penalties of equal duration are assessed to different teams at the same stoppage of play.

- 4.6 (a) In Junior categories, when teams are at full numerical strength and a single Minor penalty is assessed to a single player on each team during the same stoppage of play, play will resume with both teams playing below full numerical strength for the duration of the penalties. Immediate substitutions for the penalized players will not be permitted.

Unless the offending players have been removed from the game, the penalized players will take their place on the Penalty Bench and remain there until the expiry of their penalty, at which time they will immediately return to the ice.

Note 1: This rule applies only to situations where there is no differential in penalty time assessed to the offending players on each team. See 4.6 (b) – Coincidental Penalties for further clarification.

Note 2: This rule only applies where a single Minor penalty is assessed to a single player on each team. If multiple Minor penalties are assessed to a single player on each team or a single Minor penalty is assessed to multiple players on each team, these penalties will be considered coincidental and served in accordance with Rule 4.5 (b) – Coincidental Penalties.

- 4.6 (b) In Junior categories, when coincidental Minor penalties are assessed to players on each team during the same stoppage of play, but there is a **time differential** in the penalties assessed, immediate substitutions will be made for the coincidental penalties. Unless the offending players have been removed from the game, the penalized players will take their place on the Penalty Bench and remain there until the first whistle following the expiry of their penalty. The time penalty that creates the differential will be served by a substitute from the offending team, as per Rule 4.5 (b) – Coincidental Penalties.
- 4.6 (c) This rule does not apply to Major or Match penalties. In situations involving coincidental Major or Match penalties, please refer to Rule 4.5 – Coincidental Penalties.

INTERPRETATIONS

Interpretation 1 Rule 4.6 (a)

QUESTION: The following penalties are assessed at the same stoppage of play. What is the on-ice strength when play resumes?

A6 2 minutes

B9 2 minutes

ANSWER: Teams will play 4-on-4 for two minutes. A6 and B9 will take their place on the Penalty Bench and will exit immediately upon the expiry of their time penalties.

Interpretation 2 Rule 4.6 (b)

QUESTION: The following penalties are assessed at the same stoppage of play. What is the on-ice strength when play resumes?

A6 2 minutes + 2 minutes

B11 2 minutes

ANSWER: Team A will play shorthanded (5-on-4) for two minutes. A substitute from Team A must serve a two-minute time penalty on behalf of A6. A6 and B11 will serve the full duration of their penalties and will exit the Penalty Bench at the first whistle, following the expiry of their respective penalties.

Rule 4.7 Misconduct Penalties

A Misconduct penalty is a non-time penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the ice for a period of 10 minutes of playing time.

- 4.7 (a) A player, except a goaltender, who is assessed a Misconduct penalty will be removed from the ice for a period of 10 minutes of actual playing time. A substitute for the penalized player will be permitted immediately. A player serving a Misconduct penalty will remain in the Penalty Bench until the first stoppage of play following the expiry of their penalty.
- 4.7 (b) When a player is assessed a Minor and a Misconduct penalty, the penalized team will immediately place a substitute player on the bench to serve the

Minor penalty. The Misconduct penalty will commence on the termination of the Minor penalty.

- 4.7 (c) Any player who is assessed a second Misconduct penalty in the same game will automatically be assessed a Game Misconduct penalty.

INTERPRETATIONS

Interpretation 1 Rule 4.7 (a)

Where a team is to be assessed a Misconduct (delayed), the Referee will raise their arm to signal a delayed penalty. If the offending team is scored upon before play is stopped, the Misconduct penalty will still be assessed.

Interpretation 2 Rule 4.7 (a)

A player of Team A is serving a Minor penalty on the Penalty Bench. While they are serving this penalty, they are assessed a Misconduct. How does the Referee handle this situation?

RULING:

Team A will place another player on the Penalty Bench to serve the remainder of the original Minor. The original player of Team A would now remain on the Penalty Bench for 10 minutes in addition to the time remaining in their original penalty.

Rule 4.8 Game Ejection & Game Misconduct Penalties

A Game Ejection or Game Misconduct penalty is a non-time penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the game.

- 4.8 (a) Any player or Team Official receiving a Game Misconduct penalty will be removed from the game and ordered to the dressing room for the remainder of the game and will be reported to the appropriate Member or league for further action. A substitute for the penalized player will be permitted immediately. A total of 10 minutes will be recorded on the Official Game Report against the offending player for a Game Misconduct.

Note 1: Where a player or Team Official is ordered to the dressing room under this rule, it is sufficient that they are away from the Players' or Penalty Bench and are not directing or interacting with the teams in any manner and in no way interacting with or bothering the officials. Should the individual violate this rule, they will be penalized in accordance with Rule 10.4 (f) - Leaving the Players' or Penalty Bench.

- 4.8 (b) A player will be assessed a Game Ejection penalty in the following circumstances:

- i. When a player is assessed three Minor penalties for "stick infractions" in the same game. For the purpose of this rule, "stick infractions" are Rule 9.1 – Butt-Ending, Rule 9.2 – Cross-Checking, Rule 9.3 – Slashing, Rule 9.4 – Spearing, and Rule 9.5 – High-sticking – Junior/Senior.
- ii. When a player, in Minor or Female divisions, is assessed three Minor or double Minor penalties for Rule 7.6 – Head Contact in the same game.

Any player who is assessed a Game Ejection penalty will be removed from the game and ordered to the dressing room for the remainder of the game. No time will be recorded on the Official Game Report against the offending player for a Game Ejection penalty. A substitute for the penalized player will be permitted immediately.

- 4.8 (c) Any player or team official who is assessed a Game Misconduct penalty in the last 10 minutes of regular playing time, at any time in overtime, or after the conclusion of the game will automatically be suspended for a minimum of the next regular league/play-off game or seven days.

Note 1: A Game Ejection is not equal to a Game Misconduct penalty and a player receiving a Game Ejection penalty does not trigger any automatic suspension.

INTERPRETATIONS

Interpretation 1 Rule 4.8 (a)

Due to an error by the Officials, a player who should have been ruled out of the game with a Game Misconduct or Game Ejection penalty was not actually removed from the game. If this is later realized by or brought to the attention of the Officials **prior to** the completion of the game, the Referee should assess the appropriate penalty and remove the player. Any goals scored or assisted by the offending player, after the point of the game from which they should have been removed, are to be washed out.

Note 1: No goal may be washed out if this is not brought to the attention of the Referee until after the completion of the game, but this should be noted in the Official Game Report.

Interpretation 2 Rule 4.8 (b)

For the purposes of accumulation towards a Game Ejection penalty, a double Minor penalty will be considered one infraction.

Rule 4.9 Gross Misconduct Penalties

A Gross Misconduct penalty is a non-timed penalty that does not result in the offending team playing shorthanded. The offending player will be removed from the game.

- 4.9 (a) Any player or Team Official who is assessed a Gross Misconduct penalty will be ordered to the dressing room for the remainder of the game and will be reported to the appropriate Member or league for further action. A substitute for the penalized player will be permitted immediately. A total of 10 minutes will be recorded on the Official Game Report against the offending player for a Gross Misconduct.

- 4.9 (b) Any player or team official who is assessed a Gross Misconduct penalty in the last 10 minutes of regular playing time, at any time in overtime, or after the conclusion of the game will automatically be suspended for a minimum of the next regular league/play-off game or seven days.

Note 1: Where a player or Team Official is ordered to the dressing room under this rule, it is sufficient that they are away from the Players' or Penalty Bench and are not directing or interacting with the teams in any manner and in no way interacting with or bothering the officials. Should the individual violate this rule, they will be penalized in accordance with Rule 10.4 (f) - Leaving the Players or Penalty Bench.

Rule 4.10 Match Penalties

A Match Penalty is a five-minute time penalty that results in the offending team playing shorthanded and the offending player being removed from the game.

- 4.10 (a) Any player or Team Official who is assessed a Match penalty will be ordered to the dressing room immediately, for the balance of the game, and will not be permitted to take part in any further games until the case has been dealt with by the appropriate Member or league.

Note 1: Where a player or Team Official is order to the dressing room under this rule, it is sufficient that they are away from the Players' or Penalty Bench and are not directing or interacting with the teams in any manner and in no way interacting with or bothering the officials. Should the individual violate this rule, they will be penalized in accordance with Rule 10.4 (f) - Leaving the Players' or Penalty Bench.

- 4.10 (b) When a Match penalty is assessed, the offending player's team will be required to send a player to the Penalty Bench to serve the five-minute time penalty. The player who serves the time penalty must have been on the ice at the time of the infraction. This section would not apply in the case of the coincidental Major or Match penalty rule.

Note 1: Referees are required to report all Match penalties and the surrounding circumstances to the appropriate Member or league immediately following the game involved.

INTERPRETATIONS

Interpretation 1 Rule 4.10 (a)

A player incurring a Match penalty does not automatically receive a Game Misconduct. They are removed from the game and a substitute from the ice serves the five-minute time penalty.

Rule 4.11 Penalty Shots

A Penalty Shot is a non-time penalty, which is awarded to the non-offending team, in lieu of a Minor Penalty.

The coach/captain of the non-offending team may designate any eligible player, other than a goaltender, to take the Penalty Shot. In the event that the coach/captain declines to select a player, the Referee will designate a player. For the purposes of this rule, any player serving a penalty or who has been removed from the game at the time the Penalty Shot is awarded will be deemed ineligible.

4.11 (a) A penalty shot will be awarded for the following acts:

- i. When a player is fouled while on a breakaway, and the situation meets the following five criteria:
 - The puck carrier is in the Neutral or Attacking Zone.
 - The puck carrier has possession and control of the puck.
 - The puck carrier has no other opposing players to pass (other than the goaltender).
 - The puck carrier is tripped or fouled from behind, or fouled by the goaltender.
 - The puck carrier must be denied a reasonable scoring opportunity.
- ii. If during the last two minutes of regular playing time or at any time in overtime, a team is penalized for deliberate illegal substitution. (Rule 10.1 – Delay of Game)
- iii. When a goaltender or any other defending player deliberately removes their helmet or facial protector during the course of a breakaway in the neutral or attacking zone. When a defending player deliberately participates in the play without a helmet or facial protector during the course of a breakaway in the neutral or attacking zone. When a goaltender in their defending zone deliberately removes their helmet or facial protector, blocker or trapper during the last two minutes of

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regular playing time, or any time in overtime. (violations of Rule 3.6 (b) & (c) - Protective Equipment, as well as Rule 10.1 (a) - Delay of Game)

- iv. Where a goaltender deliberately piles snow or other obstacles at or near their net which, in the Referee's opinion, prevents a goal while the offending team's goaltender is legally on the ice. (Rule 8.3 (a) - Interference).
 - v. When a defending player (except the goaltender) picks up the puck from the ice with their hand while the puck is in the goal crease. (Rule 10.2 (a)(v) - Handling or Falling on the Puck)
 - vi. When a player on a breakaway in the neutral or attacking zone is interfered with by a player of the opposing team who will have illegally entered the game, is deemed ineligible due to a violation of 'illegal equipment', or by a player or team official on the players' or Penalty Bench. (Rule 10.4 (a)(iii) - Leaving the Players' or Penalty Bench, as well as Rule 10.6 - Illegal Equipment)
 - vii. When any player of the defending team, including the goaltender, deliberately throws, shoots, or kicks their stick, or any part thereof, or any other object at the puck or puck carrier in the defending zone, or while a player is in possession and control of the puck on a breakaway in the neutral or attacking zone and such an action(s) occur(s). (Rule 10.5 (a)(ii)(iii) - Throwing or Shooting Stick or Object)
 - viii. When a goaltender or any other defending player, in the defending zone, deliberately dislodges the goal from its position during the last two minutes of regular playing time, or any time in overtime. (Rule 10.1 (iv) - Delay of Game).
 - ix. When a goaltender deliberately dislodges the goal from its position during the course of a breakaway in the neutral or attacking zone (Rule 10.1 (iv) - Delay of Game)
 - x. When, in the last two minutes of regular playing time, or any time in overtime, the coach is assessed a Major penalty plus a Game Misconduct for refusing to start play, a Penalty Shot will also be awarded. (Rule 10.8 - Refusing to Start Play)
 - xi. If an 'unnatural event' causes a stoppage of play when a player is on a breakaway in the neutral or attacking zone and, in the opinion of the referee, there was sufficient playing time for the breakaway to be completed. This includes, but is not limited to, the buzzer accidentally sounding, interference by a spectator, or any other situation not otherwise covered under the rules.
- 4.11 (b) Penalty shots will be conducted as follows:
- i. While the Penalty Shot is being taken, players of both sides will withdraw to their respective benches.
 - ii. If, at the time a Penalty Shot is awarded, the goaltender of the penalized team has been removed from the ice to substitute another player, the goaltender will be allowed to return to the ice before the Penalty Shot is taken.
 - iii. The Coach of the non-offending team may designate any eligible player, other than the goaltender, to take the shot. This player may not begin the shot until the Referee blows their whistle.
 - iv. During a penalty shot, the puck must be kept in motion towards the opponent's goal line and once it is shot or the goaltender contacts the puck, the player may not touch the puck again. No goal may be scored on a rebound of any kind. Any time the puck comes to a complete stop or crosses the goal line, the shot will be considered complete.

