



WESTERN CANADIAN DEVELOPMENT MODEL



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SECTION 1 – PLAYING AREA

1. RULE 1 – RINK

1.1. Rink – [Hockey Canada Rule 1.1] Ice hockey will be played on an area of ice called a Rink.

1.2. Rink Dimensions – [Hockey Canada Rule 1.2] The dimensions of the rink are as follows ([Appendix C](#)):

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).

The rink will be enclosed by the boards, which may be constructed of wood, plastic or fiberglass. 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.

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.

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.

1.3. Division of Ice Surface – [Hockey Canada Rule 1.3] The ice divisions are outlined as follows:

A red line, 5.08 cm (2 in.) wide, will be marked 3.35 m (11ft.) from each end of the rink, parallel to the end boards. This line will extend across the rink and be known as the Goal Line

On rinks 56.39 m (185 ft.) or more in length, blue lines, 30.48 cm (12 in.) wide, will be marked on the ice parallel to the goal lines at a point 19.5 m (64 ft.) from each goal line, while the neutral zone will take up the remaining space in the centre ice area. These lines will extend across the ice surface and vertically on each side board and will be known as the Blue-Lines.

On rinks less than 56.39 m (185 ft.) in length, the blue lines will be positioned so they divide the distance between the goal lines into three equal areas.

Midway between the goal lines, a red line, 30.48 cm (12 in.) wide, will be marked on the ice and extend vertically up the side boards, parallel to the goal lines. This line will be known as the Centre Red Line.

The portion of the ice surface in which the goal is situated will be called the DEFENDING ZONE of the team defending that goal; the central portion will be known as the NEUTRAL ZONE, and that portion furthest from the defended goal as the ATTACKING ZONE.

2. RULE 2 – GOAL POSTS AND NETS

2.1. Goal Posts and Nets – [Hockey Canada Rule 1.4] The goal posts shall comply as follows ([Appendix G](#)):

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

The goal posts will be set 1.83 m (6 ft.) apart, measured from the inside of the posts. They will extend 1.22 m (4 ft.) vertically from the ice surface and a cross bar of the same material as the goal posts will be extended horizontally from the top of the other posts. The cross bar should be securely fastened to both goal posts. The outside measurement of both the goal posts and the cross bar will be 5.08 cm (2 in.) in diameter. The area enclosed by the goal posts and the cross bar will be known as the goal.

A net of approved design and material will be attached to the back of each goal.

The goal posts, cross bar and exterior surface of other supporting framework for the goal will be painted red. The surface of the base plate inside the goal and supports other than the goal post will be painted in a light colour.

2.2. Goal Crease – [Hockey Canada Rule 1.5] The goal crease shall comply as follows ([Appendix G](#)):

In front of each goal, a Goal Crease area will be marked by a red line 5.08 cm (2 in.) wide.

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

The goal crease area will include the space outlined by the crease lines and will extend vertically to the level of the top of the goal frame.

3. RULE 3 – FACE-OFF MARKINGS

3.1. Centre Ice Spot and Circle – [Hockey Canada Rule 1.6]

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.

3.2. Face-off Spots in Neutral Zone & Referee’s Crease – [Hockey Canada Rules 1.7 and 1.11]

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.

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

3.3. End Zone Face-off Spots and Circles – [Hockey Canada Rule 1.8]

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

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

The location of the face-off spot will be fixed in the following manner: Along a plane running 6.09 m (20 ft.) from, and parallel to, each goal line, mark a point 6.71 m (22 ft.) on both sides of the plane bisects the rink through the midpoint of each goal line. Each point will be the centre of the face-off spot and circle.

For rinks under 22.90 m (75 ft.) in width, the face-off circles will be reduced in circumference so that they do not overlap. A minimum area of 60.96 cm (2 ft.) from the adjacent side boards is to be maintained.

4. RULE 4 – BENCHES, FACILITY, SIGNAL AND TIMING DEVICES

4.1. Players' Bench – [Hockey Canada Rule 1.9]

Each rink will have seats or a bench for the use of each team, to be known as the Players' Bench. Each Players' Bench will accommodate at least 14 players and will be placed directly alongside the ice in the neutral zone, as near as possible to the centre of the rink and convenient to the dressing rooms. Whenever possible, a walking space of 91.44 cm (3 ft.) should be left open behind the Players' Bench (new rinks).

The gates to the Players' Bench should be constructed to open away from the ice surface.

Only players in uniform and a maximum of five team officials will be permitted to occupy the Players' Bench. These individuals will be registered and entered on the Official Game Report. A maximum of five team officials may be recorded on the Official Game Report.

During a game, authorized team officials will be restricted to the use of the area of their Players' Bench. The penalty for a violation of this rule is a Bench Minor penalty under [Rule 88 – Unsportsmanlike Conduct](#).

The Home Team will have the choice of ends to start the game and must take the Players' Bench that corresponds to their choice of ends. They must make this choice prior to the warm-up and then warm-up in that end. If the benches are on opposite sides of the rink, the home team may choose either bench.

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

4.2. Penalty Bench – [Hockey Canada Rule 1.10]

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

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

The gates of the Penalty Bench should be constructed to open away from the ice surface, and outside the area known as the Referee's crease. There will be two separate Penalty Benches, each having its own gate and designated respectively as Home and Visitor. Adequate arrangements will be made to physically separate members of the opposing teams.

Where the penalty gates are located at unequal distances from centre ice, the gate closest to the centre ice will be designated for the Visiting Team.

4.3. Signal and Timing Devices – [Hockey Canada Rule 1.12]

Each rink must have a suitable sound device to be used by the Game Timekeeper.

Each rink must have a clock in order for spectators, players and game officials to be accurately informed as to the time remaining in the game.

Note 1: Where clocks with four faces are in use, the face directly in front of the Game Timekeeper will govern the time

In a suitable location behind each goal, a red light will be provided for the use of each Goal Judge in signaling the scoring of a goal. Wherever possible, Hockey Canada recommends that an electric buzzer or bell and a green light be installed in the same location as the red light and that this buzzer or bell and green light be synchronized with the time clock, to provide the Referee with an audible and visual signal for the end of a playing period or game.

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

4.4. Dressing Rooms – [Hockey Canada Rule 1.13]

Each rink will provide a suitable dressing room equipped with a sanitary toilet and shower for the use of the Visiting Team.

A separate dressing room will be provided for the use of Referees and Linespersons. It will be equipped with a sanitary toilet and shower.

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 88 – Unsportsmanlike Conduct](#) or other rules, as appropriate.

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.

4.5. Rink Lighting – [Hockey Canada Rule 1.14]

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

SECTION 2 – TEAMS

5. RULE 5 – TEAM

- 5.1. Eligible Players** – A team shall be composed of 20 players (18 skaters and two goalkeepers) who shall be registered to the Club they represent. For the purposes of these playing rules, any reference to “player” shall refer to both skaters and goalkeepers. Any reference to “goalkeeper” shall mean that the section of the rule is specific to goalkeepers.

At the beginning of each game, the Manager or Coach of each team shall list the players who shall be eligible to play in the game. Not more than eighteen (18) skaters and two (2) goalkeepers, shall be permitted. One non-uniformed player shall be permitted on the players’ bench in a coaching capacity. He must be indicated on the Roster Sheet submitted by the Coach to the Referee or Official Scorer prior to the start of the game.

A list of names and numbers of all eligible players must be submitted to the Official Scorer before the game, and no change shall be permitted in the list or addition thereto shall be permitted after the commencement of the game.

Prior to the game, if an official (on-ice or off-ice) notices that a player is in uniform but has not been included on the Official Game Report, the Referee shall bring this to the attention of the offending team so that the necessary correction can be made to the Official Game Report (and no penalty is assessed).

- 5.2. Ineligible Player** – Only players on the list submitted to the Official Scorer before the game may participate in the game. The determining factor when considering whether or not a player is eligible is that the player’s name, and not necessarily the player’s number, must be correctly listed by the Manager or Coach of that team.

Whenever an ineligible player is identified to the Referee, the ineligible player will be removed from the game and the Club shall not be able to substitute another player from its roster. No additional penalties are to be assessed but a report of the incident must be submitted to the League. For an ineligible goalkeeper, see Rule 5.3.

If a goal is scored when an ineligible player is on the ice (whether he was involved in the scoring or not), the goal will be disallowed. This only applies to the goal scored at the stoppage of play whereby the player was deemed to be ineligible. All other goals scored previously by the ineligible player’s team (with him on the ice or not) shall be allowed. The ineligible player will be removed from the game and the Club shall not be able to substitute another player from its roster. No additional penalties are to be assessed but a report of the incident must be submitted to the League.

- 5.3. Goalkeeper** – Each team shall be allowed one goalkeeper on the ice at one time. The goalkeeper may be removed and another skater substituted. Such substitute shall not be permitted the privileges of the goalkeeper.

Each team shall have on its bench, or on a chair immediately beside the bench, a substitute goalkeeper who shall, at all times, be fully dressed and equipped ready to play.

Except when both goalkeepers are incapacitated, no skater in the playing roster in that game shall be permitted to wear the equipment of the goalkeeper.

In regular League and Playoff games, if both listed goalkeepers are incapacitated, that team shall be entitled to dress and play any available goalkeeper who is eligible. This goalkeeper is eligible to sit on the player's bench, in uniform. In the event that the two regular goalkeepers are injured or incapacitated in quick succession, the third goalkeeper shall be provided with a reasonable amount of time to get dressed, in addition to a two-minute warm-up (except when he enters the game to defend against a penalty shot). If, however, the third goalkeeper is dressed and, on the bench, when the second goalkeeper becomes incapacitated, the third goalkeeper shall enter the game immediately and no warm-up is permitted.

- 5.4. Coaches and Team Personnel** – No one but players in uniform, non-playing team personnel duly registered on the Roster Sheet as the Manager, Coach(es), Trainer, Equipment Manager, etc. shall be permitted to occupy the benches so provided.

One non-uniformed player shall be permitted on the players' bench in a coaching capacity. He must be indicated on the Roster Sheet submitted by the Coach to the Official Scorer prior to the start of the game.

6. RULE 6 – CAPTAIN AND ALTERNATE CAPTAINS

In addition, if the permanent Captain is not on the ice, Alternate Captains (not more than three) shall be accorded the privileges of the Captain. Alternate Captains shall wear the letter "A" approximately three inches (3") in height and in contrasting colour, in a conspicuous position on the front of their sweaters.

- 6.1. Captain** – One Captain shall be appointed by each team, and he alone shall have the privilege of discussing with the Referee any questions relating to interpretation of rules which may arise during the progress of a game. He shall wear the letter "C," approximately three inches (3") in height and in contrasting color, in a conspicuous position on the front of his sweater. No co-Captains are permitted. Either one Captain and no more than three (3) Alternate Captains, or no Captain and no more than three Alternate Captains are permitted (see Rule 6.2).

Only the Captain, when invited to do so by the Referee, shall have the privilege of discussing any point relating to the interpretation of rules. Any Captain, Alternate Captain or any player who comes off the bench and makes any protest or intervention with the officials for any purpose shall be assessed a minor penalty for unsportsmanlike conduct under [Rule 88 – Unsportsmanlike Conduct](#). Should this protest continue, he may be assessed a misconduct penalty, and if it further continues, a game misconduct penalty shall be warranted.

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

The Referee and Official Scorer shall be advised, prior to the start of each game, the name of the Captain and the Alternate Captains of both teams.

No playing Coach or playing Manager or goalkeeper shall be permitted to act as Captain or Alternate Captain.

- 6.2. Alternate Captains** – If the permanent Captain is not on the ice, Alternate Captains (not more than three) shall be accorded the privileges of the Captain. Alternate Captains shall wear the letter "A" approximately three inches (3") in height and in contrasting color, in a conspicuous position on the front of their sweaters.

7. RULE 7 – STARTING LINE-UP

- 7.1. Starting Line-up** – Prior to the start of the game, at the request of the Referee, the Manager or Coach of the visiting team is required to name the starting line-up to the Referee or Official Scorer.

Prior to the start of the game, the Manager or Coach of the home team, having been advised by the Official Scorer the names of the starting line-up of the visiting team, shall name the starting line-up of the home team. This information shall be conveyed by the Official Scorer to the Coach of the visiting team.

No change in the starting line-up of either team as given to the Official Scorer, or in the playing line-up on the ice, can be made unless reviewed and approved by the Referee prior to the start of the game.

Anthem – All players in the starting line-up must remain stationary on the blue line following the anthem(s) until the anthem singer, colour guard, dignitaries, etc. have left the ice. One of the Referees will then blow his whistle briefly to indicate to both teams that their players can skate away from the blue line. If the teams do not comply, no penalty shall be assessed by the incident shall be reported to the league.

7.2. Violation – For an infraction of this rule, a bench minor penalty shall be imposed upon the offending team, provided such infraction is called to the attention of the Referee before the second face-off in the first period takes place. This is an appeal play and must be brought to the Referee's attention prior to the second face-off in the game. There is no penalty to the requesting team if their appeal is un-sustained. The determining factor when considering whether or not a player or goalkeeper is listed in the starting line-up is that the player or goalkeeper's name, and not necessarily the player or goalkeeper's number, must be correctly listed by the Manager or Coach of that team.

7.3. In the event a team scores on the first shift of the game, and it is brought to the attention of the Referee by the opposing team that the team that scored did not have the correct starting line-up on the ice, the goal shall be allowed and a bench minor penalty assessed to the offending team for having an improper starting line-up. If the team that scores the goal on the first shift of the game challenges the starting line-up of the opposing team and the opposing team did not have the correct starting line-up, the scoring of the goal would nullify the bench minor penalty, and no further penalties would be assessed.

8. RULE 8 – INJURED PLAYERS

8.1. Injured Player – When a player is injured or compelled to leave the ice during a game, he may retire from the game and be replaced by a substitute, but play must continue without the teams leaving the ice.

During the play, if an injured player wishes to retire from the ice and be replaced by a substitute, he must do so at the players' bench and not through any other exit leading from the rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

If a penalized player has been injured, he may proceed to the dressing room without the necessity of taking a seat on the penalty bench. If the injured player receives a minor penalty, the penalized team shall immediately put a substitute player on the penalty bench, who shall serve the penalty until such time as the injured player is able to return to the game. He would replace his teammate on the penalty bench at the next stoppage of play. If the injured player receives a major penalty, the penalized team shall place a substitute player on the penalty bench before the penalty expires and no other replacement for the penalized player shall be permitted to enter the game except from the penalty bench. For violation of this rule, a bench minor penalty shall be imposed.

Should the injured penalized player who has been replaced on the penalty bench return to his players' bench prior to the expiration of his penalty, he shall not be eligible to play until his penalty has expired. This includes coincidental penalties when his substitute is still in the penalty box awaiting a stoppage in play. The injured player must wait until his substitute has been released from the penalty box before he is eligible to play. If, however, there is a stoppage of play prior to the expiration of his penalty, he must then replace his teammate on the penalty bench and return to play once his penalty has expired.

When a player is injured so that he cannot continue play or go to his bench, the play shall not be stopped until the injured player's team has secured control of the puck. If the player's team is in control of the puck at the time of injury, play shall be stopped immediately unless his team is in a scoring position.

In the case where it is obvious that a player has sustained a serious injury, the Referee and/or Linesperson may stop the play immediately.

When play has been stopped by the Referee or Linesperson due to an injured player, or whenever an injured player is attended to on the ice by the Trainer or medical personnel, such player must be substituted for immediately. This injured player cannot return to the ice until play has resumed.

When play is stopped for an injured player, the ensuing face-off shall be conducted at the face-off spot in the zone nearest the location of the puck when the play was stopped. When the injured player's team has control of the puck in the attacking zone, the face-off shall be conducted at one of the face-off spots outside the blue line in the neutral zone. When the injured player is in his defending zone and the attacking team is in possession of the puck in the attacking zone, the face-off shall be conducted at one of the defending team's end-zone face-off spots.

- 8.2. Injured Goalkeeper** – If a goalkeeper sustains an injury or becomes ill, he must be ready to resume play immediately or be replaced by a substitute goalkeeper and no additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume his position. The substitute goalkeeper shall be allowed a two (2) minute warm-up during all pre-season games. No warm-up shall be permitted for a substitute goalkeeper in all regular League or Playoff games.

The Referee shall report to the League for disciplinary action any delay in making a goalkeeper substitution.

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

When a substitution for the regular goalkeeper has been made, such regular goalkeeper shall not resume his position until the next stoppage of play. For a violation, a minor penalty for delay of game shall be assessed.

When play has been stopped by the Referee or Linesperson due to an injured goalkeeper, such goalkeeper must be substituted for only if he has to proceed to the players' bench to receive medical attention. If the Trainer has come onto the ice to attend to the goalkeeper and there is no undue delay, the goalkeeper may remain in the game without substitute. However, no additional time shall be permitted by the Referee for the purpose of enabling the injured goalkeeper to resume his position (i.e. no warm-up).

- 8.3. Blood** – A player who is bleeding or who has visible blood on his equipment or body shall be ruled off the ice at the next stoppage of play. Such player shall not be permitted to return to play until the bleeding has been stopped and the cut or abrasion covered (if necessary). It is required that any affected equipment and/or uniform be properly decontaminated or exchanged.

SECTION 3 – EQUIPMENT INSERT HOCKEY CANADA SECTION 3

9. RULE 9 – MEASUREMENT OF EQUIPMENT (*Hockey Canada Rule 3.1*)

- 9.1. **[Hockey Canada Rule 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.

- 9.2. **[Hockey Canada Rule 3.1 (b)]** If the complaint for any measurement of sticks of equipment is not sustained, the complaining team will be penalized under Rule 9.7 – Measurement of Equipment.
- 9.3. **[Hockey Canada Rule 3.1 (c)]** Only one measurement of any kind will be allowed per stoppage of play.
- 9.4. **[Hockey Canada Rule 3.1 (d)]** Any illegal equipment will be removed, corrected or adjusted without any unnecessary delay.
- 9.5. **[Hockey Canada Rule 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.
- 9.6. **[Hockey Canada Rule 3.1 (f)]** No goal will be disallowed as a result of any measurement.
- 9.7. **Minor Penalty [Hockey Canada Rule 3.1 (g)]** - Any violations resulting from a measurement will be penalized as a Minor 'Illegal Equipment' or Bench minor penalty in the case of an 'un-sustained measurement'.

10. RULE 10 – STICKS & SKATES (*Hockey Canada Rules 3.2, 3.3 & 3.4*)

- 10.1. **[Hockey Canada Rule 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 the play of opposing players, no penalty will be assessed.

- 10.2. **[Hockey Canada Rule 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.
- 10.3. **[Hockey Canada Rule 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.
- 10.4. **[Hockey Canada Rule 3.2 (c) Interpretation 1]** A player may carry a new stick back to the goaltender, allowing the goaltender to receive a new stick without proceeding to the Players' Bench. However, after receiving a new goaltender's stick from the bench, the player may not throw or slide the stick along the ice but must carry the stick back to the goaltender and hand it to them. A player who slides or throws a stick to the goaltender will be assessed a Minor penalty [under Rule 53.1](#) – Throwing Stick or Object or a Penalty shot may be awarded under this rule, if the player throws the stick at the puck or puck carrier in their defending

zone ([Rule 53.6 & 53.7](#)).

- 10.5. **[Hockey Canada Rule 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.
- 10.6. **[Hockey Canada Rule 3.3 (a) Interpretation 1]** Any special changes, deviations or innovations require review and approval by Hockey Canada. 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.
- 10.7. **[Hockey Canada Rule 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.
- 10.8. **[Hockey Canada Rule 3.3 (c)]** The goaltender’s stick will not exceed 1.4m (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.
- 10.9. **[Hockey Canada Rule 3.3 (d)]** The end of the shaft of all stick 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.
- 10.10. **[Hockey Canada Rule 3.3 (e)]** The stick may be wound with any colour tape.
- 10.11. **[Hockey Canada Rule 3.3 (f)]** A player may only carry one stick while participating in the play.
- 10.12. **[Hockey Canada Rule 3.4 (a)]** No player may participate in the game unless they are wearing skates.
- 10.13. **[Hockey Canada Rule 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.
- 10.14. **[Hockey Canada Rule 3.4 (c)]** No person, other than a goaltender, may use goaltender’s skates.
- 10.15. **Minor Penalty [Hockey Canada Rule 3.2 (d), 3.3 (g) & 3.4 (d)]** - Any violation of Rule 10, not otherwise covered by another rule, shall be penalized as a Minor penalty under Rule 10.
11. **RULE 11 – GOALKEEPER’S EQUIPMENT (Hockey Canada Rule 3.5) APPENDIX B**
- 11.1. **[Hockey Canada Rule 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.
- 11.2. **[Hockey Canada Rule 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.
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Note 1: Puck foil (a plastic piece attached to the bottom of goaltender's pads designed to stop the puck) is considered to be illegal equipment.

- 11.3. [Hockey Canada Rule 3.5 (b) – Interpretation 1]** 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 pads.

- 11.4. [Hockey Canada Rule 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 of 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 catch glove cannot exceed 114.3 (45 in.) ([see Appendix B for diagram](#)). The lacing or webbing of 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 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 request for a measurement of a goaltender's glove has been made the team will state the part of the glove that is to be measured and whether it is to be the length or width of the glove.

[Hockey Canada Rule 3.5 (c) – Interpretation 2]

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 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.

- 11.5. [Hockey Canada Rule 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.
 - 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.
- 11.6. Minor Penalty [Hockey Canada Rule 3.5 (e)]** - Any violation of this rule will be penalized as per Rule 11 'Illegal Equipment.'

12. RULE 12 – PROTECTIVE EQUIPMENT (Hockey Canada Rule 3.6)

- 12.1. [Hockey Canada Rule 3.6 (a)]** All protective equipment except gloves, head gear or goaltender's leg pads, must be worn entirely under the uniform.
- 12.2. [Hockey Canada Rule 3.6 (a) - Interpretation 1]** 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 glove are permissible. However, if the Referee's opinion is that the holes are such a size that the player can use the bare hands to hold an opponent or otherwise gain a competitive advantage, then the gloves will not be permitted.
- 12.3. [Hockey Canada Rule 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 certification.
- The chin straps of the helmet 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 League.
- 12.4. [Hockey Canada Rule 3.6 (b) - Interpretation 3]** It is acceptable for a player while 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.

12.5. [Hockey Canada Rule 3.6 (c)] The wearing of a BNQ-certified throat protector is required for all players. Goaltenders that wear an attachment to the mask or helmet designed to protect the throat, must still wear a BNQ-certified throat protector.

12.6. Minor Penalty [Hockey Canada Rule 3.6 (d)] - If the helmet, facial protector, or throat protector of a player comes off while play is in progress, or the player loses their mouth guard the player will replace the piece of equipment (properly fastened, e.g. chin strap or both straps of a facial protector) or will proceed to the Players' Bench for substitution. If the player participates in play in any manner without that piece of equipment, play must be stopped immediately and the assessed a Minor Penalty for 'illegal Equipment'.

If a player is found to be wearing an uncertified piece of protective equipment, they shall be issued a warning to replace it with a certified piece of equipment. Any subsequent violation of wearing an uncertified piece of equipment will result in a Minor penalty under this rule for 'illegal equipment.'

When a goaltender loses their helmet, facial protector, blocker or trapper, 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 63 – Delay of Game](#).

After a team warning, any subsequent violation of rules 12.1 or 12.2 by a player from the same team will result in the offending player receiving a minor penalty.

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.

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

12.7. Misconduct Penalty [Hockey Canada Rule 3.6 (f)] - If a player is wearing a helmet, facial protector, chin strap, mouth guard or throat protector improperly, or wearing an uncertified piece of equipment, the Referee will issue a warning to the offending player's team. After one warning to the team, a Misconduct penalty will be assessed to any player of that same team who wears the aforementioned equipment improperly.

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

12.8. [Hockey Canada Rule 3.6 (e)] It is mandatory that players follow these guidelines:

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

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.

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.

- 12.9. [Hockey Canada Rule 3.6 (f) Interpretation 4]** 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.

12.10. [Hockey Canada Rule 3.6 (b)(c)(e)(f)(g) – Interpretation 2]

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 currently mandatory under the rules for any player wearing a visor (Rule 12.8 Note 6).

13. RULE 13 – ILLEGAL / DANGEROUS OR NON-STANDARD EQUIPMENT

- 13.1. [Hockey Canada Rule 3.7 (a)]** The use of pads, protectors or stick likely to cause injury to a player are prohibited.
- 13.2. [Hockey Canada Rule 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.
- 13.3. [Hockey Canada Rule 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 that game.

- 13.4. **[Hockey Canada Rule 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.
- 13.5. **[Hockey Canada Rule 3.7 (e)]** The use of supplemental oxygen is prohibited.
- 13.6. **Minor Penalty [Hockey Canada Rule 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 'Illegal Equipment.'
14. **RULE 14 – PUCK**
- 14.1. **[Hockey Canada Rule 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 ½ 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 that the official Hockey Canada puck be used.

SECTION 4 – TYPES OF PENALTIES

15. RULE 15 – CALLING OF PENALTIES

- 15.1. Calling a Penalty** – Should an infraction of the rules which would call for a minor, major, misconduct, game misconduct or match penalty be committed by a player of the side in control of the puck, the Referee shall immediately blow his whistle and penalize the offending player.

Should an infraction of the rules which would call for a minor, major, or match penalty be committed by a player of the team not in control of the puck, the Referee shall raise his arm to signal the delayed calling of a penalty. When the team to be penalized gains control of the puck, the Referee will blow his whistle to stop play and impose the penalty on the offending player.

When a player, Trainer, Manager, coach or non-playing Club personnel is ejected from the game for a violation of the playing rules, that individual must vacate the players' bench area and may not, in any manner, further participate in the game. This includes directing the team from the spectator area or by radio communications. Any violations shall be reported to the League.

- 15.2. Calling a Minor Penalty – Goal Scored** – If the penalty to be imposed is a minor penalty and a goal is scored on the play by the non-offending side, the minor penalty shall not be imposed but major and match penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

If two or more minor penalties were to be imposed and a goal is scored on the play by the non-offending side, the Captain of the offending team shall designate to the Referee which minor penalty(ies) will be assessed and which minor penalty will be washed out as a result of the scoring of the goal.

- 15.3. Calling a Double-minor Penalty – Goal Scored** – When the penalty to be imposed is applicable under [Rule 43.3 – Checking from behind](#), [Rule 47.1 – for Head-butting](#), [Rule 58.1 – Butt-ending](#), or [Rule 62.1 – Spearing](#), and a goal is scored, two minutes of the appropriate penalty will be assessed to the offending player. (This will be announced as a double-minor for the appropriate foul and the player will serve two (2) minutes only)

- 15.4. Calling a Penalty – Short-handed Team – Goal Scored** – If when a team is “short-handed” by reason of one or more minor or bench minor penalties, the Referee signals a further minor penalty or penalties against the “short-handed” team and a goal is scored by the non-offending side before the whistle is blown, then the goal shall be allowed. The penalty or penalties signaled shall be assessed and the first of the minor penalties already being served shall automatically terminate under [Rule 16 – Minor Penalties](#). Major and match penalties shall be imposed in the normal manner regardless of whether or not a goal is scored.

