



PART II GAMEPLAY FOULS

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PART II: GAMEPLAY FOULS – FORMATTING NOTES

The following sections of the Playing Rules have been reorganized for ease of reference and understanding. There has also been a concerted effort to better align playing rules and remove contradictions or situations lacking clarity. Therefore, while there are no rules changes (other than where noted by bolded text and the “new” flag), there may be updated situations or text that clarify rules which were previously unclear or left to the officials’ discretion.

Officials are encouraged to review the updated Playing Rules to familiarize themselves with the new format.

All rules in Sections 7-11 are organized as follows:

Rule # Rule Name

Definition of the foul and any key terms associated with this rule.

- (a) Minor or double Minor penalty option/criteria
- (b) Major penalty option/criteria
- (c) Match penalty option/criteria
- (d) Misconduct penalty option/criteria
- (e) Game Misconduct penalty option/criteria
- (f) Gross Misconduct penalty option/criteria (only if applicable)

INTERPRETATIONS

Interpretations are listed in order of how they appear in the rule. For example, interpretations involving a Minor penalty (a) would be first, followed by Major penalties, etc.

Note 1: All rules follow this formatting, even if there is no option to assess a particular penalty for that rule. (e.g. there is no Major penalty for Spearing, but there is still a sub-section (b) within Rule 9.4).



SECTION 7
PHYSICAL FOULS

SECTION 7 – PHYSICAL FOULS**Rule 7.1 Attempt to Injure or 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 player, as well as the reasonable expectation that this action would cause injury to another person.

- 7.1 (a) A double Minor penalty will be assessed to a player who commits any of the following acts with a minimal degree of violence and without using such an action to gain an advantage or inflict punishment or injury:
- i. pulls an opponent's hair;
 - ii. grabs the facial protector, helmet, chin strap, or throat protector of an opponent;
 - iii. head-butts or attempts to head-butt an opponent.

Note 1: If the offender is a team official, then a Gross Misconduct must also be assessed. Such infractions must be reported as Rule 7.1 (f).

- 7.1 (b) At the discretion of the Referee, based upon the degree of violence, a Major and Game Misconduct may be assessed for grabbing the hair, facial protector, helmet, chin strap, or throat protector.

A Major and Game Misconduct will be assessed when a player grabs an opponent's hair, facial protector, helmet, chin strap, or throat protector and injury results from an infraction that would otherwise call for a double Minor penalty.

- 7.1 (c) A Match penalty will be assessed to any player or team official who deliberately attempts to or deliberately injures an opponent, official, team official or spectator in any manner not otherwise covered within the playing rules. This may include, but is not limited to, the following:
- i. Head-butting an opponent with force, or injuring an opponent with this action.
 - ii. Pulling an opponent's hair or grabbing the facial protector, helmet, chin strap, or throat protector of an opponent with a moderate or high degree of violence and/or using this to gain an advantage or to inflict punishment or injury. (see Rule 7.10 (c) – Fighting)
 - iii. Attempting to kick or deliberately kicking an opponent.
 - iv. Using a helmet, facial protector, or any other piece of equipment as a weapon.

7.1 (d) No Misconduct penalty may be assessed for an attempt to injure.

7.1 (e) No Game Misconduct penalty may be assessed for an attempt to injure.

7.1 (f) A Gross Misconduct penalty, in addition to a double Minor penalty, will be assessed to team official who head-butts or attempts to head-butt an opponent with a minimal degree of violence. If this action is done with a high degree of violence and/or injury occurs, a Match penalty must be assessed under subsection (c) of this rule, in addition to any other penalties they may incur based on the rules.

INTERPRETATIONS

Interpretation 1 Rule 7.1 (a)

Examples of a double Minor penalty for head-butting could include helmet-to-helmet or facial-protector-to-facial-protector contact, without the use of excessive force. The degree of force should be the determining factor to be considered by the Referee, when deciding whether a double Minor penalty or a Match penalty is assessed.

Interpretation 2 Rule 7.1 (e)

Biting is an attempt to injure. A Match penalty will be assessed any player or team official guilty of such action.

Rule 7.2 Boarding

A boarding penalty will be assessed to any Player who checks or pushes an unsuspecting opponent in such a manner that causes the opponent to hit or impact the boards violently or dangerously.

The severity of the penalty will be based upon the degree of violence of the player's impact with the boards. There is a considerable amount of judgment involved in the application of this rule by the Referees. The duty is on the Player applying the check to ensure their opponent is not in a defenseless position and if so, they must avoid or minimize contact. However, in determining whether such contact could have been avoided, the circumstances of the check, including whether the opponent put themselves in a vulnerable position immediately prior to or simultaneously with the check or whether the check was unavoidable may be considered.

Any unnecessary contact with a Player playing the puck on an obvious "icing" or "off-side" play which results in that Player hitting or impacting the boards is "boarding" and must be penalized as such. In other instances where there is no contact with the boards, it should be treated as "charging."

- 7.2 (a) A Minor penalty will be assessed to any player who checks or pushes a defenseless opponent in such a manner that causes the opponent to hit or impact the boards violently or dangerously.
- 7.2 (b) At the discretion of the Referee, based on the degree of violence of the impact, the Referee may assess a Major penalty and Game Misconduct penalty for boarding.
If a player is injured, as the result of a boarding infraction that would otherwise call for a Minor penalty, a Major penalty and Game Misconduct penalty must be assessed.
- 7.2 (c) A Match penalty will be assessed to any player who deliberately attempts to or deliberately injures an opponent by boarding.
- 7.2 (d) No Misconduct penalty may be assessed for boarding.
- 7.2 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for boarding, as detailed under Rule 7.2 (b).

Rule 7.3 Body-Checking

This rule applies only in divisions of U13 and below, in female hockey, and any other divisions approved by a Member of Hockey Canada.

Body contact is incidental contact of two opposing players in pursuit of the puck on the ice in the same direction. If, in the opinion of the Referee, incidental contact has occurred, no penalty will be assessed.

Body-checking is an attempt by a player to gain an advantage on their 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 after angling an opponent.

- 7.3 (a) A Minor penalty will be assessed to any player who, in the opinion of the Referee, intentionally body-checks, bumps, shoves, or pushes any opposing player, in divisions of U13 and below, female hockey, and any other divisions approved by a Member of Hockey Canada.
- 7.3 (b) At the discretion of the Referee, based on the degree of violence of the impact, the Referee may assess a Major penalty and Game Misconduct penalty for body-checking.
If a player is injured, as the result of a body-checking infraction that would otherwise call for a Minor penalty, a Major penalty and Game Misconduct penalty must be assessed.
- 7.3 (c) A Match penalty will be assessed to any player who deliberately attempts to or deliberately injures an opponent by body-checking.
- 7.3 (d) No Misconduct penalty may be assessed for body-checking.
- 7.3 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for body-checking, as detailed under Rule 7.3 (b).