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- v. The goaltender must remain in their goal crease until the designated player touches the puck at centre ice, and in the event of a violation of this rule, the player designated or selected to take the shot will be entitled to take the shot over again.
- vi. The goaltender may attempt to stop the shot in any manner except by throwing their stick or any other object, or deliberately dislodging the goal, in which case a goal will be awarded.

Note 1: The player taking the Penalty Shot may lose control of the puck momentarily but this is legal, as long as the puck continues its motion towards the opponent's goal line. The same applies to a 'spin-o-rama' move, where a player completes a 360° turn; this will be considered legal, as long as the puck continues its overall motion towards the opponent's goal line.

Note 2: With respect to a "rebound", once the player has taken a shot and/or the goaltender has touched the puck, the player may not touch the puck again. However, the puck may continue with its own momentum across the goal line, in which case, the goal will be allowed.

- 4.11 (c) If any player or team official of the opposing team interferes with or distracts the goaltender during a Penalty Shot, any goal scored will be disallowed. A second attempt will NOT be permitted and the offending player or team official will be penalized under the applicable rule for their actions.
- Should the player taking the penalty shot foul the goaltender during the play, any goal scored will be disallowed and the appropriate penalty will be assessed to the player.

If any player or team official of the opposing team interferes with or distracts the player taking the Penalty Shot, the Referee will allow the shot to be completed. If the shot fails, a second attempt will be permitted and the offending player or team official will be penalized under the applicable rule for their actions.

If the goaltender fouls the player taking the Penalty Shot, the Referee will allow the shot to be completed. If the shot fails, a second attempt will be permitted and the goaltender will be penalized under the appropriate rule for their actions.

Note 1: If the foul by the goaltender warrants a Minor penalty, the second attempt will be in lieu of that Minor penalty. If the foul warrants a Major or Match penalty, the time penalty will be assessed in addition to the second Penalty Shot attempt.

- 4.11 (d) If the foul, for which a Penalty Shot has been assessed, occurs during the actual playing time of a period, the Penalty Shot will be awarded, even if regular playing time expires before the referee blows their whistle to assess the Penalty Shot. The time required to take a Penalty Shot will not be included in the regular playing time or overtime.
- 4.11 (e) Should the player designated to take a Penalty Shot commit a foul in connection with the same play or circumstances after the Penalty Shot has been awarded, they will NOT be permitted to take the Penalty Shot before being sent to the Penalty Bench to serve the penalty or removed from the game.
- 4.11 (f) Should a goal be scored from a Penalty Shot, a further penalty to the offending player will not be applied unless the offense for which the Penalty Shot was awarded was such as to incur a Major or Match penalty, in which case the penalty prescribed for the particular offense will be assessed. If the offense for which the Penalty Shot was awarded was such as would normally incur a Minor penalty, then regardless of whether the Penalty Shot results in a goal or not, no further Minor penalty will be served.

Should the infraction resulting in the Penalty Shot normally result in a double Minor penalty (e.g. Sparring), then the Penalty Shot will be in lieu of one minor penalty and the second Minor penalty will be assessed, regardless of the result of a goal being scored on the Penalty Shot.

- 4.11 (g) A measurement of the stick of the player designated to take the Penalty Shot may be requested before the shot is taken, as if it were a normal play. Should the stick prove illegal, the offending team will be denied the Penalty Shot and no further penalty will be imposed. Should the measurement prove the stick to be legal, the Penalty Shot will be taken in the normal manner and the penalty for an unsustained request for a measurement (Rule 10.1 – Delay of Game) will be assessed whether the Penalty Shot is successful or not.

INTERPRETATIONS

Interpretation 1 Rule 4.11 (a)

A player is on a breakaway with the opposing goaltender in their net and the buzzer sounds causing a stoppage of play. The buzzer sounding was due to a timekeeper error or mechanical failure. In the Referee's judgment, there was enough time on the clock for the breakaway to have been completed.

RULING:

A Penalty Shot is to be awarded

Interpretation 2 Rule 4.11 (a)

A player on a breakaway in the neutral or attacking zone is fouled from behind and the Referee signals a Penalty Shot. Before the play is completed, a second infraction is signaled against the same team, whether it be to the same player or a different player. Is the penalty for the second infraction still assessed?

RULING:

Yes, the penalty is assessed and must be served, regardless of whether or not the Penalty Shot is scored.

Interpretation 3 Rule 4.11 (a)

Two players are on a breakaway in the neutral or attacking zone and the player in control of the puck is fouled from behind, causing them to lose control of the puck. If the other attacking player picks up the puck, gets a clear shot on goal, but does not score, a Penalty Shot must still be awarded to the player originally fouled.

Interpretation 4 Rule 4.11 (a)

A player on a breakaway in the neutral or attacking zone is tripped or fouled from behind by an opponent, such that a Penalty Shot would be awarded. Before play is stopped, a player or the goaltender of the offending team throws a stick or any other object at the puck in the defending zone.

RULING:

Award two Penalty Shots. If a goal is scored on the first Penalty Shot, cancel the second Penalty Shot. However, the appropriate penalty, as prescribed by the rules, will be assessed for the second infraction (i.e., Hooking, Slashing, etc.).

Note 1: A maximum of two Penalty Shots may be awarded to either one or two players (depending on the situation) during the same play sequence. If any further infraction that warrants a third Penalty Shot was committed by the same team during the same play, that Penalty Shot would be replaced by the appropriate penalty, as prescribed by the rules.

Interpretation 5 Rule 4.11 (b)

QUESTION:

Can a player use a 'lacrosse style' move?

ANSWER:

Yes, providing the puck on the stick blade not be raised or carried above the height of the shoulders; if it is, the shot will be stopped immediately by the Referee.

Interpretation 6 Rule 4.11 (b)

On a Penalty Shot, as the player approaches the goal, the goaltender poke checks the puck. The puck bounces past the goaltender toward the net. The player regains the puck and directs it into the goal. Is the goal allowed?

RULING:

No goal. Once the goaltender has made contact with the puck causing the player to lose control, the player can no longer touch the puck. However, if the puck continues on with its own momentum into the goal, the goal will be allowed.

Interpretation 7 Rule 4.11 (b)

With regard to rebounds, Referees should apply the following guidelines:

- 1. The puck hits the goal post then goes into the goal - Goal is allowed.*
- 2. The puck hits the goaltender then goes into the goal - Goal is allowed.*
- 3. The puck hits the goal post, then hits the goaltender and goes into the goal - Goal is allowed.*
- 4. The puck hits the goaltender, then hits the goal post and goes into the goal - Goal is allowed.*
- 5. The puck, after being shot, contacts the boards or attacking player and then goes into the goal - No goal.*

Interpretation 8 Rule 4.11 (b)

If a goaltender leaves their goal crease too soon on a Penalty Shot, the Referee will allow the play to be completed and if a goal is not scored, the player will be allowed to repeat the Penalty Shot. If it is apparent that the goaltender is trying to delay the game, they will be warned that a second violation will result in a Misconduct. Any subsequent delay would entail a Game Misconduct.

Interpretation 9 Rule 4.11 (b)

If the goaltender accidentally dislodges the net off its moorings prior to the shot being completed, a second Penalty Shot must be awarded.

Interpretation 10 Rule 4.11 (f)

A10 is serving a Minor penalty. A8 is to be assessed a delayed penalty for Slashing. Before play is stopped, Team B is awarded a Penalty Shot, due to an additional foul by Team A. Team B scores on the Penalty Shot.

RULING:

The penalty to A10 remains in effect, and A8 must serve the time penalty for Slashing.

Note 1: Goals scored on a Penalty Shot do not affect penalties being served or on delay. See Rule 4.2 (b) – Minor Penalties.

Interpretation 11 Rule 4.11 (f)

A player on a breakaway in the neutral or attacking zone is fouled in such a way that the infraction would incur a Major penalty plus an automatic Game Misconduct (i.e. slashing resulting in an injury), as well as a Penalty Shot, if a goal is not scored before the stoppage of play. However, the player scored on the Penalty Shot.

RULING:

The Major penalty plus an automatic Game Misconduct is assessed, regardless of the fact that a Penalty Shot is awarded on the play and regardless of the fact that a goal may be scored on the play or on the Penalty Shot.

Interpretation 12 Rule 4.11 (g)

A player has been awarded a Penalty Shot. The opposing team requests a measurement of that player's stick prior to the Penalty Shot being conducted. What happens if the player refuses to surrender their stick or intentionally breaks the stick when asked to surrender it for measurement?

RULING:

The player's team will be denied the Penalty Shot and the player guilty of this gesture will be assessed a Misconduct, as per Rule 10.6 - Illegal Equipment. Please note that the Minor penalty for an Illegal Stick would not be assessed, as that penalty is offset by the cancellation of the Penalty Shot.

Rule 4.12 Awarded Goals

- 4.12 (a) A goal will be awarded to the attacking team when the opposing team has substituted their goaltender for an extra skater and the opposing team commits any infraction that would normally call for a Penalty Shot under Rule 4.11 (a)(i), (ii), (iii), (iv), (v), (vi), (vii), (viii), or (xi).
- 4.12 (b) For the purpose of this rule, the goaltender is considered "substituted" if a legal player change has occurred in accordance with Rule 6.1 (b) - Change of Players, despite the fact that the goaltender may still be physically on the ice.
- 4.12 (c) No assist(s) will be given on an awarded goal.

INTERPRETATIONS

Interpretation 1 Rule 4.12 (a)

The determining factor for this rule is that the puck must be in the neutral or attacking zone not the player in possession and control of the puck, or their skates. Any such infraction taking place after the puck is in the neutral or attacking zone will result in an Awarded Goal. Any such action taking place before the puck is in the neutral or attacking zone will be dealt with the appropriate Minor, Major, or Match penalty.

Interpretation 2 Rule 4.12 (a)(b)

A goal may be awarded if the goaltender has been substituted for but is still physically on the ice.

Interpretation 3 Rule 4.12 (a)(b)

What happens if, in the course of being substituted for another player, the goaltender throws their stick at the puck carrier who has no other player (except the goaltender) between the goal and themselves and the puck is in the neutral or attacking zone of the player on a breakaway?

RULING:

If the goaltender is still on the ice and not yet substituted for an extra attacker, a Minor penalty will be assessed to them if the player is in the neutral zone and the stick has been thrown from the side. The Referee will not award a goal under Rule 10.5 (a) – Throwing or Shooting Stick or Object. If the goaltender throws the stick from behind the player who is on a breakaway, and that player is fouled from behind and thus prevented from having a clear, unimpeded shot on goal, a Penalty Shot will be awarded, even if the player is in the neutral or attacking zone under Rule 4.11 (a) – Penalty Shots. If the puck or puck carrier is in the attacking zone (defending zone of the goaltender), a Penalty Shot will be awarded under Rule 10.5 (a) – Throwing or Shooting Stick or Object.

If the goaltender has already been legally substituted for within the 3.05 m (10 ft.) limit, the Referee will award a goal.