Should a minor or bench minor penalty be signaled against a team already short-handed by reason of a major (or match) penalty, but before the play can be stopped to assess the minor or bench minor penalty, a goal is scored by the non-offending side, the signaled minor or bench minor penalty shall not be imposed due to the scoring of the goal.

Should a penalty be signaled against a team already short-handed by reason of one or more minor or bench minor penalties, and the signaled penalty would result in the awarding of a penalty shot, but before the Referee can stop play to award the penalty shot, the non-offending team scores a goal, then the signaled penalty (that would have resulted in a penalty shot) shall be assessed as a minor (double-minor, major or match) penalty and the first of the minor penalties already being served shall automatically terminate under [Rule 16 – Minor Penalties](#).

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

- (i) *when a penalty is assessed after the scoring of a goal – face-off at center ice;*
- (ii) *when a penalty is assessed at the end (or start) of a period – face-off at center ice;*
- (iii) *when the defending team is penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circle – face-off in the neutral zone ([Rule 76.2](#));*

16. RULE 16 – MINOR PENALTIES

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

- 16.2. Short-handed** – “Short-handed” means that the team must be below the numerical strength of its opponent on the ice at the time the goal is scored. The minor or bench minor penalty which terminates automatically is the one with the least amount of time on the clock. Thus coincident minor penalties to both Teams do not cause either side to be “short-handed” ([Rule 19](#)).

If while a team is “short-handed” by one or more minor or bench minor penalties, the opposing team scores a goal, the first of such penalties shall automatically terminate.

This rule shall also apply when a goal is awarded.

This rule does not apply when a goal is scored on a penalty shot (i.e. offending team's penalized player(s) do not get released on the scoring of a goal on a penalty shot).

Minor penalty expiration criteria:

- (i) *Is the team scored against short-handed?*
- (ii) *Is the team scored against serving a minor penalty on the clock?*

If both criteria are satisfied, the minor penalty with the least amount of time on the clock shall terminate except when coincidental penalties are being served.

No penalty shall expire when a goal is scored against a team on a penalty shot.

When the minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which of such players will return to the ice first and the Referee will instruct the Penalty Timekeeper accordingly.

17. RULE 17 – BENCH MINOR PENALTIES

Electronic devices (e.g. tablets) are permitted to be used by the coaching staff on the benches during games. A bench minor will be assessed should the coaching staff uses the electronic device in any negative fashion, including towards the on-ice officiating staff.

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

upon him.

- 17.2. **Short-handed** – see [Rule 16.2](#).

18. RULE 18 – DOUBLE-MINOR PENALTIES

- 18.1. **Double-minor Penalty** – For a double-minor penalty, any player, other than a goalkeeper, shall be ruled off the ice for four (4) minutes during which time no substitute shall be permitted.

- 18.2. **Short-handed** – see [Rule 16.2](#).

When a double-minor penalty has been signaled by the Referee and the non-offending team scores during the delay, one of the minor penalties shall be washed out and the penalized player will serve the remaining two minutes of the double-minor penalty. The penalty will be announced as a double-minor penalty but only two minutes would be shown on the penalty time clock.

19. RULE 19 – COINCIDENTAL PENALTIES

- 19.1. **Coincidental Minor Penalties** – When coincident minor penalties or coincident minor penalties of equal duration are imposed against players of both teams, the penalized players shall all take their places on the penalty benches and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiry of their respective penalties. Where goalkeepers are involved, refer to [Rule 27.1](#). Immediate substitution shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule ([Rule 26](#)). This rule only applies when at least one team is already serving a time penalty in the penalty box that causes them to be short-handed.

When one minor penalty is assessed to one player of each team at the same stoppage in play, these penalties will be served without substitution provided there are no other penalties in effect and visible on the penalty clocks. Both teams will therefore play four skaters against four skaters for the duration of the minor penalties.

Should one or both of these players (or any other players) also incur a misconduct penalty in addition to their one minor penalty, this rule shall apply and the teams would still play four skaters against four skaters (the player incurring the misconduct penalty would have to serve the entire 12 minutes – minor plus misconduct – and his team would have to place an additional player on the penalty bench to serve the minor penalty and be able to return to the ice when the minor penalty expires).

When multiple penalties are assessed to both teams, equal numbers of minor and major penalties shall be eliminated using the coincident penalty rule and any differential in time penalties shall be served in the normal manner and displayed on the penalty time clock accordingly ([see Rule 19.5](#)). If there is no differential in time penalties, all players will serve their allotted penalty time, but will not be released until the first stoppage of play following the expiration of their respective penalties.

For coincidental penalties that carry over into, or are assessed during regular-season overtime, refer to [Rule 84.4](#).

- 19.2. **Coincidental Major Penalties** – When coincident major penalties or coincident penalties of equal duration, including a major and/or a match penalty, are imposed against players of both teams, the penalized players shall all take their places on the penalty benches and such penalized players shall not leave the penalty benches until the first stoppage of play following the expiry of their respective penalties. Immediate substitutions shall be made for an equal number of major penalties, or coincident penalties of equal duration including a major penalty to each team so penalized, and the penalties of the players for which substitutions

have been made shall not be taken into account for the purpose of the delayed penalty rule, ([Rule 26](#)). In such situations, if one or both players have received a game misconduct in addition to their major penalties, no substitutes are required to take their places on the penalty benches.

- 19.3. Coincidental Match Penalties** – When coincident match penalties or coincident penalties of equal duration, including a major and/or a match penalty, are imposed against players of both teams, the players with the match penalties shall be immediately removed from the game. The remaining penalized players shall not leave the penalty benches until the first stoppage of play following the expiry of their respective penalties. Immediate substitutions shall be made for an equal number of major and/or match penalties, or coincident penalties of equal duration including a major or match penalty to each team so penalized, and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule, ([Rule 26](#)).
- 19.4. Last Five (5) Minutes and Overtime** – During the last five (5) minutes of regulation time, or at any time in overtime, when a minor penalty (or double-minor penalty) is assessed to one player of Team A, and a major (or match) penalty is assessed to one player of Team B at the same stoppage of play, the three-minute (or one-minute) differential shall be served immediately as a major penalty. This is also applicable when coincidental penalties are negated, leaving the aforementioned examples. In such instances, the team of the player receiving the major penalty must place the replacement player in the penalty bench prior to expiration of the penalty. In the case of a match penalty, the team must place the replacement player in the penalty bench immediately. The differential will be recorded on the penalty clock as a three (3) minute or a one (1) minute penalty (as applicable), and served in the same manner as a major penalty. This rule shall be applied regardless as to the on-ice strength of the two teams at the time the above outlined penalties are assessed.
- 19.5. Applying the Coincidental Penalty Rule** – When multiple penalties are assessed to both teams at the same stoppage of play, the following rules are to be utilized by the Referees to determine the on-ice strength for both teams:
- (i) *Cancel as many major and/or match penalties as possible*
 - (ii) *Cancel as many minor, bench minor and or double-minor penalties as possible*

20. RULE 20 – MAJOR PENALTIES

- 20.1. Major Penalty** – For the first major penalty in any one game, the offender, except the goalkeeper, shall be ruled off the ice for five (5) minutes during which time no substitute shall be permitted.

When one player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player (or substitute for the goalkeeper), except under [Rule 19.2](#) where coincidental major penalties are in effect, in which case the minor penalty will be recorded and served first.

- 20.2. Short-handed** – Although a major penalty does cause a team to be short-handed, the penalized player serving the major penalty does not leave the penalty bench when the opposing team scores. The player must wait for the entire major penalty to expire before he is permitted to exit the penalty bench.
- 20.3. Substitution** – When a player has been assessed a major penalty and has been removed from the game or is injured, the offending team does not have to place a substitute player on the penalty bench immediately, but must do so at a stoppage of play prior to the expiration of the major penalty. He may then legally exit the penalty bench when the major penalty has expired. If the player has been assessed minor penalties in addition to the major penalty that must also be served on the penalty time clock, the offending team must place a substitute on the penalty bench immediately.

Failure to place a player on the penalty bench prior to the expiration of the major penalty will result in that

team having to continue playing one player short (but not officially considered short-handed) until the next stoppage of play. Any replacement player who enters the game other than from the penalty bench shall constitute an illegal substitution under [Rule 68 – Illegal Substitution](#) calling for a bench minor penalty.

Furthermore, if the team fails to place a player on the penalty bench to return to the ice at the end of the major penalty, they continued to play short-handed but are not permitted to ice the puck as they are no longer short-handed by reason of a penalty.

21. RULE 21 – MATCH PENALTIES

- 21.1. Match Penalty** – A match penalty involves the suspension of a player for the balance of the game and the offender shall be ordered to the dressing room immediately.

A match penalty shall be imposed on any player who deliberately attempts to injure or who deliberately injures an opponent in any manner.

- 21.2. Short-handed** – A substitute player is permitted to replace the penalized player after five (5) minutes playing time has elapsed.

The match penalty, plus any additional penalties, shall be served by a player (excluding a goalkeeper) to be designated by the Manager or Coach of the offending team through the playing Captain, such player to take his place in the penalty box immediately.

For all match penalties, a total of fifteen minutes shall be charged in the records against the offending player (five minutes on the penalty clock, plus an additional 10 minutes for being removed from the game).

In addition to the match penalty, the player shall be automatically suspended from further competition until the League Office has ruled on the issue. See also [Rule 28 – Supplementary Discipline](#).

- 21.3. Reports** – The Referee is required to report all match penalties and the surrounding circumstances to the League Office immediately following the game in which they occur.

22. RULE 22 – MISCONDUCT PENALTIES

- 22.1. Misconduct Penalty** – In the event of misconduct penalties to any players except the goalkeeper, the players shall be ruled off the ice for a period of ten (10) minutes each. A substitute player is permitted to immediately replace a player serving a misconduct penalty. A player whose misconduct penalty has expired shall remain in the penalty box until the next stoppage of play.

- 22.2. Misconduct Penalty – Goalkeeper** – Should a goalkeeper on the ice incur a misconduct penalty, this penalty shall be served by another member of his team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the offending team through the Captain.

- 22.3. Short-handed** – A player receiving a misconduct penalty does not cause his team to play short-handed unless he also receives a minor, major or match penalty in addition to the misconduct penalty.

When a player receives a minor penalty and a misconduct penalty at the same time, the penalized team shall immediately put a substitute player on the penalty bench and he shall serve the minor penalty without change. Should the opposing team score during the time the minor penalty is being served, the minor penalty shall terminate (unless [Rule 15.4](#) is applicable) and the misconduct to the originally penalized player shall commence immediately.

When a player receives a major penalty and a misconduct penalty at the same time, the penalized team shall place a substitute player on the penalty bench before the major penalty expires and no replacement for the penalized player shall be permitted to enter the game except from the penalty bench.

- 22.4. Reporting** – All misconduct penalties assessed for abuse of officials ([Rule 89](#)) must be reported in detail to the League office.

23. RULE 23 – GAME MISCONDUCT PENALTIES

- 23.1. Game Misconduct Penalty** – A game misconduct penalty involves the suspension of a player or team official for the balance of the game but a substitute is permitted to replace immediately the player so removed. Ten minutes are applied in the league records to the player incurring a game misconduct penalty.

24. RULE 24 – PENALTY SHOT

- 24.1. Penalty Shot** – A penalty shot is designed to restore a scoring opportunity which was lost as a result of a foul being committed by the offending team, based on the parameters set out in these rules.

- 24.2. Procedure** – The Referee shall ask to have announced over the public address system the name of the player designated by him or selected by the team entitled to take the shot (as appropriate). He shall then place the puck on the center face-off spot and the player taking the shot will, on the instruction of the Referee (by blowing his whistle), play the puck from there and shall attempt to score on the goalkeeper. The puck must be kept in motion towards the opponent's goal line and once it is shot, the play shall be considered complete. No goal can be scored on a rebound of any kind (an exception being the puck off the goal post or crossbar, then the goalkeeper and then directly into the goal), and any time the puck crosses the goal line or comes to a complete stop, the shot shall be considered complete.

The lacrosse-like move whereby the puck is picked up on the blade of the stick and “whipped” into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar. [See Rule 80.1](#).

The spin-o-rama type move where the player completes a 360° turn as he approaches the goal, shall not be permitted. Should a player perform such a move during the penalty shot, the shot shall be stopped by the Referee and no goal will be the result.

Only a player designated as a goalkeeper or alternate goalkeeper may defend against the penalty shot.

The goalkeeper must remain in his crease until the player taking the penalty shot has touched the puck.

If at the time a penalty shot is awarded, the goalkeeper of the penalized team has been removed from the ice to substitute another player, the goalkeeper shall be permitted to return to the ice before the penalty shot is taken.

The team against whom the penalty shot has been assessed may replace their goalkeeper to defend against the penalty shot, however, the substitute goalkeeper is required to remain in the game until the next stoppage of play.

While the penalty shot is being taken, players of both sides shall withdraw to the sides of the rink and in front of their own player's bench.

- 24.3. Designated Player** – In cases where a penalty shot has been awarded to a player specifically fouled, that player shall be designated by the Referee to take the penalty shot.
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In all other cases where a penalty shot has been awarded, the penalty shot shall be taken by a player selected by the Captain of the non-offending team from the players on the ice at the time when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

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

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

24.4. Violations During the Shot – Should the goalkeeper leave his crease prior to the player taking the penalty shot touches the puck, or commits any foul, the Referee shall allow the shot to be taken. If the shot fails, he shall permit the shot to be taken over again. When an infraction worthy of a minor penalty is committed by the goalkeeper during the shot causing it to fail, no penalty is assessed but the Referee shall permit the shot to be taken over again. Should a goalkeeper commit a second violation and the shot fails, he shall be assessed a misconduct penalty and the Referee shall permit the shot to be taken over again. A third such violation shall result in the goalkeeper being assessed a game misconduct penalty and the Referee shall permit the shot to be taken over again, against the alternate goalkeeper.

When a major or match penalty is committed by the goalkeeper that causes the shot to fail, the Referee shall permit the shot to be taken over again and the appropriate penalties shall be assessed to the goalkeeper.

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

During the shot, should the goalkeeper, in an attempt at making a save, dislodge the goal accidentally, the Referee shall make one of the following determinations:

- (i) *Award a goal if he deems the player would have scored into the area normally occupied by the net had it not been dislodged.*
- (ii) *Allow the shot to be re-taken if he does not score or it could not be determined if the puck would have entered the area normally occupied by the net.*
- (iii) *If the goal becomes dislodged after the puck has crossed the goal line thus ending the shot, the above determinations do not apply, the shot is complete.*

If, while the penalty shot is being taken, any player, Coach or non-playing Club personnel of the opposing team shall have by some action interfered with or distracted the player taking the shot and, because of such action, the shot should have failed, a second attempt shall be permitted and the Referee shall impose a bench minor penalty to the offending team, and if a player on the bench is responsible, a misconduct penalty on the player so interfering or distracting shall be assessed. When a Coach or non-playing Club personnel is guilty of such an act, he shall be assessed a Game Misconduct, ordered to the dressing room and the matter will be reported to the League for possible further disciplinary action.

If, while the penalty shot is being taken, any player, goalkeeper, Coach or non-playing Club personnel of the team taking the shot shall have by some action interfered with or distracted the goalkeeper defending the shot and, because of such action, the shot was successful, the Referee shall rule no goal and shall impose a bench

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minor penalty to the offending team, and if a player or goalkeeper on the bench is responsible, a misconduct penalty on the player or goalkeeper so interfering or distracting shall be assessed. When a Coach or non-playing Club personnel is guilty of such an act, he shall be automatically assessed a game misconduct, ordered to the dressing room and the matter will be reported to the League for possible further disciplinary action.

If, while the penalty shot is being taken, a spectator throws any object onto the ice or, in the judgment of the Referee, interferes with the player taking the shot or the goalkeeper defending the shot, he shall permit the shot be taken again.

If, after a player's stick has been ruled illegal, he attempts to take a penalty shot with a second stick that is also ruled illegal prior to taking the penalty shot, the opportunity to take the penalty shot shall be disallowed. The player shall be assessed one minor penalty for the first illegal stick.

- 24.5. Face-Off Location** – If a goal is scored from a penalty shot, the puck shall be faced-off at center ice. If a goal is not scored, the puck shall be faced-off at either of the end face-off spots in the zone in which the penalty shot was tried, except when another rule dictates the face-off location should be in an alternate location, such as when the point men enter the zone beyond the outer edge of the end zone face-off circle or when the attacking team has been penalized on the same play (see [Rule 76.2](#)).

- 24.6. Results** – Should a goal be scored from a penalty shot, a further penalty to the offending player or goalkeeper shall not be applied unless the offense for which the penalty shot was awarded was such as to incur a major, match or misconduct penalty, in which case the penalty prescribed for the particular offense shall be imposed.

If the offense for which the penalty shot was awarded was such as to normally incur a minor penalty, then regardless of whether the penalty shot results in a goal or not, no further minor penalty shall be served.

If the offense for which the penalty shot was awarded was such as to incur a double-minor penalty, or where the offending team is assessed an additional minor penalty on the same play in which a penalty shot was awarded, the first minor penalty is not assessed since the penalty shot was awarded to restore the lost scoring opportunity. The second minor penalty would be assessed and served regardless of whether the penalty shot results in a goal. This will be announced as a double-minor penalty for the appropriate foul and the player will serve two (2) minutes only.

No penalty shall expire when a goal is scored against a team on a penalty shot.

Should two penalty shots be awarded to the same team at the same stoppage of play (two separate fouls), only one goal can be scored or awarded at a single stoppage of play. Should the first penalty shot result in a goal, the second shot would not be taken but the appropriate penalty would be assessed and served for the infraction committed.

- 24.7. Timing** – If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately in the usual manner notwithstanding any delay occasioned by a slow whistle by the Referee to allow play to continue until the attacking side has lost possession of the puck to the defending side, which delay results in the expiry of the regular playing time in any period.

The time required for the taking of a penalty shot shall not be included in the regular playing time or overtime.

- 24.8. Infractions** – There are four (4) specific conditions that must be met in order for the Referee to award a penalty shot for a player being fouled from behind. They are:

(i) The infraction must have taken place in the neutral zone or attacking zone, (i.e. over the puck carrier's

- own blue line);*
- (ii) *The infraction must have been committed from behind;*
- (iii) *The player in possession and control (or, in the judgment of the Referee, clearly would have obtained possession and control of the puck) must have been denied a reasonable chance to score (the fact that he got a shot off does not automatically eliminate this play from the penalty shot consideration criteria. If the foul was from behind and he was denied a “more” reasonable scoring opportunity due to the foul, then the penalty shot should be awarded);*
- (iv) *The player in possession and control (or, in the judgment of the Referee, clearly would have obtained possession and control of the puck) must have had no opposing player between himself and the goalkeeper.*

25. RULE 25 – AWARDED GOALS

- 25.1. Awarded Goal** – A goal will be awarded to the attacking team when the opposing team has taken their goalkeeper off the ice and an attacking player has possession and control of the puck (or would have gained possession and control) in the neutral or attacking zone, without a defending player between himself and the opposing goal, and he is prevented from scoring as a result of an infraction committed by the defending team (see Rule 25.3 – Infractions – When Goalkeeper is Off the Ice, below).
- 25.2. Infractions – When Goalkeeper is On the Ice** – A goal will be awarded when an attacking player, in the act of shooting the puck into the goal (between the normal position of the posts and completely across the goal line), is prevented from scoring as a result of a defending player or goalkeeper displacing the goal post, either deliberately or accidentally.
- 25.3. Infractions – During the Course of a Penalty Shot** – A goal will be awarded when a goalkeeper attempts to stop a penalty shot by throwing his stick or any other object at the player taking the shot or by dislodging the goal (either deliberately or accidentally) (see [Rule 63.6](#)).

26. RULE 26 – DELAYED PENALTIES

- 26.1. Delayed Penalty** – If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two players already penalized has elapsed. Nevertheless, the third penalized player must at once proceed to the penalty bench. He may be substituted for on the ice so as to keep the on-ice strength at no less than three skaters for his team.
- 26.2. Penalty Expiration** – When any team shall have three players serving penalties at the same time and because of the delayed penalty rule, a substitute for the third offender is on the ice, none of the three penalized players on the penalty bench may return to the ice until play has stopped. When play has been stopped, the player whose full penalty has expired may return to the ice.

During the play, the Penalty Timekeeper shall permit the return to the ice of the penalized players, in the order of expiry of their penalties, but only when the penalized team is entitled to have more than four players on the ice. Otherwise, these players must wait until the first stoppage of play after the expiration of their penalties in order to be released from the penalty bench.

When the penalties of two players of the same team will expire at the same time, the Captain of that team will designate to the Referee which of such players will return to the ice first and the Referee will instruct the Penalty Timekeeper accordingly (this is done to expedite the release of a player from the penalty bench when the opposing team scores on the power-play).

- 26.3. Major and Minor Penalty** – When a major and a minor penalty are imposed at the same time on different

players of the same team, the Penalty Timekeeper shall record the minor as being the first of such penalties.

27. RULE 27 – GOALKEEPER’S PENALTIES

- 27.1. Minor Penalty to Goalkeeper** – A goalkeeper shall not be sent to the penalty bench for an offense which incurs a minor penalty, but instead, the minor penalty shall be served by another member of his team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the offending team through the playing Captain and such substitute shall not be changed.

A penalized player may not serve a goalkeeper's penalty.

If the goalkeeper is involved in coincidental penalties being assessed and as a result, his team is required to play shorthanded due to additional penalties assessed to the goalkeeper, the player designated to serve the additional time penalties assessed to the goalkeeper may be any player as designated by the Manager or Coach of the offending team through the playing Captain.

- 27.2. Major Penalty to Goalkeeper** – When a goalkeeper incurs a major penalty and game misconduct, the major penalty (time penalty) shall be served immediately by another member of his team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the offending team through the playing Captain and such substitute shall not be changed.

When a goalkeeper is assessed a major penalty plus a game misconduct, which is coincidental with a major or match penalty to the opposing team, no player is required to serve the goalkeeper's penalties in the penalty box, since he has been ejected from the game.

- 27.3. Misconduct Penalty to Goalkeeper** – Should a goalkeeper on the ice incur a misconduct penalty, this penalty shall be served by another member of his team who was on the ice when the offense was committed. This player is to be designated by the Manager or Coach of the offending team through the Captain.

- 27.4. Game Misconduct Penalty to Goalkeeper** – Should a goalkeeper incur a game misconduct penalty, his place will then be taken by a member of his own Club, or by a regular substitute goalkeeper who is available, and such player will be allowed the goalkeeper's full equipment.

- 27.5. Match Penalty to Goalkeeper** – Should a goalkeeper incur a match penalty, his place will then be taken by a member of his own Club, or by a substitute goalkeeper who is available, and such player will be allowed the goalkeeper's full equipment.

The match penalty, and any additional penalties assessed to the goalkeeper, shall be served immediately by a member of the team on the ice when the offenses were committed. This player shall be designated by the Manager or Coach of the offending team through the Captain. However, when the match penalty is coincidental with a match or major penalty to the opposing team, no player is required to proceed to the penalty bench to serve the goalkeeper's match penalty.

- 27.6. Leaving Goal Crease** – A minor penalty shall be imposed on a goalkeeper who leaves the immediate vicinity of his crease during an altercation. This incident shall be reported to the League for such further disciplinary action as may be required. However, should the altercation occur in or near the goalkeeper's crease, the Referee should direct the goalkeeper to a neutral location and not assess a penalty for leaving the immediate vicinity of the goal crease. Equally, if the goalkeeper is legitimately outside the immediate vicinity of the goal crease for the purpose of proceeding to the players' bench to be substituted for an extra attacker, and he subsequently becomes involved in an altercation, the minor penalty for leaving the crease would not be assessed.

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In addition, during stoppages of play in the game, he must not proceed to his players' bench for the purpose of receiving a replacement stick or equipment or repairs thereto, or due to an injury, or to receive instructions, without first obtaining permission to do so from the Referee. Otherwise, he must be replaced by the substitute goalkeeper immediately (without any delay) or be assessed a bench minor penalty for delay of game.

- 27.7. Participating in the Play Over the Center Red Line** – If a goalkeeper participates in the play in any manner (intentionally plays the puck or checks an opponent) when he is beyond the center red line, a minor penalty shall be imposed upon him. The position of the puck is the determining factor for the application of this rule.

28. RULE 28 – SUPPLEMENTARY DISCIPLINE

- 28.1. Supplementary Discipline** – The League may, with discretion, investigate any incident that occurs in connection with any Pre- season, Exhibition, League or Playoff game and may assess additional fines and/or suspensions for any offense committed during the course of a game or any aftermath thereof by a player, goalkeeper, Trainer, Manager, Coach or non-playing Club personnel or Club executive, whether or not such offense has been penalized by the Referee.

29. RULE 29 – SIGNALS

29.1. Boarding

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



29.2. Butt-ending

Moving the forearm, fist closed, under the forearm of the other hand held palm down.



29.3. Charging

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



29.4.

Checking from behind

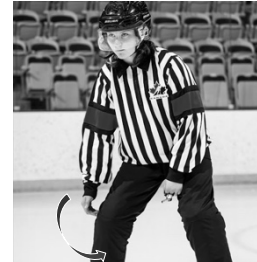
A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



29.5.

Clipping

Striking leg with either hand behind the knee, keeping both skates on the ice, moving the hand from the back to the front.



29.6.

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.



29.7.

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.



29.8.

Delayed penalty

Extending the non-whistle arm fully above the head.



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29.9. Delaying the game

The non-whistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.



29.10. Elbowing

Tapping either elbow with the opposite hand.



29.11. Goal scored

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



29.12. Hand pass

With the palm open and facing forward, a pushing motion towards the front of the body once or twice to indicate the puck was moved ahead with the hand.



29.13. Head-butting

No signal in the Western Hockey League.

NO SIGNAL

29.14. High-sticking

Holding both fists clenched, one slightly above the other (as if holding a stick) at the height of the forehead.



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29.15. Holding

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



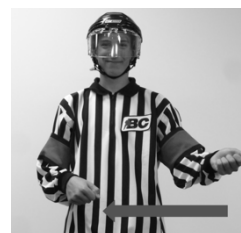
29.16. Holding the stick

Two stage signal involving the holding signal (29.15) followed by a signal indicating you are holding onto a stick with two hands in a normal manner.



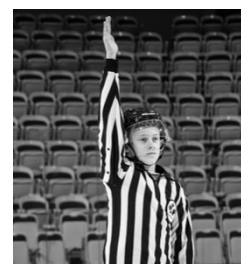
29.17. Hooking

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



29.18. Icing (a)

The back Linesperson signals a possible icing by fully extending either arm over his head. The arm should remain raised until the front Linesperson either blows the whistle to indicate an icing or until the icing is washed out



Icing (b)

Once the icing has been completed, the back Linesperson will then point to the appropriate face-off spot and skate to it, turning backwards somewhere near the blue line and crossing his arms across his chest to indicate icing.