INTERPRETATIONS

Interpretation 1 Rule 7.3 (a)

A player may steer or direct an opposing player into the boards, without actually touching or body-checking them. This is acceptable. This is often seen when a player is skating down the ice with the puck and has to go around a defending player. Often, the puck carrier will try to go wide along the boards. In this case, the defender has the right to close off the boards, in order to force the puck carrier to slow down or move towards the middle of the ice. This is legal, as long as either player does not use their body to intentionally body-check, bump, push, or shove an opponent.

Rule 7.4 Charging

Charging is when a player:

- i. Jumps to check an opponent.
- ii. Builds up speed by taking two or more strides immediately prior to making contact.
- iii. Travels an excessive distance with the sole purpose of delivering a hit.
- iv. Violently and unnecessarily checks an opponent in any manner.
- v. Delivers a body check to an opponent's blind side.

A "charge" may be the result of a check into the boards, into the goal frame or in open ice.

- 7.4 (a) A Minor penalty will be assessed to any player who charges an opponent.

Note 1: A blindside hit will be defined as an 'open-ice body check that is delivered from an angle of approach outside a 90° peripheral point of view of a vulnerable opponent, whether or not the player has the puck. Should an open-ice body check be delivered from within a 90° angle of approach and the check is otherwise legal in all other aspects, then no penalty would be assessed.

- 7.4 (b) At the discretion of the Referee, based on the degree of violence of the impact, the Referee may assess a Major penalty and Game Misconduct penalty for charging.

If a player is injured, as the result of a charging infraction that would otherwise call for a Minor penalty, a Major penalty and Game Misconduct penalty must be assessed.

- 7.4 (c) A Match penalty will be assessed to any player who charges an opponent in such a way that they are unable to defend themselves or who deliberately attempts to injure an opponent by charging.
- 7.4 (d) No Misconduct penalty may be assessed for charging.
- 7.4 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for Charging, as detailed under Rule 7.4 (b).

INTERPRETATIONS

Interpretation 1 Rule 7.4 (a)

For the purpose of this rule, a “jumping” action will be defined as when a player’s feet leave the ice prior to making body contact with their opponent. If a player’s feet come off the ice after contact is made with their opponent, during an otherwise legal check, this will NOT be considered a Charging penalty because the player’s skates were on the ice at the time of body contact.

Interpretation 2 Rule 7.4 (b)

Where a goaltender is contacted by an attacking player in their crease and that action could be described as charging, a Major penalty and Game Misconduct penalty for Interference must be assessed (see Rule 8.5 (b) – Interference with the Goaltender).

Rule 7.5 Checking from Behind

Checking from behind is an action where a player is pushed, body-checked, cross-checked or hit from behind. Referees should be aware of the tragic consequences of spinal injuries and strictly enforce the rules in situations such as the following:

- i. Where a player about to be checked turns and, as a result, creates contact with the back.
- ii. Where a player along the boards, with their head down looking for the puck or “digging the puck out,” is hit from behind and driven head-first into the boards.
- iii. Where a player in the process of checking an opponent swings the elbow and forearm into the opponent’s back with the intent of throwing the opponent into the boards.
- iv. Where a player “kicks” or “pulls” an opponent’s feet out from behind and then pushes the player into the boards.

In all circumstances the responsibility is on the player delivering the check to avoid contact to an opposing player’s back. Only through Referees being consistent in calling this type of infraction with strict enforcement will players and team officials realize the danger factor in committing such types of fouls.

- 7.5 (a) A Minor penalty and a Game Misconduct penalty will be assessed to any player who intentionally pushes, body-checks, cross-checks while in motion, or otherwise hits an opposing player from behind, anywhere on the ice.

- 7.5 (b) At the discretion of the Referee, based on the degree of violence of the impact, the Referee may assess a Major penalty and Game Misconduct penalty for checking from behind.

If a player is injured, as the result of a checking from behind infraction that would otherwise call for a Minor penalty, a Major penalty and Game Misconduct penalty must be assessed.

- 7.5 (c) A Match penalty will be assessed to any player who pushes, body-checks, cross-checks, or hits an opposing player in any manner from behind into the boards or goal frame, in such a way that the player is unable to protect or defend themselves.

A Match penalty will be assessed to any player who deliberately attempts to or deliberately injures an opponent by checking them from behind.

- 7.5 (d) No Misconduct penalty may be assessed for a checking from behind infraction.

- 7.5 (e) A Game Misconduct penalty must be assessed any time a Minor or Major penalty is assessed for Checking From Behind, as detailed under 7.5 (a) & (b).

INTERPRETATIONS

Interpretation 1 Rule 7.5 (a)

Question:

What penalty is assessed to a player who cross-checks an opponent from behind but not into the boards or goal?

Answer:

The determining factor for Checking from Behind versus Cross-checking is whether or not the player applying the check is in motion. If the player is stationary and cross-checks an opponent from behind, then a penalty for Cross-checking should be assessed. If the player is in motion and cross-checks an opponent from behind, then a penalty for Checking from Behind will be called. If a player is cross-checked from behind into the boards or the goal, then Checking from Behind will be called.

Interpretation 2 Rule 7.5 (a)

Question:

What penalty is assessed when a player, who is about to be checked, turns and, as a result, creates contact with the back?

Answer:

The appropriate penalty for Checking from Behind will be assessed to the player delivering the check. The responsibility is always on the player delivering the check to avoid making contact with the back.

Interpretation 3 Rule 7.5 (a)

The intent of this rule is not to penalize accidental contact as a result of playing the puck. Provided that contact is marginal in nature and does not endanger the safety of the opponent, no penalty may be assessed. Pinning a player to the boards at low speed and with minimal impact is permitted, even if contact is initiated from behind (except under Rule 7.3 – Body-checking, as applicable).

Interpretation 4 Rule 7.5 (a)

Question:

The Referee has signaled a delayed Minor penalty for Checking from Behind on a player of Team A. Team B scores before the play is stopped. Is the Game Misconduct still assessed to the offending player of Team A?

Answer:

Yes.

Rule 7.6 Head Contact

There is no type of legal contact to the head, face, or neck. It is the players' responsibility to avoid making contact with an opponent's head, face, or neck, at all times. Head Contact may take the form of direct contact to the head or accidental contact, where the principle point of contact is the shoulder or chest. Regardless of the circumstances, players must be penalized for contact with an opponent's head, face, or neck at all times.

Referees should be particularly sensitive when judging the degree of violence where contact is made with the head, face, or neck. While the criteria remain the same, the potential for injury is much greater on Head Contact fouls than with other infractions. Referees must not hesitate to assess serious penalties where contact is made with the head, face, or neck with an escalated degree of violence.

This rule supersedes any other rules, with the exception of Rule 7.10 – Fighting, and any foul that results in contact to the head must be penalized as Head Contact.

- 7.6 (a) A Minor penalty will be assessed to any player who accidentally contacts an opponent in the head, face, or neck, in minor and female hockey.

A double Minor penalty will be assessed to any player who uses any part of their body or equipment to intentionally contact an opponent in the head, face, or neck, in minor and female hockey.