Interpretation 4 Rule 4.12 (a)(b)

The goaltender is on the ice but away from their goal crease. A player of the opposing team takes possession and control of the puck and shoots it towards the open goal. As the puck is about to enter the open goal, a defending player knocks the goal off its moorings. Do you award a goal?

RULING:

No. No goal may be awarded as the goaltender is on the ice and has not been legally substituted for. Instead, assess the appropriate penalty under Rule 10.1 – Delay of Game.

Interpretation 5 Rule 4.12 (a)(b)

A goaltender in the act of proceeding to their Players' Bench deliberately places their stick or any portion thereof across the goal crease.

QUESTION:

What happens if the opposing team shoots the puck which hits the stick, preventing a goal;

- a) *While the goaltender is still in the act of leaving the ice?*
- b) *When the goaltender is off the ice (or legally substituted for within the 3.05 m (10 ft.) limit)?*

ANSWER:

- a) *A Penalty Shot will be awarded, as the goaltender is still on the ice.*
- b) *A goal will be awarded.*

Interpretation 6 Rule 4.12 (a)(b)

A team has removed their goaltender in favour of an extra player. With the goaltender off the ice, an opponent, who has control of the puck in their attacking zone, shoots the puck towards the open goal. Subsequently, a defending player deliberately pulls or knocks the goal off its moorings, preventing a goal.

RULING:

Award a goal.

GUIDELINES:

1. *The goal must be taken off its moorings.*
2. *The shot must be taken from anywhere on the ice and go into the area normally occupied by the goal.*

Note 1: If no shot is taken, or if the puck did not go into the area normally occupied by the goal, then no goal may be awarded. Where there is no goal awarded for this action, Rule 10.1 (a) - Delay of Game - must be applied.

Interpretation 7 Rule 4.12 (a)(b)

The goaltender has been removed and an opposing player gains possession and control of the puck on a breakaway in the neutral or attacking zone. The puck is knocked off the stick of the player in control by a stick thrown by a defending player. The attacking player is not interfered with and could regain possession of the puck easily.

QUESTION:

Should the Referee stop play immediately and award a goal, or permit play to continue and only award a goal if the attacking player fails to score?

ANSWER:

Stop play immediately (regardless of whether the stick makes contact) and award the goal.

Rule 4.13 Goaltender Penalties

Goaltenders may be assessed penalties. However, they will not be sent to the Penalty Bench to serve a time penalty.

- 4.13 (a) Any Minor, Major, or Misconduct penalty assessed to a goaltender will be served by any player of their team, who was on the ice at the time of the infraction. This player will be designated by the Coach of the offending team, through the Captain.

Note 1: Where the goaltender is assessed a coincidental penalty, a player from the ice is still required to serve the penalty.

- 4.13 (b) An alternate goaltender may replace the starting goaltender who has been ejected from the game or has been assessed a Game Misconduct, Gross Misconduct or a Match penalty. In the event there is no alternate goaltender recorded on the playing line-up, the starting goaltender's place may be taken by any player on the Official Game Report. The substitute will be allowed 15 minutes to put on the full goaltender's equipment.
- 4.13 (c) If a goaltender initiates deliberate physical contact with an opposing player, except in the course of playing their position, or intentionally participates in the play in any manner when they are beyond the centre red line, they will be penalized under Rule 8.3 (a) – Interference.

INTERPRETATIONS

Interpretation 1 Rule 4.13 (a)

In ALL cases where a penalty is assessed to a goaltender requiring their team to send a player to the Penalty Bench to serve such penalty, the player designated to do so must have been on the ice at the time of the infraction. The following examples illustrate the application of this rule. Please note that in these examples, all players serving goaltender penalties must have been on the ice at the time of the infraction.

EXAMPLE A:

Team A 30 (goaltender) - 2

Team A plays one player short for two minutes.

EXAMPLE B:

Team A 30 (goaltender) - 2 + 2

Team A plays one player short for four minutes.

EXAMPLE C:

Team A 30 (goaltender) - 2

Team B 22 (Skater) - 2

These penalties are coincidental, so no team would play shorthanded. However, B22 would serve the full duration of their penalty in the Penalty Bench and Team A would be required to place a player, who was on the ice at the time of the infraction, in the Penalty Bench to serve on behalf of the goaltender.

EXAMPLE D:

Team A 30 (goaltender) - 5 + GM + 2

Team A plays one player short for seven minutes.

As the goaltender is assessed a Game Misconduct, the alternate goaltender must enter the game without delay and no warm-up will be permitted, as stated in Rule 2.2 (h) - Players in Uniform.

EXAMPLE E:

Team A 30 (goaltender) - 5 + GM Team B 14 - 5 + GM

No player serves the five-minute penalty for goaltender. As the coincidental penalty rule is applied, neither team plays short. No substitute for either player as both receive automatic Game Misconducts. As the goaltender is assessed a Game Misconduct, the alternate goaltender must enter the game without delay and no warm-up will be permitted, as stated in Rule 2.2 (h) - Players in Uniform.

EXAMPLE F:

Team A 30 (goaltender) - 5 + GM + 2 Team B 14 - 2

A player serves the goaltender's Major penalty with Team A playing short for five minutes. As the goaltender is assessed a Game Misconduct, the alternate goaltender must enter the game without delay and no warm-up will be permitted, as stated in Rule 2.2 (h) - Players in Uniform.

EXAMPLE G:

Team A 30 (goaltender) - 5 + GM

Team A plays one player short for five minutes.

As the goaltender is assessed a Game Misconduct, the alternate goaltender must enter the game without delay and no warm-up will be permitted, as stated in Rule 2.2 (h) - Players in Uniform.

Interpretation 2 Rule 4.13 (c)

A goaltender whose skates are over the centre red line plays the puck which is still on their own team's side of the centre red line. Is this legal?

RULING:

No. The determining factor is the position of the goaltender's skates and not the position of the puck. Assess the goaltender a Minor penalty for Rule 8.3 (a) - Interference.

Rule 4.14 Delayed Penalties

Only two players from the same team can serve time penalties at the same time. A team cannot play with fewer than three players (plus a goaltender) on the ice. A third penalty to the same team would be considered "delayed".

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

INTERPRETATIONS

Interpretation 1 Rule 4.14 (a)

A 4 - 2 8:00

A 6 - 2 7:20

A 8 - 2 7:00

QUESTION:

Assuming that no goals are scored by the opposing team during the above situation and there are no play stoppages after 7:00, at what time would each Team A player come back on the ice from the Penalty Bench?

RULING:

As per Rule 4.14 (c), when the penalties to the player or players have expired and the penalized team is entitled to more than four players on the ice, the Penalty Timekeeper will permit the penalized players to return to the ice in the order of expiry of their penalties.

SOLUTION:

In this situation or any similar one, it may be advantageous for the On-Ice and Off-Ice Officials to break down the various critical times as follows:

<i>Player No.</i>	<i>Time</i>	<i>Off</i>	<i>Start</i>	<i>End</i>	<i>On</i>
<i>A 4</i>	<i>2:00</i>	<i>8:00</i>	<i>8:00</i>	<i>6:00</i>	<i>5:20</i>
<i>A 6</i>	<i>2:00</i>	<i>7:20</i>	<i>7:20</i>	<i>5:20</i>	<i>4:00</i>
<i>A 8</i>	<i>2:00</i>	<i>7:20</i>	<i>6:00</i>	<i>4:00</i>	<i>first stoppage after 4:00</i>

Note 1: Players A4 and A6 would return to the ice earlier if there is a stoppage of play after the expiry of their own penalty.

Rule 4.15 Calling of Penalties

- 4.15 (a) If a player on the team in possession of the puck commits an infraction of the rules which would call for a Minor, Bench Minor, Major, Match, Misconduct, Game Misconduct or Gross Misconduct penalty, the Referee will blow their whistle immediately and give the penalty or penalties to the deserving player(s).
- 4.15 (b) If a player on the team not in possession of the puck commits an infraction of a rule which would call for a Match, Major, Misconduct, Bench Minor or Minor penalty, the Referee will signal the penalty by extending their arm straight up. The Referee will blow their whistle and stop play immediately when the offending team gains possession and control of the puck.

If the penalty to be assessed is a Minor or Bench Minor penalty and a goal is scored by the non-offending team, prior to the whistle being blown, the Minor penalty will not be assessed, but Major, Match, Misconduct, Game Misconduct, and Gross Misconduct penalties will be assessed in the normal manner, regardless of a goal being scored.

Note 1: If, after the Referee has signaled a penalty but before the whistle has been blown, a member of the non-offending team puts the puck in their own net in any manner through no contact by the offending team, the goal will be allowed and the penalty signaled will be assessed in the normal manner, except in situations where a penalty shot is being awarded. However, the appropriate penalty, as prescribed by the rules, will be assessed.

Note 2: If the Referee signals a Minor or Bench Minor penalty or penalties against a team that is shorthanded by reason of one or more Minor or Bench Minor penalties, and a goal is scored by the non-offending side before the whistle is blown, the goal will be allowed and the player who is serving the first Minor or Bench Minor penalty will return to the ice, while the signaled penalty or penalties will be assessed and served in the normal manner.

Note 3: If the Referee signals a delayed penalty calling for a Penalty Shot against a team that is shorthanded and a goal is scored by the non-offending team before play is stopped, the goal will be allowed. The penalty being served would terminate and, if the infraction associated with the Penalty Shot would normally call for a Minor or Major or Match penalty, then that penalty will be assessed in lieu of the Penalty Shot.

- 4.15 (c) The Referee has the right to stop play immediately, regardless of which team is in possession of the puck, in the case of a Match penalty. The resulting face-off will take place in accordance with Rule 6.3 – Face-off Location
- 4.15 (d) Where a Referee has signaled a penalty and has been unable to identify the offending player's number, the Referee, in consultation with the Captain, will choose a player who was on the ice at the time of the infraction to serve the penalty.
- 4.15 (e) Prior to the resumption of play, the Referee has the authority to alter or correct their decision, regardless of whether or not the penalty has been reported, announced, or displayed on the clock.

Note 1: The intent of this rule is not for Referees to deliberate every call to an excessive degree, but rather to allow them to correct an error. For example, if the Referee assessed a Minor penalty before realizing the penalized player had injured the opposing player, the call should be changed to a Major penalty and Game Misconduct.

INTERPRETATIONS

Interpretation 1 Rule 4.15 (a)

Where the Referee is about to blow the whistle to assess a penalty (or penalties to both teams) and a goal is scored by the offending team (or any team, in the case of penalties to both teams) before the Referee is able to get the whistle to their mouth to stop play, the goal will not be allowed.

RULING:

Unless the team without the puck committed the infraction, play in theory should be stopped immediately. In certain cases, the normal reaction time of an official would not enable them to stop play before a goal is scored. However, no goal would be allowed if the infraction occurred before the goal was scored.

Interpretation 2 Rule 4.15 (b)

On a delayed penalty call to a player who is about to be assessed a Major plus an automatic Game Misconduct plus a Minor, the non-offending team scores a goal. Is any penalty washed out?

RULING:

The Minor penalty is washed out and a player from the ice will serve the Major penalty. The order in which the two penalties were to be assessed has no effect on whether or not the Minor should be washed out.

Interpretation 3 Rule 4.15 (b)

Team A has a player serving a Minor penalty (time penalty). The Referee signals a delayed penalty against a player of Team A. Another player on Team A throws their stick at the puck in their own defending zone. Team B scores a goal before play is stopped. Is a Penalty Shot awarded?

RULING:

No. The scoring of the goal by Team B terminates the Minor penalty being served by Team A. The delayed penalty against Team A as well as a Minor penalty for throwing the stick (in lieu of a Penalty Shot) will be assessed.

SECTION 4 – TYPES OF PENALTIES

Interpretation 4 Rule 4.15 (b)

Where there are delayed Minor penalties to two different players of the same team to be called, but a goal is scored against that team before the next stoppage of play, the Referee will designate which penalty is to be assessed and which of the two Minor penalties is to be washed out, based on the order of occurrence of the two infractions, as covered in Rule 4.5 (d) – Coincidental Penalties.