29.19. 'Checking to the Head'

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



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29.20. Interference

Crossing arms stationary in front of the chest in an “X” formation.



29.21. Kicking

No signal in the Western Hockey League.

NO SIGNAL

29.22. Kneeing

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



29.23. Match penalty

No signal in the Western Hockey League.

NO SIGNAL

29.24. Misconduct

Both hands on hips.



29.25. Penalty shot

Non-whistle arm fully extended pointing to the center ice face-off spot.



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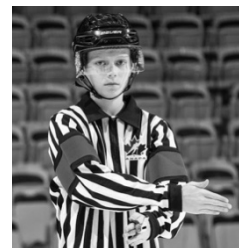
29.26. Roughing

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



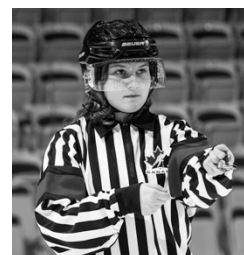
29.27. Slashing

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



29.28. Spearing

Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body (essentially the opposite to the hooking signal – away from the body rather than towards the body).



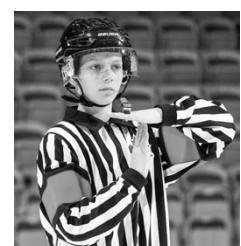
29.29. Throwing equipment

No signal in the Western Hockey League.

NO SIGNAL

29.30. Time-out

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



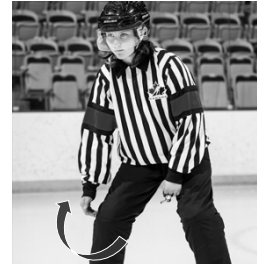
29.31. Too many men on the ice

No signal in the Western Hockey League.



29.32. Tripping

Striking leg with either hand below the knee, keeping both skates on the ice, from front to back.



29.33. Unsportsmanlike conduct

Using both hands to form a “T” in front of the chest (same as time-out).



29.34. 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 by Referees to signal no goal; by the Linespersons to signal no icing and no off-side; and by all Officials to wash out a hand pass or a high-sticking the puck violation.



SECTION 5 – OFFICIALS

30. RULE 30 – APPOINTMENT OF OFFICIALS

- 30.1. Appointment of Officials by League** – The League shall appoint the Referees and Linespersons, while the home team is responsible for allocating all Off-ice Officials for each game.

31. RULE 31 – REFEREES

Adoption of a “Bottom Line, Right Call” philosophy. The referee has the authority, when an obvious mistake has been made by himself or a linesperson, which results in a goal or a territorial advantage / disadvantage, to apply the right call and take the face-off where it should have been.

- 31.1. Attire and Equipment** – All Referees shall be dressed in black trousers, official sweaters and a League-approved black helmet.

They shall be equipped with approved whistles, tape measure and an official stick-measuring gauge.

- 31.2. Disputes** – The Referees shall have general supervision of the game and shall have full control of all game officials and players during the game, including stoppages; and in case of any dispute, their decision shall be final.

As there is a human factor involved in blowing the whistle to stop play, the Referee may deem the play to be stopped slightly prior to the whistle actually being blown. The fact that the puck may come loose or cross the goal line prior to the sound of the whistle has no bearing if the Referee has ruled that the play had been stopped prior to this happening.

- 31.3. Face-offs** – One of the Referees shall face-off the puck to start each period and following the scoring of a goal. Linespersons are responsible for all other face-offs.

- 31.4. General Duties** – It shall be the duty of the Referees to impose such penalties as are prescribed by the rules for infractions thereof and they shall give the final decision in matters of disputed goals. The Referees may consult with the Linespersons or Goal Judge before making their decision.

The Referees shall not halt the game for any infractions of the rules concerning [Rule 83 – Off-side](#), or any violation of [Rule 81 – Icing](#). Determining infractions of these rules is the duty of the Linespersons unless, by virtue of some accident, the Linesperson is prevented from doing so in which case the duties of the Linesperson shall be assumed by a Referee until play is stopped.

- 31.5. Goals** – The Referees shall have announced over the public address system information regarding the legality of an apparent goal. The Official Scorer, will confirm the goal scorer and any players deserving of an assist. See also [Rule 78 – Goals](#).

The Referees shall have announced over the public address system the reason for not allowing a goal every time the goal signal light is turned on in the course of play. This shall be done at the first stoppage of play regardless of any standard signal given by the Referees when the goal signal light was put on in error.

The Referees shall report to the Official Scorer the name or number of the goal scorer but he shall not give any information or advice with respect to the awarding of assists.

The name of the scorer and any player entitled to an assist will be announced over the public address system.

In the event that the Referee disallows a goal for any violation of the rules, he shall report the reason for the disallowance to the Official Scorer who shall have announced the Referee's decision correctly over the public address system.

- 31.6. Off-ice Officials** – The Referees shall, before starting the game, see that the appointed off-ice officials, including the Game Timekeeper and the Goal Judges are in their respective places and ensure that the timing and signaling equipment are in order.
- 31.7. Penalties** – The infraction of the rules for which each penalty has been imposed will be announced correctly, as reported by the Referee, over the public address system. Where players of both teams are penalized on the same play, the penalty to the visiting player will be announced first.
- 31.8. Players' Uniforms** – It shall be the duty of the Referees to see to it that all players are properly dressed, and that the approved regulation equipment (including the approved on-ice branded exposure program) is in use at all times during the game.
- 31.9. Reports** – The Referee shall report to the League promptly and in detail the circumstances surrounding the following:
- (i) *The assessment of misconduct penalties for abuse of officials ([Rule 89](#));*
 - (ii) *The assessment of major penalties;*
 - (iii) *The assessment of game misconduct penalties;*
 - (iv) *The assessment of match penalties;*
 - (v) *The assessment of an instigator penalty;*
 - (vi) *Any time a goalkeeper leaves his crease during an altercation;*
 - (vii) *Any time a stick or other object is thrown outside the playing area;*
 - (viii) *Any time a penalty shot has been awarded;*
 - (ix) *Any time a goal has been awarded;*
 - (x) *Any time a player, goalkeeper or non-playing Club personnel are involved in an altercation with a spectator;*
 - (xi) *Any time a player(s) leaves the blue line following the anthem prior to the Referee's whistle.*
 - (xii) *Any unusual occurrence that takes place on or off the ice, before, during or after the game.*
- 31.10. Start and End of Game and Periods** – The Referees shall order the teams on the ice at the appointed time for the beginning of a game and at the commencement of each period. If for any reason, there is more than a fifteen (15) minute delay in the commencement of the game or any undue delay in resuming play after the League approved intermission length between periods, the Referees shall state in their report to the League the cause of the delay and the Club or Clubs which were at fault.

The Referees shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms.

The Referees shall check club rosters and all players in uniform before signing the Official Game Report.

- 31.11. Unable to Continue** – Should a Referee accidentally leave the ice or receive an injury which incapacitates him from discharging his duties while play is in progress, the game shall be automatically stopped. If the Referee is unable to continue, the game shall continue using the one Referee, two Linesperson system.

If, owing to illness or accident, one of the Referees is unable to continue to officiate, the remaining Referee shall perform the duties of the ill or injured Referee during the balance of the game. In the event that a member of the League's Hockey Operations or Officiating departments is in attendance at a game where a spare official is present, he shall have the authority to substitute the injured Referee with the spare official.

If, through misadventure or sickness, the Referees and Linespersons appointed are prevented from appearing, the League will make every attempt to find suitable replacement officials, otherwise, the Managers or Coaches of the two Clubs shall agree on Referee(s) and Linesperson(s). If they are unable to agree, they shall appoint a player from each side who shall act as Referee and Linesperson; the player of the home Club acting as Referee and the player of the visiting Club as Linesperson.

If the regularly appointed officials appear during the progress of the game, they shall at once replace the temporary officials.

32. RULE 32 – LINESPERSONS

32.1. Attire and Equipment – All Linespersons shall be dressed in black trousers, official sweaters and a League-approved black helmet.

They shall be equipped with approved whistles, tape measure and an official stick-measuring gauge.

32.2. Face-offs – The Linesperson shall face-off the puck at all times except at the start of each period and following the scoring of a goal.

32.3. General Duties – The Linespersons are generally responsible for calling violations of off-side ([Rule 83](#)) and icing ([Rule 81](#)). They may stop play for a variety of other situations as noted under Rules [32.4](#) and [33.5](#) below.

32.4. Reporting to Referee – The Linesperson shall give to the Referees his interpretation of any incident that may have taken place during the game.

The Linesperson may stop play and report what he witnessed to the Referees when:

- | | |
|---|-------------------------|
| (i) <i>There are too many men on the ice</i> | Rule 74 |
| (ii) <i>Articles are thrown on the ice from the players' bench or penalty bench</i> | Rule 75 |
| (iii) <i>When team personnel interfere with a game official</i> | Rule 39 |
| (iv) <i>When a player who has lost or broken his stick receives one illegally</i> | Rule 10 |

The Linesperson must report upon completion of play, any circumstances pertaining to:

- | | |
|---|-------------------------|
| (v) <i>Major Penalties</i> | Rule 20 |
| (vi) <i>Match penalties</i> | Rule 21 |
| (vii) <i>Misconduct penalties</i> | Rule 22 |
| (viii) <i>Game Misconduct penalties</i> | Rule 23 |
| (ix) <i>Abusive Behaviour</i> | Rule 89 |
| (x) <i>Physical Abuse of Officials</i> | Rule 91 |
| (xi) <i>Unsportsmanlike Conduct</i> | Rule 88 |

Should a Linesperson witness a foul (above) committed by an attacking player (undetected by the Referees) prior to the attacking team scoring a goal, the Linesperson shall report what he witnessed to the Referees, the goal shall be disallowed and the appropriate penalty assessed.

The Linesperson must stop play immediately and report to the Referees when:

- | | |
|--|-------------------------|
| (xii) <i>When it is apparent that an injury has resulted from a high-stick that has gone undetected by the Referees and requires the assessment of a double-minor penalty.</i> | Rule 60 |
|--|-------------------------|

32.5. Stopping Play – The Linesperson shall stop play:

(i) When premature substitution of the goalkeeper has occurred	Rule 71
(ii) When he deems that a player has sustained a serious injury and this has gone undetected by either of the Referees	Rule 8
(iii) For encroachment into the face-off area	Rule 76
(iv) When the puck has been directed with a hand to a teammate in any zone other than the defending zone and this has gone undetected by either of the Referees	Rule 79
(v) When the puck has been batted with the hand by either center in an attempt to win the face-off in any zone	Rule 76
(vi) When the puck is struck by a stick above the normal height of the shoulders and this has gone undetected by either of the Referees	Rule 80
(vii) When either team ices the puck	Rule 81
(viii) When there has been interference by/with spectators	Rule 24
(ix) For any infraction of the rules concerning off-side play at the blue line	Rule 83
(x) When the puck is out of bounds or unplayable	Rule 85
(xi) When a goal has been scored that has not been observed by the Referees	Rule 78
(xii) When the puck is interfered with by an ineligible player/person	Rule 5 Rule 74 Rule 78 Rule 84
(xiii) The calling of a penalty shot under	Rule 53

- 32.6. Unable to Continue** – Should a Linesperson appointed be unable to act at the last minute or through sickness or accident be unable to finish the game, the Referees shall have the power to appoint another in his stead, if they deem it necessary, or if required to do so by the Manager or Coach of either of the competing teams. If no replacement Linesperson is available, the two Referees will assist the remaining Linesperson with his duties while still retaining their ability to assess penalties when deemed appropriate.

33. RULE 33 – OFFICIAL SCORER

- 33.1. General Duties** – Before the start of the game, the Official Scorer shall obtain from the Manager or Coach of both teams a list of all eligible players and the starting line-up of each team, which information shall be made known to the opposing Manager or Coach before the start of play.

The Official Scorer shall secure the names of the Captain and Alternate Captains from the Manager or Coach at the time the line-ups are collected and will indicate those nominated by placing the letter “C” or “A” opposite their names on the Official Report of Match form.

The Official Scorer shall keep a record of the goals scored, the scorers, and players to whom assists have been credited and shall indicate those players on the lists who have actually taken part in the game.

At the conclusion of the game, the Official Scorer shall complete and sign the Score Sheet form and forward same to the League office.

The Official Scorer shall prepare the Official Report of Match form for signature by the Referees and forward it to the League office together with the Score Sheet and the Penalty Record forms.

Under the Report of Match section, the Official Scorer must explain if the start of the game is delayed for any reason, any goalkeeper substitutions, time-outs, empty net goals, any delays in the playing of the game due to injury or television, etc.

- 33.2. Goals and Assists** – The Official Scorer shall award the points for goals and assists and his decision shall be final. The awards of points for goals and assists shall be announced twice over the public address system and all changes in such awards shall also be announced in the same manner.

No requests for changes in any award of points shall be considered unless they are made at or before the conclusion of actual play in the game by the Team Captain, or immediately following the game by a Team representative.

A goal is awarded to the last player on the scoring team to touch the puck prior to the puck entering the net. (A puck entering the net is considered to be between the posts, from in front of, and below the crossbar, and entirely across the goal line.)

An assist is awarded to the player or players (maximum two) who touches the puck prior to the goal scorer, provided no defender plays or possesses the puck in between.

Assists can be given to deserving players on a goal that has been awarded by the Referee, if the Official Scorer deems that assists would have been given on the eventual goal anyway.

When goals are scored in the final minute of a period where tenths of seconds are shown on the clock, the time of the goal shall be rounded up to the nearest second for the official records.

- 33.3. Line-ups** – It is the policy of the League that the Coach of both teams must submit electronically a list of eligible players, his starting line-up and designated Captain and Alternates.

The Official Scorer must file a report to the League or his designate if either Coach fails to cooperate within these recommended guidelines.

- 33.4. Location** – The Official Scorer should view the game from an elevated position, well away from the players' benches, with house telephone communication to the public address announcer. He should also have access to a television monitor along with a recording device with simultaneous play and record capabilities to aid in the awarding of points.

- 33.5. Penalties** – The Official Scorer must help the Penalty Timekeeper with the numbers of the players on the ice, in the event a goalkeeper is assessed a penalty or a player is ejected from a game. He must also keep an eye on the players' benches during an altercation and record the numbers of any players who leave their respective players' or penalty benches and in the order that they so leave.

34. RULE 34 – GAME TIMEKEEPER

- 34.1. General Duties** – The Game Timekeeper shall record the time of starting and finishing of each period in the game. During the game the Game Timekeeper will start the clock with the drop of the puck and stop the clock upon hearing the officials' whistle or the scoring of a goal.

The Game Timekeeper shall announce there is one minute remaining to be played in the period.

- 34.2. Intermissions** – For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record the length of intermissions. The clock will start for the intermission immediately at the conclusion of the period.
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Intermissions are eighteen minutes (18:00) in length, unless otherwise notified. If there are unusual delays for any reason, (e.g. altercation, building, ice, or ice resurfacing problems) it is important to use discretion in starting the clock.

- 34.3. Overtime** – In the event of overtime in the regular season, the Game Timekeeper shall reset the clock to five (5) minutes in preparation for the overtime period. The overtime period will commence after a 2-minute break.

During overtime in the play-offs, each intermission will be completed in a normal manner.

- 34.4. Signal Devices** – If the arena is not equipped with an automatic signaling device or, if such device fails to function, the Game Timekeeper shall signal the end of each period by blowing a whistle.

- 34.5. Start of Periods** – The Game Timekeeper shall signal the Referees and the competing teams for the start of the game and each succeeding period and the Referees shall start the play promptly in accordance with [Rule 77 – Game and Intermission Timing](#).

- 34.6. Verification of Time** – Any loss of time on the game or penalty clocks due to a false face-off must be replaced as appropriate.

In the event of any dispute regarding time, the matter shall be referred to the Referees for adjudication and their decision shall be final. The Game Timekeeper shall assist to verify game time using an additional timing device (League-approved stopwatch).

In the event that clock fails to operate when play resumes, the on-ice officials may elect to stop play provided there is no imminent scoring opportunity or wait until the next legitimate stoppage of play. In cooperation with the Game Timekeeper, the clock is to be re-set to the appropriate time.

35. RULE 35 – PENALTY TIMEKEEPER

- 35.1. General Duties** – The Penalty Timekeeper shall keep on the Penalty Record form, a correct record of all penalties imposed by the Referees including the names of the players penalized, the penalties assessed, the duration of each penalty and the time at which each penalty was imposed.

The Penalty Timekeeper shall inform penalized players and the Penalty Box Attendants as to the correct expiration time of all penalties. In the event of a dispute regarding the time a player is permitted to return to the ice, the game clock is the determining time clock. For example, a player is assessed a minor penalty at the 12:00 mark. A stoppage of play occurs at the 10:00 mark, however, the penalty time clock shows one second remaining in the penalty. Since the game clock is the determining time clock, the penalized player shall be permitted to return to the ice.

The infraction of the rules for which each penalty has been imposed will be announced twice over the public address system as reported by the Referee. Where players of both teams are penalized at the same time, the penalty to the visiting player will be announced first. In situations where multiple game misconducts have been assessed to any one player at the same stoppage of play, only one game misconduct should be announced.

Misconduct penalties and coincident major penalties should not be recorded on the timing device (penalty time clock) but such penalized players should be alerted and released at the first stoppage of play following the expiration of their penalties.

When a player is assessed a misconduct in addition to other penalties, the misconduct shall only commence after all other penalties have been served (or washed out by the scoring of a goal).

If a player leaves the penalty bench before the time has expired, the Penalty Timekeeper must note the time and notify the Referees at his first opportunity.

It is the responsibility of the Penalty Timekeeper to ensure that penalized players return to the penalty box before the puck is dropped for the start of a new period. In the event that a penalized player is not in the penalty box, the Penalty Timekeeper should notify the Referees and prevent the game from resuming until the player is there.

35.2. Equipment – The Penalty Timekeeper shall have an official stick-measuring gauge and tape measure available for the Referees use during the game.

35.3. Goalkeeper's Penalties – In the event that a goalkeeper is penalized, the penalty shall be served by another member of his team who was on the ice when the offense was committed. Communication with the Official Scorer and/or Real Time Scorers is important at this time as they can inform the Penalty Timekeeper who was actually on the ice to ensure only the proper players can serve the time.

35.4. Penalty Shot – He shall report on the Penalty Record form each penalty shot awarded, the name of the player taking the shot and the result of the shot.

35.5. Penalty Time Clock – He shall be responsible for the correct posting of penalties on the scoreboard at all times and shall promptly call to the attention of the Referees any discrepancy between the time recorded on the clock and the official correct time and he shall be responsible for making any adjustments ordered by the Referees.

In the event that two players from one team and one player from the opposing team are penalized at the same time, the Penalty Timekeeper shall request through the Referee or the offending team's Captain, which penalty they prefer to have on the timing device.

35.6. Reports – Upon the completion of each game, the Penalty Timekeeper shall complete and sign the Penalty Record form and forward same to the League office.

When penalties are assessed in the final minute of a period where tenths of seconds are shown on the clock, the time of the penalty shall be rounded up to the nearest second for the official records.

The Officiating Department shall be entitled to inspect, collect and forward to the League office the actual worksheets used by the Penalty Timekeeper in any game.

36. RULE 36 – GOAL JUDGE (OPTIONAL)

36.1. General Duties – The Goal Judge may signal, normally by means of red light, a decision as to whether the puck passed between the goal posts and entirely over the goal line. The only decision is whether the puck actually entered the net, not how or when it went in. The light must be illuminated for a period of five (5) seconds each time the puck enters the net regardless of circumstances. It is up to the Referees to decide if it is a goal.

36.2. Location – There shall be one Goal Judge situated behind each goal (or in an area designated and approved by League), in properly protected areas, if possible, so that there can be no interference with their activities. They shall not change goals during the game.

37. RULE 37 – REAL TIME SCORERS

37.1. General Duties – The duty of the Real Time Scorers is to electronically record all official statistics for the

game played.

This data shall be compiled and recorded in strict conformity with the instructions provided by the League.

- 37.2. Real Time Scorers** – There shall be appointed for duty at every game played in the League the following Real Time Scorers:

- (i) *Stats Entry Scorer*
- (ii) *Stats Entry Scorer*
- (iii) *Time on ice Scorer – Home*
- (iv) *Time on ice Scorer – Visitor*
- (v) *Event Analyst*

Assigned by the League to oversee the Real Time Scorers and the data collected is a Scoring System Manager (SSM), an off-ice official who is required to work one of the five (5) positions noted above in each game played.

- 37.3. Reports** – Reports shall be generated during the first and second intermissions (and subsequent intermissions during the playoffs) and post-game for each game played. Reports are distributed to the home club's Public Relations representative by the Scoring System Manager or his/her designate. The home club's Public Relations representative shall distribute reports to the media (print/radio/tv) and to each club's Coaches.

- 38. RULE 38 – VIDEO GOAL JUDGE (NOT IN USE)**

- 39. RULE 39 – ABUSE OF OFFICIALS (NOT IN USE = SEE RULES 88, 89, & 90)**

- 40. RULE 40 – PHYSICAL ABUSE OF OFFICIALS (NOT IN USE = SEE RULE 91)**

SECTION 6 – PHYSICAL FOULS

41. RULE 41 – BOARDING

A minor, double minor or major and game misconduct penalty, at the discretion of the Referee, based upon the degree of violence of the impact with the boards, shall be imposed on any player who checks an opponent in such a manner that causes the opponent to be thrown violently into the boards.

- 41.1. Boarding** – A boarding penalty shall be imposed on any player who checks or pushes a defenseless opponent in such a manner that causes the opponent to hit or impact the boards violently or dangerously. The severity of the penalty, based upon the impact with the boards, shall be at the discretion of the Referee.

There is an enormous amount of judgment involved in the application of this rule by the Referees. The onus is on the player applying the check to ensure his opponent is not in a defenseless position and if so, he must avoid or minimize contact. However, in determining whether such contact could have been avoided, the circumstances of the check, including whether the opponent put himself in a vulnerable position immediately prior to or simultaneously with the check or whether the check was unavoidable can be considered. This balance must be considered by the Referees when applying this rule.

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

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

- 41.3. Double Minor Penalty** – If the opponent is injured on a check when the player is being penalized for boarding, either a double minor or major and game misconduct will be assessed (see Rule 41.4).

If the injury appears to be minimal in nature such as a nose bleed or visor cut, etc., a double minor will be assessed.

- 41.4. Major Penalty** – A major penalty and game misconduct (see Rule 41.6), at the discretion of the Referee based on the degree of violence of impact with the boards, shall be assessed to a player guilty of boarding an opponent.

If a player is injured, as the result of a boarding penalty that would otherwise warrant a minor penalty (see Rule 41.2) and the injury exceeds the severity of the criteria outlined in Rule 41.3, then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

- 41.5. Match Penalty** – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent by boarding.

- 41.6. Game Misconduct Penalty** – When a major penalty is imposed under this rule for a foul resulting in an injury to the face or head of an opponent, a game misconduct shall be imposed.

42. RULE 42 – CHARGING

A minor or major and game misconduct penalty shall be imposed on a player who skates or jumps into, or charges an opponent in any manner. Charging shall mean the actions of a player who, as a result of distance traveled, shall violently check an opponent in any manner. A “charge” may be the result of a check into the

boards, into the goal frame or in open ice. Should both of a player's skates clearly leave the ice prior to contact with the opponent, or should the player elevate to levy a hit, it shall be considered a charge.

- 42.1. Charging** – A minor or major penalty shall be imposed on a player who skates or jumps into or charges an opponent in any manner. Charging shall mean the actions of a player who, as a result of distance traveled, shall violently check an opponent in any manner. A "charge" may be the result of a check into the boards, into the goal frame or in open ice.

A minor, major or a major and a game misconduct shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his goal crease.

A goalkeeper is not "fair game" just because he is outside the goal crease area. The appropriate penalty should be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper. However, incidental contact, at the discretion of the Referee, will be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided the attacking player has made a reasonable effort to avoid such contact.

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

- 42.3. Major Penalty** – A major penalty and game misconduct (see **Rule 42.5**), at the discretion of the Referee based on the degree of violence of impact of a check, shall be assessed to a player guilty of charging an opponent.

If a player is injured as the result of a charging penalty that would otherwise warrant a minor penalty (see **Rule 42.2**), then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

- 42.4. Match Penalty** – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent by charging.

- 42.5. Game Misconduct Penalty** – When a major penalty is imposed under this rule for a foul resulting in an injury to the face or head of an opponent, a game misconduct shall be imposed.

43. RULE 43 – CHECKING FROM BEHIND

A minor penalty, double minor, major and game misconduct, or match penalty, at the discretion of the referee, shall be assessed any player who intentionally pushes, body checks or hits an opposing player, in any manner, from behind anywhere on the playing surface. These infractions will be penalized as checking from behind. If a minor penalty is to be called, but injury results, a major and game misconduct penalty shall be assessed. However, if the injury appears to be minimal in nature such as a nose bleed or visor cut, etc., a double minor may be assessed.

- 43.1. Checking from Behind** – A check from behind is a check delivered on a player who is not aware of the impending hit, therefore unable to protect or defend himself, and contact is made on the back part of the body.

- 43.2. Minor Penalty** – The Referee, at his discretion, may assess a minor penalty to a player guilty of checking an opponent from behind.

- 43.3. Double Minor Penalty** – If a minor penalty for checking from behind is being assessed and on the play the opponent clearly turned at the last moment and as a result was injured from the check, a double minor penalty must be assessed.

- 43.4. Major Penalty** – A major penalty and game misconduct (see **Rule 43.6**), at the discretion of the Referee based
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on the degree of violence of impact, shall be assessed to a player guilty of checking an opponent from behind. This penalty applies anywhere on the playing surface.

If a player is injured, as the result of a checking from behind penalty that would otherwise warrant a minor penalty (see **Rule 41.2**) and the injury is more severe than the criteria outlined in **Rule 43.3**, then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

43.5. Match Penalty – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent or checked their opponent in a manner where they were unable to protect or defend themselves (e.g. into the goal frame) by checking from behind.

43.6. Game Misconduct – A game misconduct penalty must be assessed anytime a major penalty is applied for checking from behind.

44. RULE 44 – CLIPPING

Should a player, who is skating in a forward motion, deliberately lower his body in such a manner as to make contact with the opponent below the waist, he shall be assessed a major and a game misconduct for clipping.

Should a player, who is skating in a backward motion, deliberately lower his body in such a manner as to make contact with the opponent on or in the knee area, he shall be assessed a minor or a major and a game misconduct for clipping.

44.1. Clipping – Clipping is the act of throwing the body, from any direction, across or below the knees of an opponent, unless otherwise outlined in **Rule 44.3**.