In minor and female hockey, any player incurring three Head Contact penalties under Rule 7.6 (a) will be assessed a Game Ejection penalty. (see Rule 4.8 (b) – Game Ejection & Game Misconduct penalties)

- 7.6 (b) At the discretion of the Referee, based on the degree of violence of the impact, the Referee may assess a Major penalty and Game Misconduct penalty for Head Contact.

If a player is injured, as the result of a Head Contact infraction that would otherwise call for a Minor penalty, a Major penalty and Game Misconduct penalty must be assessed.

Any player who strikes an opponent above the normal height of their shoulders with a cross-check will be penalized with a Major penalty and a Game Misconduct penalty, whether or not injury results.

- 7.6 (c) A Match penalty will be assessed to any player who hits a player in the head in such a way that the player is unable to protect or defend themselves or to any player who attempts to or deliberately injures an opponent by Head Contact.
- 7.6 (d) No Misconduct penalty may be assessed for a Head Contact infraction.
- 7.6 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for Head Contact, as detailed under Rule 7.6 (b).

INTERPRETATIONS

Interpretation 1 Rule 7.6 (a)

Where a player delivers a legal check to an opponent's chest or shoulder and subsequently contacts the opposing player's head, face, or neck with their stick or body, this should be considered accidental head contact and penalized according to the degree of violence of the impact.

Interpretation 2 Rule 7.6 (b)

There is some confusion regarding how to judge whether a player has struck an opponent "above the normal height of the shoulders with a cross-check". This rule is not intended to penalize players who make minimal, accidental contact with an opponent's head with their stick. This rule is intended to penalize players who make a deliberate cross-checking action and strike an opponent in the head or neck.

Rule 7.7 Head Contact - Junior/Senior

There is no legal contact to the head, face, or neck. It is the players' responsibility to avoid making contact with an opponent's head, face, or neck, at all times. In Junior and Senior divisions, Referees may penalize contact to the head with a minimal degree of violence with a minor penalty for roughing, charging, or another appropriate penalty.

In Junior and Senior divisions, this rule supersedes any other rules regarding contact to the head, with the exception of Rule 7.10 – Fighting.

- 7.7 (a) In Junior and Senior divisions, a Minor penalty and a Misconduct penalty for Head Contact will be assessed to any player who makes contact with an opponent's head with a moderate degree of violence.
- 7.7 (b) In Junior and Senior divisions, a Major penalty and Game Misconduct penalty will be assessed for any Head Contact infraction with a high degree of violence.
Any player who strikes an opponent above the normal height of their shoulders with a cross-check will be penalized with a Major penalty and a Game Misconduct penalty, whether or not injury results.
In Junior and Senior divisions, a Major penalty and Game Misconduct penalty will be assessed for an infraction, whereby a player is fouled or hit illegally and, as the result of the infraction, the player hits their head on the glass, ice, or the boards in such a manner that results in a head injury.
- 7.7 (c) A Match penalty will be assessed to any player who hits a player in the head in such a way that the player is unable to protect or defend themselves or deliberately attempts to injure an opponent by Head Contact.
- 7.7 (d) In Junior and Senior divisions, a Misconduct penalty must be assessed any time a Minor penalty is assessed for Head Contact, as detailed under Rule 7.7 (a).
- 7.7 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for Head Contact, as detailed under Rule 7.7 (b).

INTERPRETATIONS

Interpretation 1 Rule 7.7 (a)

Notwithstanding degree of violence, the following actions will be considered Head Contact and must be penalized with a minimum of a Minor penalty and a Misconduct Penalty. If the following actions occur with a high degree of

violence, a Major penalty and Game Misconduct or a Match penalty will be assessed. **Where any of these criteria are met, Referees will penalize the offending player for Head Contact, rather than for roughing, charging, or another penalty:**

- i. *Direct Contact with an Opponent's Head: Where a player raises their stick, hands, forearm, shoulder, or elbow to hit an opponent in the head area, or drives their stick, hands, forearm, shoulder, or elbow into the opponent's head in any manner, it should be penalized as Head Contact, with the appropriate penalty for the degree of violence of the contact.*
- ii. *Blind-Side Hits: Where a vulnerable player is hit in the head with a blind-side check from the side.*
- iii. *Late Hits: Where a vulnerable player is hit in the head but does not have control of the puck, have passed the puck, or lost control of the puck for a sufficient amount of time that the opponent could have adjusted their course of action and avoided checking the unsuspecting player in the head.*
- iv. *Cheap Hit: Where a vulnerable player is defenseless while down on the ice and the opponent deliberately makes contact with the head or neck, in any manner.*
- v. *Leaving the Feet: Where both of the offending player's feet leave the ice prior to making a check that contacts the opponent in the head or neck.*

Interpretation 2 Rule 7.7 (a)

In Junior and Senior divisions, a Minor penalty will be assessed to any player who makes contact with an opposing player's head with a minimal degree of violence. This should not be penalized as Head Contact but under another appropriate rule (Roughing, High-Sticking, etc.).

Interpretation 3 Rule 7.7 (a)

In Junior and Senior divisions, if a player ducks to avoid a check and, as a result, is hit in the head area with an otherwise legal check, this will not be considered Head Contact and no penalty will be assessed. The referee may assess a penalty to the player who ducks to avoid a check under Rule 8.7 – Clipping, if appropriate.

This interpretation does not apply to a player who is in a vulnerable position as the result of a legitimate hockey play (e.g. shooting, making or receiving a pass, etc.).

Rule 7.8 Kneeing

Kneeing is the act of a player making contact with an opponent where the knee is the principle point of contact. This may take the form of a player making contact with an opponent's knee on an otherwise legal hit, leading into a hit with their knee, or deliberately extending their leg outwards to make contact with an opponent.

- 7.8 (a) A double Minor penalty will be assessed to any player who knees an opponent.
- 7.8 (b) At the discretion of the Referee, based on the degree of violence of the impact, the Referee may assess a Major penalty and Game Misconduct penalty for kneeing.

If a player is injured, as the result of a kneeing infraction that would otherwise call for a double Minor penalty, a Major penalty and Game Misconduct penalty must be assessed.

- 7.8 (c) A Match penalty will be assessed to any player who deliberately attempts to injure an opponent by kneeling.
- 7.8 (d) No Misconduct penalty may be assessed for kneeling.
- 7.8 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for Kneeling, as detailed under Rule 7.8 (b).

Rule 7.9 Roughing

Roughing is when a player is guilty of unnecessary rough play with an opposing player. Roughing may occur during the play or after the whistle has blown, in which case it should be penalized as Roughing After the Whistle. Roughing penalties should not be utilized in lieu of more serious penalties for Rule 7.6 – Head Contact or Rule 7.10 – Fighting. Therefore, if a player punches an opponent in the head, face or neck, then the appropriate penalty will be assessed under Rule 7.6 – Head Contact.