Interpretation 5 Rule 4.15 (b)(c)

As a Referee, you have a delayed penalty signaled against No. 6 of Team A and you are going to award a Penalty Shot as a result of that infraction. Before play is stopped, No. 6 commits another infraction calling for a Minor penalty.

What is the Referee's decision if:

- a) *Team B scored before the play is stopped?*
- b) *Team B does not score before the play is stopped?*
- c) *Team B scores on the Penalty Shot?*

RULING:

- a) *Wash out the Penalty Shot but assess the Minor.*
- b) *Award the Penalty Shot and assess the Minor.*
- c) *Assess the Minor*

Interpretation 6 Rule 4.15 (b)

A delayed penalty is to be called against Team A. Team B scores before the stoppage of play. Team A requests a measurement of the stick of the player on Team B who scored the goal.

RULING:

A stick measurement with the subsequent appropriate penalty is permitted after the scoring of a goal. The goal will be allowed and the delayed penalty on Team A will be washed out. In no way can the Referee wash out the Minor penalty for Delay of Game for unsubstantiated stick measurement for Illegal Stick.

Interpretation 7 Rule 4.15 (b)

The Referee has signaled a delayed double Minor penalty to A14 (for Spearing). Team B scores before play is stopped. Is any penalty washed out?

RULING:

The scoring of the goal by Team B washes out one of the Minor penalties. The second one will be served as usual and will be recorded on the Official Game Report as a Minor penalty.

Interpretation 8 Rule 4.15 (b)

A10 receives a Minor penalty at 4:30. B4 receives a Minor penalty at 3:30. The Referee signals a delayed Minor penalty against A6. Team B scores at 3:00 before the Referee can stop play to assess the delayed Minor penalty to A6. Is the delayed penalty to A6 washed out as a result of the Team B goal?

RULING:

Yes. Team A is not considered to be "shorthanded" and therefore the delayed Minor penalty to A6 would not be assessed as a result of the goal being scored by Team B.

Interpretation 9 Rule 4.15 (b)

The Referee has signaled a delayed penalty to a player of Team A and Team B has substituted its goaltender in favour of an extra attacker. A player of Team B shoots the puck which hits a player of Team A and then deflects down the ice into the Team B goal. Does the Referee allow the goal?

RULING:

No goal. The puck entered the goal as a result of contact by the offending team.

Interpretation 10 Rule 4.15 (b)

A delayed penalty is signaled against a player of Team A. Team B pulls its goaltender in favour of an extra attacker player. A player of Team B passes to a teammate. The pass contacts a player of Team A and the puck goes into the open goal. Is the goal allowed?

RULING:

No goal. The puck entered the net as a result of contact by the offending team.

Interpretation 11 Rule 4.15 (b)

A delayed penalty is signaled against a player of Team A. Team B pulls its goaltender in favour of an extra attacker. As a player of Team B skates in front of their net with the puck, they are stick-checked by a player of Team A and the puck enters the goal. Is the goal allowed?

RULING:

No goal. The puck entered the net as a result of contact by the offending team.

Interpretation 12 Rule 4.15 (b)

Can a player against whom a delayed penalty is signaled be credited with the scoring of a goal?

RULING:

Yes. Where a player of the non-offending team shoots the puck into their own goal without any contact by the offending team and the player to be assessed the penalty was the last player on the offending team to touch the puck

Interpretation 13 Rule 4.15 (b)

1. *How do you record on the Official Game Report a player who receives a Minor, a Misconduct, a Game Ejection, a Game Misconduct, a Gross Misconduct and then a Match penalty?*
2. *How much time shows on their penalty time record?*

RULING:

1. *As far as the Official Game Report is concerned, the Official Scorer would make one entry for each penalty and a substitute player would be required to serve the two minutes for the Minor and the five minutes for the Match penalty.*
2. *On the player's penalty time record, the time would show two minutes for the Minor, 10 minutes for the Misconduct, 10 minutes for the Game Misconduct, 10 minutes for the Gross Misconduct and five minutes for the Match penalty. No time would be recorded for the Game Ejection penalty.*

Interpretation 14 Rule 4.15 (b)

A player is injured by a cross-checking infraction. This action is observed by the Linesperson, but not the Referee. The Linesperson is unable to identify the offending player.

RULING:

The Referee, after consulting with the Captain of the offending team, will select a player to serve the Major penalty and a second player who will receive the Game Misconduct. Both players selected will be from the ice at the time of the infraction. The Referee should make every attempt to determine the identity of the guilty player before consulting the Captain.



SECTION 5
OFFICIALS

SECTION 5 – OFFICIALS**Rule 5.1 Appointment of Officials**

- 5.1 (a) Members may use a two-official, three-official or four-official system for games within their own jurisdiction.
- 5.1 (b) Referees, Linespersons and Off-Ice Officials will be treated with courtesy at all times by players and team officials. Any infraction of this rule will be reported to the appropriate Member or league, who may levy discipline, as the infraction warrants, as per Section 11 – Maltreatment.
- 5.1 (c) A Referee will have full authority and the final decision in all matters under dispute. Their decision will be final on all questions of judgement and not subject to appeal.
- 5.1 (d) For regional playoffs and championships as well as national championships, officials will be appointed as per the requirements outlined in the event technical package or as recommended by the Hockey Canada Officiating Program.
- 5.1 (e) All Referees operating within the jurisdiction of Hockey Canada will be affiliated and under the control of the Member for which they are officiating.
- 5.1 (f) The Referee(s) and Linespersons will be thoroughly impartial parties.

Rule 5.2 Referee(s) and Linespersons

- 5.2 (a) The Referee(s) and Linespersons are the official representatives of Hockey Canada or the Member of Hockey Canada in which the game is being played.
- 5.2 (b) The Referee(s) will see that the teams are called to the ice at the appointed time for the commencement of each game, and at the start of each regulation and overtime period. The Referee(s) will remain on the ice at the conclusion of each period, including overtime, until the players have proceeded to their dressing rooms.
- 5.2 (c) The Referee(s) will check the equipment worn by any player when requested to do so by the Coach of either team via the Captain.
- 5.2 (d) The Referee(s) will assess all penalties as prescribed by the rules. If they deem it necessary, the Referee(s) may consult with the Linespersons.
- 5.2 (e) The Referee(s) will give the final decision in the matter of disputed goals. If they deem it necessary, the Referee(s) may consult with the Linespersons and the Goal Judge involved.
- 5.2 (f) Before starting the game, the Referee(s) will see that the individuals appointed to act as Game Timekeeper, Penalty Timekeeper, Official Scorer, and Goal Judges are in their respective positions.
- 5.2 (g) The Referee(s) will announce to the Official Scorer the duration of the penalties and the rule infractions, and also to whom the goals and assists are credited.
- 5.2 (h) The Referee(s) will, when possible, see that players of the opposing teams are separated on the Penalty Bench to prevent feuding.
- 5.2 (i) After each game, the Referee(s) will check and sign the Official Game Report and return it to the Official Scorer.
- 5.2 (j) Should an official accidentally leave the ice or receive an injury which would affect their duties while play is in progress, the play will be stopped.
- 5.2 (k) If for whatever reason, the appointed Referee(s) or Linesperson(s) are prevented from appearing, the Managers or Coaches of the two competing clubs will agree on the Referee(s) and Linesperson(s). If they are unable to

agree, they will appoint a player from each team who will act as officials.

If the regularly appointed officials appear during the progress of the game, they will replace the temporary officials immediately.

- 5.2 (l) If an appointed Linesperson is unable to act at the last minute, or if through sickness or accident, they are unable to finish the game, the Referee in charge will have the power to appoint another in their place, if necessary.
- 5.2 (m) If owing to illness or accident, the Referee is unable to continue to officiate when working with two Linespersons, one of the Linespersons will perform such duties as devolved upon the Referee. The Linesperson will be selected by the Referee, or if necessary, by the Managers or Coaches of the competing teams.
- 5.2 (n) When reference is made to the Linespersons under Rules 5.2 and 5.3 (all clauses), the duties of the Linespersons will be carried out by both Referees.

Rule 5.3 Linespersons

- 5.3 (a) Linespersons are authorized to stop the play when:
 - i. An off-side situation arises.
 - ii. An icing the puck situation arises.
 - iii. There has been premature entry into the face-off circle.
 - iv. The puck goes outside the playing area.
 - v. The puck is interfered with by an ineligible person.
 - vi. The puck has been batted with the hand from one player to a teammate and it has become obvious the Referee has not seen the infraction.
 - vii. The puck has been struck with a high stick and it has become obvious the Referee has not seen the infraction.
 - viii. There are too many players on the ice. If it is a delayed penalty, the Linesperson will stop play when the offending team gains possession and control of the puck, but the Linespersons will NOT raise their arm in this situation.
 - ix. The goal has been displaced from its normal position and the Referee has not observed this situation. The Linesperson will follow the guidelines specified in Interpretation 1 of this rule and in Rule 10.1 - Delay of Game (Interpretation 1).
 - x. There has been a premature substitution of a goaltender.
 - xi. The Referee is injured or accidentally leaves the ice, preventing them from performing their duties.
 - xii. It is obvious that a player has sustained a serious injury and the Referee has not seen this situation.
- 5.3 (b) If the Linesperson observes a “Too Many Players Infraction” and the offending team does not have or gain control of the puck, the Linesperson will report this infraction to the Referee at the next stoppage of play.
- 5.3 (c) Linespersons will identify the offender and report to the Referee at the first stoppage, their version of any infraction of the rules which calls for a Minor, Bench Minor or double Minor penalty for Rules:
 - i. 7.1 (a) – Attempt to Injure or Deliberate Injury
 - ii. 7.6 (a) – Head Contact (double Minor penalty only)
 - iii. 7.8 (a) – Kneeing
 - iv. 7.11 (a) – Instigator & Aggressor

- v. 8.4 (a) – Interference from the Bench
 - vi. 8.8 (a) – Slew-Footing
 - vii. 9.1 (a) – Butt-Ending
 - viii. 9.4 (a) – Spearing
 - ix. 9.5 (a) – High Sticking – Junior/Senior (double Minor penalty only)
 - x. 10.1 (a) – Delay of Game
 - xi. 10.4 (a) – Leaving the Players’ or Penalty Bench
 - xii. 10.5 (a) – Throwing or Shooting Stick or Object
 - xiii. 10.6 (a) – Illegal Equipment
 - xiv. 10.7 (a) – Too Many Players
 - xv. 11.1 (a) – Unsportsmanlike Conduct
- 5.3 (d) Linespersons will identify the offender and report to the Referee at the first stoppage, their version of any infraction of the rules that calls for a Major, Match, Misconduct, Game Misconduct, or Gross Misconduct penalty.
- 5.3 (e) Linespersons will, when requested by the Referee, give their version of any incident that may have taken place during the game.

INTERPRETATIONS

Interpretation 1 Rule 5.3 (a)

Linespersons are to stop play when more than the correct number of players are on the ice, but must still follow the regular procedure for calling penalties. If the offending team has control of the puck, the Linespersons will stop play immediately; however, if the offending team does not have control, it then becomes a delayed call. In both situations, the Linespersons must report the infraction to the Referee at the first stoppage of play.

Note 1: There is no signal that the Linespersons should use in the delayed penalty situation

Interpretation 2 Rule 5.3 (c)

A Linesperson cannot award a Penalty Shot where a player is fouled from behind on a breakaway in the neutral or attacking zone and the Referee has not observed the infraction.

Interpretation 3 Rule 5.3 (c)

A Linesperson is about to report a penalty (Minor, Bench Minor, double Minor, Major, Misconduct, Game Misconduct, Gross Misconduct or Match), but before they do so, the offending team scores a goal. What procedure does the Referee follow?

RULING:

The Referee washes out the goal, as the infraction occurred before the goal was scored. Linespersons do not stop play, but must wait for the first stoppage of play to report their version to the Referee. Therefore, if the infraction occurs before the goal is scored, this infraction will be pointed out to the Referee who would wash out the goal and assess the penalty.

Interpretation 4 Rule 5.3 (c)

A Linesperson cannot report a Checking from Behind infraction that calls for a Minor penalty and Game Misconduct.