A player may not deliver a check in a “clipping” manner, nor lower his own body position to deliver a check on or below an opponent’s knees.

An illegal “low hit” is a check that is delivered by a player who may or may not have both skates on the ice, with his sole intent to check the opponent in the area of his knees. A player may not lower his body position to deliver a check to an opponent’s knees.

44.2. Minor Penalty – A player who commits these fouls will be assessed a minor penalty for “clipping.” Should a player, who is skating in a backward motion, deliberately lower his body in such a manner as to make contact with the opponent on or in the knee area, he shall be assessed a minor penalty for ‘clipping.’

44.3. Major Penalty – The Referee, at their discretion, based upon the degree of violence of impact with the body, the ice or the boards; shall assess a major penalty and game misconduct (see **Rule 44.5**) for ‘clipping’ an opponent.

Should a player, who is skating in a forward motion, deliberately lower his body in such a manner as to make contact with an opponent below the waist, he shall be assessed a major and game misconduct for ‘clipping,’ as there is no option for a minor penalty in this situation.

If a player is injured as the result of an ‘clipping’ infraction that would otherwise warrant a minor penalty (see **Rule 44.2**), then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

44.4. Match Penalty – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent by clipping.

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- 44.5. **Game Misconduct Penalty** – A game misconduct penalty must be assessed anytime a major penalty is applied for injuring an opponent by clipping.

45. **RULE 45 – ELBOWING**

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

- 45.1. **Minor Penalty** – The Referee, at his discretion, may assess a minor penalty, based on the degree of violence, to a player guilty of elbowing an opponent, when the head is **NOT** the principal point of contact.
- 45.2. **Major Penalty** – A major penalty and game misconduct (see **Rule 45.4**), at the discretion of the Referee based on the degree of violence of impact, shall be assessed to a player guilty of elbowing an opponent, where the head is not the principal point of contact.

If a player is injured, as the result of an elbowing infraction that would otherwise warrant a minor penalty (see **Rule 45.1**), then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

- 45.3. **Match Penalty** – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent by elbowing, when the head is not the principal point of contact.
- 45.4. **Game Misconduct Penalty** – When a major penalty is imposed under this rule for a foul resulting in an injury to the face or head of an opponent, a game misconduct penalty shall also be imposed.

46. **RULE 46 – FIGHTING**

- 46.1. **Altercation** – An altercation is a situation involving two (2) players or more, with at least one (1) to be penalized.
- 46.2. **Fighting** – A fight shall be deemed to have occurred when at least one (1) player punches or attempts to punch an opponent repeatedly or when two (2) players wrestle in such a manner as to make it difficult for the Linespeople to intervene and separate the combatants. A major penalty and game misconduct (**Rule 46.21**) shall be assessed to any player who is identified to be a willing combatant in a fight.

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

- 46.3. **Clearing the Area of a Fight** – When a fight occurs, all players not engaged shall go immediately to the area of their players' bench and in the event the altercation takes place at a players' bench, the players on the ice from that team shall go to their defending zone. A player who fails to comply with directions from a Referee to clear the area of a fight shall incur a misconduct penalty.
- 46.4. **Leaving Goal Crease** - If both goaltenders leave their crease to fight, they both receive a minor penalty under [Rule 27.6](#) in addition to a major and game misconduct for fighting (**Rule 46.2**). If only one (1) goaltender leaves his crease and skates the length of the ice to instigate a fight with the other goalie, he will receive a minor for leaving the crease ([Rule 27.7](#)), an instigator minor (**Rule 46.6**), a fighting major and game misconduct (**Rule 46.2**); while the opposing goaltender or player will receive only a major and game misconduct for fighting (**Rule 46.2**).
- 46.5. **Aggressor** – The 'aggressor' in a fight shall be defined as the player who continues to throw punches in an attempt to inflict punishment on his opponent, who is in a defenseless position, or who is an unwilling combatant.
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A player must be deemed the aggressor when he has clearly won the fight but continues throwing and landing punches in a further attempt to inflict punishment and/or injury upon his opponent who is no longer in a position to defend himself.

A player who is deemed to be the aggressor of a fight shall be assessed a Game Misconduct, in addition to the major and game misconduct for fighting (Rule **46.2**) and any other penalties they may have incurred.

NOTE 1: A player who is deemed to be both the instigator (Rule **46.6**) and aggressor of an altercation shall be assessed an instigating minor penalty, a major penalty and game misconduct for fighting (Rule **46.2**) and the additional a game misconduct penalty for being the aggressor (Rule **46.5**).

46.6 Instigator – An instigator of a fight shall be a player who by his actions or demeanor demonstrates any/some of the following criteria:

- (i) distance traveled;
- (ii) gloves off first;
- (iii) first punch thrown;
- (iv) menacing attitude or posture;
- (v) verbal instigation or threats;
- (vi) conduct in retaliation to a prior game (or season) incident;
- (vii) obvious retribution for a previous incident in the game or season
- (viii) showing no intent to play the puck following a body check (legal or illegal) and focusing on the opposing player that delivered the check with the intent to fight.

The 'instigator' of a fight shall be assessed a minor penalty, in addition to the major and game misconduct for fighting (Rule **46.2**) and any other penalties they may have incurred.

NOTE 1: The Referee(s) have discretion to assess a USC minor in lieu of the instigator minor penalty should it be determined that as a result of a body check by an opponent (legal or illegal) a player demonstrates no intent to play the puck but rather focus their attention on challenging an opponent to fight (willing combatant) and such action results in a fighting infraction.

NOTE 2: Should a player wearing a full facial protector instigate a fight with an opposing player that is wearing a visor, the instigating player shall receive an additional game misconduct.

46.7 Instigator (5) Minutes of Regulation Time (or Anytime in Overtime) – In addition to the minor penalty for being the instigator of a fight (Rule **46.6**) a game misconduct shall be assessed to a player who is deemed to be the 'instigator' of a fight in the final five (5) minutes of regulation time or at any time in overtime. These penalties are also in addition to the major and game misconduct for fighting (Rule **46.2**).

46.8 Continuing or Attempting to Continue a Fight – Any player who persists in continuing or attempting to continue a fight or altercation after he has been ordered by the Referee to stop, or who resists a Linesperson in the discharge of their duties (other than the actions defined as being an 'aggressor'), shall at the discretion of the Referee, be assessed game misconduct penalty; in addition to any other penalties incurred.

46.9 Take Down – A minor penalty and game misconduct shall be assessed to a player who during a fight deliberately throws an opponent to the ice, picks them up by the pants or leg and/or throws them down, slew foots or trips them, or by any other action (other than regular fighting, jostling or wrestling activity) forces them to fall to the ice in a dangerous fashion. These penalties are in addition to any other penalties incurred related to fighting, in including the major and game misconduct for fighting (Rule **46.2**).

46.10 Helmets – No player may remove his helmet prior to engaging in a fight. If a player(s) removes his helmet

prior to a fight, the Linespersons shall move in immediately and attempt to separate the players before they engage in the fight. The following shall apply with relation to the removal of a helmet:

- (i) A minor penalty for 'unsportsmanlike conduct' shall be assessed to a player who removes their helmet or the helmet of an opponent prior to a fight, even if the fight is prevented.
- (ii) A minor penalty for 'unsportsmanlike conduct' shall be assessed to any player who intentionally undoes their chin strap or the chin strap of an opponent prior to or during a fight but does not remove their helmet.

NOTE: *Helmets that come off naturally during a fight will not result in a penalty to either player.*

- (iii) A game misconduct shall be assessed to any player who intentionally tries to pull or pry off the helmet of an opponent with force, successfully or unsuccessfully, prior to or during or after a fight.

46.11 Removing Equipment – A game misconduct shall be assessed to any player who removes equipment (e.g. elbow pad) other than helmet or gloves prior to a fight, in addition to the major and game misconduct for fighting (Rule **46.2**) and any other penalties incurred.

NOTE: *this does not include a situation where a piece of equipment (e.g. elbow pad) may have moved during the normal act of fighting and the player removes it or shakes it away during the fight in order to avoid using it to contact their opponent.*

46.12 Fighting After the Original Altercation (Subsequent Fight) – A game misconduct penalty shall be assessed to any player who is assessed a major penalty and game misconduct for fighting (Rule **46.2**) after an original fight has started. Therefore, a second or subsequent fight on the same stoppage of play results in the assessment of this additional game misconduct to the players involved. This game misconduct is in addition to the initial major and game misconduct assessed for fighting (Rule **46.2**) or any other penalties incurred.

Note: *Notwithstanding this rule, at the discretion of the Referee, the additional game misconduct penalty for participating in a second or subsequent fight may be waived for a player involved in such a subsequent fight if the opposing player was clearly the instigator of that subsequent fight. Additionally, the League shall have the discretion to determine in situations of only two (2) fights on a stoppage, if both fights started simultaneously; in which case it will not be deemed a multiple fight situation.*

46.13 Fighting Off the Playing Surface – A game misconduct penalty shall be assessed to any player involved in a fight off the playing surface or with another player who is off the playing surface. This game misconduct is in addition to the major a penalty and game misconduct for fighting (Rule **46.2**), and any other penalties incurred.

Whenever a Team Official becomes involved in a fight with an opposing player, Coach or other non-playing Club personnel on or off the ice, both participants shall be automatically assessed a Game misconduct. Therefore, neither participant is assessed a major penalty under (Rule **46.2**).

46.14 Fighting Other Than During the Periods of the Game – A Game Misconduct penalty shall be assessed to any player(s) involved in a fight other than during the periods of the game. This game misconduct is in addition to the Major and Game Misconduct for fighting (Rule **46.2**) and any other penalties they may have incurred.

46.15 Third Man In – A game misconduct penalty, at the discretion of the Referee, shall be imposed on any player who is the first to intervene (third man in) in a fight already in progress except when a match penalty is being imposed in the original altercation. This game misconduct is in addition to the Major and Game Misconduct for fighting (Rule **46.2**) and any other penalties they may have incurred.

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46.16 Staged Fight – A game misconduct shall be assessed to any player who participates in a staged fight. This game misconduct is in addition to any other penalties assessed, including the major and game misconduct penalty for fighting (Rule 46.2).

A staged fight is a fight that takes place prior to or immediately following the puck drop on a face-off where the players in the fight do not get involved in the play before getting into a fight.

Should the linespersons intervene and prevent a potential 'staged fight' from starting, the players involved will each receive misconduct penalties.

Should one player clearly instigate the a 'staged fight' only that player will receive the additional game misconduct for participating in a 'staged fight'. This game misconduct would then be in addition to the minor penalty for instigating and the major and game misconduct for fighting, while the opponent would only receive a major and game misconduct for participating in a fight.

46.17 Jersey (Tie-Down) – [Hockey Canada Rule 3.9 (a)] Players who fight shall have their sweaters tied down properly and not be altered in a manner that provides an advantage. A minor penalty shall be assessed to any player(s) who prior to or during a fight has the following apply in relation to their jersey or jersey tie-down:

- (i). A player who removes their jersey prior to a fight (completely off his torso), whether or not the fight occurs, shall be assessed a minor penalty for 'illegal equipment'.
- (ii). Whether or not the sweater is tied down the sweater comes up to shoulder height or higher during a fight, shall be assessed a minor penalty for 'illegal equipment.'
- (iii). A player who engages in a fight and whose jersey is not properly "tied-down" (jersey properly fastened to pants), and/or who loses his jersey (completely off his torso) during that altercation, shall be assessed a minor penalty for 'illegal equipment.'

NOTE 1: If the player immediately stops fighting upon point (ii) above, no penalty shall be assessed.

NOTE 2: This rule still applies if the jersey tie-down breaks or tears during the fight.

46.18 Minor Penalty – A minor penalty shall be assessed to any player penalized under the following rules:

- (i). **Rule 46.4** – Leaving the Goal Crease (Goaltender)
- (ii). **Rule 46.6 & 46.7** – Instigator
- (iii). **Rule 46.9** – Take Down
- (iv). **Rule 46.10 (i) & (ii)** – Helmets
- (v). **Rule 46.17** – Jersey (Tie-Down)

46.19 Major Penalty – A major penalty and game misconduct (Rules 46.2 & 46.21) shall be imposed on any player or goaltender who fights an opposing player or goaltender.

46.20 Misconduct Penalty – A misconduct penalty shall be assessed to any player penalized under the following sections for Rule 46:

- (i). **Rule 46.3** – Clearing the Area of a Fight

46.21 Game Misconduct Penalty – A game misconduct penalty shall be assessed to any player penalized under the following sections of Rule 46:

- (i). **Rule 46.2** – Fighting (automatic game misconduct will all fighting major penalties)

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(ii).	Rule 46.5	– Aggressor
(iii).	Rule 46.6 Note	– Instigating a fight while wearing a full facial protector.
(iv).	Rule 46.7	– Instigator in last 5 mins or any time in OT (addition to the minor penalty)
(v).	Rule 46.8	– Continuing or Attempting to Continue a Fight
(vi).	Rule 46.9	– Take Down (in addition to the minor penalty)
(vii).	Rule 46.10	– Helmets
(viii).	Rule 46.11	– Removing Equipment (other than helmet) prior to a fight
(ix).	Rule 46.12	– Fighting After the Original Altercation (subsequent fight)
(x).	Rule 46.13	– Fighting Off the Playing Surface
(xi).	Rule 46.14	– Fighting Other Than During the Periods of a Game
(xii).	Rule 46.15	– Third Man In
(xiii).	Rule 46.16	– Staged Fight

NOTE: The game misconduct associated to the infractions outlined in Rule **46.21 ii, iii, iv, v, vi, vii, viii, ix, x, xi, & xii** are all assessed in addition to the major and game misconduct under Rule **46.2** (Rule **46.19 i.**). Therefore, in each of those cases, a player penalized under Rule **46.2** will receive a major and game misconduct, plus the applicable game misconduct for any other infraction(s) listed above other than Rule **46.2**.

- 46.22 Match Penalty** – A match penalty shall be assessed to any player wearing tape or any other material on his hands (below the wrist) who cuts or injures an opponent during a fight, in addition to any other penalties incurred including the major and game misconduct for fighting under Rule **46.2** & **46.20**.

A match penalty shall be assessed to a player who punches an unsuspecting opponent and causes an injury.

47 RULE 47 – HEAD-BUTTING

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

- 47.1 Double-minor Penalty** – A double-minor penalty shall be imposed on a player who attempts to head-butt an opponent or head-butts and opponent with a minimal degree of violence.

- 47.2 Major Penalty** – A major penalty and game misconduct (see **Rule 47.4**), at the discretion of the Referee based on the degree of violence of impact, shall be assessed to a player who head-butts an opponent.

If a player is injured, as the result of a head-butting infraction a major and game misconduct shall be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

- 47.3 Match Penalty** – A match penalty shall be imposed on a player who deliberately attempts to or deliberately injures an opponent as a result of a head- butt.

- 47.4 Game Misconduct Penalty** – When a major penalty is assessed under this rule, a game misconduct penalty must be imposed.

48 RULE 48 – CHECKING TO THE HEAD

Any body-check, (including lateral, blind side, or from the front) to an opponent where the head is the principal point of contact is not permitted.

For a violation of this rule, a minor, major and game misconduct, or match penalty shall be assessed.

- 48.1 Check to the Head** – A body check resulting in contact with an opponent's head where the head was the main or principal point of contact and such contact to the head was avoidable is not permitted.
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In determining whether contact with an opponent's head was avoidable, the circumstances of the hit including the following shall be considered: *Whether the opponent materially changed the position of his body or head immediately prior to or simultaneously with the hit in a way that significantly contributed to the head contact.*

A punch to the head, or a high stick to the head is not considered checking to the head, as neither is an attempted body check.

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

48.3 Major Penalty – If a player uses his shoulder (including the upper arm area) to deliver a check to the opponent's head area, a "checking to the head" penalty shall be assessed.

A major penalty and game misconduct (see **Rule 48.5**), at the discretion of the Referee based on the degree of violence of impact, shall be assessed to a player guilty of checking an opponent where the head is the principal point of contact.

If a player is injured, as the result of a 'checking to the head' infraction that would otherwise warrant a minor penalty (see **Rule 48.2**), then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

48.4 Match Penalty – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent with an illegal check to the head. If deemed appropriate, supplementary discipline can be applied by the League at his discretion.

49. RULE 49 – KICKING

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

49.1 Goals – Kicking the puck shall be permitted in all zones. A goal cannot be scored by an attacking player who uses a distinct kicking motion to propel the puck into the net with his skate/foot when the puck is in the crease. A goal cannot be scored by an attacking player who kicks a puck in the crease that deflects into the net off any player, goalkeeper or official.

A puck that deflects into the net off an attacking player's skate who does not use a distinct kicking motion is a legitimate goal. A puck that is directed into the net by an attacking player's skate shall be a legitimate goal as long as no distinct kicking motion is evident. The following should clarify deflections following a kicked puck that enters the goal:

- (i). *A kicked puck in the crease that deflects off the body of any player of either team (including the goalkeeper) shall be ruled no goal.*
- (ii). *A kicked puck in the crease that deflects off the stick of any player (excluding the goalkeeper's stick) shall be ruled a good goal.*
- (iii). *A goal will be allowed when an attacking player kicks the puck and the puck deflects off his own stick and then into the net.*
- (iv). *A goal will be allowed when a puck enters the goal after deflecting off an attacking player's skate or deflects off his skate while he is in the process of stopping.*

A goal cannot be scored by an attacking player who kicks any equipment (stick, glove, helmet, etc.) at the puck, including kicking the blade of his own stick, causing the puck to cross the goal line.

49.2 Match Penalty – A match penalty shall be imposed on any player who kicks or attempts to kick another player.

Whether or not an injury occurs, the Referee will impose a five (5) minute time penalty under this rule.

- 49.3 Suspensions** – There are no specified fines or suspensions for kicking and opponent, however, supplementary discipline can be applied by the League (refer to Rule 28).

50 RULE 50 – KNEEING

All knee on knee, or knee on thigh contact will be penalized with a minor penalty. If contact is deliberate or intentional, or if the opponent is injured, a major penalty and automatic game misconduct must be called. A match penalty shall be called if the contact is deemed to be “an attempt to injure”.

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

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

- 50.3 Major Penalty** – The Referee, at their discretion, based upon the degree of violence shall assess a major penalty and game misconduct (see **Rule 50.5**) to any player is guilty of kneeling an opponent.

If a player is injured, as the result of a kneeling infraction that would otherwise warrant a minor penalty (see **Rule 50.2**), then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

- 50.4 Match Penalty** – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent by kneeling.

- 50.5 Game Misconduct Penalty** – When a player has been assessed a major penalty for kneeling he shall also be assessed a Game Misconduct.

51 RULE 51 – ROUGHING

Roughing is a punching motion with the hand or fist, with or without the glove on the hand, normally directed at the head or face of an opponent.

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

- 51.1 Minor Penalty** – A minor penalty shall be imposed on a player who strikes an opponent with his hand or fist.

- 51.2 Match Penalty** – If, in the judgment of the Referee, a goalkeeper uses his blocking glove to punch an opponent in the head or face in an attempt to or to deliberately injure an opponent, a match penalty must be assessed.

52 RULE 52 – SLEW-FOOTING

Slew footing – occurs when a player uses a leg or foot to knock, drag, or sweep an opposing player's feet from under him; or pushes the opponent's upper body backward with an arm or elbow and at the same time with a forward motion of his leg, knocks, drags, or sweeps the opponent's feet from under him; or flips the opponent backwards over his leg or foot. Based on the degree of impact with the ice or boards, a player who slew foots an opponent will be assessed one of the following three penalties:

- 52.1 Double-minor Penalty** – A double-minor penalty shall be imposed on a player who slew foots an opponent, resulting in a minimal impact with the ice.

- 52.2 Major Penalty** – The Referee, at their discretion, based upon the degree of violence of impact shall assess a

major penalty and game misconduct (Rule 52.4) should the opponent land dangerously on the ice on his back, shoulders, neck or head area, or fall dangerously into the boards, as a result of the contact.

If a player is injured, as the result of a slew-footing infraction that would otherwise warrant a double minor penalty (see Rule 52.3), then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

52.3 Match Penalty – A match penalty shall be imposed on a player who attempts to injure or injures an opponent as a result of a slew foot.

52.4 Game Misconduct Penalty – When a major penalty is assessed under this rule, a game misconduct penalty must be imposed.

A minor penalty can still be called if a player is tripped (see Rule 57.2) from behind and there is no dangerous consequence.

53 RULE 53 – THROWING EQUIPMENT

A player shall not throw a stick or any other object in any zone. A player who has lost or broken his stick may only receive a stick at his own players' bench or be handed one from a teammate on the ice (Rule 10.3).

53.1 Minor Penalty – A minor penalty shall be imposed on any player on the ice who throws his stick or any part thereof or any other object in the direction of the puck or an opponent in any zone, except when such act has been penalized by the assessment of a penalty shot or the awarding of a goal.

When a defending player shoots or throws a stick or any other object at the puck or the puck carrier in the defending zone but does not interfere in any manner with the puck or puck carrier, a minor penalty shall be assessed for 'Throwing Equipment.'

When the player discards the broken portion of a stick or some other object by tossing it or shooting it to the side of the ice (and not over the boards) in such a way as will not interfere with play or opposing player, no penalty will be imposed for so doing. When moving a stick that is not broken, no penalty shall be assessed as long as it does not interfere with the play and the player who lost said stick is not attempting to retrieve it, otherwise an interference penalty must be assessed.

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

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

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

53.4 Match Penalty – If a player attempts to or deliberately injures an opponent by throwing a stick or any other object or piece of equipment at an opposing player, Coach or non-playing club person, he shall be assessed a match penalty. If injury results from the thrown object, a match penalty must be assessed for deliberate injury of an opponent.

- 53.5 Penalty Shot** – When any member of the defending team, including the Coach or any non-playing person, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in his defending zone, the Referee or Linesperson shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the non-offending team. This shot shall be taken by the player designated by the Referee as the player fouled.

If the officials are unable to determine the person against whom the offense was made, the non-offending team, through the Captain, shall designate a player on the ice at the time the offense was committed to take the shot.

If a player on a breakaway in the neutral or attacking zone is interfered with by a stick or any other object or piece of equipment that is thrown by any member of the defending team, including the Coach or any non-playing Club person, a penalty shot shall be awarded to the non-offending team. See also [Rule 57.3 – Tripping](#) for fouls from behind to a player on a breakaway.

If a player on a breakaway in the neutral or attacking zone is interfered with by an object thrown on the ice by a spectator that causes him to lose possession of the puck or to fall, the Referee shall award a penalty shot to the player who was fouled.

- 53.6 Awarded Goal** – If, when the opposing goalkeeper has been removed, a member of the defending team, including the Coach or any non-playing person, throws or shoots any part of a stick or any other object or piece of equipment at the puck or puck carrier in the neutral or his own defending zone, thereby preventing the puck carrier from having a clear shot on an “open net”, a goal shall be awarded to the attacking side.

For the purpose of this rule, an “open net” is defined as one from which a goalkeeper has been removed for an additional attacking player. The goalkeeper is considered off the ice once the replacement player has entered the playing surface.

SECTION 7 – RESTRAINING FOULS

54 RULE 54 – HOLDING

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

54.1 Minor Penalty – A minor penalty shall be imposed on a player who holds an opponent by using his hands, arms or legs.

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

A player is not permitted to hold an opponent's stick. A minor penalty shall be assessed to a player who holds an opponent's stick (assessed and announced as "holding the stick").

A player is permitted to protect himself by defending against an opponent's stick. He must immediately release the stick and allow the player to resume normal play.

54.2 Penalty Shot – refer to [Rule 57.3 – Tripping](#).

54.3 Awarded Goal – refer to [Rule 57.3 – Tripping](#).

55 RULE 55 – HOOKING

Hooking is the act of using the stick in a manner that enables a player to restrain an opponent.

When a player is checking another in such a way that there is only stick-to-stick contact, such action is not to be penalized as hooking.

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

55.2 Major Penalty – If a player is injured, as the result of a hooking infraction that would otherwise warrant a minor penalty (see **Rule 55.1**), then a major and game misconduct (see **Rule 55.3**) may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

55.3 Game Misconduct – When a major penalty has been assessed for hooking as a result of an injury to an opponent, a game misconduct penalty must also be assessed.

55.4 Penalty Shot – refer to [Rule 57.3 – Tripping](#).

55.5 Awarded Goal – refer to [Rule 57.3 – Tripping](#).

56 RULE 56 – INTERFERENCE & GOALTENDER INTERFERENCE

Interference – A strict standard on acts of interference must be adhered to in all areas of the rink.

Body Position: Body position shall be determined as the player skating in front of or beside his opponent, traveling in the same direction. A player who is behind an opponent, who does not have the puck, may not use his stick, body or free hand in order to restrain his opponent, but must skate in order to gain or reestablish his proper position in order to make a check.

A player is allowed the ice he is standing on (body position) and is not required to move in order to let an opponent proceed. A player may “block” the path of an opponent provided he is in front of his opponent and moving in the same direction. Moving laterally and without establishing body position, then making contact with the non-puck carrier is not permitted and will be penalized as interference. A player is always entitled to use his body position to lengthen an opponent’s path to the puck, provided his stick is not utilized (to make himself “bigger” and therefore considerably lengthening the distance his opponent must travel to get where he is going); his free hand is not used and he does not take advantage of his body position to deliver an otherwise illegal check.

Possession of the Puck: The last player to touch the puck, other than the goalkeeper, shall be considered the player in possession. The player deemed in possession of the puck may be checked legally, provided the check is rendered immediately following his loss of possession.

Restrain: The actions of a player who does not have body position, but instead uses illegal means (e.g. hook with stick; hold with hands, trip with the stick or in any manner) to impede an opponent who is not in possession of the puck. Illegal means are acts which allow a player or goalkeeper to establish, maintain or restore body position other than by skating.

Pick: A “pick” is the action of a player who checks an opponent who is not in possession of the puck and is unaware of the impending check/hit. A player who is aware of an impending hit, not deemed to be a legal “battle for the puck,” may not be interfered with by a player or goalkeeper delivering a “pick.” A player delivering a “pick” is one who moves into an opponent’s path without initially having body position, thereby taking him out of the play. When this is done, an interference penalty shall be assessed.

Free Hand: When a free hand is used to hold, pull, tug, grab or physically restrain an opponent from moving freely, this must be penalized as holding. The free hand may be used by a player to “fend off” an opponent or his stick, but may not be used to hold an opponent’s stick or body.

Stick: A player who does not have body position on his opponent, who uses his stick (either the blade or the shaft, including the butt-end of the shaft) to impede or prevent his opponent from moving freely on the ice shall be assessed a hooking penalty.

56.1 Minor Penalty – A minor penalty shall be imposed on a player who interferes with or impedes the progress of an opponent who is not in possession of the puck.

A minor penalty shall be imposed on a player who restrains an opponent who is attempting to “fore-check.”