- 7.9 (a) A Minor penalty will be assessed to any player who is guilty of unnecessary rough play.
A Minor penalty will be assessed to any player who, in the Referee's judgment, makes deliberate physical contact with an opponent after the whistle. This should be announced as "Roughing after the whistle"
- 7.9 (b) At the discretion of the Referee, based on the degree of violence of the impact, a Major Penalty and Game Misconduct penalty may be assessed to any player who is guilty of unnecessary rough play.
A Major penalty and a Game Misconduct penalty will be assessed to any player who injures an opponent by a roughing infraction that would otherwise call for a Minor penalty.
- 7.9 (c) A Match penalty will be assessed to any player who deliberately attempts to injure an opponent by Roughing.
- 7.9 (d) No Misconduct penalty may be assessed for Roughing.
- 7.9 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for Roughing, as detailed under 7.9 (b).

INTERPRETATIONS

Interpretation 1 Rule 7.9 (a)

QUESTION:

At a stoppage of play, a Team A player pushes a Team B player who then pushes back. What is the proper procedure for the Referee?

ANSWER:

The Referee would assess the Team A player a Minor penalty for Roughing after the Whistle. Where the retaliation is too severe to be ignored and that player is penalized, then the Referee is encouraged to assess the initial player two Minor penalties for Roughing, so that a time differential exists.

Rule 7.10 Fighting

A “fight” will be deemed to have occurred when at least one player punches or attempts to punch an opponent repeatedly or when two players wrestle in such a manner as to make it difficult for the Linespersons to intervene and separate the combatants. An “altercation” is a situation involving at least two players with at least one player to be penalized.

When a “fight” occurs, all other players must immediately return to their respective Players’ Benches. Any players who do not do so, or become involved in a “secondary fight”, will receive additional penalties.

The Referees are provided very wide latitude in penalties they may impose under this rule. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting or continuing the fight. This discretion should be exercised rationally.

7.10 (a) A Minor penalty may not be assessed for Fighting.

A Minor penalty will be assessed to a goaltender who leaves their crease during a fight. This should be recorded on the Official Game Report as “Leaving the Crease”.

7.10 (b) A Major penalty and a Game Misconduct penalty will be assessed to any player that fights an opposing player.

7.10 (c) In addition to any other penalties they may incur, a Match penalty will be assessed to any player wearing a ring or rings, tape or any other material on their hands, who becomes involved in a fight and who uses such to gain an advantage or to inflict punishment and/or injury. There must be a fight to apply this rule.

7.10 (d) A Misconduct penalty will be assessed to any player who, when a fight occurs, does not immediately return to their respective benches or to a neutral area (should the fight occur in front of a Players’ Bench) designated by the Referee and remain there until the Referee calls them back to resume play. The goaltenders must stay in their goal creases or proceed to a neutral zone designated by the Referee.

Note 1: In order to apply this rule, at least one player must be assessed a Major penalty and Game Misconduct penalty for Fighting. Referees must direct the players to their respective Players’ Bench unless the fight is in front of the bench.

7.10 (e) A Game Misconduct penalty will be assessed to a player who:

- i. is involved in a fight, as detailed in 7.10 (b),
- ii. joins in a fight or acts as a peacemaker, or
- iii. takes part in another or a secondary fight during the same stoppage of play.

These penalties will be assessed in addition to any other penalties the offending players may incur.

7.10 (f) A Gross Misconduct penalty will be assessed to any player, goaltender or team official who fights with a team official, joins in a fight involving a team official or intervenes as a peacemaker in a fight involving a team official. This does not eliminate the possibility of further penalties being assessed for such an infraction.

INTERPRETATIONS

Interpretation 1 Rule 7.10 (a)

QUESTION:

If a fight occurs in the immediate vicinity of the goal crease, would the goaltender be allowed to go to the Players' Bench?

ANSWER:

With the permission of the Referee, the goaltender may proceed to their bench. If they do so on their own accord, they are to be assessed a Minor penalty for leaving their crease during a fight.

Interpretation 2 Rule 7.10 (a) (b)

In the event that a player makes no attempt to retaliate, other than to protect or defend themselves and in the opinion of the Referee does not engage in the fight, then their opponent will be the only player to be assessed a Major penalty and Game Misconduct for Fighting. The player protecting themselves may receive a Minor penalty for Roughing or perhaps no penalty at all. In this situation the player receiving the Major penalty and Game Misconduct for Fighting will also receive an additional Minor penalty as the instigator of the fight under Rule 7.11 (a) – Instigator & Aggressor.

Interpretation 3 Rule 7.10 (b)

What is the penalty for a player on the ice becoming involved with a player on the bench?

Where a player on the ice becomes involved in a fight with a player off the ice, assess a Major penalty for Fighting and a Game Misconduct penalty.

Interpretation 4 Rule 7.10 (b)

In a situation where two willing combatants each drop their gloves and square off to fight, the player of Team A knocks the player of Team B down with the first punch.

Assess each player five minutes for Fighting plus a Game Misconduct. There is no instigator nor aggressor penalty assessed, as both players were willing combatants. This is only applied where both combatants are willing to fight.

Interpretation 5 Rule 7.10 (b)

At no time may a Major penalty be assessed to a player for fighting with a spectator. The player will either be assessed a Gross Misconduct, a Match penalty or nothing at all, depending on the circumstances. (see also, Rule 11.2 (f) – Disrespectful & Abusive Behaviour (Interpretation 3).

Interpretation 6 Rule 7.10 (d)

The third player (and all subsequent players) to enter a fight or a player who acts as a peacemaker applies only to situations where at least one player has been assessed a fighting penalty.

Any time that a player is assessed Major penalty and Game Misconduct for Fighting, it has to be classified as a fight. Therefore, the third player to enter must receive the automatic Game Misconduct, even if the second player was not assessed a Major penalty and Game Misconduct for Fighting.

Interpretation 7 Rule 7.10 (d)

A player is involved in a fight, and then leaves that fight and starts another fight with a different player of the opposing team. What penalties are assessed?

The player involved in the two fights would get a Minor penalty for Instigating for starting the second fight under Rule 7.11 (a) – Instigator & Aggressor, two Major penalties, and three Game Misconducts. Two of the Game Misconducts are related to the Majors for Fighting. The third Game Misconduct is for taking part in another fight during the same stoppage of play under Rule 7.10 (e)(iii).

Interpretation 8 Rule 7.10 (d)

If two players are fighting on the ice, close to the Players' Bench and one of the players on the bench intervenes as a peacemaker in the fight while still on the bench, that player will be assessed a Bench Minor plus a Game Misconduct for Rule 8.4 (a) & (e) – Interference from the Bench, plus an additional Game Misconduct under Rule 7.10 (e)(ii) and any other penalties they may incur. This player is to be classified as the third player to enter a fight.

If, on the other hand, a team official intervenes as a peacemaker in the fight, that team official will be assessed a Bench Minor plus a Gross Misconduct for Interference from the Bench under Rule 8.4 (f) – Interference from the Bench.