Rule 5.4 Goal Judges

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

Rule 5.5 Penalty Timekeeper

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

Rule 5.6 Official Scorer

- 5.6 (a) Prior to the start of the game, the Official Scorer will obtain from the Manager or Coach of each team their complete line-ups, verified and signed by the team official in charge. The Captain and Alternate Captains of each team will be duly noted on the Official Game Report.
The Official Scorer will request that all affiliated players dressed for the game are designated on the Official Game Report by the use of the symbols “AP” after their name (in a similar manner to that used to designate the Captain and Alternate Captains). They will be players not signed to a regular card of the club with which they are playing.
- 5.6 (b) The Official Scorer will submit the complete line-up of the competing teams to the Referee, in their dressing room prior to the start of the game and will draw attention to any case which they feel does not comply to the rules.
- 5.6 (c) The Official Scorer will enter on the Official Game Report a correct record of the goals scored, by whom they were scored and to whom assists, if any, are to be credited.
They will also keep a correct record of all penalties assessed, stating the names and numbers of the penalized players, the duration of the penalty, the infraction, and the time when the penalties were assessed.
- 5.6 (d) Where a public address system is in use, the Official Scorer will announce, or have announced, immediately following the scoring of each goal, the name of the player who scored the goal and the name of each player who received an assist.

- 5.6 (e) The Official Scorer will advise the Referee when the same player has received their second Misconduct penalty (Rule 4.7 - Misconduct Penalties), third stick infraction penalty or third Head Contact penalty during the same game (Rule 4.8 - Game Ejection & Game Misconduct Penalties).
- 5.6 (f) At the completion of each game, the Official Scorer will sign the Official Game Report, and then have the Referee sign it. They will then forward the Game Report to the Secretary of the Member or league involved.

Rule 5.7 Game Timekeeper

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



SECTION 6
GAME FLOW

SECTION 6 – GAME FLOW

Rule 6.1 Change of Players

- 6.1 (a) When play is in progress, not more than six players (including a goaltender) are permitted on the ice at any one time.

Players may be changed at any time from the Players' Bench, provided that the player or players leaving the ice will be at the Players' Bench (within 3.05m (10 ft.)) and out of play before any change is made.

A team that violates this rule will be penalized under Rule 10.7 (a) – Too Many Players.

- 6.1 (b) A player on the Penalty Bench who is to be substituted for after their penalty has been served must proceed by way of the ice and be at the Players' Bench before any change can be made. A player that violates this rule will be assessed a Minor penalty under Rule 10.4 (a) – Leaving the Players' or Penalty Bench.
- 6.1 (c) A team will be required to place the correct number of players on the ice when requested by the Referee. The Visiting Team must be the first to place any playing line- up on the ice to commence play at all times. Each team is allowed only one change of player(s) during a stoppage of play. A team that violates this rule will be assessed a Bench Minor penalty under Rule 10.1 (a) – Delay of Game.
- 6.1 (d) For player changes during stoppages in play, the Referee will begin the line change procedure as soon as it is safe to do so for the ensuing face-off and then allow a five-second period during which the Visiting Team may make a player change. After this five-second period has elapsed, the Referee will raise an arm to indicate that the Visiting Team may no longer change any player(s). With the arm still up, the Referee will allow a five-second period during which the Home Team may make a player change. After this five-second period has elapsed, the Referee will drop the arm to indicate that the Home Team may no longer change any player(s).
- Where a team attempts to make a player change after their allotted period of time, the Referee will send the player(s) back to their bench. Any subsequent infraction to this procedure at any time during the course of the game will incur a Bench Minor penalty under Rule 10.1 (a)(vii) – Delay of Game.
- 6.1 (e) During a line change in a stoppage of play, if there is a scrum or gathering, the players coming on the ice must remain at their respective benches until the gathering is dispersed and the Referee has indicated for the line change to take place. Failure to remain at the team bench may result in a Bench Minor penalty under Rule 10.4 (a) – Leaving the Players' or Penalty Bench.
- 6.1 (f) In categories of U18AAA, Junior, and at the option of the Member in Senior, the 'no-change on-icing' rule will apply. Where this rule is enforced, teams who commit an icing violation will not be permitted to make a line change, as per Rule 6.7 (d) – Icing the Puck.

INTERPRETATIONS

Interpretation 1 Rule 6.1 (b)

Changing goaltenders "on the fly", while play is in progress, is governed by the same rules that apply to the changing of players.

Interpretation 2 Rule 6.1 (d)

Each team is only entitled to one change of players per stoppage. The only exception is where, following the change of players but prior to the resumption of play, a team is assessed a penalty that causes them to become shorthanded. In this case, they will be permitted to make an additional change of players on that stoppage.

Interpretation 3 Rule 6.1 (e)

Where a team is unable to place the exact number of players on the ice to which they are entitled whether due to penalties or injuries, the Referee will suspend the game and report this incident to the appropriate Member or league.

Interpretation 4 Rule 6.1 (f)

When a team attempts to make a player change after their allotted time during a stoppage of play and the Referee sends the player back to their bench, thereby giving a warning that any subsequent violation will result in a Bench Minor penalty. This warning applies only to the team committing the infraction. Each team is entitled to one warning during the course of the game, before being assessed a Bench Minor penalty.

Interpretation 5 Rule 6.1 (f)

A team may send its players to change at different times during a stoppage of play. This is acceptable as long as they respect the procedure and the time guidelines. Only one complete change is acceptable at any one stoppage of play. If a line change is made, and then a timeout is called, further changes can be made. If the Home Team wants to exercise its right of last change, then it must follow this procedure strictly.

Rule 6.2 Face-off Conduct

A face-off is where an Official drops the puck between the sticks of two opposing players to start or resume play. A face-off begins when the Official(s) indicate the location and the players take their appropriate positions. The face-off is considered complete when the puck has been legally and fairly dropped, meaning the puck contacts the ice surface before contacting the stick or any part of the body of the player taking the face-off. Should the puck accidentally contact the stick or any part of the body of a player taking the face-off, the official will stop play by blowing their whistle and conduct the face-off again.

The players between whose sticks the puck is dropped are considered to be “taking” the face-off. All other players on the ice, excluding the goaltenders, are considered to be “participating” in the face-off.

- 6.2 (a) The players taking the face-off will stand squarely facing their opponents’ end of the rink, approximately one stick length apart with the toe of the blade of the sticks flat on the ice. All other players participating in the face-off must stand at least 4.57 m (15 ft.) from the players taking the face-off and they must be on-side, relative to the face-off spot at which the face-off is taking place. When the face-off takes place at any of the face-off spots in the end zones, the players taking part in the face-off will take their positions so that they will stand squarely on-side of the restraining lines, and clear of the face-off restraining lines.

The sticks of both players facing off will have the toe of the blade touching within the designated white area and the player of the Visiting Team will place their stick within the designated white area first. All other players on the ice must position themselves and their sticks on side. If a player, other

than the player taking the face-off, moves off-side, makes physical contact with an opponent or encroaches on the face-off circle prior to the dropping of the puck, then the offending team's player taking the face-off will be ejected from the face-off.

- 6.2 (b) No goaltender may participate in a face-off.
- 6.2 (c) In the conduct of a face-off anywhere on the playing surface, no player facing off will make any physical contact with their opponent's body by means of their own body or by their stick, except in the course of playing the puck, after the face-off has been completed. For a violation of this rule, the Referee will assess a Minor penalty or penalties to the player(s) whose action(s) caused the physical contact.
- 6.2 (d) When a player commits a face-off violation, the official will eject the player from the offending team who was taking the face-off. Any other player of that team, other than the goaltender, may now take the face-off. The player who encroached must be identified clearly as the player causing the violation and that player is not eligible to take the face-off.
- 6.2 (e) A team committing a second violation of any of the provisions of (a), (b), (c), or (d) during the same face-off may be assessed a Minor penalty by the Referee under Rule 10.1 (viii) – Delay of Game.
- A team committing a second violation of any of the provisions of (a), (b), (c), or (d) during the same face-off, where the offending player subsequently contacts the Linesperson before the Linesperson has had reasonable time to vacate the face-off location will be assessed a Minor penalty by the Referee under Rule 10.1 (a) – Delay of Game.
- 6.2 (f) In the event of a "false start", where the puck is dropped by the Official but the face-off has not occurred legally, the Official will stop play. No change of players may be made at this time, as the play did not officially start. If the game clock has begun counting down, it will be reset.

INTERPRETATIONS

Interpretation 1 Rule 6.2 (a)

In the case of player movement in preparing for end zone face-offs, the attacking team must be first to take their positions; the defending team has the right to set up its defence, subsequent to the attacking players taking their position and placing their stick in the face-off spot. For a violation of this rule, a warning will be issued to that team. A subsequent violation during the same stoppage of play may result in a Minor penalty for Rule 10.1 (a) – Delay of Game.

For face-offs in the neutral zone, The Visiting Team player should put their stick in the face-off spot first. If the Home Team player wishes to put their stick down first, they are allowed to do so, if it does not cause a problem. If there is a problem, then apply the rule strictly.

Interpretation 2 Rule 6.2 (d)

Where a "false start" has occurred, the Referee will not permit any player changes. As the rule states, no change of players is permitted until there has been a proper face-off and play has resumed. This applies to both teams, whether or not both players have been previously removed from participating in the face-off.

The only exception to the rule forbidding changes after a false start is when a penalty is assessed which will make a team shorthanded.

EXAMPLE 1: When the on-ice strength goes from 5-on-5, to 5-on-4 (or 4-on-4 to 4-on-3), both teams can change players.

EXAMPLE 2:

When the on-ice strength goes from 5-on-4 to 4-on-4 (or 4-on-3 to 3-on-3), no changes may be made by either team as they are now at equal strength.

EXAMPLE 3:

When the on-ice strength goes from 5-on-5 to 4-on-4 (or 4-on-4 to 3-on-3), no changes may be made by either team.

EXAMPLE 4:

Where one team is assessed a Misconduct, that team is allowed to substitute for that player, but only that team may substitute a player.

Rule 6.3 Face-off Location

Face-off locations are a key aspect of the game, as it often provides a competitive advantage to one team.

This rule is organized based upon the zone in which the face-off takes place.

- 6.3 (a) Centre ice face-offs will only be conducted at the start of each period, following the scoring of a goal, after a premature substitution of the goaltender (except when the centre-ice location would provide a territorial advantage to the offending team), or when the officials incorrectly stop play for an icing infraction.
- 6.3 (b) When an infringement of any rule has been committed by players of both teams, the ensuing face-off will take place at the face-off spot in the same zone that is nearest to where stoppage of play occurred, excluding centre ice, unless otherwise stated in the rules.
For any stoppage of play in any zone not caused by either team, the ensuing face-off will be at the nearest face-off spot, excluding the centre face-off spot.
- 6.3 (c) When this situation leads to a time penalty or multiple time penalties being placed on the penalty time clock to one team, the ensuing face-off will be conducted at one of the two end zone face-off locations in the offending team's defending zone. There are five exceptions:
 - i. When a penalty is assessed after a goal, the face-off will take place at centre ice.
 - ii. When a penalty is assessed at the end (or before the start) of a period, the face-off will take place at centre ice.
 - iii. When a gathering occurs and a penalty is being assessed to the defending team, and any players of the attacking team that were beyond the top of the end-zone circles upon the stoppage of play, enter deeply into the attacking zone, the ensuing face-off will take place in the neutral zone at one of the face-off spots outside the offending team's defending zone (see Rule 6.3 (e)).
 - iv. When the non-offending team commits an icing infraction, the ensuing face-off will take place at one of the face-off spots outside the zone of the team that iced the puck.
 - v. When play has been stopped due to a premature substitution of the goaltender. In this case, the face-off will take place at centre ice, except

in cases where the offending team would gain a territorial advantage, in which case the face-off would take place at the nearest face-off location that does not provide that advantage.