A minor penalty shall be imposed on an attacking player who deliberately checks a defensive player, including the goalkeeper, who is not in possession of the puck.

A minor penalty for ‘goaltender interference’ may be imposed on an attacking player who, by means of their stick or body, interferes with or impedes the movements of the goaltender by actual physical contact. Circumstances of incidental contact may occur, attacking players must make an effort to avoid contact. Referees have the discretion under [Rule 69 – Interference on the Goalkeeper](#) to disallow a goal for impeding the movement of a goaltender when minimal or no contact is made, while not assessing a minor penalty.

A minor penalty shall be imposed on a player who shall cause an opponent who is not in possession of the puck to be forced off-side, causing a stoppage in play. If this action causes a delayed off-side (and not necessarily a stoppage in play), then the application of a penalty for interference is subject to the judgment of the Referee.

A minor penalty shall be imposed on a player who deliberately knocks a stick out of an opponent’s hand, or who prevents a player who has dropped his stick or any other piece of equipment from regaining possession

of it.

A minor penalty shall be imposed on a player who knocks or shoots any abandoned or broken stick or illegal puck or other debris towards an opposing puck carrier in a manner that could cause him to be distracted. ([See also Rule 53 – Throwing Equipment.](#))

A minor penalty shall be imposed on any identifiable player on the players' bench or penalty bench who, by means of his stick or his body, interferes with the movements of the puck or any opponent on the ice during the progress of the play. In addition, should a player about to come onto the ice, play the puck while one or both skates are still on the players' or penalty bench, a minor penalty for interference shall be assessed.

The appropriate penalty according to the playing rules shall be assessed when a player on the players' or penalty bench gets involved with an opponent on the ice during a stoppage in play. The player(s) involved may be subject to additional sanctions as appropriate pursuant to [Rule 28 – Supplementary Discipline.](#)

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

56.3 Major Penalty – At the discretion of the Referee, based on the degree of violence, shall assess a major and game misconduct (Rule **56.4**) to a player guilty of interfering with an opponent.

If a player or goaltender is injured, as the result of an interference or interference with the goaltender infraction that would otherwise warrant a minor penalty (see **Rule 56.1** or **56.2**), then a major and game misconduct may be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

56.4 Game Misconduct Penalty – When a major penalty is imposed under this rule for a foul resulting in an injury of an opponent, a game misconduct shall be imposed.

When a Coach or non-playing Club personnel is guilty of such an act resulting in the awarding of a penalty shot or awarding a goal, a game misconduct must be imposed (see Rule **56.5** & **56.6**)

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

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

57 RULE 57 – TRIPPING

A two minute minor penalty will be assessed when a defending player “dives” and trips an attacking player with his stick, body, arm or shoulder, regardless of whether the defending player is able to make initial contact with the puck.

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- 57.1 Tripping** – A player shall not place the stick, knee, foot, arm, hand or elbow in such a manner that causes his opponent to trip or fall.

Accidental trips which occur simultaneously with a completed play will not be penalized. Accidental trips occurring simultaneously with or after a stoppage of play will not be penalized.

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

In situations where a penalty shot might otherwise be appropriate, if the defending player “dives” and touches the puck first (before the trip), no penalty shot will be awarded. In such cases, the resulting penalty will be limited to a two minute minor for tripping.

- 57.3 Penalty Shot** – When a player, in the neutral or attacking zone, in control of the puck (or who could have obtained possession and control of the puck) and having no other opponent to pass than the goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending team. Nevertheless, the Referee shall not stop play until the attacking team has lost possession of the puck to the defending team.

The intention of this rule is to restore a reasonable scoring opportunity which has been lost. If, however, the player fouled is able to recover and obtain a reasonable scoring opportunity (or a teammate is able to gain a reasonable scoring opportunity), no penalty shot should be awarded but the appropriate penalty should be signaled and assessed if a goal is not scored on the play.

“Control of the puck” means the act of propelling the puck with the stick, hand or feet. If while it is being propelled, the puck is touched by another player or his equipment, or hits the goal or goes free, the player shall no longer be considered to be “in control of the puck”.

In order for a penalty shot to be awarded for a player being fouled from behind, the following four (4) criteria must have been met:

- (i). *The infraction must have taken place in the neutral or attacking zone (i.e. over the puck carrier's own blue line).*
- (ii). *The infraction must have been committed from behind.*
- (iii). *The player in possession and control (or, in the judgment of the Referee, the player clearly would have obtained possession and control of the puck) must have been denied a reasonable chance to score. The fact that the player got a shot off does not automatically eliminate this play from the penalty shot consideration criteria. If the foul was from behind and the player was denied a “more” reasonable scoring opportunity due to the foul, then the penalty shot should still be awarded.*
- (iv). *The player in possession and control (or, in the judgment of the Referee, the player clearly would have obtained possession and control) must have had no opposing player between himself and the goalkeeper.*

If, in the opinion of the Referee, a player makes contact with the puck first and subsequently trips the opponent in so doing, no penalty shot will be awarded, but a minor penalty for tripping shall be assessed.

It should be noted that if the attacking player manages to get around the goalkeeper and has no defending player between him and the open goal, and he is fouled from behind by the goalkeeper or another defending player, no goal can be awarded since the goalkeeper is still on the ice. A penalty shot would be awarded.

- 57.4 Awarded Goal** – If, when the opposing goalkeeper has been removed from the ice, a player in control of the puck (or who could have obtained possession and control of the puck) in the neutral or attacking zone is

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tripped or otherwise fouled with no opposition between him and the opposing goal, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the attacking team.

SECTION 8 – STICK FOULS

58 RULE 58 – BUTT-ENDING

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

58.1 Double-minor Penalty – A double-minor penalty will be imposed on a player who attempts or makes minimal contact with a butt-end on an opponent.

58.2 Major Penalty – At the discretion of the Referee, based upon the degree of violence of impact, a major penalty and game misconduct (see **Rule 58.4**) may be assessed to any player who butt-ends an opponent.

If a player is injured, as the result of a butt-ending infraction that would otherwise warrant a double minor penalty (Rule **58.1**) a major and game misconduct shall be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

58.3 Match Penalty – A match penalty shall be imposed on a player who attempted to or deliberately injures an opponent as a result of a butt- end.

58.4 Game Misconduct Penalty – When a major penalty is imposed for butt-ending, a game misconduct penalty must also be assessed.

59 RULE 59 – CROSS-CHECKING

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

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

59.2 Major Penalty – At the discretion of the Referee, based upon the degree of violence, a major penalty and game misconduct (see **Rule 59.4**) may be assessed to any player who cross-checks an opponent.

If a player is injured, as the result of a cross-checking infraction that would otherwise warrant a minor penalty (Rule **59.1**) a major and game misconduct shall be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

59.3 Match Penalty – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent by cross-checking.

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

60 RULE 60 – HIGH-STICKING

Players and goalkeepers must be in control and responsible for their stick. However, a player or goalkeeper is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion, or accidental contact on the opposing center who is bent over during the course of a face-off.

A “high stick” is one which is carried above the height of the opponent’s shoulders. Players must be in control and responsible for their stick. However, a player is permitted accidental contact on an opponent if the act is committed as a normal windup or follow through of a shooting motion, or accidental contact on the opposing

center who is bent over during the course of a face-off. A wild swing at a bouncing puck would not be considered a normal windup or follow through and any contact to an opponent above the height of the shoulders shall be penalized accordingly.

60.1 Minor Penalty – Any contact made by a stick on an opponent above the shoulders is prohibited and a minor penalty shall be imposed. Whether accidental or careless, should a player cause an injury to an opponent while carrying or holding his stick in such a manner that it contacts an opponent above their shoulders shall result in a minor penalty, unless otherwise covered in Rule **60.2**.

60.2 Match Penalty – When, in the opinion of the Referee, a player attempts to or deliberately injures an opponent while carrying or holding any part of his stick above the shoulders of the opponent, the Referee shall assess a match penalty to the offending player.

60.3 Goals – An apparent goal scored by an attacking player who strikes the puck with his stick carried above the height of the crossbar of the goal frame shall not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick at or below the level of the crossbar and enters the goal, this goal shall be allowed.

A goal scored by a defending player who strikes the puck with his stick carried above the height of the crossbar of the goal frame shall be allowed.

61 RULE 61 – SLASHING

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

A penalty for slashing will be assessed when a player slashes an opponent's stick, and the opponent's stick breaks as a result of the slash.

When a player makes minimal stick on stick contact and as a result the opponent loses his stick, this will not be an automatic penalty. (Example – if a player is reaching for a puck with only one hand on his stick, and the opponent makes minimal contact which knocks the stick out of his hand, this shall not be considered a penalty). The officials will still assess a penalty if the slash is considered forceful.

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

61.2 Major Penalty – At the discretion of the Referee, based upon the degree of violence of impact, a major penalty and game misconduct (see Rule **61.4**) may be assessed to any player who slashes an opponent.

If a player is injured, as the result of a slashing infraction that would otherwise warrant a minor penalty (Rule **61.1**) a major and game misconduct shall be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

61.3 Match Penalty – The Referee, at his discretion, may assess a match penalty if, in his judgment, the player attempted to or deliberately injured his opponent by slashing.

61.4 Game Misconduct Penalty – Whenever a major penalty is assessed for slashing, a game misconduct penalty must also be imposed.

61.5 **Penalty Shot** – refer to [Rule 57.3 – Tripping](#).

61.6 **Awarded Goal** – refer to [Rule 57.4 – Tripping](#).

62 **RULE 62 – SPEARING**

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

62.1 **Double-minor Penalty** – A double-minor penalty will be imposed on a player who spears an opponent and does not make contact, or makes minimal contact.

62.2 **Major Penalty** – At the discretion of the Referee, based upon the degree of violence of impact, a major penalty and game misconduct (see **Rule 62.4**) may be assessed to any player who spears an opponent.

If a player is injured, as the result of a spearing infraction that would otherwise warrant a double minor penalty (Rule **62.1**) a major and game misconduct shall be assessed. Referees must indicate in their game report whether or not the injured player returned to the game, after the major penalty infraction.

62.3 **Match Penalty** – A match penalty shall be imposed on a player who attempts to or deliberately injures an opponent as a result of a spear.

62.4 **Game Misconduct Penalty** – Whenever a major penalty is assessed for spearing, a game misconduct penalty must also be imposed.

SECTION 9 – OTHER FOULS

63 RULE 63 – DELAYING THE GAME

A delay of game penalty will be assessed to any player taking a face-off who uses his hand to direct the puck in any direction.

A delay of game penalty will be assessed any time a player places his hand over the puck while it is on the ice in order to conceal it from an opponent or to prevent an opponent from playing the puck.

When any player or goalkeeper, while in his defending zone, shoots or bats (using his hand or his stick) the puck directly (non-deflected) out of the playing surface, except where there is no glass, a minor penalty shall be assessed for delaying the game. When the puck is shot into the players' bench, the penalty will not apply. When the puck is shot over the glass 'behind' the players' bench, the penalty will be assessed. When the puck goes out of the playing area directly off a face-off, no penalty shall be assessed.

There is no penalty assessed when the puck is kicked out of the playing surface from the defending zone.

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

63.2 Minor Penalty – A minor penalty shall be imposed on any player, including the goalkeeper, who holds, freezes or plays the puck with his stick, skates or body in such a manner as to deliberately cause a stoppage of play. With regard to a goalkeeper, this rule applies outside of his goal crease area.

A minor penalty for delay of game shall be imposed on any player who deliberately shoots or bats (using his hand or his stick) the puck outside the playing area (from anywhere on the ice surface) during the play or after a stoppage of play.

When any player shoots or bats (using his hand or his stick) the puck directly (non-deflected) out of the playing surface from his defending zone, except where there is no glass, a penalty shall be assessed for delaying the game. The determining factor shall be the position of the puck when it was shot or batted by the offending player. If contact with the puck occurs while the puck is inside the defending zone, and subsequently goes out of play, the minor penalty shall be assessed. When the puck is shot into the players' bench, the penalty will not apply. When the puck is shot over the glass 'behind' the players' bench, the penalty will be assessed. When the puck goes out of the playing area directly off a face-off, no penalty shall be assessed.

A minor penalty shall be imposed on any player who delays the game by deliberately displacing a goal post from its normal position. The Referee shall stop play immediately when the offending team gains control of the puck.

In the event that a goalpost is deliberately displaced by a defending player, prior to the puck crossing the goal line between the normal position of the goalposts, the Referee shall assess a minor penalty for delaying the game if the attacking player has not yet taken the shot or in the act of taking the shot at the open net (see Rule 63.6).

When the net is accidentally displaced by an attacking player, and the defending side is in control of the puck and moving out of their zone, play shall be permitted to continue until such time as the non-offending team loses control of the puck. The resulting face-off will take place at a face-off spot in the zone nearest the location where the play was stopped, unless it is in the non-offending team's defending zone, and as such the ensuing

face-off would be outside the blue line at one of the face-off spots in the neutral zone. It is possible for a goal to be scored at one end of the rink while the net at the other end has been dislodged, provided that the team being scored upon is the team responsible for dislodging the net at the other end of the rink.

A minor penalty shall be imposed on a player other than the goalkeeper who deliberately falls on or gathers the puck into his body. Any player who drops to his knees to block a shot should not be penalized if the puck is shot under him or becomes lodged in his clothing or equipment but any use of the hands to make the puck unplayable should be penalized promptly.

If a goalkeeper comes out of his crease to “cut down the angle” on a shot and after making the save covers the puck, this shall be legal. If the goalkeeper races out of his crease in an attempt to beat the attacking player to the puck and instead of playing the puck jumps on the puck causing a stoppage of play, this shall be a minor penalty for delay of game.

A minor penalty shall be imposed on a goalkeeper who, when he is in his own goal crease, deliberately falls on or gathers the puck into his body or who holds or places the puck against any part of the goal in such a manner as to cause a stoppage of play unless he is actually being checked by an opponent.

Play shall not be stopped nor the game delayed by reasons of adjustments to clothing, equipment, skates or sticks. For an infringement of this rule, a minor penalty shall be given. No penalty should be assessed when a water bottle is delivered to a goalkeeper, however, this should be conducted during time-outs and if, in the opinion of the Referee, it is being done to intentionally delay the game, a minor penalty may be assessed.

No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required, the goalkeeper shall leave the ice and his place shall be taken by the substitute goalkeeper immediately. For an infraction of this rule by a goalkeeper, a minor penalty shall be imposed.

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

63.4 Objects Thrown on the Ice – In the event that objects are thrown on the ice that interfere with the progress of the game, the Referee shall blow the whistle and stop the play and the puck shall be faced-off at a face-off spot in the zone nearest to the spot where play is stopped. When objects are thrown on the ice during a stoppage in play, including after the scoring of a goal, the Referee shall have announced over the public address system that any further occurrences will result in a bench minor penalty being assessed to the home Team. Articles thrown onto the ice following a special occasion (i.e. hat trick) will not result in a bench minor penalty being assessed. Refer also to [Rules 53.6 & 53.7](#) when spectator interference occurs during a breakaway.

63.5 Penalty Shot – If the goal post is deliberately displaced by a goalkeeper or player during the course of a “breakaway,” a penalty shot will be awarded to the non-offending team, which shot shall be taken by the player last in possession of the puck.

If by reason of insufficient time in the regular playing time or by reason of penalties already imposed, the minor penalty assessed to a player for deliberately displacing his own goal post cannot be served in its entirety within the regular playing time of the game or at any time in overtime, a penalty shot shall be awarded against the offending team.

No defending player, except the goalkeeper, will be permitted to fall on the puck, hold the puck, pick up the puck, or gather the puck into the body or hands when the puck is within the goal crease. For infringement of this rule, play shall immediately be stopped and a penalty shot shall be ordered against the offending team, but no other penalty shall be given. The rule shall be interpreted so that a penalty shot will be awarded only when the puck is in the crease at the instant the offense occurs. However, in cases where the puck is outside the crease, Rule 63 may still apply and a minor penalty may be imposed, even though no penalty shot is awarded. The significant factor when determining whether or not a penalty shot is warranted is the location of the puck at the time it was held, grabbed or gathered into the body. If the puck is in the crease, penalty shot. If the puck is outside the crease and gathered into the body of a player (other than the goalkeeper) who is inside the crease, minor penalty). See also [Rule 67 – Handling Puck](#).

63.6 Awarded Goal – In the event that the goal post is displaced, either deliberately or accidentally, by a defending player, prior to the puck crossing the goal line between the normal position of the goalposts, the Referee may award a goal.

In order to award a goal in this situation, the goal post must have been displaced by the actions of a defending player, the puck must have been shot (or the player must be in the act of shooting) at the goal prior to the goal post being displaced, and it must be determined that the puck would have entered the net between the normal position of the goal posts.

When the goal post has been displaced deliberately by the defending team when their goalkeeper has been removed for an extra attacker thereby preventing an impending goal by the attacking team, the Referee shall award a goal to the attacking team.

The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal.

If the goal post is deliberately displaced by a goaltender or player during the course of a 'breakaway' by one or more players, play will be stopped immediately, and a goal shall be awarded to the non-offending team (team on the breakaway). The goal shall be credited to the last player of the non-offending team in possession of the puck.

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

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

- 63.8 No Line Change** – In the event that the goal post is displaced accidentally by a defending player or goaltender causing a stoppage in play, the ensuing face-off shall be conducted at one of the end zone face-off spots in the defending zone. The offending team shall not be permitted to make any player substitutions prior to the face-off. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team.

In the event that the puck is shot into the end zone by the attacking team from their own side of the center red line, and the opposing goalkeeper freezes the puck resulting in a stoppage of play, the ensuing face-off shall be conducted at one of the end zone face-off spots in the goalkeeper's defending zone. The defending team shall not be permitted to make any player substitutions prior to the face-off. However, a team shall be permitted to make a player substitution to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team.

In addition, for both situations outlined in this section, for the ensuing face-off in the defending zone, the attacking team will have the choice of which end zone dot the face-off will take place.

64 RULE 64 – DIVING / EMBELLISHMENT

A minor penalty for "embellishment" will be assessed for all aspects of embellishment such as a player throwing his head back following minimal or no contact, going down easy to the ice with minimal contact, etc.

- 64.1 Diving / Embellishment** – Any player who blatantly dives, embellishes a fall or a reaction, or who feigns an injury shall be penalized with a minor penalty under this rule.

A goalkeeper who deliberately initiates contact with an attacking player other than to establish position in the crease, or who otherwise acts to create the appearance of other than incidental contact with an attacking player, is subject to the assessment of a minor penalty for diving / embellishment.

- 64.2 Minor Penalty** – A minor penalty shall be imposed on a player who attempts to draw a penalty by his actions ("diving / embellishment").

65 RULE 65 – EQUIPMENT

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

- 65.1 Minor Penalty** – All protective equipment, except gloves, headgear and goalkeepers' leg pads must be worn under the uniform. For violation of this rule, after warning by the Referee, a minor penalty shall be imposed. Players violating this rule shall not be permitted to participate in the game until such equipment has been corrected or removed.

Play shall not be stopped nor the game delayed by reasons of adjustments to clothing, equipment, skates or sticks. For an infringement of this rule, a minor penalty shall be given.

No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required, the goalkeeper shall leave the ice and his place shall be taken by the substitute goalkeeper immediately. For an infraction of this rule by a goalkeeper, a minor penalty shall be imposed.

66 RULE 66 – FORFEIT OF GAME

- 66.1 Forfeit of Game** – In the event of failure by a Club to comply with a provision of the League constitution, by-

laws, resolutions, rules or regulations affecting the playing of a game, the Referee shall, if so directed by the with such provision.

Should the offending club persist in its refusal to come into compliance, the Referee shall, with the prior approval of the League or his designee, declare the game forfeited and the non-offending Club the winner. Should the Referee declare the game forfeited because both Clubs have refused to comply with such a provision, the visiting Club shall be declared the winner.

If the game is declared forfeited prior to its having commenced, the score shall be recorded as 1-0 and no player shall be credited with any personal statistics.

If the game was in progress at the time it is declared forfeited, the score shall be recorded as zero for the loser and 1, or such greater number of goals that had been scored by it, for the winner; however, the players on both Clubs shall be credited with all personal statistics earned up to the time the forfeit was declared.

67 RULE 67 – HANDLING PUCK

A player shall be permitted to stop or “bat” a puck in the air with his open hand, or push it along the ice with his hand, and the play shall not be stopped unless, in the opinion of the on-ice officials, he has deliberately directed the puck to a teammate, or has allowed his team to gain an advantage, in any zone other than the defending zone, in which case the play shall be stopped and a face-off conducted (see Rule 79 – Hand Pass). Play will not be stopped for any hand pass by players in their own defending zone.

- 67.1 Minor Penalty – Player** – A player shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the ice. If he catches it and skates with it, either to avoid a check or to gain a territorial advantage over his opponent, a minor penalty shall be assessed for “closing his hand on the puck”.

Anytime a player places his hand over the puck while it is on the ice in order to conceal it from or prevent an opponent from playing the puck, a minor penalty shall be assessed for “closing his hand on the puck”. When this is done in his team’s goal crease area, a penalty shot shall be assessed (Rule 67.3) or a goal awarded (Rule 67.4).

A minor penalty shall be imposed on a player who, while play is in progress, picks up the puck off the ice with his hand.

- 67.2 Minor Penalty – Goalkeeper** – A goalkeeper who holds the puck with his hands for longer than three (3) seconds shall be given a minor penalty unless he is actually being checked by an opponent. The object of this entire rule is to keep the puck in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage must be penalized without warning.

A goalkeeper shall be assessed a minor penalty when he deliberately holds the puck in any manner which, in the opinion of the Referee, causes an unnecessary stoppage of play.

A goalkeeper shall be assessed a minor penalty when he throws the puck forward towards the opponent’s net. In the case where the puck thrown forward by the goalkeeper being taken by an opponent, the Referee shall allow the resulting play to be completed, and if goal is scored by the non-offending team, it shall be allowed and no penalty given; but if a goal is not scored, play shall be stopped and a minor penalty shall be imposed against the goalkeeper.

A goalkeeper shall be assessed a minor penalty when he deliberately drops the puck into his pads or onto the goal net.

A goalkeeper shall be assessed a minor penalty when he deliberately piles up snow or obstacles at or near his net that, in the opinion of the Referee, would tend to prevent the scoring of a goal.

67.3 Penalty Shot – If a defending player, except a goalkeeper, while play is in progress, falls on the puck, holds the puck, picks up the puck, or gathers the puck into his body or hands from the ice in the goal crease area, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team. See also [Rule 63 – Delaying the Game](#).

67.4 Awarded Goal – When a goalkeeper, prior to proceeding to his players' bench to be replaced by an extra attacker, intentionally leaves his stick or other piece of equipment, piles snow or other obstacles at or near his net that, in the opinion of the Referee, would tend to prevent the puck from entering the net, a goal shall be awarded. In order to award a goal in this situation, the goalkeeper must have been replaced for an extra attacker, otherwise a minor penalty shall be assessed.

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

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

68 RULE 68 – ILLEGAL SUBSTITUTION

Illegal Substitution – An illegal substitution shall be deemed to have occurred when a player enters the game illegally from either the players' bench (teammate not within the ten (10) foot limit, refer to [Rule 74 – Too Many Men on the Ice](#)), from the penalty bench (penalty has not yet expired), when a major penalty is being served and the replacement player does not return to the ice from the penalty bench (see [Rule 68.1](#)), or when a player illegally enters the game for the sole purpose of preventing an opposing player from scoring on a breakaway (see [Rule 68.2](#) and [Rule 68.3](#)).

When an injured player is penalized and leaves the game, if he returns before the expiration of his penalty, he is not eligible to play. This includes coincidental penalties when his substitute is still in the penalty box awaiting a stoppage in play. The injured player must wait until his substitute has been released from the penalty box before he is eligible to play ([see Rule 8.1](#)).

68.1 Bench Minor Penalty – When a player receives a major penalty and a misconduct or game misconduct penalty at the same time, or when an injured player receives a major penalty and is unable to serve the penalty himself, the penalized team shall place a substitute player on the penalty bench before the major penalty expires and no replacement for the penalized player shall be permitted to enter the game except from the penalty bench. Any violation of this provision shall be treated as an illegal substitution under this rule calling for a bench minor penalty ([also see Rule 20.3](#)).

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

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

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

If a player shall illegally enter the game from his own players' bench or from any other location in the rink, any goal scored by his own team while he is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties.

68.5 Deliberate Illegal Substitution – [see Rule 74](#) – Too Many Men on the Ice.

69 RULE 69 – INTERFERENCE ON THE GOALKEEPER

This rule is based on the premise that an attacking player's position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking players are standing in the crease may, in appropriate circumstances be allowed. Goals should be disallowed only if: (1) an attacking player, either by his positioning or by contact, impairs the goalkeeper's ability to move freely within his crease or defend his goal; or (2) an attacking player initiates intentional or deliberate contact with a goalkeeper, inside or outside of his goal crease. Incidental contact with a goalkeeper will be permitted, and resulting goals allowed, when such contact is initiated outside of the goal crease, provided the attacking player has made a reasonable effort to avoid such contact. The rule will be enforced exclusively in accordance with the on-ice judgement of the Referee(s).

69.1 For purposes of this rule, "contact," whether incidental or otherwise, shall mean any contact that is made between or among a goalkeeper and attacking player(s), whether by means of a stick or any part of the body.

The overriding rationale of this rule is that a goalkeeper should have the ability to move freely within his goal crease without being hindered by the actions of an attacking player. If an attacking player enters the goal crease and, by his actions, impairs the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed.

If an attacking player has been pushed, shoved, or fouled by a defending player so as to cause him to come into contact with the goalkeeper, such contact will not be deemed contact initiated by the attacking player for purposes of this rule, provided the attacking player has made a reasonable effort to avoid such contact.

If a defending player has been pushed, shoved, or fouled by an attacking player so as to cause the defending player to come into contact with his own goalkeeper, such contact shall be deemed contact initiated by the attacking player for purposes of this rule, and if necessary a penalty assessed to the attacking player and if a goal is scored it would be disallowed.

69.2 Penalty – In all cases in which an attacking player initiates intentional or deliberate contact with a goalkeeper, whether or not the goalkeeper is inside or outside the goal crease, and whether or not a goal is scored, the attacking player will receive a penalty (minor or major, as the Referee deems appropriate). In all cases where the infraction being imposed is to the attacking player for hindering the goalkeeper's ability to move freely in his goal crease, the penalty to be assessed is for '[Goaltender Interference](#)' under [Rule 56](#).

In exercising his judgment, the Referee should give more significant consideration to the degree and nature

of the contact with the goalkeeper than to the exact location of the goalkeeper at the time of the contact.

- 69.3 Contact Inside the Goal Crease** – If an attacking player initiates contact with a goalkeeper, incidental or otherwise, while the goalkeeper is in his goal crease, and a goal is scored, the goal will be disallowed.