Rule 7.11 Instigator & Aggressor

An instigator will be defined as a player who, by their demeanour or physical or verbal actions, is responsible for starting or causing a fight based on any one or more of the following criteria:

- i. Throwing or attempting to throw the first punch, thus forcing their opponent to defend themselves by engaging in an otherwise undesired fight.
- ii. Verbal invitation, instigation or threat, thus forcing their opponent to defend themselves by engaging in an otherwise undesired fight.
- iii. First player to remove gloves and throw a punch without their opponent's compliance.
- iv. Distance traveled to an altercation or travel to an altercation for the purpose of starting a fight
- v. Attempting to throw, throwing or continuing to throw punches at an opponent who has physically or verbally expressed an unwillingness to fight.
- vi. Attempting to throw, throwing or continuing to throw punches at an opponent who is in a defenseless position.
- vii. Aggressive attitude or posture towards an opponent, forcing their opponent to defend themselves by engaging in an undesired fight.
- viii. Retaliation for a legal or illegal action, thus forcing their opponent to defend themselves by engaging in an otherwise undesired fight.

An aggressor is the 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, including but not limited to situations in which their opponent is no longer able to continue the fight or is in a defenseless position. The aggressor may or may not be the instigator of the fight.

- 7.11 (a) A minor penalty will be assessed to any player who is identified by the Referee as being the instigator or the aggressor in a fight, in addition to any other penalties they may incur.

SECTION 7 – PHYSICAL FOULS

- 7.11 (b) No Major penalty will be assessed for instigator or aggressor infractions.
- 7.11 (c) No Match penalty will be assessed for instigator or aggressor infractions.
- 7.11 (d) No Misconduct penalty will be assessed for instigator or aggressor infractions.
- 7.11 (e) No Game Misconduct penalty will be assessed for instigator or aggressor infractions.

INTERPRETATIONS

Interpretation 1 Rule 7.11 (c)

A Match penalty may be assessed in extreme cases, where a player attacks an unsuspecting opponent, or continues to throw punches at a player who is not retaliating or is defenseless or is being actively restrained by a Referee or Linesperson, if it is the opinion of the Referee that such action constitutes a deliberate attempt to injure or causes a deliberate injury. These actions would be penalized under Rule 7.1 (c) – Attempt to Injure or Deliberate Injury.



SECTION 8 RESTRAINING FOULS

SECTION 8 – RESTRAINING FOULS**Rule 8.1 Holding**

Holding is any action by a player that restrains an opposing player by impeding their progress whether or not they are in possession of the puck, or by such action prohibiting their ability to pass, shoot, receive, or otherwise propel the puck.

A player is permitted to use their arm in a strength move, by blocking their opponent, provided they have body position and are not using their hands in a holding manner, when doing so.

While players are permitted to block an opponent's stick with their hands, arms, or body, they are not permitted to hold an opponent's stick.

- 8.1 (a) A Minor penalty will be assessed to any player who holds an opponent in any manner.
A Minor Penalty will be assessed to a player who holds an opponent's stick. This penalty will be assessed and announced as "holding the stick".
- 8.1 (b) A Major penalty and a Game Misconduct penalty will be assessed any player who injures an opponent by a holding infraction that would otherwise call for a Minor penalty.
- 8.1 (c) No Match penalty may be assessed for a holding infraction.
- 8.1 (d) No Misconduct penalty may be assessed for a holding infraction.
- 8.1 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for Holding, as detailed under Rule 8.1 (b).

Rule 8.2 Hooking

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

Butt-end hooking is an action of a player uses the shaft of the stick above the upper hand to restrain an opponent. This should be penalized as "hooking", rather than under Rule 9.1 – Butt-Ending, which requires a jabbing motion with the shaft of the stick.

- 8.2 (a) A Minor penalty will be assessed to any player who impedes the progress of an opponent by hooking or butt-end hooking with their stick.
- 8.2 (b) A Major penalty and a Game Misconduct penalty will be assessed any player who injures an opponent by a hooking or butt-end hooking infraction that would otherwise call for a Minor penalty.
- 8.2 (c) No Match penalty may be assessed for a hooking infraction
- 8.2 (d) No Misconduct penalty may be assessed for a hooking infraction.
- 8.2 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for Hooking, as detailed under Rule 8.2 (b).

INTERPRETATIONS**Interpretation 1 Rule 8.2 (a)**

Where a player uses their stick to lift an opposing player's stick, for the purpose of making a play on the puck, this will be allowed. However, if this action contacts the opponent's hands and impedes their ability to pass, shoot, receive, or otherwise propel the puck, then a penalty for Hooking must be assessed.

Rule 8.3 Interference

Interference is when a player commits any of the following actions:

- i. Interferes with or impedes the progress of an opponent, who is not in possession of the puck,
- ii. Delivers a “late hit” to an opponent,
- iii. Deliberately knocks a stick out of an opponent’s hand when they are not in possession of the puck, or
- iv. Prevents an opponent who has lost or dropped their stick or any other piece of equipment from gaining possession of it.

A “late hit” is defined as a hit where the opponent has released the puck and the offending player does not make immediate contact with the opposing player. Immediate contact is best described as contact occurring within a maximum distance of an arm and stick length between the puck carrier and the player delivering the check, at the instant the puck has been released.

Players of the team in possession of the puck may not run deliberate interference for the puck carrier.

- 8.3 (a) A Minor penalty will be assessed to any player who interferes with an opposing player.

A Minor penalty will be assessed to any player that deliberately piles snow inside their goal crease or is observed by the Referee to have deliberately placed an object in their defending zone at or near the goal.

A **Penalty Shot** will be awarded to the non-offending team if, in the Referee’s opinion, this object actually prevents a goal while the offending team’s goaltender is legally on the ice. If a Penalty Shot is awarded under this rule, the Minor penalty will not be assessed. If, in the opinion of the Referee, the object actually prevents a goal after the offending team’s goaltender has been legally substituted for another player, the Referee will **Award a Goal**, in lieu of the Minor penalty or Penalty Shot.

A Minor penalty will be assessed to any goaltender who:

- i. except in the course of playing their position, initiates deliberate physical contact with an opposing player.
 - ii. plays the puck with their skates over the centre red line.
- 8.3 (b) A Major penalty and Game Misconduct penalty, at the discretion of the Referee, based on the degree of violence of the impact, may be assessed to any player who interferes with an opposing player.
- A Major penalty and Game Misconduct penalty will be assessed to any player who injures an opponent by an interference infraction that would otherwise call for a Minor penalty
- 8.3 (c) A Match penalty will be assessed to any player who attempts to injure or deliberately injures an opponent by interference.
- 8.3 (d) No Misconduct penalty may be assessed for interference.
- 8.3 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for interference, as detailed under Rule 8.3 (b).