- 6.3 (d) All face-offs in the neutral zone will be conducted at one of the two face-off spots nearest the blue-line of the team that caused the stoppage, thus causing a loss of territorial advantage, except as dictated below:
- i. For violation of the off-side rule (see Rule 6.12 – Off-side) play will be stopped and the face-off will be in the neutral zone at the face-off spot nearest the attacking zone of the offending team, nearest to where the puck crossed over the blue-line.
 - ii. Notwithstanding the above, if the puck is passed to an attacking player who is already in an off-side position, creating an off-side violation, the face-off will be at the face-off spot nearest to where the pass originated, without giving the offending team a territorial advantage. This may result in a face-off in the defending zone of the offending team.
 - iii. Notwithstanding the above, if, in the opinion of the Officials, an intentional off-side play has been made, the face-off will take place in the defending zone of the offending team.
 - iv. When an infringement of a rule, other than a time penalty, has been committed by an attacking player in their attacking zone, the ensuing face-off will be in the neutral zone at the nearest face-off spot, except as covered under (e)(i) of this rule.
 - v. When a goal is illegally scored as the result of an action by the attacking player, the face-off will take place in the neutral zone.
 - vi. When a gathering is taking place in the end-zone, following a stoppage of play, and any player of the attacking team enters into the end-zone beyond the top of the face-off circles after play has stopped, the ensuing face-off will take place at the nearest face-off spot in the neutral zone, near the blue-line of the defending team.
- 6.3 (e) Face-off locations in the end-zone are determined as follows:
- i. Any stoppage of play occurring in the end-zone as the result of the puck going out of play or being unplayable will result in the ensuing face-off taking place in that end-zone at the face-off spot nearest to where the puck was last legally played, regardless of whether the defending or attacking team causes the stoppage.

Note 1: Notwithstanding the previous, Referees must penalize any player of either team who deliberately shoots, bats, or throws the puck outside the playing surface, as per Rule 10.1 (ii) – Delay of Game.
 - ii. When a team commits an icing violation, play will be stopped and the face-off will take place at the end zone face-off spot of the offending team, nearest to where the puck was shot.
 - iii. When a goal is illegally scored as a result of the puck being deflected off an Official DIRECTLY into the net, the face-off will take place at the nearest end zone face-off spot.
 - iv. When a team commits an intentional offside violation, play will be stopped and the face-off will take place at the end-zone face-off spot of the offending team, nearest to where the play was stopped.

INTERPRETATIONS

Interpretation 1 Rule 6.3 (b)

When the puck strikes an official and goes out of the playing surface, the face-off takes place at the nearest face-off spot in the zone in which the official was located when struck with the puck.

Interpretation 2 Rule 6.3 (d)(e)

QUESTION:

The Linesperson signals a delayed off-side.

- i. The defending player shoots the puck directly out of the playing surface from their defending zone over the boards in the neutral zone. Where does the face-off take place?*
- ii. The defending team shoots the puck directly out of the playing area in the defending zone. Where does the face-off take place?*
- iii. The defending goaltender makes a save and deflects the pucks out of the playing surface, on a puck that is shot in while a player is off-side. The zone has been cleared and the Linesperson has lowered their arm prior to the puck leaving the playing surface. Where does the face-off take place?*

ANSWER:

- i. The face-off takes place at the end zone face-off spot nearest to where the puck was shot.*
- ii. The face-off takes place at the face-off spot outside the defending team's blue-line. The delayed off-side takes precedence in this case as the puck is already illegally in the zone.*
- iii. The face-off takes place at the end zone face-off spot, as the delayed off-side was no longer in effect.*

Interpretation 3 Rule 6.3 (d)

QUESTION:

The puck is shot by a player from behind their own blue-line down the ice. A teammate precedes the puck across the attacking blue-line and touches the puck in the attacking zone. Off-side is called. Where does the face-off take place?

ANSWER:

The puck will be faced-off at the end zone face-off location nearest to where the puck was shot.

Interpretation 4 Rule 6.3 (d)

The Linesperson signals a delayed off-side. Despite the Linesperson's clear call, the offending player continues and goes directly to the net and forces the goaltender to freeze the puck. Where does the face-off take place?

RULING:

The face-off takes place at the face-off spot outside the defending team's blue-line.

Interpretation 5 Rule 6.3 (e)

The determining factor as to what end zone face-off spot a face-off will take place is determined by the side of the ice on which the puck is shot, unless it is frozen on the ice by the goaltender, in which case the face-off will take place on the side of the ice that the goaltender froze the puck.

Rule 6.4 Face-off Location – Junior & Senior

- 6.4 (a) In Junior and Senior divisions, where a player of the defending team, excluding the goaltender, unintentionally shoots, bats, throws, kicks, or otherwise directs the puck outside the playing surface, no penalty will be assessed, but the defending team may not make a line change.

Note 1: If the player deliberately shoots, bats, or throws the puck outside the playing surface, they must be penalized, as per Rule 10.1 (ii) – Delay of Game.

- 6.4 (b) In Junior and Senior divisions, where a face-off is occurring in the end-zone, following the calling of an icing or a time penalty, the attacking (non-offending) team will have the authority to choose the face-off location.

The attacking team must indicate their desired face-off location to the Referee prior to the start of the line change procedure. If they fail to do so, then the face-off will take place at the location prescribed by Rule 6.3 – Face-off Location.

INTERPRETATIONS

Interpretation 1 Rule 6.4 (a)

This rule applies to situations in which the puck was last legally touched in the end-zone. All other situations would be determined according to Rule 6.3.

Example 1: A player of the defending team shoots the puck, which travels into the neutral zone and goes directly out of play. The face-off would remain in the defending team's end-zone. No change would be permitted.

Example 2: A player of the defending team shoots the puck, which travels into the neutral zone, deflects off a teammate and goes out of play. The face-off would take place at the nearest neutral-zone face-off spot to where the deflection occurred that does not give the defending team a territorial advantage. A line change would be permitted.

Example 3: A player in the neutral zone shoots the puck towards the opposing team's goal. The puck hits the goal frame and goes directly out of play. The face-off would take place at the nearest end zone face-off location.

Rule 6.5 Face-off Violation – Junior

- 6.5 (a) In Junior divisions, on a face-off following an icing, any face-off violation, including but not limited to late arrival, encroachment, or early movement, will result in a warning. The warning will be delivered by the Lineperson blowing their whistle and raising their arm in the air with their index finger extended, to indicate a violation has occurred and a warning has been issued.
- 6.5 (b) Any subsequent violation by the same team on the same stoppage of play will result in a minor penalty under Rule 10.1 (vii) – Delay of Game.

Rule 6.6 Goals and Assists

- 6.6 (a) A goal will be scored when the entire puck has legally passed between the goal posts, below the cross bar, and completely across the goal line.
- 6.6 (b) A goal will be scored if the puck is put into the goal in any manner by a player of the defending team. The player of the attacking team who last played the puck will be credited with the goal, but no assist will be given.
- 6.6 (c) A goal will NOT be allowed if the puck has been directed into the net as a result of a distinct kicking motion by an attacking player or, after being kicked, the puck deflects off any player or object into the net. Additionally, a goal will not be allowed if an attacking player deliberately directs the puck into the net with any part of their body other than the skate.
- 6.6 (d) If the shot of an attacking player has been deflected into the goal by striking the stick, skates or any part of the body of an attacking player, the goal will be allowed and the player off whom the puck deflected will be credited with the goal and the player making the shot will be credited with the assist.
- 6.6 (e) If a goal is scored as the result of a puck deflecting directly into the goal off an Official, the goal will not be allowed. After striking an official, the puck must be propelled into the goal.
- 6.6 (f) Should a player propel the puck into the goal crease of the opposing team and the puck becomes loose and available to an attacking player, the puck will be considered in the crease legally and any goal scored on this play will be a legal goal.
- 6.6 (g) Each goal and assist will count one point in the scoring records. A maximum of two assists will be credited on any one goal.

INTERPRETATIONS

Interpretation 1 Rule 6.6 (a)

Team A shoots the puck at the goal of Team B. The puck enters the net but immediately bounces out again without the Referee seeing the goal. The Referee suspects there may have been a goal scored but allows play to continue. At the first stoppage of play the Referee checks with their Linespersons and Goal Judge (if appropriate). At least one of them saw the puck enter the net and the Referee awards a goal to Team A.

QUESTION 1:

Should the Linesperson who saw the puck enter the net have blown the play immediately?

ANSWER:

No. The Linesperson must wait for the first stoppage of play and report what they saw to the Referee, who may then award the goal.

QUESTION 2:

Should the clock be reset to the time the goal was scored (or as near as can be estimated by the officials)?

ANSWER:

Yes. The clock should be reset as accurately as possible.

QUESTION 3:

If Team B had scored before the play was stopped, would the Team B goal count?

ANSWER:

No. The Team B goal would not count as the play should have been stopped when Team A scored.

QUESTION 4:

If, prior to the next stoppage of play, the Referee signaled a delayed penalty to either team, would the penalty still be assessed?

ANSWER:

Yes.

Interpretation 2 Rule 6.6 (a)

A goal is scored. On checking, the Referee is notified that the clock had stopped and was not running when the goal was scored.

RULING:

Providing the time of the period was not over, the goal will count. The Referee, in discussion with the Linespersons and Timekeeper, should try to determine what length of time the clock was not running, then make the necessary adjustments. If neither the Referee, Linespersons or Off-Ice Officials can determine this adjustment, then the game should continue using the time on the clock.

Interpretation 3 Rule 6.6 (a)

No goal is to be allowed if the goal is off its mooring, regardless of whether or not the goal may have been deliberately knocked from its mooring, except under Rule 4.11 (b)(vi) - Penalty Shot, when the goaltender has deliberately dislodged the goal from its mooring during a Penalty Shot or in accordance with Rule 4.12 (a) & (b) - Awarded Goals, when the goaltender has been removed and they or any teammate has deliberately dislodged the goal from its mooring and such action has prevented a goal from being scored.

Interpretation 4 Rule 6.6 (a)

A goal is scored. However, the back of the net is lifted when the puck crosses the goal line. Is the goal allowed?

RULING:

Yes, if the net is still on its moorings.

Interpretation 5 Rule 6.6 (g)

Goals which have been awarded, scored from Penalty Shots or scored by the defending team into their own net will be recorded as unassisted goals.

Rule 6.7 Icing the Puck

Icing the puck is the action of a player shooting, batting, kicking, or deflecting the puck from their own half of the ice, as divided by the centre red line, down and across the goal line in the opposing team's defending zone. If the puck enters the net on such a play, then it is not icing.

- 6.7 (a) When any player of a team, equal or superior in numerical strength to the opposing team, shoots, bats, kicks, or deflects the puck from their own half of the ice, beyond the goal line of the opposing team, icing will be called.
- 6.7 (b) Icing will not be called and play will continue if the team shooting the puck is below the numerical strength of the opposing team at the instant the puck is shot.

Note 1: A team will no longer be considered shorthanded once the penalty time expires, irrespective of whether or not the penalized player has left the Penalty Bench.

- 6.7 (c) Icing will not be called under the following circumstances:
- i. If the puck touches any part of an opposing player's body, stick, or skates at any time prior to crossing the goal line.
 - ii. If the puck touches any part of any player's body, stick, or skates, between the time the puck crosses the centre red line and the time it crosses the goal line.
 - iii. If, in the opinion of the Official, a player of the opposing team, except the goaltender, is able to play the puck but chooses not to do so.
 - iv. If the action that causes the icing is directly from a player taking the face-off.
 - v. When the puck is shot and rebounds from the body or stick of an opponent in their own half of the ice and crosses the goal line of the player shooting.
- 6.7 (d) In categories of U18AAA, Junior, and at the option of the Member in Senior, the following 'no-change on icing' rule will apply:
- i. A team that commits an icing violation will not be permitted to make any player substitutions prior to the ensuing face-off, with the following exceptions:
 - (1) To replace a Goaltender that has been substituted for an extra attacker.
 - (2) To replace an injured player.
 - (3) When a penalty or penalties have been assessed to either team, a change of players will be permitted.
 - ii. The determination of players on the ice will be made when the puck leaves the offending player's stick.
 - iii. Either team is permitted to take their time-out, as per Rule 6.18 – Time of Game, following an icing, but during that time out, the team in violation of icing will not be permitted to make player substitutions.
- 6.7 (e) In categories of U18AAA, Junior, and at the option of the Member in Senior, the following 'hybrid icing' rule will apply:
- i. When there is no 'race' for the puck on an icing, icing will not be called until a Defending player (excluding the Goaltender) crosses the threshold of defending zone face-off spot(s) and the puck has completely crossed the goal line.
 - ii. Should there be a 'race' for the puck during an icing, there are two (2) judgements a Linesperson must make when applying the 'hybrid-icing' rule.
 - (1) First, the Linesperson's must determine if the puck will in fact cross the goal line in the attacking zone. If it is determined that the puck will NOT cross the goal line then the icing will be waved off. However, if it is determined that the puck will cross the goal line the Linesperson should proceed to the second judgment for hybrid-icing.
 - (2) The Linesperson's second judgment is to determine whether a defending skater or attacking skater would be first to potentially touch the puck after crossing the goal line. This decision must be made no later than the instant the first of the players crosses the threshold of the end zone faceoff spot(s), although the decision may be made earlier. If a defending skater is determined to be the first player to potentially touch the puck, then hybrid-icing will be called and play should be stopped. If an Attacking skater

is determined to be the first to potentially touch the puck, then hybrid icing will be waved off and play will continue.