If a goalkeeper, in the act of establishing his position within his goal crease, initiates contact with an attacking player who is in the goal crease, and this results in an impairment of the goalkeeper's ability to defend his goal, and a goal is scored, the goal will be disallowed.

If, after any contact by a goalkeeper who is attempting to establish position in his goal crease, the attacking player does not immediately vacate his current position in the goal crease (i.e. give ground to the goalkeeper), and a goal is scored, the goal will be disallowed. In all such cases, whether or not a goal is scored, the attacking player will receive a minor penalty for goalkeeper interference under '[Goaltender Interference](#)' under [Rule 56](#).

If an attacking player establishes a significant position within the goal crease, so as to obstruct the goalkeeper's vision and impair his ability to defend his goal, and a goal is scored, the goal will be disallowed.

For this purpose, a player "establishes a significant position within the crease" when, in the Referee's judgment, his body, or a substantial portion thereof, is within the goal crease for more than an instantaneous period of time.

- 69.4 Contact Outside the Goal Crease** – If an attacking player initiates any contact with a goalkeeper, other than incidental contact, while the goalkeeper is outside his goal crease, and a goal is scored, the goal will be disallowed.

A goalkeeper is not "fair game" just because he is outside the goal crease. The appropriate penalty should be assessed in every case where an attacking player makes unnecessary contact with the goalkeeper. However, incidental contact will be permitted when the goalkeeper is in the act of playing the puck outside his goal crease provided the attacking player has made a reasonable effort to avoid such unnecessary contact.

When a goalkeeper has played the puck outside of his crease and is then prevented from returning to his crease area due to the deliberate actions of an attacking player, such player may be penalized for goalkeeper interference under [Rule 56](#). Similarly, the goalkeeper may be penalized, if by his actions outside of his crease he deliberately interferes with an attacking player who is attempting to play the puck or an opponent.

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

- 69.6 Rebounds and Loose Pucks** – In a rebound situation, or where a goalkeeper and attacking player(s) are simultaneously attempting to play a loose puck, whether inside or outside the crease, incidental contact with the goalkeeper will be permitted, and any goal that is scored as a result thereof will be allowed.

In the event that a goalkeeper has been pushed into the net together with the puck by an attacking player after making a stop, the goal will be disallowed. If applicable, appropriate penalties will be assessed. If, however, in the opinion of the Referee, the attacking player was pushed or otherwise fouled by a defending player causing the goalkeeper to be pushed into the net together with the puck, the goal can be permitted.

In the event that the puck is under a player in or around the crease area (deliberately or otherwise), a goal cannot be scored by pushing this player together with the puck into the goal. If applicable, the appropriate penalties will be assessed, including a penalty shot if deemed to be covered in the crease deliberately (see

[Rule 63 – Delaying the Game](#)).

- 69.7 Crease Violation** - If an attacking player is in the goal crease and does not attempt to leave immediately, the referee has the option to stop the game with the resulting face-off will be outside the blue line. The stoppage shall occur when, in the referee's judgment, the player's body (or a substantial portion thereof) is within the goal crease for more than a brief period of time.

70 RULE 70 – LEAVING THE BENCH

- 70.1 Leaving the Bench** – No player may leave the players' or penalty bench at any time during a fight or for the purpose of starting a fight.

- 70.2 Legal Line Change** – A player who has entered the game while play is in progress from his own players' bench or legally from the penalty bench (penalty time has expired) who starts an altercation fight may be subject to discipline in accordance with [Rule 28 – Supplementary Discipline](#).

A player or players who have entered the game on a legal line change during a stoppage of play, who line up in preparation for the ensuing face-off, and who participate in a fight shall be penalized under the appropriate rule and will be subject to discipline in accordance with [Rule 28 – Supplementary Discipline](#) (a game misconduct is not automatic in this situation unless provided for as a result of his actions in the fight).

- 70.3 Leaving the Players' Bench** – Players shall not be permitted to come on the ice during a stoppage of play or at the end of the first and second periods for the purpose of warming-up. The Referee will report any violation of this rule to the League for disciplinary action.

Except at the end of each period or for entering the game legally, no player may, at any time, leave the players' bench. If it is necessary to proceed to the dressing room during the course of the game (and when it is required to proceed by way of the ice to access the dressing room), the player must wait for a stoppage of play and ensure there are not altercations in progress before proceeding.

The player who was the first or second player to leave the players' (or penalty bench) during an altercation or for the purpose of starting an altercation, from either or both teams shall be assessed a game misconduct penalty.

- 70.4 Leaving the Penalty Bench** – Except at the end of each period or on expiration of his penalty, no player may, at any time, leave the penalty bench.

A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be at his own players' bench before any change can be made. For any violation of this rule, a bench minor penalty shall be imposed for too many men on the ice (see [Rule 74 – Too Many Men on the Ice](#)).

A penalized player who leaves the penalty bench before his penalty has expired, whether play is in progress or not, shall incur an additional minor penalty after serving his unexpired penalty.

Any player who, having entered the penalty bench, leaves the penalty bench prior to the expiration of his penalty for the purpose of challenging an official's ruling, shall be assessed a game misconduct penalty.

Any penalized player leaving the penalty bench during a stoppage of play and during a fight shall incur a minor penalty plus a game misconduct penalty. The minor penalty plus the unexpired time remaining in his original penalty must be served by a replacement player placed on the penalty bench by the Coach of the offending team.

If a player leaves the penalty bench before his penalty is fully served, the Penalty Timekeeper shall note the time and signal the officials who will stop play when the offending player's team obtains control of the puck. An additional minor penalty must be served by this player in addition to the time remaining in his original penalty (this unexpired time is calculated from the time he left the penalty bench illegally).

In the case of a player returning to the ice before his time has expired through an error of the Penalty Timekeeper, he is not to serve an additional penalty, but must serve his unexpired time this unexpired time is calculated from the time he left the penalty bench through the error of the Penalty Timekeeper).

At a stoppage of play following the expiration of their penalties, if a player or players exiting the penalty bench get involved in a fight, those coming from the penalty bench shall be assessed the penalties they incur in the altercation in addition to a game misconduct. Should a player coming from the penalty bench at a stoppage of play get involved with an opponent and the opponent is deemed to be the instigator of the fight, then the player coming from the penalty bench would not be subject to the game misconduct.

- 70.5 Bench Minor Penalty** – A bench minor penalty shall be imposed on a team whose player(s) leave the players' bench for any purpose other than a change of players and when no fight is in progress.

If a Coach or non-playing Club personnel gets on the ice (unless directed to do so by an on-ice official, i.e. to attend to an injured player) after the start of a period and before that period is ended, the Referee shall impose a bench minor penalty against the team and report the incident to the League for disciplinary action.

- 70.6 Game Misconduct Penalty** – A game misconduct penalty shall be imposed on the player who was the first or second player to leave the players' or penalty bench during a fight or for the purpose of starting a fight, from either or both teams.

Any penalized player leaving the penalty bench during a stoppage of play and during a fight shall incur a minor penalty plus a game misconduct penalty. The minor penalty plus the unexpired time remaining in his original penalty must be served by a replacement player placed on the penalty bench by the Coach of the offending team.

Any player who has been ordered to the dressing room by the officials and returns to his bench or to the ice surface for any reason before the appropriate time shall be assessed a game misconduct.

Once a player enters the penalty bench, he must not leave until his penalty expires and his team is entitled to an additional player on the ice, or, at the end of a period to proceed to his dressing room, or, when he has received permission from an on-ice official. At any other time, he shall be assessed a game misconduct penalty under this rule.

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

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

- 70.9 Disallowed Goal** – If a penalized player returns to the ice from the penalty bench before his penalty has expired by his own error or the error of the Penalty Timekeeper, any goal scored by his own team while he is

illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties.

If a player shall illegally enter the game from his own players' bench or from the penalty bench, any goal scored by his own team while he is illegally on the ice shall be disallowed but all penalties imposed on either team shall be served as regular penalties.

71 RULE 71 – PREMATURE SUBSTITUTION

- 71.1 Premature Substitution** – When a goalkeeper leaves his goal area and proceeds to his players' bench for the purpose of substituting another player, the skater cannot enter the playing surface before the goalkeeper is within ten feet (10') of the bench. If the substitution is made prematurely, the official shall stop play immediately unless the non-offending team has possession of the puck - in which event the stoppage will be delayed until the puck changes possession.

There shall be no time penalty to the team making the premature substitution, but the resulting face-off will take place at the center ice face-off spot when play is stopped beyond the center red line. When play is stopped prior to the center red line, the resulting face-off shall be conducted at the nearest face-off spot in the zone where the play was stopped.

In all other situations not covered in the above, a minor penalty may result for "too many men on the ice" (see [Rule 74](#)).

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

72 RULE 72 – REFUSING TO PLAY THE PUCK

- 72.1 Refusing or Abstaining from Playing the Puck** – The purpose of this section is to enforce continuous action and both Referees and Linespersons should interpret and apply the rule to produce this result.

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

- 72.3 High Stick** – When a player contacts the puck with his stick above the normal height of the shoulders and a teammate elects not to play the puck to avoid the stoppage of play, and the opposing team also abstains from playing the puck (perhaps to allow time to expire on a penalty), the Referee shall stop the play and order the resulting face-off at the face-off spot in the zone to nearest to where the play was stopped for this violation (see [Rule 76.2](#)).

- 72.4 Penalty** – When the Referee signals the delayed calling of a penalty to one team and a player of that team intentionally abstains from playing the puck in order to allow additional time to expire on the game or penalty time clocks, the Referee shall stop the play and order the resulting face-off at one of the face-off spots in the offending team's defending zone (see [Rule 76.2](#)).

73 RULE 73 – REFUSING TO START PLAY

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

73.2 Procedure – Team On Ice – If, when both teams are on the ice, one team for any reason shall refuse to play when ordered to do so by the Referee, he shall warn the Captain and allow the team so refusing fifteen (15) seconds within which to begin the play or resume play. If at the end of that time, the team shall still refuse to play, the Referee shall impose a bench minor penalty for delay of game on a player of the offending team to be designated by the Coach of that team through the playing Captain. The offending Coach shall be removed from the players' bench and assessed a game misconduct penalty.

Should the offending team still refuse to play, the Referee shall have no alternative but to declare that the game be forfeited to the non-offending Club and the case shall be reported to the League for further action (see [Rule 66 – Forfeit of Game](#)).

First Violation

- (i). *Warn the Captain of the offending team and allow 15 seconds within which to resume play.*
- (ii). *If at the end of the 15 seconds the team still refuses to resume play, assess a bench minor penalty to the offending team for delay of game.*

Second Violation

- (i). *Warn the Captain of the offending team and allow 15 seconds within which to resume play.*
- (ii). *If at the end of the 15 seconds the team still refuses to resume play, assess a bench minor penalty to the offending team for delay of game.*
- (iii). *The Coach is to be assessed a game misconduct penalty.*
- (iv). *If the team still refuses to play, the Referee shall declare the game be forfeited to the non-offending club (see [Rule 66 – Forfeit of Game](#)).*

73.3 Procedure – Team Off Ice – If a team, when ordered to do so by the Referee through its Club Executive, Manager or Coach, fails to go on the ice and start play within five (5) minutes, the game shall be forfeited and the case shall be reported to the League for further action (see [Rule 66 – Forfeit of Game](#)).

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

74 RULE 74 – TOO MANY MEN ON THE ICE

Should a team have an extra player present in an altercation in which at least one penalty is assessed, and the on-ice officials cannot identify which player is not legally on the ice, the player's Club shall be assessed a Bench Minor penalty for too many men on the ice.

- 74.1 Too Many Men on the Ice** – Players may be changed at any time during the play from the players' bench provided that the player or players leaving the ice shall be within ten feet (10') of his players' bench and out of the play before the change is made. Refer also to [Rule 71 – Premature Substitution](#). At the discretion of the on-ice officials, should a substituting player come onto the ice before his teammate is within the ten foot (10') limit of the players' bench (and therefore clearly causing his team to have too many players on the ice), then a bench minor penalty may be assessed.

When a player is retiring from the ice surface and is within the ten foot (10') limit of his players' bench, and his substitute is on the ice, then the retiring player shall be considered off the ice for the purpose of [Rule 70 – Leaving Bench](#).

If in the course of making a substitution, either the player entering the game or the player retiring from the ice surface plays the puck with his stick, skates or hands or who checks or makes any physical contact with an opposing player while either the player entering the game or the retiring player is actually on the ice, then the infraction of "too many men on the ice" will be called.

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

During the play, the player retiring from the ice must do so at the players' bench and not through any other exit leading from the rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

A player coming onto the ice as a substitute player is considered on the ice once both of his skates are on the ice. If he plays the puck or interferes with an opponent while still on the players' bench, he shall be penalized under [Rule 56 – Interference](#).

- 74.2 Bench Minor Penalty** – A bench minor penalty for too many men on the ice shall be assessed for a violation of this rule. This penalty can be assessed by the Referees or the Linespersons. Should a goal be scored by the offending team prior to the Referee or Linesperson blowing his whistle to assess the bench minor penalty, the goal shall be disallowed and the penalty assessed for too many men on the ice.
- 74.3 Penalty Bench** – A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the ice and be within ten foot (10') of his own players' bench before any change can be made. For any violation of this rule, a bench minor penalty shall be imposed for too many men on the ice.
- 74.4 Deliberate Illegal Substitution** – If by reason of insufficient playing time remaining, or by reason of penalties already imposed, a bench minor penalty is imposed for deliberate illegal substitution (too many men on the ice) which cannot be served in its entirety within the legal playing time, or at any time in overtime, a penalty shot shall be awarded against the offending team.
- 74.5 Goalkeeper in Regular Season Overtime** – Once the goalkeeper has been removed for an extra attacker in overtime during the Regular season, he must wait for the next stoppage of play before returning to his position.

Any attempt by the goalkeeper to return to his position prior to the next stoppage of play (“on the fly”) shall be deemed to be an illegal substitution and a bench minor penalty shall be assessed for having an ineligible player would apply.

75 RULE 75 – DANEROUS ACTIONS

For clarification purposes, the following infractions should be penalized as outlined:

Biting	Match Penalty
Hair Pulling / Grabbing helmet or mask	2 minute USC or Match Penalty
Scratching	Match Penalty
Spitting	Game Misconduct

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

- (i). *Any player who is guilty of unsportsmanlike conduct including, but not limited to hair-pulling, grabbing hold of a helmet or face mask, etc. If warranted, and specifically when injury results, the Referee may apply [Rule 21 – Match Penalties](#).*

75.2 Game Misconduct Penalty – A game misconduct penalty shall be assessed under this rule for the following infractions:

- (i). *Any player guilty of spitting at or on any person.*

75.3 Match Penalty – Match penalties shall be assessed under this rule for the following infractions, if determined to be a deliberate attempt to injure and opponent or if injury results:

- (i). *Any player who is guilty of hair-pulling, grabbing the face-mask or helmet, biting or scratching, etc. when injury results, the Referee may apply [Rule 21 – Match Penalties](#).*

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

SECTION 10 – GAME FLOW

76 RULE 76 – FACE-OFFS

76.1 Face-off – The action of the Referee or Linesperson in dropping the puck between the sticks of two opposing players to start or resume play. A face-off begins when the official indicates the location of the face-off and the officials and players take their appropriate positions. The face-off ends when the puck has been legally dropped.

A goalkeeper may not participate in a face-off.

76.2 **Face-off Locations** – All face-offs must be conducted on one of the nine (9) face-off spots located on the rink.

If two rule violations are the reason for the stoppage of play (ie. high-sticking the puck and intentional off-side), the ensuing face-off location shall be determined as the spot that provides the least amount of territorial advantage to the offending team.

When the play is stopped for any reason not specifically attributable to either team while the puck is in the neutral zone, the ensuing face-off shall be conducted at the nearest face-off spot outside the blue line whenever possible. When it is unclear as to which of the four face-off spots is the nearest, the spot that gives the home team the greatest territorial advantage in the neutral zone will be selected for the ensuing face-off.

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

- (i). *when a penalty is assessed after the scoring of a goal – face-off at center ice;*
- (ii). *when a penalty is assessed at the end (or start) of a period – face-off at center ice;*
- (iii). *when the defending team is penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone face-off circle – face-off in the neutral zone (see paragraph 11 of this section);*

The team awarded the power-play will have the choice of which end zone dot the face-off will take place at to start the power-play.

When an infringement of a rule has been committed by players of both sides in the play resulting in the stoppage, the ensuing face-off will be made at the nearest face-off spot in that zone.

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

When a goal is illegally scored as a result of a puck being deflected directly off an official, the resulting face-off shall be made at the nearest face-off spot in the zone where the puck deflected off of the official.

When a goal is illegally scored by the attacking team by directing, batting, kicking or high-sticking the puck into the goal, the resulting face-off shall take place in the neutral zone at the nearest face-off spot.

When the game is stopped for any reason not specifically covered in the official rules, the puck must be faced-off at a face-off spot in the zone nearest to where it was last played.

Following a stoppage of play, should one or both defensemen who are the point players or any player coming from the bench of the attacking team, enter into the attacking zone beyond the outer edge of the end zone face-off circle during an altercation, gathering or “scrum,” the ensuing face-off shall take place in the neutral zone near the blue line of the defending team. This rule also applies when an icing, an intentional off-side, or a high-sticking the puck violation (by the team of greater numerical strength of its opponent) has occurred, and the ensuing face-off is to be in the offending team’s defending zone. Should any of the non-offending players enter into the attacking zone beyond the outer edge of the end zone face-off circle during an altercation, gathering or “scrum,” the ensuing face-off shall take place in the neutral zone near the blue line of the defending team.

For a violation of [Rule 71 – Premature Substitution](#), the resulting face-off will take place at the center ice face-off spot when play is stopped beyond the center red line. When play is stopped prior to the center red line, the resulting face-off shall be conducted at the nearest face-off spot in the zone where the play was stopped.

When play is stopped for an injured player, the ensuing face-off shall be conducted at the face-off spot in the zone nearest the location of the puck when the play was stopped. When the injured player’s team has control of the puck in the attacking zone, the face-off shall be conducted at one of the face-off spots outside the blue line in the neutral zone. When the injured player is in his defending zone and the attacking team is in control of the puck in the attacking zone, the face-off shall be conducted at one of the defending team’s end-zone face-off spots.

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

- (i). *One or both centers are not positioned for the face-off,*
- (ii). *One or both centers refrain from placing their stick on the ice,*
- (iii). *Any player has encroached into the face-off circle,*
- (iv). *Any player makes physical contact with an opponent, or*
- (v). *Any player who lines up for the face-off in an off-side position,*

the Linesperson shall have the offending center(s) replaced immediately prior to dropping the puck.

Following an icing infraction, when the defending team commits a face-off violation, the center will not be ejected, but the team will be warned by the linesperson that they have committed their first “face-off violation” and any subsequent violation on the same stoppage by the same team will result in a bench minor penalty being assessed for “delay of game for face-off violation.”

76.4 Procedure – Centers – The puck shall be faced-off by the Referee or the Linesperson dropping the puck on the ice between the sticks of the players facing-off. Players facing-off will stand squarely facing their opponent’s end of the rink approximately one stick length apart with the blade of their sticks on the ice.

When the face-off takes place at any of the nine face-off spots, the players taking part shall take their position so that they will stand squarely facing their opponent's end of the rink, and clear of the ice markings (where applicable). The sticks of both players facing-off shall have the blade on the ice, within the designated white area. At the eight face-off spots (excluding center ice face-off spot), the defending player shall place his stick within the designated white area first followed immediately by the attacking player. When the face-off is conducted at the center ice face-off spot, the visiting player shall place his stick on the ice first.

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

If a center is not at the designated face-off area once the five (5) second time limit has elapsed, the Linesperson will drop the puck immediately. If the center is back from the face-off spot, is "quarterbacking" or refuses to come into the face-off area when instructed to do so by the Linesperson, or the center is simply slow getting to the face-off spot when the five (5) seconds has elapsed, the puck shall be dropped. If the center attempts to arrive at the face-off spot just as the five seconds elapses in an attempt to gain an advantage to win the face-off, he is to be removed from the face-off and replaced, resulting in a face-off violation. If the face-off is a result of an icing infraction and the center attempts to arrive at the face-off spot just as the five seconds elapse to gain an advantage to win the face-off, he shall not be removed from the face-off. The center will be warned by the Linesperson that he has committed a face-off violation. In the event the center then commits a second face-off violation or the action actually is the second face-off violation, a bench minor penalty shall be assessed.

If a player is ejected from the face-off, his replacement must come into position quickly or risk having the puck dropped by the Linesperson without the player being set, or ejected from the face-off by the Linesperson resulting in a bench minor penalty for delay of game for a second face-off violation during the same face-off.

When a team commits an icing infraction, any face-off violation by either team will not result in the center being removed. The center will be warned by the Linesperson that the team has committed their first face-off violation and any subsequent violation by the same team during that face-off will result in a bench minor penalty for delay of game – face-off violation being assessed.

Both players facing-off are prohibited from batting the puck with their hand in an attempt to win the face-off. This penalty shall be announced as "Minor Penalty for Delay of Game – Face-off Violation." The two players involved in the actual face-off (the centers) are not permitted to play the puck with their hand without incurring a penalty under this rule until such time as a third player (from either team) has at least touched the puck. Once the face-off is deemed complete (and a winner of the face-off is clear) hand passes shall be enforced as per [Rule 79 – Hand Pass](#).

76.5 Delaying the Game – The two players involved in the actual face-off (the centers) are not permitted to play the puck with their hand without incurring a penalty under [Rule 67 – Handling Puck](#) until such time as a third player (from either team) has at least touched the puck. Once the face-off is deemed complete (and a winner of the face-off is clear) hand passes shall be enforced as per [Rule 79 – Hand Pass](#).

76.6 Procedure – Other Players – No other player shall be allowed to enter the face-off circle or come within fifteen feet (15') of the players facing-off. All players must stand on-side on all face-offs.

During end-zone face-offs, all other players on the ice must position their bodies on their own side of the restraining lines marked on the outer edge of the face-off circles.

If a player other than the player taking the face-off moves into the face-off circle prior to the dropping of the puck, then the offending team's player taking the face-off shall be ejected from the face-off circle. This shall be considered a face-off violation.

Players on the attacking team (exclusive of the center) must establish their position first and then the defending team may counter and hold its position until the puck is dropped. A violation of this procedure shall be treated as face-off encroachment and the Linesperson shall order the center of the offending team replaced. Should an attacking player attempt to establish a new position prior to the face-off, and the defending center steps back from the face-off spot in order to reposition his teammates, the face-off violation shall be charged to the attacking team as they must establish their position first.

The defensive team will not be permitted a line change when a goalie freezes the puck on any shot from outside the center red line. Similarly, if the actions of a skater of the defensive team cause a stoppage by unintentionally dislodging the net from its moorings, the defensive team will not be permitted to make a line change. In both of these instances, the offensive team will have the choice of which end zone dot the face-off will take place.

76.7 Violations – If a center should move prematurely prior to the face-off, or if the Referee or Linesperson shall have dropped the puck unfairly, the face-off shall be considered a face-off violation and it must be conducted again.

When two face-off violations have been committed by the same team during the same face-off, this team shall be penalized with a bench minor penalty to the offending team. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Face-off Violation."

Face-off violations shall be summarized as follows (any of the four on-ice officials may identify a face-off violation):

- (i). *Encroachment by any player other than the center into the face-off area prior to the puck being dropped. Players on the perimeter of the face-off circle must keep both skates outside the face-off circle (skate contact with the line is permitted). If a player's skate crosses the line into the face-off circle prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the face-off circle provided there is no physical contact with his opponent or his opponent's stick.*
- (ii). *Encroachment by any player into the area between the hash marks on the outer edges of the face-off circle prior to the puck being dropped. Players must also ensure that both of their skates do not cross their respective hash marks. Contact with the line with their skate is permitted. If a player's skate crosses the line into the area between the hash marks prior to the drop of the puck, this shall be deemed as a face-off violation. A player's stick may be inside the area between the hash marks provided there is no physical contact with his opponent or his opponent's stick.*
- (iii). *Any physical contact with an opponent prior to the puck being dropped.*
- (iv). *Failure by either center taking the face-off to properly position himself behind the restraining lines or place his stick on the ice (as outlined in [Rule 76.4 – Face-Offs](#)). "Properly position himself behind the restraining lines" shall mean that the center must place his feet on either side of the restraining lines that are parallel to the side boards (contact with the lines is permissible), and the toe of the blade of his skates must not cross over the restraining lines that are perpendicular to the side boards as he approaches the face-off spot.*

The blade of the stick must then be placed on the ice (at least the toe of the blade of the stick) in the designated white area of the face-off spot and must remain there until the puck is dropped. Failure to comply with this positioning and face-off procedure will result in a face-off violation.

Whenever a team has committed two face-off violations during the same face-off, the Referee shall immediately assess the offending team a bench minor penalty for delay of game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Face-off Violation."

Players who are late to the face-off location and therefore in an off-side position for the ensuing face-off will be warned once in the game by the Referee. This warning will also be given to the offending team's Coach. In this situation, the offending team's center is not ejected from the face-off. Any subsequent violation shall result in a bench minor penalty for delay of game being assessed to the offending team. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Slow Proceeding to Face-off Location."

In the conduct of any face-off at any of the nine (9) face-off spots on the playing surface, no player facing-off shall make any physical contact with his opponent's body by means of his own body or by his stick except in the course of playing the puck after the face-off has been completed.

For violation of this rule, the Referee may, at his discretion impose a minor penalty or penalties on the player(s) whose action(s) caused the physical contact. Nonetheless, this physical contact prior to the dropping of the puck shall be deemed as a face-off violation and the Linesperson shall order the center of the offending team replaced.

Face-off encroachment may be applied during face-offs at any of the nine (9) face-off spots on the playing surface. However, since no such lines are painted on the ice at the four (4) face-off spots adjacent to the blue lines, Linespersons shall use their judgment as to whether or not a violation has occurred. All players, other than the centers, shall be uniformly back from the face-off location similar to being outside the face-off circle for face-offs in the end zones.

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

Should an on-ice official notice that the defending team has not placed enough players on the ice for the ensuing face-off, the Referee in the neutral zone shall be notified and he will instruct the offending team to place another player(s) on the ice. If, in the opinion of the Referee that this is being done as a stalling tactic, he will issue a warning to the offending team's Coach and any subsequent violations shall result in the assessment of a bench minor penalty for delay of game.

Should an on-ice official notice that the attacking team has not placed enough players on the ice for the ensuing face-off, the Linesperson will proceed with conducting the face-off in the normal manner. The attacking team must ensure they put the appropriate number of players on the ice at all times.

76.9 Verification of Time – Any loss of time on the game or penalty clocks due to a false face-off or face-off violation must be replaced.

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

77 RULE 77 – GAME AND INTERMISSION TIMING

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

- 77.2 Intermission Timing** – Play shall be resumed promptly following each intermission upon the expiration of eighteen (18) minutes or a length of time designated by the League from the completion of play in the preceding period. Timing of the intermission commences immediately upon the conclusion of the period (see [Rule 34 – Game Timekeeper](#)).