INTERPRETATIONS

Interpretation 1 Rule 8.3 (a)

It is the responsibility of the goaltender to keep the area near their net free of any obstacles that may prevent a goal from being scored. If the goaltender intentionally drops their stick or any other object at or near their goal crease, they will be penalized. For an infraction of this rule, whether or not the action is observed by the Referee, a Minor penalty will be assessed. If, when the goaltender has been removed, the puck is prevented from entering the goal due to the stick or object, the Referee will award a goal.

Note 1: The penalty would be the same if a defending player committed this action.

Interpretation 2 Rule 8.3 (a)(i)

As the goaltender is not considered to be “fair game” (see Rule 8.5 – Interference with the Goaltender) for physical contact, the goaltender may not make deliberate physical contact with opposing players. If a goaltender makes an otherwise legal bodycheck on an opposing player, this must be penalized as Interference.

Rule 8.4 Interference from the Bench

No player, goaltender, or team official may interfere with the puck or play while on the Players' Bench or Penalty Bench. A penalty for interference from the bench, will be assessed under the following circumstances:

- i. Any person on the Players' Bench or Penalty Bench makes deliberate contact with or otherwise impedes the progress of an opposing player, who is on the ice, or
- ii. Any person on the Players' Bench or Penalty Bench throws a stick or object onto the ice.

Any person who commits any of these actions will be penalized under this rule, with the penalty announced as “interference”.

This rule is NOT intended to penalize a player who is participating in a line change and makes a play on the puck or an opposing player while still with one or both skates on the bench. This should be penalized as “too many players” under Rule 10.7 – Too Many Players.

- 8.4 (a) A Bench Minor penalty and Game Misconduct will be assessed to any player who commits Interference From the Bench. If the offending individual cannot be identified, the Game Misconduct will not be assessed.

If any player or team official interferes with an opponent who is on a breakaway in the neutral or attacking zone, then a Penalty Shot should be awarded to the non-offending team, in lieu of a Bench Minor penalty.

If the offender is a team official, then a Gross Misconduct penalty must also be assessed (see Rule 8.4 (f)).

- 8.4 (b) A Major penalty and Game Misconduct penalty, at the discretion of the referee, based on the degree of violence of impact, may be assessed to any player or team official who commits Interference From the Bench.

A Major penalty and Game Misconduct penalty will be assessed to any player or team official who injures an opposing player by an Interference From the Bench infraction that would otherwise call for a Minor penalty

- 8.4 (c) A Match penalty will be assessed to any player who attempts to injure or deliberately injures an opponent by Interference from the Bench.
- 8.4 (d) No Misconduct penalty may be assessed for Interference From the Bench.
- 8.4 (e) A Game Misconduct penalty will be assessed in all situations under this rule, except if a Match penalty is assessed under 8.4 (c) or a Gross Misconduct penalty is assessed under 8.4 (f).

Where a penalty shot is awarded under Rule 10.5 – Throwing or Shooting Stick or Object, and the stick or object was thrown from the Players' or Penalty Bench, the offending player will also be assessed a Game Misconduct penalty for Interference from the Bench.

- 8.4 (f) Where a Team Official commits Interference from the Bench, they must be assessed a Gross Misconduct penalty, in addition to any other penalties required by the rules.

A Team Official will be considered to have committed Interference from the Bench if they make any deliberate physical contact with an opposing player, including but not limited to any fouls described in the Playing Rules.

INTERPRETATIONS

Interpretation 1 Rule 8.4 (a) & (b)

A player from Team A is on a clear breakaway in the neutral or attacking zone when an opposing player throws a stick or object at them from the Players' Bench. In the referee's opinion, the stick or object struck the Team A player with a high degree of violence. What is the appropriate call?

Ruling:

The appropriate call would be a Penalty Shot, plus a Major penalty and Game Misconduct penalty for Interference from the Bench.

Interpretation 2 Rule 8.4 (f)

If Team Official butt-ends, spears, cross-checks, grabs, fights or otherwise fouls an opposing player, the Team Official should be assessed the appropriate time penalty plus a Gross Misconduct penalty under Rule 8.4 (f).

EXAMPLE A: A Team Official attempts to butt-end an opposing player with a minimal degree of violence.

RULING: Assess the Team Official a double Minor penalty under Rule 9.1 – Butt-Ending, plus a Gross Misconduct penalty under Rule 8.4 (f).

EXAMPLE B: A Team Official slashes an opposing player with a stick with a high degree of violence.

RULING: Assess the Team Official a Major penalty and Game Misconduct penalty under Rule 9.3 – Slashing, plus a Gross Misconduct penalty under Rule 8.4 (f).

EXAMPLE C: A Team Official jabs an opposing player with a stick with a high degree of violence and, in the opinion of the Referee, this is a deliberate attempt to injure.

RULING: Assess the Team Official a Match penalty under Rule 9.4 – Sparring, plus a Gross Misconduct penalty under Rule 8.4 (f).

Rule 8.5 Interference with the Goaltender

Goaltender interference refers to any attacking player who, by means of their stick or body, interferes with or impedes the movements of the goaltender by actual physical contact. While incidental contact with the goaltender may occur, attacking players must make an effort to avoid contact in all circumstances. The onus is always on the attacking player and players who do not make an effort to avoid the goaltender must be penalized.

Protection of the Goaltender: A Goaltender is not ‘fair game’ just because they are outside their goal crease. A penalty under this rule will be called where an opposing player makes unnecessary contact with the goaltender anywhere on the ice. Likewise, Referees should be alert to penalize goaltenders for infractions they commit within the vicinity of their goal.

Goal Crease Area: Unless the puck is in the goal crease area, a player of the attacking team may not stand in the goal crease. If the puck should enter the net while such conditions prevail, the goal will NOT BE ALLOWED. However, if an attacking player is in the goal crease but does not interfere with the Goaltender and another attacking player (who is outside the goal crease) scores, the goal WILL BE ALLOWED provided that the player who was in the goal crease does not attempt to play the puck, interfere with the play or obstruct the Goaltender’s view or movements. Therefore, it would be reasonable for a Referee to judge that a situation may warrant disallowing a goal under this rule without assessing an attacking player a penalty.

The penalty should be announced as “Interference with the Goaltender”.

- 8.5 (a) A Minor penalty will be assessed to any player who commits interference with goaltender.
- 8.5 (b) A Major penalty and Game Misconduct penalty, at the discretion of the referee, based on the degree of violence of impact, may be assessed to any player who commits interference with the goaltender.
A Major penalty and Game Misconduct penalty will be assessed to any player who charges the goaltender.
Note 1: See Rule 7.4 (b)(Interpretation 2) - Charging, for the definition of “charging”.
A Major penalty and Game Misconduct penalty will be assessed to any player who injures an opponent by an Interference with the Goaltender infraction that would otherwise call for a Minor penalty.
- 8.5 (c) A Match penalty will be assessed to any player who attempts to injure or deliberately injures a goaltender by Interference.
- 8.5 (d) No Misconduct penalty may be assessed for interference with the goaltender.
- 8.5 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for interference with the goaltender, as detailed under Rule 8.5 (b).