Note 1: Should icing be called, the Linesperson that stops play should blow the whistle and then raise their non-whistle arm to indicate that icing has occurred.

- iii. Should the puck be shot or propelled in such a manner that it travels around the boards or bounces off the end zone boards (behind the goal line), the Linesperson must determine which player would be potentially first to touch the puck, under these new conditions. If the puck comes above the goal line, the Linesperson will not stop play unless a defending player is the first to actually touch the puck. If the attacking team is first to touch the puck, the icing will be waved off.
- iv. If a race for the puck is too close to determine which player would potentially touch the puck first, then hybrid-icing must be called. Linespersons must err on the side of player safety with close plays, in the favour of stopping play for icing.
- v. During a hybrid-icing situation where play has been stopped, there must be strict enforcement of rules regarding avoidable contact between players, leading up to or after the icing call has been made. Referees must penalize unnecessary contact.
- vi. If a Goaltender leaves their crease with both skates, moving in the direction of the puck, the Linesperson will wave off the hybrid-icing. However, if the Goaltender is out of the crease prior to icing being initiated (e.g. retrieving a stick or leaving for an extra attacker etc.) and the Goaltender skates back toward their crease, the hybrid-icing will remain in effect.

INTERPRETATIONS

Interpretation 1 Rule 6.7 (a)

The puck, which is sitting on the centre red line, is shot down over the goal line. It is NOT ICING if the stick was still in contact with the centre red line when the puck was shot. It is NOT ICING if the stick is over the centre red line when the puck leaves the stick.

Interpretation 2 Rule 6.7 (b)

Where a penalty is being served which makes a team shorthanded, and that team shoots the puck from behind the centre red line down over the opponents' goal line, NO ICING will be called and play will be allowed to continue unless the penalty terminates before the puck is shot. If the team returns to full strength following the shot by one of its players, NO ICING can be called. The determining factor is based on the numerical strength at the instant the puck is shot.

Interpretation 3 Rule 6.7 (b)

When the time of a penalty is up, the Off-Ice Official should open the gate of the Penalty Bench. If an icing situation is involved, as soon as the penalty time expires (0:00), the player is considered to have completed their penalty and is on the ice, for the purpose of equal numbers (or not).

Interpretation 4 Rule 6.7 (c)(ii)

The puck is shot by a player behind their blue-line, hits a teammate's body or stick behind the centre red line, then goes down over the goal line. ICING

Interpretation 5 Rule 6.7 (c)(ii)

The puck is passed from behind the blue-line to a teammate who is standing with both skates back of the centre red line. The puck hits the stick of that player, which is over the centre red line, then goes down over the opponents' goal line. NO ICING. The key point is where the puck was last contacted, relative to the centre red line, prior to crossing the goal line.

Interpretation 6 Rule 6.7 (c)(iii)

Team A shoots the puck from their defending zone down the ice. The puck deflects off a Team B player then deflects off a Team A player prior to crossing the centre red line. The puck then goes down the ice, crossing the goal line and meeting all the criteria of icing. NO ICING. As soon as the puck deflects off a Team B player, the icing is negated.

Interpretation 7 Rule 6.7 (c)(iii)

The puck is shot by a player behind their blue-line and a potential icing is signaled by the back Linesperson. An opposing team player is within 10 feet of their Players' Bench and their substitute comes onto the ice as the puck passes within reach of these two players. Playing the puck would constitute a Bench Minor penalty under Rule 10.7 – Too Many Players. The opposing players make no attempt to play the puck in this situation, with the puck continuing down over the goal line. NO ICING. The team shooting the puck should not be penalized because a line change was being made.

Interpretation 8 Rule 6.7 (c)(iii)

In Minor and female hockey (excluding where Rule 6.7 (e) – Hybrid Icing is in effect), Team A ices the puck, and the goaltender from Team B comes out of their crease to potentially play the puck. The goaltender does not play the puck.

RULING

ICING. Unless the goaltender prevents an attacking player from playing the puck, in which case icing would be washed out.

Interpretation 9 Rule 6.7 (c)(iii)

The puck is shot by a player standing behind the centre red line. The puck goes down the ice, through the goal crease and then over the goal line. ICING. The goaltender is not obligated to play the puck in a delayed icing situation.

Rule 6.8 Interference by Spectators

This rule pertains to spectators who cause an actual, physical impediment to the players or the play.

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

INTERPRETATIONS

Interpretation 1 Rule 6.8 (a)

In the event that a player is on a breakaway in the neutral or attacking zone, with no defending players between them and the goal, with possession and control of the puck, and a spectator interferes with the play, so that the Referee is forced to stop play, a Penalty Shot will be awarded to that player.

Rule 6.9 High-Sticking the Puck

Players may not contact the puck with their stick, above the normal height of the shoulders.

- 6.9 (a) Players may not contact the puck with their stick, above the normal height of the shoulders. When this occurs, play will be stopped if the offending player, or a teammate, gains possession and control of the puck.

The play will not be stopped if, after the puck is high-sticked, a player of the non-offending team gains possession and control of the puck.

Note 1: The “normal” height of the shoulders refers to when a player is standing fully upright.

- 6.9 (b) No goal may be scored as the result of High-Sticking the Puck, unless a player of the offending team bats the puck into their own goal, in which case the goal will be allowed.
- 6.9 (c) In Minor of Female divisions, any player who high-sticks or attempts to high-stick the puck and, in doing so, contacts an opposing player with their stick, will be penalized under Rule 7.6 – Head Contact.

INTERPRETATIONS

Interpretation 1 Rule 6.9 (a)(i)

Where the puck is contacted with a high stick, deflects off an opposing player and is taken by a player of the offending team, play will be stopped. A deflection results in possession but not control of the puck.

Interpretation 2 Rule 6.9 (a)(i)

Where a player contacts the puck with a high stick, the Referee will delay the call. If it becomes obvious that both teams are refraining from playing the puck, the Referee should stop play immediately. The ensuing face-off would occur at the location nearest to where the stoppage of play occurred, unless otherwise stated in the rules.

Play is stopped because both teams have committed an infraction of the rules - one team contacted the puck with a high stick; the other, by not pursuing possession and control, has failed to keep the puck in motion.

Interpretation 3 Rule 6.9 (a)(i)

A defending player high-sticks the puck, which drops in the goal crease and an attacking player shoots the puck into the goal. GOAL.

Interpretation 4 Rule 6.9 (a)(i)

A player has their stick above the normal height of the shoulder. The puck, however, hits the butt-end of the stick below the level of the shoulder and goes into the goal. GOAL. The determining factor is the height at which the puck makes contact with the stick.

Interpretation 5 Rule 6.9 (a)(i)

A player of Team A contacts the puck with a high stick and while the puck is still in the air, a player of Team B contacts the puck with a high stick. STOP PLAY IMMEDIATELY. Immediate stoppage of play, with the face-off at the location nearest where the second infraction occurred, unless otherwise covered in the rules. If the player of Team B was an attacking player in the attacking zone, the face-off will take place in the neutral zone. No goal may be scored in this situation.

Rule 6.10 High-Sticking the Puck – Junior/Senior

Players may not contact the puck with their stick, above the normal height of the shoulders.

- 6.10 (a) Players may not contact the puck with their stick, above the normal height of the shoulders. When this occurs, play will be stopped if the offending player, or a teammate, gains possession and control of the puck.

The play will not be stopped if, after the puck is high-sticked, a player of the non-offending team gains possession and control of the puck.

Note 1: The “normal” height of the shoulders refers to when a player is standing fully upright.

- 6.10 (b) No goal may be scored as the result of High-Sticking the Puck, unless a player of the offending team bats the puck into their own goal, in which case the goal will be allowed.
- 6.10 (c) In Junior and Senior divisions, any player who high-sticks or attempts to high-stick the puck and, in doing so, contacts an opposing player with their stick, will be penalized under Rule 9.5 – High-Sticking – Junior/Senior.
- 6.10 (d) When an attacking player causes the puck to enter the opponent’s goal by contacting the puck above the height of the cross bar, either directly or deflected off any player, the goal will not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick at or below the level of the cross bar and enters the goal, the goal will be allowed.

INTERPRETATIONS

Interpretation 1 Rule 6.10 (b)

A goal scored as a result of a defending player striking the puck with their stick, carried above the height of the cross bar of the goal frame into their own net will be allowed.

Rule 6.11 Kicking the Puck

Kicking refers to a player propelling the puck by way of a deliberate action with their foot. A puck that deflects off a player’s skate, without a deliberate kicking action on the part of that player, will not be considered kicking.

- 6.11 (a) Kicking the puck will be permitted in all zones.
- 6.11 (b) Kicking the puck cannot result in a goal, unless a defending player kicks the puck into their own goal. This includes when an attacking player kicks the puck and it deflects off any other player or object and goes into the goal. The key principle of this rule is that no goal can be scored as the result of a kicking motion by an attacking player.
- 6.11 (c) No goal can be scored when an attacking player kicks another object which, in turn, propels the puck directly or indirectly into the goal.

INTERPRETATIONS

Interpretation 1 Rule 6.11 (b)(c)

Any attacking player that kicks a puck to a teammate and:

- i. it deflects off the teammate's skate, body or stick - no goal.*
- ii. it is deliberately directed into the goal by a teammate's stick, but not clearly shot - no goal.*
- iii. it is deflected or deliberately directed (but not kicked) into the goal by a teammate's skate - no goal.*

Rule 6.12 Off-side

An off-side violation occurs when players of the attacking team precede the puck into the attacking zone.

Once the puck has completely crossed the blue-line, it is the position of the player's skates, and not that of their stick or any other part of their body, will be the determining factor in all instances in deciding an off-side. Only the player's skate(s) that are in physical contact with the ice surface will be used in determining an off-side.

The question of an off-side never arises until the puck has completely crossed the blueline.

- 6.12 (a) A player is off-side when both skates are completely over the edge closest to the defending zone of the blue-line involved in the play, prior to the puck crossing that blue-line.

If a pass deflects off a defending player, their skates or their stick, causing an attacking player to precede the puck into the attacking zone, the off-side rule will apply.

Note 1: A player is NOT off-side when any part of either of their skates, are in physical contact with, or on their own side of the line at the instant the puck completely crosses the edge closest to the defending zone of the blue-line involved in the play, regardless of the position of their stick.

- 6.12 (b) If an attacking player precedes a puck that is shot, passed or deflected into the attacking zone by a teammate, or deflected into the attacking zone by a defending player or On-Ice Official, the Linesperson will signal a delayed off-side.

The Linesperson will drop their arm to nullify the off-side violation and allow play to continue if:

- i. the defending team passes or carries the puck into the neutral zone, or*
- ii. all attacking players clear the attacking zone by making skate contact with the blue-line, so that the attacking zone is completely clear of attacking players.*

During a delayed offside, if:

- i. the puck enters the net, either directly or as a deflection, the goal will not be allowed as the original shot was off-side.*

Note 1: This applies even if, after the puck is shot, the attacking team clears the attacking zone and the linesperson drops their arm to nullify the delayed off-side, prior to the puck entering the net.