For the purpose of keeping the spectators informed as to the time remaining during intermissions, the Game Timekeeper will use the electronic clock to record length of intermissions.

- 77.3 Delays** – If any unusual delay occurs within five (5) minutes of the end of the first or second periods, the Referee may order the next regular intermission to be taken immediately. The balance of the period will be completed on the resumption of play with the teams defending the same goals after which the teams will change ends and resume play of the ensuing period without delay.

If a delay takes place with more than five (5) minutes remaining in the first or second period, the Referee will order the next regular intermission to be taken immediately only when requested to do so by the home Club.

78 RULE 78 – GOALS

- 78.1 Goals and Assists** – It is the responsibility of the Official Scorer to award goals and assists, and his decision in this respect is final, notwithstanding the report of the Referee or any other game official. Such awards shall be made or withheld strictly in accordance with the provisions of this rule. Therefore, it is essential that the Official Scorer be thoroughly familiar with every aspect of this rule; be alert to observe all actions which could affect the awarding of a goal or assist; and, above all, give or withhold awards with absolute impartiality.

In case of an obvious error in awarding a goal or an assist that has been announced, it should be corrected promptly, but changes should not be made in the official scoring summary after the Referee has signed the game report (except by the League's Chief Statistician).

The team scoring the greatest number of goals during the three (3) twenty-minute periods shall be the winner and shall be credited with two points in the League standings. In the event a winner during the regular season is determined in the overtime period or the shootout, the winning team shall be credited with two points in the League standings and the losing team will be credited with one point in the League standings.

- 78.2 Crediting Goals** – A "goal" shall be credited in the scoring records to a player who shall have propelled the puck into the opponent's goal. Each "goal" shall count one point in the player's record. Only one point can be credited to any one player on a goal.
- 78.3 Crediting Assists** – When a player scores a goal, an "assist" shall be credited to the player or players (maximum two) who touch the puck prior to the goal scorer provided no defender plays or has control of the puck subsequently. Each "assist" shall count one point in the player's record. Only one point can be credited to any one player on a goal.
- 78.4 Scoring a Goal** – A goal shall be scored when the puck shall have been put between the goal posts by the stick of a player of the attacking side, from in front and below the crossbar, and entirely across a red line the width of the diameter of the goal posts drawn on the ice from one goal post to the other with the goal frame in its proper position. The goal frame shall be considered in its proper position when at least a portion of the flexible peg(s) are still inside both the goal post and the hole in the ice. The flexible pegs could be bent, but as long as at least a portion of the flexible peg(s) are still in the hole in the ice and the goal post, the goal frame shall be deemed to be in its proper position. The goal frame could be raised somewhat on one post (or both), but as long as the

flexible pegs are still in contact with the holes in the ice and the goal posts, the goal frame shall not be deemed to be displaced.

A goal shall be scored if the puck is shot into the goal by a player of the defending side. The player of the attacking side who last touched the puck shall be credited with the goal but no assist shall be awarded.

A goal shall be scored if the puck is put into the goal in any other manner by a player of the defending side. The player of the attacking side who last touched the puck shall be credited with the goal and assists may be awarded.

If an attacking player has the puck deflect into the net, off his skate or body, in any manner, the goal shall be allowed. The player who deflected the puck shall be credited with the goal.

Should a player legally propel a puck into the goal crease of the opponent Club and the puck should become loose and available to another player of the attacking side, a goal scored on the play shall be legal.

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

- (i). *When the puck has been directed, batted or thrown into the net by an attacking player other than with a stick or skate. When this occurs, if it is deemed to be done deliberately, then the decision shall be NO GOAL. A goal cannot be scored when the puck has been deliberately batted with any part of the attacking player's body into the net.*
- (ii). *When the puck has been kicked using a distinct kicking motion. (Puck in crease)*
- (iii). *When the puck has deflected directly into the net off an official.*
- (iv). *When a goal has been scored and an ineligible player is on the ice.*
- (v). *When an attacking player has interfered with a goalkeeper in his goal crease.*
- (vi). *When the puck has entered the net after making contact with an attacking player's stick that is above the height of the crossbar. Where the puck makes contact with the stick is the determining factor*
- (vii). *When a Linesperson reports a double-minor penalty for high-sticking, a major penalty or a match penalty to the Referee following the scoring of a goal by the offending team, the goal must be disallowed and the appropriate penalty assessed.*
- (viii). *When a goalkeeper has been pushed into the net together with the puck after making a save (see [Rule 69.7](#)).*
- (ix). *When the net becomes displaced accidentally. The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal.*
- (x). *During the delayed calling of a penalty, the offending team cannot score unless the non-offending team shoots the puck into their own net. This shall mean that a deflection off an offending player or any physical action by an offending player that may cause the puck to enter the non-offending team's goal, shall not be considered a legal goal. Play shall be stopped before the puck enters the net (whenever possible) and the signaled penalty assessed to the offending team.*
- (xi). *When the Referee deems the play has been stopped, even if he had not physically had the opportunity to stop play by blowing his whistle.*
- (xii). *Any goal scored, other than as covered by the official rules, shall not be allowed.*

79 RULE 79 – HAND PASS

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

A player shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the ice. If he catches it and skates with it, either to avoid a check or to gain a territorial advantage over his opponent, a minor penalty shall be assessed for “closing his hand on the puck” under Rule 67 – Handling Puck.

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

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

80 RULE 80 – HIGH-STICKING THE PUCK

80.1 High-sticking the Puck – Batting the puck above the normal height of the shoulders with a stick is prohibited. When a puck is struck with a high stick and subsequently comes into the possession and control of a player from the offending team (including the player who made contact with the puck), either directly or deflected off any player or official, there shall be a whistle.

When a puck has been contacted by a high stick, the play shall be permitted to continue, provided that:

- (i). *the puck has been batted to an opponent (when a player bats the puck to an opponent, the Referee shall give the “washout” signal immediately. Otherwise, he will stop the play).*
- (ii). *a player of the defending side shall bat the puck into his own goal in which case the goal shall be allowed.*

Cradling the puck on the blade of the stick (like lacrosse, also see [Rule 24.2](#) regarding during a penalty shot) above the normal height of the shoulders shall be prohibited and a stoppage of play shall result. If this is done by a player on a penalty shot or shootout attempt, the shot shall be stopped immediately and considered complete.

80.2 Face-Off Location – When the play is stopped for the high-sticking the puck violation, the ensuing face-off must take place at the spot that provides the least amount of territorial advantage to the team striking the puck, either where the puck was contacted illegally, or where it was last played by the offending team. If the attacking team is at fault and the play is stopped while the puck is in the attacking zone, the ensuing face-off must be moved to the nearest face-off spot in the neutral zone.

- 80.3 Disallowed Goal** – When an attacking player causes the puck to enter the opponent's goal by contacting the puck above the height of the crossbar, either directly or deflected off any player or official, the goal shall not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick at or below the level of the crossbar and enters the goal, this goal shall be allowed.

A goal scored as a result of a defending player striking the puck with his stick carried above the height of the crossbar of the goal frame into his own goal shall be allowed.

81 RULE 81 – ICING

If there is no "race" for the puck, icing will be not called until a defending player crosses his defensive zone face-off dot and the puck crosses the icing line.

Determination of players "on the ice" will be made when the puck leaves the offending player's stick.

When a Club commits a no change icing infraction, a face-off violation by that team will not result in the center being removed. Instead, the center will be warned by the linesperson that his Club has committed their first face-off violation. The linesperson will then conduct the face-off as quickly as possible. Any second violation by that same Club, on the same stoppage, will result in a bench minor penalty for delay of game (face-off violation) being assessed.

If the goaltender leaves the crease (with both feet), moving in the direction of the puck, the linesperson shall wave off the icing immediately. If the goaltender is out of the crease prior to the icing, (retrieving his stick, leaving the net for an extra attacker, etc.) and skates back towards the crease, the icing shall remain in effect.

- 81.1 Icing** – For the purpose of this rule, the center red line will divide the ice into halves. Should any player of a team, equal or superior in numerical strength (power-play) to the opposing team, shoot, bat or deflect the puck from his own half of the ice beyond the goal line of the opposing team, play shall be stopped. For the purpose of deflected pucks, this only applies when the puck was originally propelled down the ice by the offending team.

For the purpose of this rule, the point of last contact with the puck by the team in possession shall be used to determine whether icing has occurred or not. As such, the team in possession must "gain the line" in order for the icing to be nullified. "Gaining the line" shall mean that the puck, while on the player's stick (not the player's skate) must make contact with the center red line in order to nullify a potential icing.

For the purpose of interpretation of the rule, there are two judgments required for "icing the puck". The Linesperson must first determine that the puck will cross the goal line. Once the Linesperson determines that the puck will cross the goal line, icing is completed upon the determination as to which player (attacking or defending) would first touch the puck. This decision by the Linesperson will be made by no later than the instant the first player reaches the end zone face-off dots with the player's skate being the determining factor. Should the puck be shot down the ice in such a manner that it travels around the boards and/or back towards the end zone face-off dots, the same procedure shall be in effect in that the Linesperson shall determine within a similar distance as to who will have touched the puck first.

For clarification, the determining factor is which player would first touch the puck, not which player would first reach the end zone face-off dots.

If the race for the puck is too close to determine by the time the first player reaches the end zone face-off dots icing shall be called.

The puck striking or deflecting off an official does not automatically nullify a potential icing.

- 81.2 Face-Off Location** – The resulting face-off following an icing call shall be at the end face-off spot of the offending team, unless on the play, the puck shall have entered the net of the opposing team, in which case the goal shall be allowed. Following an icing, the attacking team will have the choice of which end zone dot the face-off will take place.

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

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

If the Linesperson shall have erred in calling an “icing the puck” infraction (regardless of whether either team is short-handed), the puck shall be faced-off on the center ice face-off spot.

- 81.3 Goalkeeper** – If, in the opinion of the Linesperson, the goalkeeper feigns playing the puck, attempts to play the puck, or skates in the direction of the puck on an icing at any time, the potential icing shall not be called and play shall continue.

If, however, a goalkeeper is legitimately out of the crease in an attempt to go to the players’ bench to be substituted for an extra attacker and in no way makes an attempt to play the puck, the icing should not be nullified under this section.

If the goalkeeper is out of his crease prior to the shot being taken, and simply retreats to his crease making no attempt to play the puck or feign playing the puck, the potential icing shall remain in effect.

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

- 81.5 No Icing** – When the puck is shot and rebounds from the body or stick of an opponent in his own half of the ice so as to cross the goal line of the player shooting, it shall not be considered “icing.”

When a puck is shot by a team from their own half of the ice and is deflected several times before crossing the center red line, icing shall be nullified if at least one of these deflections was off an opposing player.

If the puck shall go beyond the goal line in the opposite half of the ice directly from either of the players while facing-off, it shall not be considered a violation of this rule.

If, in the opinion of the Linesperson, any player (other than the goalkeeper) of the opposing team is able to play the puck before it passes his goal line, but has not done so, play shall continue and the icing violation shall not be called. This includes the situation whereby the opposing team, while in the process of making player substitutions during the play, are able to play the puck, but choose not to do so to avoid being called for too many men on the ice. Icing should not be called.

If the puck touches any part of a player of the opposing side, including his skates or his stick, or if it touches any part of the opposing team’s goalkeeper, including his skates or his stick, at any time before or after crossing the goal line, it shall not be considered icing.

If a goalkeeper takes any action to dislodge the puck from the back of the net, icing shall not be called.

- 81.6 Numerical Strength** – If the puck was so shot by a player of a side below the numerical strength of the opposing team, play shall continue and the icing violation shall not be called.

When a team is “short-handed” as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an “icing” shall be determined at the instant the penalty expires. Should the puck be released from the stick of the player shooting the puck down the ice prior to the penalty expiring, the icing infraction shall not apply. The action of the penalized player remaining in the penalty box will not alter the ruling.

When a team is “short-handed” by reason of a major penalty, and they have neglected to ensure there is a player on the penalty bench to exit upon the expiry of the penalty, they will continue to play short-handed but are not permitted to ice the puck. Icing will be called. They may substitute for this penalized player at the next stoppage of play. See [Rule 20.3 – Major Penalties](#).

82 RULE 82 – LINE CHANGES

- 82.1 Line Change** – Following the stoppage of play, the visiting team shall promptly place a line-up on the ice ready for play and no substitution shall be made from that time until play has been resumed. The home team may then make any desired substitution, except in cases following an icing, which does not result in the delay of the game.

“Placing a line-up on the ice” shall mean that both teams shall place the full complement of players (and not exceed) to which they are entitled within the line change time frame.

If there is any undue delay by either team in changing players, the Referee shall order the offending team or teams to take their positions immediately and not permit any further player changes.

When a substitution has been made under the above rule, no additional substitution may be made until play commences.

Once the line change procedure has been completed (Rule **82.2**), no additional player substitutions shall be permitted until the face-off has been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the on-ice strength of either or both teams. This may include penalties imposed following the completion of the line change and prior to the face-off, or due to a penalty assessed for a face-off violation.

A team that is in violation of [Rule 81 – Icing](#) shall not be permitted to make any player substitutions prior to the ensuing face-off. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed which affects the on-ice strength of either team. The determination of players on ice will be made when the puck leaves the offending player’s stick.

Goalkeepers’ substitution during a game will be conducted within the same time frame as a regular line change. No extra time will be allotted to the goalkeeper coming off the bench, except in the case where an injury to a goalkeeper occurs.

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

(i). The Referee shall give the visiting team up to five (5) seconds to make its line change.

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- (ii). *The Referee shall raise his hand to indicate no further changes by the visiting team and to commence the home team's line change.*
 - (iii). *The Referee shall give the home team up to eight (8) seconds to make its line change.*
 - (iv). *The Referee shall lower his hand to indicate no further changes by the home team.*
 - (v). *Any attempt by the either team to make a change after the Referee's signal, attempt to place too many men on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the Referee will send the players who have attempted to change back to their players' bench. The Referee will then issue a warning to the offending team (through the Coach) indicating that any subsequent violations during the rest of the game (including overtime), shall result in a bench minor penalty for delaying the game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Improper Line Change."*
 - (vi). *The Linesperson conducting the face-off will blow his whistle (once the Referee has lowered his hand for the line changes) to indicate that all players must be in position and on-side for the face-off within five (5) seconds. The face-off will then be conducted in accordance with [Rule 76 – Face-offs](#).*
 - (vii). *Players who are slow (after the five-second warning whistle given by the Linesperson) getting to the face-off location or who are in an off-side position for the ensuing face-off will be warned once in the game by the Referee. This warning will also be given to the offending team's Coach. In this situation, the offending team's center is not ejected from the face-off. Any subsequent violation shall result in a bench minor penalty for delay of game being assessed to the offending team.*
 - (viii). *In the last two (2) minutes of regulation time and any time in the overtime period(s), points (vi) and (vii) above are not applicable. The Linesperson shall give the teams a reasonable amount of time to set up for the ensuing face-off after points (1) through (5) above have been enforced.*

82.3 Bench Minor Penalty – Any attempt by the visiting team to make a change after the Referee's signal shall result in the assessment of a bench minor penalty for delay of game.

Players must proceed directly to the location of the face-off to participate in the ensuing face-off. Any attempts to delay the game by stalling or otherwise unnecessary actions by either team shall result in the assessment of a bench minor penalty for delaying the game. This penalty shall be announced as a "Bench Minor Penalty for Delay of Game – Slow Proceeding to Face-off Location (or, Slow Proceeding to Players' Bench)."

During the play, if a player wishes to retire from the ice and be replaced by a substitute, he must do so at the players' bench and not through any other exit leading from the rink. This is not a legal player change and therefore when a violation occurs, a bench minor penalty shall be imposed.

83 RULE 83 – OFF-SIDE

83.1 Off-side – Players of the attacking team must not precede the puck into the attacking zone.

A player is on-side when either of his skates are in contact with the blue line, or on his own side of the line, at the instant the puck completely crosses the leading edge of the blue line regardless of the position of his stick. On his own side of the line shall be defined by a "plane" of the blue line which shall extend from the leading edge of the blue line upwards. If a player's skate has yet to break the "plane" prior to the puck completely crossing the leading edge, he is deemed to be on-side for the purpose of the off-side rule. However, a player actually controlling the puck who shall cross the line ahead of the puck shall not be considered "off-side," provided he had possession and control of the puck prior to his skates crossing the leading edge of the blue line.

The position of the player's skates and not that of his stick shall be the determining factor in all instances in deciding an off-side. A player is off-side when both skates are completely over the leading edge of the blue line involved in the play.

A player is on-side when either of his skates are in contact with, or on his own side of the line, at the instant the puck completely crosses the leading edge of the blue line regardless of the position of his stick. A player controlling the puck who shall cross the line ahead of the puck shall not be considered “off-side,” provided he had possession and control of the puck prior to his skates crossing the leading edge of the blue line.

It should be noted that while the position of the player’s skates is what determines whether a player is “off-side,” nevertheless the question of an “off-side” never arises until the puck has completely crossed the leading edge of the blue line at which time the decision is to be made.

If a player legally carries or passes the puck back into his own defending zone while a player of the opposing team is in such defending zone, the off-side shall be ignored and play permitted to continue.

- 83.2 Deflections / Rebounds** – When a defending player propels the puck out of his defending zone and the puck clearly rebounds off a defending player in the neutral zone back into the defending zone, all attacking players are eligible to play the puck. However, any action by an attacking player that causes a deflection/rebound off a defending player in the neutral zone back into the defending zone (i.e. stick check, body check, physical contact), a delayed off-side shall be signaled by the Linesperson.

A puck that deflects back into the defending zone off an official who is in the neutral zone will be off-side (or delayed off-side, as appropriate).

- 83.3 Delayed Off-side** – A situation where an attacking player (or players) has preceded the puck across the attacking blue line, but the defending team is in a position to bring the puck back out of its defending zone without any delay or contact with an attacking player, or, the attacking players are in the process of clearing the attacking zone.

If a puck clearly deflects off a defending player in the neutral zone, back into the defending zone, all attacking players are eligible to play the puck.

If an off-side call is delayed, the Linesperson shall drop his arm to nullify the off-side violation and allow play to continue if:

- (i). *All players of the offending team clear the zone at the same instant (skate contact with the blue line) permitting the attacking players to re-enter the attacking zone, or*
- (ii). *The defending team passes or carries the puck into the neutral zone.*

If, during the course of the delayed off-side, any member of the attacking team touches the puck, attempts to gain possession of a loose puck, forces the defending puck carrier further back into his own zone, or who is about to make physical contact with the defending puck carrier, the Linesperson shall stop play for the off-side violation.

If, during a delayed off-side, an attacking player in the attacking zone elects to proceed to his players’ bench (which extends into the attacking zone) to be replaced by a teammate, he shall be considered to have cleared the zone provided he is completely off the ice and his replacement comes onto the ice in the neutral zone. If his replacement comes onto the ice in the attacking zone, if the delayed off-side is still in effect, he too must clear the attacking zone. If the remaining attacking players have cleared the attacking zone and the Linesperson has lowered his arm for the delayed off-side, he shall be considered on-side.

- 83.4 Disallowed Goal** – If the puck is shot into the attacking zone creating a delayed off-side, the play shall be allowed to continue under the normal clearing-the-zone rules. Should the puck, as a result of this shot, enter the defending team’s goal, either directly or off the goalkeeper, a player, the boards, the glass, a piece of

equipment or an official on the ice, the goal shall be disallowed as the original shot was off-side. The fact that the attacking team may have cleared the zone prior to the puck entering the goal has no bearing on this ruling. The face-off will be conducted at the face-off spot in the zone closest to the point of origin of the shot that gives the offending team the least amount of territorial advantage.

The only way an attacking team can score a goal on a delayed off-side situation is if the defending team shoots or puts the puck into their own net without action or contact by the offending team.

Other than in situations involving a delayed off-side and the puck entering the goal, no goal can be disallowed after the fact for an off-side violation, except for the human factor involved in blowing the whistle.

83.5 Face-Off Location – For violation of this rule, the play is stopped and the puck shall be faced-off in the neutral zone at the face-off spot nearest the attacking zone of the offending team when the violation occurs as a result of the attacking team carrying the puck over the attacking blue line, or from the face-off spot in the zone closest to the point of origin of the shot or pass (even if deflected off an attacking or defending player or an official).

For every delayed off-side situation, including an intentional off-side, the Linesperson will raise his non-whistle arm. He will allow play to continue and, if a stoppage of play occurs, there will be three possible face-off locations:

- (i). *If carried over the blue line – face-off outside the blue line.*
- (ii). *If shot into the zone (or errant pass) – nearest face-off spot in the zone from which the pass or shot originated that gives the offending team the least amount of territorial advantage (even if deflected off an attacking or defending player or an official).*
- (iii). *If the defending player is pressured or about to be checked by an attacking player – nearest face-off spot in the zone from which the pass or shot originated that gives the offending team the least amount of territorial advantage (even if deflected off an attacking or defending player or an official).*
- (iv). *If deemed to be an intentional off-side – face-off spot in the offending team's end zone.*

When the Linesperson signals a delayed off-side and a defending player shoots the puck which goes over the glass and out of play, the ensuing face-off shall be conducted at one of the defending zone end zone face-off spots (and the defending player would be assessed a minor penalty under Rule 63 – Delaying the Game).

When the Linesperson signals a delayed off-side and the original shot deflects off a defending player and out of play, the ensuing face-off shall take place at the nearest face-off spot in the zone from where the puck was shot.

When the defending team is about to be penalized in the defending zone and the Linesperson has a delayed off-side signaled against the attacking team on the same play, the ensuing face-off shall be conducted at one of the defending zone end zone face-off spots.

83.6 Intentional Off-side – An intentional off-side is one which is made for the purpose of securing a stoppage of play regardless of the reason, whether either team is short-handed.

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

If, while an off-side call is delayed, a player of the offending team deliberately touches the puck to create a stoppage of play, the Linesperson will signal an intentional off-side.

If, in the judgement of the Linesperson, the attacking player(s) are making an effort to exit the attacking zone and are in close proximity to the blue line at the time the puck is shot into the zone, the play will not be deemed

to be an intentional off-side.

84 RULE 84 – OVERTIME

84.1 Overtime – Regular-season – During regular-season games, if at the end of the three (3) regular twenty (20) minute periods, the score shall be tied, each team shall be awarded one point in the League standings.

84.2 The teams will then play an additional overtime period of not more than five (5) minutes with the team scoring first declared the winner and being awarded an additional point. The overtime period shall be played with each team at a numerical strength of three (3) skaters and one (1) goalkeeper.

NOTE: No intermission time shall be put on the clock between the end of regulation and the start of overtime, but the expectation is that the overtime period should commence approximately two (2) minutes after the end of regulation. The clock will be reset to 5:00 minutes and the overtime period will begin immediately.

The players will remain at their respective benches during the period in which the shoveling of the entire ice surface takes place.

NOTE: Teams are not permitted to return to the dressing room during this time.

The teams must change ends for the overtime period.

NOTE: For the entire overtime period, teams will defend the same end-zone as they do in the second period.

Goalkeepers must go to their respective players' benches during this rest period, however, penalized players must remain on the penalty bench. Should a penalized player exit the penalty bench, he shall be returned immediately by the officials with no additional penalty being assessed, unless he commits an infraction of any other rule.

84.3 Overtime – Regular-season – Extra Attacker – A team shall be allowed to pull its goalkeeper in favor of an additional skater in the overtime period. However, should that team lose the game during the time in which the goalkeeper has been removed, it would forfeit the automatic point gained in the tie at the end of regulation play, except if the goalkeeper has been removed at the call of a delayed penalty against the other team. Should the goalkeeper proceed to his bench for an extra attacker due to a delayed penalty call against the opposing team, and should the non-offending team shoot the puck directly into their own goal, the game shall be over and the team that was to be penalized declared the winner.

Once the goalkeeper has been removed for an extra attacker in overtime during the regular-season, he must wait for the next stoppage of play before returning to his position. He cannot change "on the fly." If he does, a bench minor penalty shall be assessed for having an ineligible player.

84.4 Overtime – Regular-season – Penalties – When regulation time ends and the teams are 5 on 3, teams will start overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 3 on 3, as appropriate.

When regulation ends and teams are 4 on 4 teams will start overtime 3 on 3.

If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 3 on 3 or 4 on 3 as appropriate.

At no time will a team have less than three players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed.

If a team is penalized in overtime, teams play 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3 on 3.

In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters.

At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3, as appropriate.

- 84.5 **Shootout**** – During regular-season games, if the game remains tied at the end of the five (5) minute overtime period, the teams will proceed to a shootout. The rules governing the shootout shall be the same as those listed under [Rule 24 – Penalty Shot](#).

Goalkeepers shall occupy the goal closest to their Team's players' bench. The home team shall have the choice of shooting first or second. The teams shall alternate shots.

NOTE: For the shootout, teams will defend the same end-zone as they do in the first and third periods.

Eligible players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct or match penalty. When a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If the misconduct is assessed to the goalkeeper during the course of the shootout, the player designated to serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot.

Once the shootout begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper.

Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters.

Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.

The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal scored in his personal statistics.

If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that Team. If a team declines to take a shot it will be declared as "no goal."

- 84.6 **Overtime – Playoffs**** – When a game is tied after three (3) twenty (20) minute regular periods of play, the teams shall take a fifteen (15) minute intermission and resume playing twenty (20) minute periods, changing ends for the start of each overtime period. The team scoring the first goal in overtime shall be declared the winner of the game.

85 RULE 85 – PUCK OUT OF BOUNDS

85.1 Puck Out of Bounds – When a puck goes outside the playing area at either end or either side of the rink, strikes any obstacles above the playing surface other than the boards or glass, causes the glass, lighting, timing device or the supports to break, it shall be faced-off at the nearest face-off spot in the zone from where it was shot or deflected out of play.

85.2 When the attacking team is responsible for the puck going out of play in the attacking zone, in all instances, the face-off will be conducted at one of the two face-off dots in the attacking zone.

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

When the puck goes outside the playing area directly off the face-off, regardless as to which player may have last contacted the puck, the face-off shall remain in the same spot and no penalty will be assessed to either team for delaying the game.

When the puck is shot and it makes contact with the gloves or the body of a player hanging over the players' bench, or if the puck enters the players' bench through an open bench door, the face-off shall take place at the nearest face-off spot in the zone from where the puck was shot, however, if the puck hits an opposing player's glove or body that is hanging over the opposing team's players' bench or enters the opposing team's players' bench through an open bench door, the face-off shall take place in the neutral zone adjacent to the opponent's players' bench.

Should the puck strike the spectator netting at the ends and the corners of the arena, play shall be stopped and the ensuing face-off shall be determined as if the puck went outside the playing area. However, if the puck striking the spectator netting goes unnoticed by the on-ice officials, play shall continue as normal and resulting play with the puck shall be deemed a legitimate play. Players must not stop playing the game until they hear the whistle to do so.