INTERPRETATIONS**Interpretation 1 Rule 8.5 (a)**

Any goal scored on a play where an attacking player initiates contact with the goaltender will be disallowed, regardless of whether the contact occurs inside or outside of the goal crease. The only exception to this is where the attacking player is fouled by a defending player and, as a result, is unable to avoid contact with the goaltender.

Interpretation 2 Rule 8.5 (a)

Where an attacking player is tripped, hooked, cross-checked, or otherwise interfered with, falls, and makes contact with the goaltender, there must be an effort by the attacking player to avoid making contact with the goaltender. If the player does not make an effort to avoid contact with the goaltender, then they must be penalized for interference with the goaltender. The referee should also penalize the defending player who committed the initial foul under the appropriate rule.

Interpretation 3 Rule 8.5 (a)

An attacking player is NOT committing a foul by simply standing in the goal crease. However, if while standing in the crease, the attacking player attempts to play the puck, interfere with the play, or impede the goaltender's vision or movements, then no goal may be scored. If the puck enters the net in this situation, the goal must be disallowed.

Note 1: No penalty would be assessed unless the attacking player's body or stick makes actual physical contact with the goaltender.

Interpretation 4 Rule 8.5 (a)

An attacking player is standing in the goal crease. The puck is shot, hitting the player in the crease, and drops down in the crease. The attacking player gets out of the crease, then shoots the puck into the goal. GOAL. The puck did not enter the goal while the attacking player was actually in the crease.

Rule 8.6 Tripping

Tripping is where a player places their stick or body in such a way that causes an opposing player to trip or fall. This includes where a player deliberately slides across the ice, causing the puck carrier to trip, unless they make contact with the puck prior to contacting their opponent.

This rule does not apply to actions defined under Rule 8.7 – Clipping or Rule 8.8 – Slew-Footing.

- 8.6 (a) A Minor penalty will be assessed to any player who trips an opposing player.
- 8.6 (b) A Major penalty and Game Misconduct penalty will be assessed to any player who injures an opponent by a tripping infraction that would otherwise call for a Minor penalty.
- 8.6 (c) No Match penalty may be assessed for tripping.
- 8.6 (d) No Misconduct penalty may be assessed for tripping.
- 8.6 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for tripping, as detailed under Rule 8.6 (b).

INTERPRETATIONS

Interpretation 1 Rule 8.6 (a)

A penalty will NOT be assessed if, in the Referee's opinion, a player gains possession of the puck and, with the same action, trips the puck carrier after gaining possession of the puck.

Interpretation 2 Rule 8.6 (a)

A penalty will NOT be assessed if, while falling or sliding along the ice, a player contacts the puck prior to contacting the body of their opponent and within that same motion causes the opponent to fall.

Rule 8.7 Clipping

Clipping, also known as a “low hit”, is where a player uses their body to make contact below an opponent’s hips. This may take the form of a player lowering their body prior to making a check or being checked. Players may not crouch down to avoid being bodychecked.

- 8.7 (a) A Minor penalty will be assessed to any player who commits a clipping infraction.
- 8.7 (b) A Major penalty and Game Misconduct penalty, at the discretion of the referee, based on the degree of violence of impact (including the impact with the ice or boards), may be assessed to any player who commits a clipping infraction.
A Major penalty and Game Misconduct penalty will be assessed to any player who injures an opponent by a clipping infraction that would otherwise call for a Minor penalty
- 8.7 (c) A Match penalty will be assessed to any player who attempts to injure or deliberately injures an opponent by clipping.
- 8.7 (d) No Misconduct penalty may be assessed for a clipping infraction.
- 8.7 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for clipping, as detailed under Rule 8.7 (b).

INTERPRETATIONS

Interpretation 1 Rule 8.7 (a)

While players may attempt to lower their centre of gravity, in preparation for a hit, the onus is on the player lowering themselves to ensure that they do not commit a clipping infraction, by contacting their opponent at or below the knee area.

Interpretation 2 Rule 8.7 (b)

In determining “degree of violence”, the Referee should also consider the degree of impact with the ice, as clipping fouls may cause players to be thrown through the air and the subsequent impact with the ice can be very dangerous.

Rule 8.8 Slew-Footing

Slew footing occurs when a player uses a leg or a foot to knock, drag, or sweep 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, drags, or sweeps that player’s feet from under them.

- 8.8 (a) A double Minor penalty will be assessed to any player who slew-foots an opponent.
- 8.8 (b) No Major penalty may be assessed for slew-footing.
- 8.8 (c) A Match penalty, at the discretion of the referee, based on the degree of violence of impact (including the impact with the ice, goal, or boards), may be assessed to any player who slew-foots an opponent.
A Match penalty will be assessed to any player who injures an opponent by a slew-footing infraction that would otherwise call for a double Minor penalty
- 8.8 (d) No Misconduct penalty may be assessed for slew-footing.
- 8.8 (e) No Game Misconduct penalty may be assessed for slew-footing.

INTERPRETATIONS

Interpretation 1 Rule 8.8 (a)

Serious consideration for a Match penalty should be paid when an offending player is “in motion” (skating) while committing this foul. The “degree of violence of impact with the ice, goal, or boards” criteria and intent of the offending player will provide valuable considerations when a Referee makes the decision of whether a Match penalty is warranted under this rule.



SECTION 9
STICK FOULS

SECTION 9 – STICK FOULS

Rule 9.1 Butt-Ending

Butt-ending is where a player uses or attempts to use the shaft of their stick, above the upper hand, to check or jab an opponent. This rule applies whether or not contact is made.

- 9.1 (a) A double Minor penalty will be assessed to any player who attempts to butt-end an opponent or butt-ends an opponent with a minimal degree of violence.
- 9.1 (b) No Major penalty may be assessed for butt-ending.
- 9.1 (c) A Match penalty, at the discretion of the referee, based on the degree of violence of impact, may be assessed to any player who butt-ends or deliberately attempts to butt-end an opponent with force.
A Match penalty will be assessed to any player who injures an opponent by a butt-ending infraction that would otherwise call for a double Minor penalty.
- 9.1 (d) No Misconduct penalty may be assessed for butt-ending.
- 9.1 (e) No Game Misconduct penalty may be assessed for butt-ending.

INTERPRETATIONS

Interpretation 1 Rule 9.1 (a)

If a player uses the butt-end of their stick to hook or hold an opponent, this must be penalized under Rule 8.2 – Hooking. “Butt-end hooking” is a type of hooking and is not a stick infraction; it would not count towards a player’s three stick infractions for the purpose of a Game Ejection penalty under Rule 4.8 (a) – Game Ejection & Game Misconduct Penalties. In order for a butt-ending penalty to be assessed, a jabbing motion must occur.

Rule 9.2 Cross-Checking

Cross-checking is when a player uses the shaft of the stick, between their two hands, to check an opponent.