- ii. If any attacking player touches the puck or attempts to gain possession of a loose puck while the puck is still in the attacking zone, the Linesperson will stop play.*

- 6.12 (c) An attacking player who precedes the puck into the attacking zone will not be considered off-side if:
- i. a player propelling the puck crosses the attacking blue-line ahead of the puck but is maintaining possession and control of the puck, which was gained prior to both skates crossing the blue-line.
 - ii. a player legally carries or passes the puck from the neutral zone back into their own defending zone while a player of the opposing team is in the defending zone.
- 6.12 (d) An attacking player may be called for an intentional off-side, under the following circumstances:
- i. A player deliberately plays or attempts to make a play on the puck or against an opposing player in a delayed off-side situation, knowing that they are off-side.
 - ii. A player deliberately carries the puck into the attacking zone when they know that players from their team are in an off-side position.
- When this occurs, play will be stopped immediately and the face-off will occur at an end zone face-off spot, in the defending zone of the offending team.

INTERPRETATIONS

Interpretation 1 Rule 6.12 (a)

A player has one skate on the blue-line and one skate over the blue-line at the instant the puck completely crosses the blue-line. ON-SIDE.

Interpretation 2 Rule 6.12 (a)

A player has both skates in the neutral zone, with their stick over the blue-line at the instant that the puck completely crosses the blue-line. ON-SIDE.

Interpretation 3 Rule 6.12 (a)

A player has one skate above the blue-line (not touching the ice) and one skate over the blue-line at the instant the puck completely crosses the blue-line. OFF-SIDE.

Interpretation 4 Rule 6.12 (a)

A player has both skates over the blue-line, but the puck is still on the blue-line. Potential OFF-SIDE, but not until the puck completely crosses the blue-line.

Interpretation 5 Rule 6.12 (a)

An attacking player has both skates over the blue-line. A teammate in the neutral zone shoots the puck. The puck deflects off an opponent and then the puck crosses the blue-line. DELAYED OFF-SIDE.

Interpretation 6 Rule 6.12 (a)

The puck is in the possession of the attacking team in the attacking zone. The puck is passed back to the blue-line. The puck comes halfway over the blue-line (half on the line and half over the line) then is shot deep in the zone again. ON-SIDE.

Interpretation 7 Rule 6.12 (a)

The puck is in possession of an attacking player with both skates over the attacking blue-line. Using their stick, they bring the puck over the blue-line into the neutral zone, with their skates remaining in the attacking zone, and then bring

the puck back into the attacking zone. OFF-SIDE.

Interpretation 8 Rule 6.12 (b)

Where icing occurs with an attacking player in an off-side position, the infraction that is called is icing and the ensuing face-off will take place in the offending team's end zone.

Interpretation 9 Rule 6.12 (b)

When a penalty is over, the Penalty Timekeeper should open the Penalty Bench door. If the Penalty Bench door is inside the attacking zone, the player is considered to be in an off-side position. Even if they wait until the puck crosses the blue-line to come on the ice, that would not change the fact that they are still off-side. As soon as the Penalty Timekeeper opens the Penalty Bench door, the player is considered on the ice.

Interpretation 10 Rule 6.12 (b)

GUIDELINES FOR DELAYED OFF-SIDE SITUATIONS

- i. The attacking zone must be completely clear of all attacking players before the off-side is nullified.*
- ii. Attacking players who were not off-side when the delayed off-side went into effect must wait until the delayed off-side is nullified before they can enter their attacking zone.*
- iii. If the puck is shot from behind the center red line (an icing situation) with attacking players in their attacking zone, and the puck is not able to be played by a defending player before it crosses the goal line, then the icing call would be made in lieu of the off-side. If the play is stopped because of the off-side, the ensuing face-off would go to the face-off spot nearest to where the shot originated.*

Interpretation 11 Rule 6.12 (b)

A delayed off-side is signaled by a Linesperson. Attacking players A5 and A8 leave the attacking zone into the neutral zone ("tagging up"). Attacking player A10 leaves the ice inside the attacking zone and goes into their Players' Bench. The puck is still in the attacking zone.

ONSIDE. The Linesperson would drop their arm, thereby nullifying the delayed off-side, provided that the substitute for player A10 does not enter the attacking zone until such time as the delayed off-side has been nullified (the instant the zone is completely free of attacking players). If the substituting player enters the zone before the Linesperson drops their arm, the delayed off-side would remain in effect.

Interpretation 12 Rule 6.12 (c)

A player with both skates over the blue-line in the attacking zone receives a pass from a teammate. They stop the puck with their stick in the neutral zone and then bring it into the attacking zone. OFF-SIDE.

The player must have control of the puck with one foot touching the blue-line or in the neutral zone, for the propelling-the-puck rule to be applicable.

Interpretation 13 Rule 6.12 (c)

A defending player shoots the puck over their defending blue-line into the neutral zone. It then deflects off another defending player back into their defending zone while an attacking player is in that zone. DELAYED OFF-SIDE.

Rule 6.13 Puck Out of Bounds or Unplayable

The puck will be considered out of bounds when it goes outside the playing surface or strikes obstacles above the playing surface, boards, or glass.

The puck will be considered unplayable when the puck becomes trapped along the boards or under a player or it is shot onto the back of the goal netting and cannot be immediately dislodged.

- 6.13 (a) When the puck goes out of bounds or becomes unplayable, play will be stopped and a face-off will be conducted in accordance with Rule 6.3 – Face-off Location.
- 6.13 (b) If any player deliberately puts the puck out of bounds or makes it unplayable in order to gain a stoppage of play, the offending player should be penalized under Rule 10.1 – Delay of Game.
- 6.13 (c) If the puck is shot on the back of the goal netting and comes off without any delay, or if a player knocks the puck off the back of the goal netting without unnecessary delay, play will continue. If the puck is frozen between opposing players or cannot be removed from the back of the net, the Referee will stop play and the face-off will take place as per Rule 6.3 – Face-off Location.
- 6.13 (d) A penalty will be assessed to a goaltender who deliberately drops or throws the puck on the goal netting to cause a stoppage of play, as per Rule 10.1 – Delay of Game.

INTERPRETATIONS

Interpretation 1 Rule 6.13 (a)

The puck is shot from behind the net and goes under the base plate or through the goal netting to a position in front of the net. In this case play will be stopped and the face-off will take place at a spot in accordance with Rule 6.3 – Face-off Location.

Rule 6.14 Puck Out of Sight and Illegal Puck

A puck is considered out of sight when the Official can no longer see the puck.

An illegal puck refers to any puck other than the one legally faced-off by the Official to start or resume the play.

- 6.14 (a) At any time where the Referee loses sight of the puck, play will be stopped.
- 6.14 (b) If, while play is in progress, a puck other than the one legally in play appears, the play will not be stopped, unless the illegal puck interferes with the play. If the illegal puck cannot be removed from the ice, the game will be stopped when it appears that the illegal puck will interfere with the play.

Note 1: If a player deliberately shoots the second puck at an opposing player in possession and control of the legal puck, they should be penalized under Rule 10.5 – Throwing or Shooting Stick or Object.

Rule 6.15 Puck Striking Official

- 6.15 (a) Play will not be stopped if the puck touches an Official anywhere on the rink, except when the puck is deflected directly off an Official into the goal, out of the playing area, or if it appears the Official is injured. (See also: Rule 6.6 (e) – Goals and Assists, Rule 6.3 (b) – Face-off Location (Interpretation 1), and Rule 5.2 (j) – Referees and Linespersons).

Rule 6.16 Start of Game or Periods

- 6.16 (a) The game will commence at the scheduled time with a face-off at the centre ice face-off spot. It will be restarted promptly at the conclusion of each intermission in the same manner. No delay will be permitted by reason of any ceremony, exhibition, demonstration or presentation, unless consented to reasonably in advance by the Visiting Team.
- 6.16 (b) To start the game, at the beginning of each period (including any overtime periods) and following the scoring of a goal, the Referee will conduct a face-off at the centre ice spot.
- 6.16 (c) At the beginning of each period, only the players participating in the actual face-off will be allowed on the ice. All other players not taking part in the face-off will go directly to their benches. Teams who fail to comply with this rule will be penalized under Rule 10.1 – Delay of Game.

INTERPRETATIONS

Interpretation 1 Rule 6.16 (c)

This section would not apply when teams come on the ice for their pre-game warm-up and stay on the ice for the start of the game (no ice flooding after the warm-up period). The Referee would simply blow their whistle and the players would then go to their benches. Likewise, do not apply the rule during the time lapse between the end of the third period and the start of the first overtime period, unless the teams leave the ice and go to their dressing rooms. When there is a flood between the pre-game warm-up and the actual start of the game or where a team leaves the ice prior to the start of the game, apply the rule.

Interpretation 2 Rule 6.16 (c)

Where this rule is applied at the beginning of a period, this entails that NO player change can take place before the puck is dropped to start the period. The players on the ice must be the ones starting the period, unless a penalty is assessed at that time which will make a team shorthanded.

Rule 6.17 Tied Game

A game is considered tied if, at the end of the three regulation periods, both teams have scored an equal number of goals.

Overtime periods will always be sudden-victory, meaning that the game will end as soon as a goal is scored.

Members and leagues may make their own rules regarding overtime for games under their jurisdiction.

- 6.17 (a) If the game is tied, the following will occur:
- i. If the Official feels it is necessary, they may order the ice to be resurfaced at the end of the three regulation periods.
 - ii. The puck will be faced-off at centre ice and the play will continue with a 10-minute sudden-victory overtime period;
 - iii. If the score is still tied after the 10-minute sudden-victory overtime period, the teams would take the normal between period break and return to play a 20-minute sudden-victory period.

Note 1: The teams will only switch ends if the ice is resurfaced.

- 6.17 (b) Any overtime period will be considered part of the game and all unexpired penalties will remain in effect.

- 6.17 (c) If either team declines to play in the necessary overtime period(s), the Referee will follow Rule 10.8 – Refusing to Start Play and report the matter to the appropriate Member or league.

If a game is suspended under Rule 10.8 – Refusing to Start Play because a team has refused to play the necessary overtime period(s), the Member or league will declare the game as a loss for the offending team.

Rule 6.18 Time of Game

Members and leagues may make their own rules regarding time of game for games under their jurisdiction. However, this rule must be applied in inter-Member or national competition.

Members may implement their own policy with regard to games that must be suspended due to factors beyond the control of the teams or Officials (e.g. power outage).

- 6.18 (a) Three 20-minute periods of regulation playing time, with approximately a 10-minute intermission (when the ice is flooded) between each period, will be the maximum time allowed for each game.

Note 1: Members and leagues may make their own rules regarding regulation time for games played under their jurisdiction, granted that it does not exceed the guidelines of this rule.

- 6.18 (b) The team scoring the greater number of goals during the three regulation playing time periods will be the winner and will be credited with a “win” in the league standings.
- 6.18 (c) Teams will change ends after the completion of each regulation period and each overtime period (except as stated in Rule 6.17 – Tied Game).
In the interval between periods, the ice surface will be resurfaced, unless mutually agreed to by the competing clubs or unless the facilities are not available.
- 6.18 (d) If any unusual delay occurs within five minutes prior to the end of the first or second period, the Referee may order the next regular intermission to be taken immediately. The balance of the period will be completed on the resumption of play with the teams defending the same goals, after which the teams will change ends and resume play of the ensuing period without delay.
- 6.18 (e) Each team will be permitted to take one time-out of 30 seconds during the course of regular playing time or overtime. This time-out must be taken during a normal stoppage of play. Any player designated by the Coach may indicate to the Referee that their team is exercising their option and the Referee will report the time-out to the Game Timekeeper who will be responsible for signaling the termination of the time-out.

The Referee will allow the calling of a time-out during a stoppage of play, at any time up to the point that the official blows the whistle to initiate the face-off procedure.

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

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

Note 3: The time-out rule is permitted in minor and female hockey stop-time games wherever the local Member gives approval. In Hockey Canada minor and female hockey regional and national championships, the time-out rule is to be used.