85.3 Puck Unplayable – When the puck becomes lodged in the netting on the outside of either goal so as to make it unplayable, or if it is "frozen" between opposing players intentionally or otherwise, the Referee shall stop the play.

The puck may be played off the goal netting by either team. However, should the puck remain on the goal netting for more than three (3) seconds, play shall be stopped. Should the goalkeeper use his stick or glove to freeze the puck on the back of the net or should a defending player shield an attacking player from playing the puck off the back of the net, the face-off shall take place at one of the face-off spots in the defending zone.

Should the puck go under the goal either from behind or the side, or through the mesh from behind or the side, if this is witnessed by an on-ice official, play should be stopped immediately and the ensuing face-off should take place at the nearest face-off spot in the zone nearest to the location where the play was stopped.

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

85.5 Puck Striking Official – Play shall not be stopped if the puck touches an official anywhere on the rink, regardless of whether a team is short-handed or not.

A puck that deflects back into the defending zone off an official who is in the neutral zone, will be deemed to be off-side as per [Rule 83 – Off-side](#).

The puck striking or deflecting off an official does not automatically nullify a potential icing.

When a puck deflects off an official and goes out of play, the ensuing face-off will take place at the face-off spot in the zone nearest to where the puck deflected off the official.

If a goal is scored as a result of being deflected directly into the net off an official, the goal shall not be allowed.

- 85.6 Face-Off Location** – Notwithstanding this rule, should an attacking player cause the puck to go out of play or become unplayable in the attacking zone, in all instances, the face-off will be conducted at one of the two face-off dots in the attacking zone.

For a puck that is unplayable due to being lodged in the netting or as a result of it being frozen between opposing players, the resulting face-off shall be at either of the adjacent face-off spots from which the puck was last shot.

When the attacking team shoots the puck towards the opponent's goal from inside the attacking zone and it hits the goal post or crossbar and goes out of play, the ensuing face-off shall take place at one of the end zone face-off spots in the attacking zone. When the same happens but the puck is shot towards the opponent's goal from any other zone, the face-off shall take place at the nearest face-off spot in the zone from where the puck was shot. If, however, the attacking team shoots the puck into the zone and a delayed off-side is indicated, or if the attacking team contacts the puck with a high-stick or bats the puck with a glove and it then deflects off the goal post or crossbar and goes out of play, the ensuing face-off shall be in the neutral zone outside the offending team's attacking zone.

- 85.7 Minor Penalty** – A minor penalty for delay of game shall be imposed on a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.

- 85.8 Verification of Time** – Any loss of time on the game or penalty clocks due to the puck going out of play must be replaced.

86 RULE 86 – START OF GAME AND PERIODS

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

- 86.2 Bench Minor Penalty** – A bench minor penalty shall be imposed on either or both teams if they are not on the ice or can be seen proceeding to the ice to start the second, third or any overtime period when the intermission time on the clock has expired.

At the start of the second, third and any overtime period, all players with the exception of the starting players must proceed directly to their respective players' benches. Skating, warm-ups or on-ice activities by non-starters will result in a bench minor penalty for delay of game to the offending team.

When the visiting team must proceed by the way of the ice to their dressing room at the end of a period, they must wait for a signal from one of the officials before proceeding. Failure to wait for the official's signal shall result in the assessment of a bench minor penalty for delay of game.

- 86.3 Choice of Ends** – Home clubs shall have the choice of goals to defend at the start of the game except where both players' benches are on the same side of the rink, in which case the home club shall start the game
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defending the goal nearest to its own bench. The teams shall change ends for each period of regulation time and, in the playoffs, for each period of overtime (see [Rule 84 – Overtime](#)).

86.4 Delays – No delay shall be permitted by reason of any ceremony, exhibition, demonstration or presentation unless consented to reasonably in advance by the visiting team.

86.5 End of Periods – At the end of each period, the home team players must proceed directly to their dressing room while the visiting team players must wait for a signal from the official to proceed only if they have to go on the ice to reach their dressing room. Failure to comply with this regulation will result in a bench minor penalty for delay of game.

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

86.6 Pre-Game Warm-Up – During the pre-game warm-up (which shall not exceed sixteen (16) minutes in duration) and before the commencement of play in any period, each team shall confine its activity to its own end of the rink. Refer to [Rule 46.9 – Fighting](#).

The Game Timekeeper shall be responsible for signaling the commencement and termination of the pre-game warm-up and any violation of this rule by the players shall be reported to the League.

Twenty (20) minutes before the time scheduled for the start of the game, both teams shall vacate the ice and proceed to their dressing rooms while the ice is being flooded. Both teams shall be signaled by the Game Timekeeper to return to the ice together in time for the scheduled start of the game.

86.7 Start of Periods – At the beginning of the second and third periods, and overtime periods in playoffs (0:00 on the clock), clubs must be on the ice or be observed to be proceeding to the ice. Failure to comply with this regulation will result in a bench minor penalty for delay of game.

Before the start of the second and third periods (and overtime periods in the playoffs), the teams will proceed directly to their respective players' benches. Only the starting line-up will be allowed on the ice. The visiting team will immediately place its starting line-up at the face-off circle, then the home team will follow, with the Referee allowing the home team to make a line change if so desired prior to the face-off. Skating, warm-ups or on-ice activities by non-starters will result in a bench minor penalty for delay of game to the offending team.

No warm-up involving pucks on the ice shall be permitted for a goalkeeper at the start of any period. If, after one warning, this continues, the Referee shall assess a delay of game penalty to the offending team.

87 RULE 87 – TIME-OUTS

There will be two 60 second media time-outs during all three periods of every game. The media time-out will take place at the first stoppage of play following the 10:00 mark of each period, or as otherwise communicated by the league office. During an overtime period in the playoffs the same procedures will take place.

87.1 Time-out – Each team shall be permitted to take one thirty-second time-out during the course of any game, regular season or playoffs. All players including goalkeepers on the ice at the time of the time-out will be allowed to go to their respective benches.

This time-out must be taken during a normal stoppage of play. Only one time-out, media or team, shall be permitted at any one stoppage of play. For the purpose of this rule, a media time-out is deemed an "official time-out" and not charged to either team.

Any player designated by the Coach will indicate to the Referee (prior to the drop of the puck) that his team is exercising its option and the Referee will report the time-out to the Game Timekeeper who shall be responsible for signaling the termination of the time-out.

No time-out shall be granted following a face-off violation.

On a stoppage involving a no-change icing situation, a team is permitted to use their time-out and make a player change. This includes a stoppage for a media time-out (the team must inform the referee during the media time-out that they are using their team time-out to make a player change, but the duration of media time-out will not be extended by an additional 30 seconds.)

During a no-change icing situation, if a time-out is called by either team, both teams are permitted to make a player change.

When a team has a choice of which side of the ice they want the face-off to occur in the attacking zone, this decision must be made before a time-out is called by either team.

When a penalty shot has been awarded to either team by the Referee, no time-out will be granted once instructions have been given to the player taking the shot and the goalkeeper defending the shot. No time-out will be granted during the shootout.

No warm-up involving pucks on the ice shall be permitted for a goalkeeper or replacement goalkeeper during a time-out. If, after one warning, this continues, the Referee shall assess a delay of game penalty to the offending team.

Media time-out guidelines are established by the League. However, no media time-out is permitted:

- (i). after the scoring of a goal.
- (ii). when a penalty shot is being assessed on the stoppage of play.
- (iii). if either team is below the numerical strength of their opponent (a power play is in affect), at the time of the stoppage.

In the above situations the commercial time out will be delayed until the next available stoppage where none of these conditions are present.

SECTION 11 – MALTREATMENT

Hockey Canada is committed to contributing to the physical, psychological, social, and spiritual health of individuals of varying abilities, backgrounds, and interests. Hockey Canada firmly believes that only when sport environments are safe and inclusive can these values be realized. Maltreatment includes volitional acts that result in harm or the potential for physical or psychological harm. Maltreatment in all its forms is a serious issue that undermines the health, well-being performance and security of everyone associated with the game of hockey and is incompatible with the core values that lie at the heart of Canadian sport. Participants in Hockey Canada's programming should have the reasonable expectation that it will be in an environment that is accessible, inclusive and is free from all forms of Maltreatment.

Team officials will always be responsible for their conduct and that of their players. They must endeavor to prevent disorderly conduct before, during or after the game, on or off the ice and any place in the rink. The Referee may assess penalties to any team officials for failure to do so and will report the individual(s) by completing a Game Incident Report including full details and submitting the Report to the appropriate Member or League delegate.

88 RULE 88 – UNSPORTSMANLIKE CONDUCT (HOCKEY CANADA RULE 11.1)

88.1 Unsportsmanlike Conduct includes disrespectful behaviour, which is conduct deemed rude, unpleasant, inappropriate, or unprofessional and found to be offensive to others, but not rising to the level of conduct described under Rule 90 - Discrimination.

Unsportsmanlike conduct may also include, but is not limited to, the following actions which will be penalized at the discretion of the Referee:

- i. Challenging or disputing an official's decision in an unsportsmanlike manner.
- ii. Use of derogatory language that may be offensive to any individual.
- iii. Deliberately spraying snow from their skates into an opponent's face (e.g. 'spraying' snowing the goaltender).
- iv. Shooting the puck at or near the goal after the whistle.
- v. Shooting the puck out of the playing area, after the whistle.
- vi. Engaging in any inappropriate or unwanted discussion with the Referee, following the game.
- vii. Any behaviour intended to taunt or incite an opponent into incurring a penalty.
- viii. After one (1) warning to either team, any team guilty of having a player(s) sitting on the boards, shall be assessed a bench minor – 'sitting on the boards' for all subsequent violations. The original warning would be issued to both teams, regardless of which team is responsible for the initial violation.
- ix. Protesting an official's call by banging their stick against the glass [**Hockey Canada Rule 11.1 (a) – interpretation 2**]
- x. Spraying water out of drinking bottle on or at any person [**Hockey Canada Rule 11.1 (a) – Interpretation 3**].
- xi. Any other display of unsportsmanlike behaviour that would be considered disorderly or contrary to the spirit of the game.
- xii. Any Captain, Alternate Captain or any player who comes off the bench and makes any protest or intervention with the officials for any purpose ([Rule 6.1 – Captain](#))

Note 1: If any behaviour described in Rule 88.1 includes behavior described in Rule 90 – Discrimination, the individual must be penalized under Rule 90, in addition to any other penalties that individual might incur.

Note 2: In cases where a player has been assessed a single minor penalty and that penalized player is guilty of Unsportsmanlike Conduct, the Referee is encouraged to assess that player an additional

Minor penalty for Unsportsmanlike. The offending player would then serve a four-minute penalty.

However, if a player has been assessed a Minor penalty and a teammate is guilty of Unsportsmanlike Conduct, the Referee is encouraged to assess a Misconduct penalty to that teammate. This avoids putting the team down 5-on-3, while still penalizing the second player for their Unsportsmanlike Conduct.

88.2 Minor Penalty [*Hockey Canada Rule 11.1 (a)*] – A minor or bench minor penalty will be assessed to any player or team officials who is guilty of Unsportsmanlike Conduct, as outlined in Rule 88.1.

88.3 Misconduct [*Hockey Canada Rule 11.1 (d)*] – A Misconduct penalty will be assessed to any player who:

- i. Persists in Unsportsmanlike Conduct, after receiving a Minor penalty under Rule 88.2.
- ii. Distracts a player taking a penalty shot or goaltender defending a penalty shot ([Rule 24.4](#)).
- iii. Intentionally knocks or shoots the puck out of reach of an Official who is retrieving it.
- iv. Does not proceed immediately and directly to the Penalty Bench when they have been penalized.
- v. Enters or remains in the Referee's crease while the Referee is reporting to or consulting with any game official.
- vi. A player who taunts an opponent or the opponent's bench, including after the scoring of a goal. Taunting may be any physical gesture or comment towards an opponent, or the opposition bench intended to incite the opponent.

Note 1: A Referee is not required to assess a Minor penalty under this rule before assessing a Misconduct penalty, but may assess either penalty initially.

Note 2: A team official may not be assessed a Misconduct penalty under this rule.

88.4 Game Misconduct [*Hockey Canada Rule 11.1 (e)*] A Game Misconduct penalty will be assessed to any player or team official who persists in Unsportsmanlike Conduct, after receiving a Minor penalty under Rule 88.2 or a Misconduct under Rule 88.3.

A Game Misconduct shall be assessed to any identifiable player or team official whom is on the bench and guilty of any actions outlined in Rule 88.2 viii or ix, in lieu of the Bench Minor penalty [*Hockey Canada Rule 11.1 (a) / (f) – Interpretation 3*].

Note 1: A Referee is not required to assess a Minor or Misconduct penalty under this rule before assessing a Game Misconduct penalty, but may assess either penalty initially.

Note 2: Where a player or team official has been assessed a Game Misconduct penalty under this rule, the Referee will report the individual(s) by completing a Game Misconduct Report, including full details and submitting the report to the appropriate League.

Note 3: [*Hockey Canada Rule 11.1 – Interpretation 1*] The intent of this rule is not to restrict enthusiasm displayed by a player who has made an important play or scored a goal. Due to the wide scope of this rule, guidelines for judgment are difficult to describe. Officials are directed to use their best judgement and seek guidance from their Referee-in-Chief, as needed.

89 RULE 89 – ABUSIVE BEHAVIOUR (*HOCKEY CANADA RULE 11.2*)

89.1 Abusive behaviour includes targeted, persistent, or excessively profane conduct that is intended to intimidate, threaten, belittle, or demean an individual, which is often of a personal nature, but does not rise to the level of conduct described in Rule 90 – Discrimination.

Note: If any behaviour described in Rule 89 includes behaviour described in Rule 90 – Discrimination, the individual must be penalized under Rule 90, in addition to any other penalties that individual might receive.

- 89.2 Bench Minor Penalty** – A Bench Minor penalty will be assessed to a team official or unidentified player from the bench who uses abusive conduct towards the Referee or any other person.
- 89.3 Misconduct Penalty** – A Misconduct penalty will be assessed to any player who uses abusive conduct towards the Referee or any other person.
- 89.4 Game Misconduct Penalty** – A Game Misconduct penalty will be assessed:
- (i). To any player who persists in the use of abusive conduct.
 - (ii). To any team official who uses abusive conduct to the Referee or any person.
 - (iii). To any player who conducts themselves in a manner as to make a travesty of the game. Such actions may also be described as verbal or physical taunts or gestures that cause harm to the reputation of the game **[Hockey Canada Rule 11.2 (f)]**.
 - (iv). If a player, reacting to verbal harassment, goes into the stands to confront a spectator, physically or verbally; unless the Referee determines the player's actions did not cause the trouble and would be determined an act of self-defense. **[Hockey Canada Rule 11.2 (f) – Interpretation 3]**.
 - (v). Wherever a Referee has reasonable grounds to believe that a player or team official is impaired by alcohol and/or drugs, they should encourage that player or team official to voluntarily withdraw from the game. However, if a further incident occurs, with penalties that require a written report, the possible use of alcohol and/or drugs should be noted within the official game report **[Hockey Canada Rule 11.2 (f) – Interpretation 4]**.

Note 1: A Referee is not required to assess a Bench Minor or Misconduct penalty under this rule before assessing a Game Misconduct penalty.

Note 2: Where a player or team official has been assessed a Game Misconduct penalty under this rule, the Referee will report the individual(s) by completing a Game Misconduct Report, including full details and submitting the report to the appropriate League.

- 89.5** In making the determination between Unsportsmanlike Conduct and Abusive Behaviour, officials should consider whether or not the comment is personal in nature. If the conduct criticizes or protests the official's decision, this should be categorized under Rule 88 – Unsportsmanlike Conduct. If the comment or actions attack the official's character or integrity, this must be penalized under Rule 89 – Abusive Behaviour. If the comment or actions are based upon discriminatory grounds, then they must be penalized under Rule 90 – Discrimination.
- 89.6** A Linesperson cannot stop play to assess a Misconduct under Rule 89.3, but must wait for a stoppage of play and then notify the Referee as outlined under Rule 32.4 vii.

90 RULE 90 – DISCRIMINATION (HOCKEY CANADA RULE 11.4)

- 90.1 Game Misconduct [Hockey Canada Rule 11.4]** Any player or team official who engages in taunts, insults, or intimidation based on discriminatory grounds will be assessed a Game Misconduct penalty under this rule. Discriminatory grounds include the following, without limitation:
- (i). Race, national or ethnic origin, skin colour, or language spoken;
 - (ii). Religion, faith or beliefs;

- (iii). Age;
- (iv). Sex, sexual orientation or gender identity / expression;
- (v). Marital or familial status;
- (vi). Genetic characteristics;
- (vii). Disability

The Referee will report the individual(s) by completing a game incident report including full details and submitting the report to the appropriate League.

Note 1: *If an incident occurs that was not witnessed by the Officials and is reported to the Referee, the Referee will report the individual(s) to an appropriate member of each team's bench staff and will complete a Game Incident report including full details and will submit the report to the appropriate League.*

Note 2: *If any behaviour described in Rules 88 or 89 includes behavior described within Rule 90, the player, goaltender or team official must be penalized under Rule 90, in addition to any other penalties that individual may receive.*

90.2 **[Hockey Canada Rule 11.4 – Interpretation 1]** – Hockey Canada recognizes that it is necessary to provide further guidance to all participants to ensure consistent application of Rule 90. The objective is to have uniform application of this rule, avoiding the use of personal preference or sensibilities. To assist in determining whether conduct is discriminatory (Rule 90), abusive (Rule 89), or Unsportsmanlike (Rule 88), officials should apply the following test:

- (i). Question 1: Was the comment made in a negative context, with the intent to taunt, insult, or intimidate another person?
- (ii). Question 2: Was the nature of the insult based on 'discriminatory grounds', as defined in Rule 90.1?

If the answer to BOTH questions are 'yes', then a Game Misconduct penalty under Rule 90.1 must be assessed to the offending player or team official.

If there is any doubt regarding the nature of a comment or action, officials should strictly apply this test to ensure that the game of hockey is free from maltreatment.

91 RULE 91 – PHYSICAL HARASSMENT OF OFFICIALS (HOCKEY CANADA RULE 11.5)

91.1 The safety of all participant is a priority for Hockey Canada. It is understood that on-ice officials may need to physically intervene in altercations to deescalate the situation and/or protect vulnerable players. Officials should only intervene in an altercation when it is safe for them to do so, with the sole purpose of deescalating the altercation. Players that are willing participants in an altercation must be aware of the risks to their own safety and are responsible for their actions, if they compromise the safety of the intervening officials.

When on-ice officials are required to intervene in altercations, it is understood that they will need to make physical contact with players and that the on-ice officials assume a certain level of risk of incidental contact. This rule is intended to address incidents where players make contact with an official that is more than incidental. Furthermore, officials should be aware that the amount of physical intervention they use to deescalate altercations must follow the same principles of minimizing the risk for all participants involved.

For the purpose of this rule, 'officials' refers to Referees, Linespeople, and off-ice officials.

Note: *If any behaviour described under Rule 91 includes behavior described in Rule 90 – Discrimination, the individual must be penalized under Rule 90, in addition to any other penalties that individual might receive.*

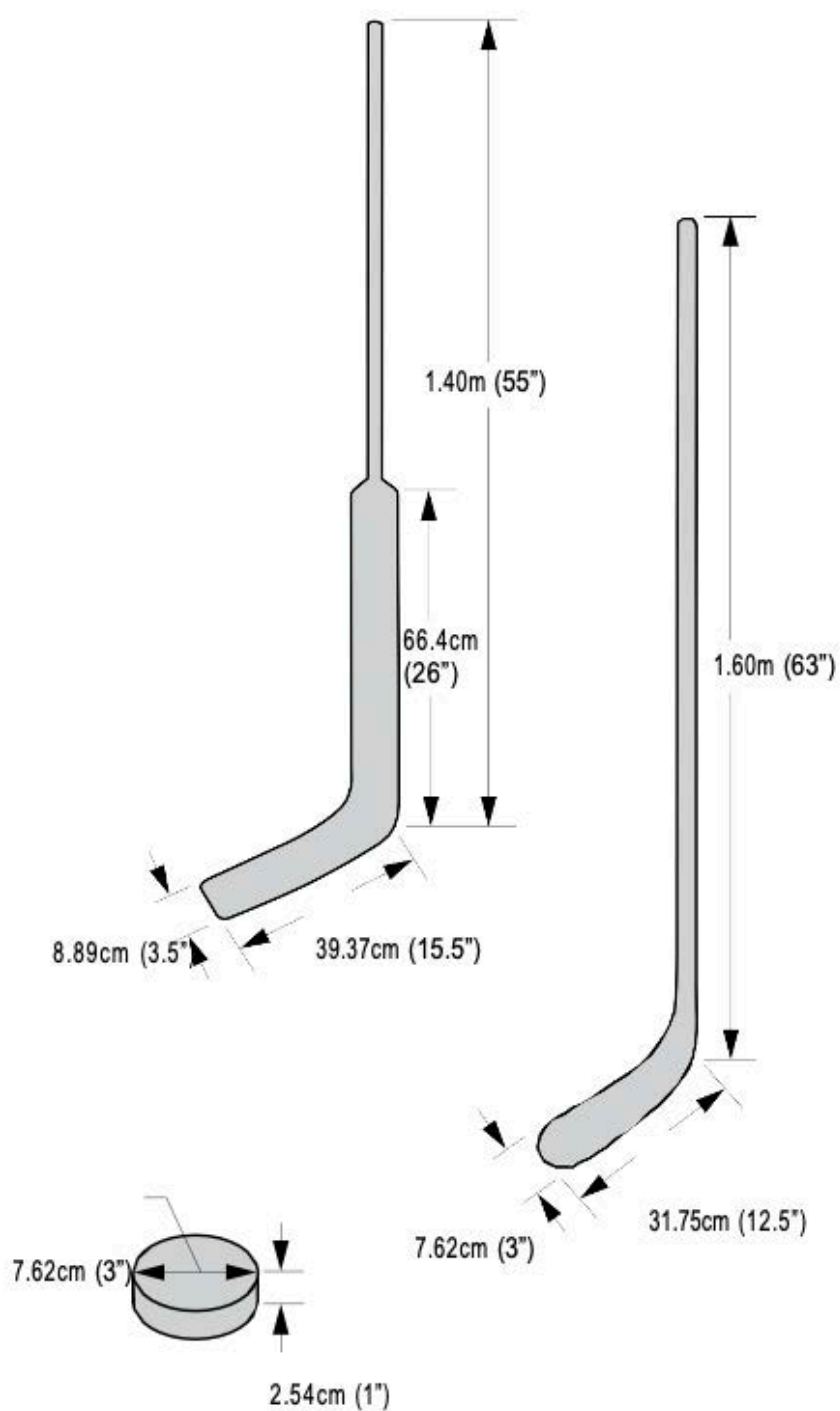
91.2 Game Misconduct [*Hockey Canada Rule 11.5 (e)*] - A Game Misconduct penalty will be assessed to any player or team official who in the course of attempting to continue or continuing to participate in a gathering or altercation, accidentally applies physical force to an official.

91.3 Match Penalty [*Hockey Canada Rule 11.5 (c)*] – A Match penalty will be assessed to any player or team official who:

- (i). Conducts themselves in such a way that physically threatens or intimidates an on-ice or off-ice official, without making physical contact;
- (ii). Deliberately applies physical force to an official with a minimal to moderate degree of violence, without causing injury; or
- (iii). Deliberately applies physical force to an official with a high degree of violence or causes injury to an official by way of any intentional contact.

Note: Where a player or team official has been assessed a Match penalty under this rule, the Referee will report the individual(s) by completing a game incident report, including full details and submitting the report to the appropriate League.

APPENDIX A: GOALTENDER'S STICK, PLAYER'S STICK AND PUCK (RULE 10 & 14)

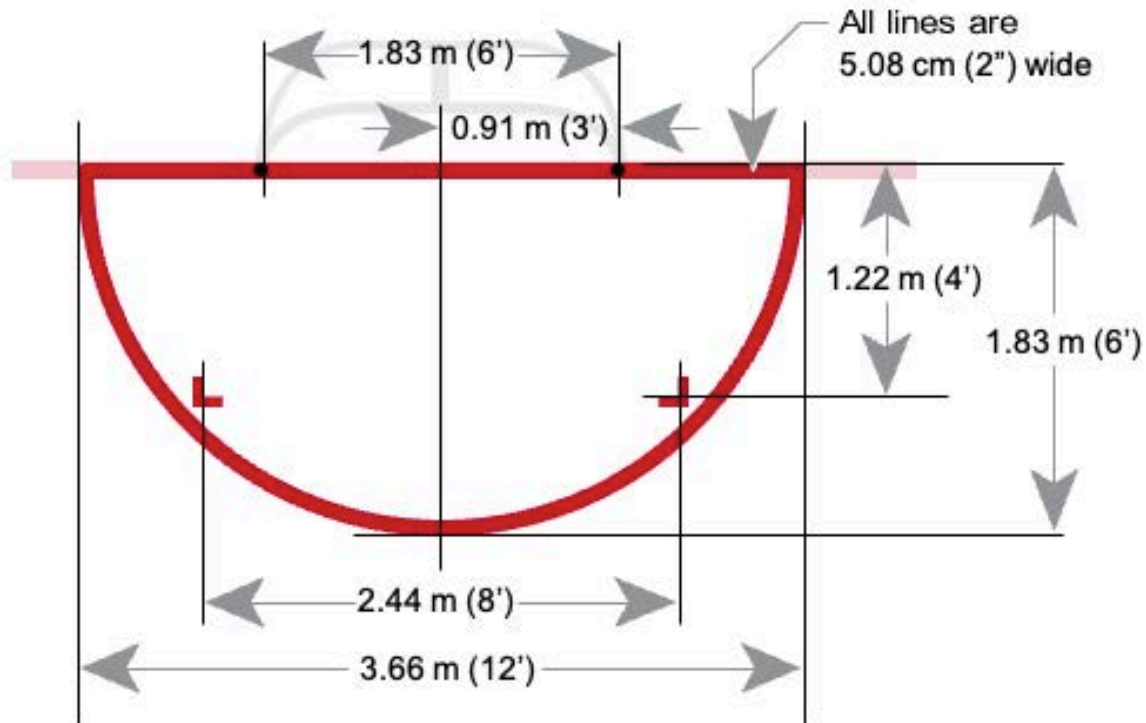


APPENDIX B: GOALTENDER'S GLOVES AND PADS RULE (RULE 11)





APPENDIX G: NET AND GOAL CREASE (RULE 2.1 & 2.2)



A semi-circle 1.83 m (6 ft.) in radius and 5.08 cm (2 in.) in width shall be drawn using the centre of the goal line as the centre point. In addition, an L-shaped marking of 12.7 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.

Goal Netting

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

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

Note 1: 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.

APPENDIX H: FACE-OFF RESTRAINING LINES