- 9.2 (a) A Minor penalty will be assessed to any player who cross-checks an opponent.
- 9.2 (b) A Major penalty and Game Misconduct penalty, at the discretion of the referee, based on the degree of violence of impact, may be assessed to any player who cross-checks an opponent.
A Major penalty and Game Misconduct penalty will be assessed to any player who injures an opponent by a cross-checking infraction that would otherwise call for a Minor penalty.
- 9.2 (c) A Match penalty will be assessed to any player who attempts to injure or deliberately injures an opponent by cross-checking.
- 9.2 (d) No Misconduct penalty may be assessed for a cross-checking infraction.
- 9.2 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for cross-checking, as detailed under Rule 9.2 (b).

INTERPRETATIONS

Interpretation 1 Rule 9.2 (a)

In applying this rule, the Referee should consider whether the player is “pushing” or “striking” an opponent with the shaft of their stick. If a pushing motion is used, a penalty may not be necessary. However, a striking motion must be penalized.

Interpretation 2 Rule 9.2 (b)

A Major penalty and Game Misconduct penalty for Head Contact must be assessed to any player who strikes an opponent with a cross-check above the normal height of the shoulders. Please refer to Rule 7.6 – Head Contact for details.

Rule 9.3 Slashing

Slashing is the action of hitting an opponent with a stick while holding the stick with one or both hands. Tapping the stick of the puck-carrier is not considered slashing if it is for the sole purpose of gaining possession of the puck.

A Slashing penalty will be assessed to any player who swings their stick at an opponent (whether out of range or not) without actually striking them, or who, on the pretext of playing the puck, makes a wild swing at the puck with the object of intimidating their opponent.

- 9.3 (a) A Minor penalty will be assessed to any player who slashes or attempts to slash an opponent.
- 9.3 (b) At the discretion of the Referee, based on the degree of violence of the impact, a Major penalty and a Game Misconduct penalty will be assessed to any player who slashes an opponent.
A Major penalty and a Game Misconduct penalty will be assessed to any player who injures an opponent with a slashing infraction that would otherwise call for a Minor penalty.
- 9.3 (c) A Match penalty will be assessed to any player who deliberately attempts to injure or deliberately injures an opponent with a slash.
- 9.3 (d) No Misconduct penalty may be assessed for a slashing infraction.
- 9.3 (e) A Game Misconduct penalty must be assessed any time a Major penalty is assessed for a Slashing infraction, as detailed under 9.3 (b).

Rule 9.4 Spearing

Spearing is the action of poking or jabbing, or attempting to poke or jab, an opponent with the toe of the blade of the stick.

- 9.4 (a) A double Minor penalty will be assessed to any player who attempts to jab an opposing player with the toe of the blade of the stick or who pokes or jabs an opposing player with a minimal degree of violence.
- 9.4 (b) No Major penalty may be assessed for a spearing infraction.
- 9.4 (c) A Match penalty will be assessed to any player or team official who deliberately spears or deliberately attempts to spear an opponent by jabbing them forcefully with the toe of the blade of the stick.
A Match penalty will be assessed to any player who injures an opponent by a spearing infraction that would otherwise call for a double Minor penalty.
- 9.4 (d) No Misconduct penalty may be assessed for a spearing infraction.
- 9.4 (e) No Game Misconduct penalty may be assessed for a spearing infraction.

INTERPRETATIONS

Interpretation 1 Rule 9.4 (e)

In addition to degree of violence, the severity of the spearing action and/or the area of the body where the spear is directed should serve as a guide to the type of penalty to assess (Match or double Minor). If the spearing action is directed at the groin, stomach, chest or head of an opposing player, a Match penalty would be warranted. If the spearing action is directed at the leg or ankle area, or if the spear does not make contact, then a double Minor penalty may be assessed.

Notwithstanding the above, if the spearing action is violent or vicious, a Match penalty will be assessed, regardless of the area of the body where the spear is directed. If the player speared is injured as a result of that infraction, regardless of the area of the body involved, a Match penalty must be assessed to the player guilty of the spearing infraction.

Rule 9.5 High-Sticking - Junior/Senior

High-sticking is when any player carries their stick above the normal height of the shoulders. A high-sticking penalty may be assessed regardless of whether or not contact occurs.

- 9.5 (a) In Junior and Senior divisions, a Minor penalty will be assessed to any player who contacts an opponent above the normal height of the shoulder with their stick.
At the discretion of the referee, a double Minor penalty may be assessed for an accidental high-stick, with a minimal degree of violence, that causes injury.
- 9.5 (b) No Major penalty may be assessed for high-sticking. Any high-sticking infraction that warrants a Major penalty, whether for degree of violence or injury, should be penalized under Rule 7.7 (b) – Head Contact – Junior/Senior.
- 9.5 (c) No Match penalty may be assessed for high-sticking. Any high-sticking infraction that warrants a Match penalty should be penalized under Rule 7.7 (c) – Head Contact – Junior/Senior.
- 9.5 (d) No Misconduct penalty may be assessed for a high-sticking infraction.
- 9.5 (e) No Game Misconduct penalty may be assessed for a high-sticking infraction.

INTERPRETATIONS

Interpretation 1 Rule 9.5 (a)

Players are responsible for their stick at all times.

In Junior and Senior divisions, where a player high-sticks the puck and then, on the follow through, hits an opposing player above the shoulder and no injury has resulted, assess a Minor penalty for High-sticking.

This interpretation would also apply on a follow through of shooting the puck.

Interpretation 2 Rule 9.5 (a)

In Junior and Senior divisions, where a double Minor is assessed for an injury for an accidental high-stick, Officials must ensure that this penalty is only assessed for minimal or glancing contact. The double Minor penalty must not be substituted for actions which warrant a Major penalty and Game Misconduct penalty.

The following attempted restraining fouls should be considered accidental high-sticks:

- i. When a hooking action, whereby the stick accidentally slides up from the upper body to the head or neck area, causes injury, a double Minor will be assessed.*
- ii. When an attempted lifting of the opponent's stick, which results in accidental contact to the head or neck area, causes injury, a double Minor will be assessed.*
- iii. When a player, while losing their balance and/or falling, accidentally clips an opponent with their stick to the head or neck area, causing injury, a double Minor will be assessed.*

The following acts will be considered "negligent" use of the stick and, if injury results, a Major penalty and Game Misconduct for Rule 7.7 – Head Contact – Junior/Senior will be assessed:

- iv. When a slashing action glances off the upper body and deflects upwards to make contact with the head or neck area, causing injury, a Major penalty and Game Misconduct penalty will be assessed.*
- v. When a cross-checking action glances off the upper body and deflects upwards to make contact with the head or neck area, causing injury, a Major penalty and Game Misconduct penalty will be assessed.*
- vi. Although restraining fouls with the stick would normally be perceived to be accidental in nature, any aggressive, reckless, negligent or forceful action of the stick (e.g. pitchfork action in lifting the stick or hooking an opponent) that results in contact to the neck or head area, causing injury, will result in a Major penalty and Game Misconduct being assessed.*

