



ICE HOCKEY

2010-12 RULES AND INTERPRETATIONS



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**2010-12 NCAA
MEN'S AND
WOMEN'S
ICE HOCKEY
RULES AND
INTERPRETATIONS**

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



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The NCAA Men’s and Women’s Ice Hockey Rules Committee recommends that all member institutions that host intercollegiate ice hockey read the following statement before each game: “The (name of college or university) and the NCAA Men’s and Women’s Ice Hockey Rules Committee promote good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial or sexist comments, or other intimidating actions directed at officials, student-athletes, coaches or team representatives shall not be tolerated and are grounds for removal from the site and, if needed, additional disciplinary action.”

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***Eligible for reappointment.**

The NCAA Men's and Women's Ice Hockey Rules have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the competition. The conduct rules are those that have to do directly with the competition. Rules may not be altered, unless flexibility is indicated in a specific rule.

NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

The administrative rules included in this book are listed below. All other rules deal with the conduct of competition.

Rule 1 (except 1-9-b)

Rule 3-8

Rule 5

Rule 6-39

Rule 8

Major Rules Changes for 2010-12

The figures below refer to rule, section and article, respectively. Each changed or altered segment is indented and identified in the rules by a shaded background.

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Point of Emphasis

In this rules cycle, the “Point of Emphasis” section calls attention to one area of the game that the NCAA Men’s and Women’s Ice Hockey Rules Committee believes must be improved, not through additional rules but by a stronger emphasis on existing rules.

The rules committee requests that players, officials and coaches concentrate on the following area:

Contact to the Head

This is an important safety issue and the committee is concerned about some violent contact that has occurred in the game and caused injury. To make this rule clearer, any time a player **targets** the head or neck area of an opponent, it must be a major penalty and a game misconduct penalty at a minimum. This rule is not intended to cover incidental contact or contact with the head that occurs that should be a minor penalty (e.g., unintentional high stick, body check where the contact is initiated at the shoulder or torso, but the follow through makes some contact with the head). Clear direction is being provided here to assist officials, coaches and players with this rule.

The committee expects a heightened awareness to direct contact to head, but it should be noted that many contact to the head fouls in previous seasons that were minor penalties should remain minor penalties (e.g., an incidental high sticking foul would remain a minor for high sticking).

The committee reminds coaches and players that the responsibility remains with the player making the hit to avoid contact with the head and neck area of an opposing player. Any contact which directly targets the player’s head and neck area must be penalized with a major penalty and a game misconduct or disqualification. A player delivering a check to an unsuspecting and vulnerable player puts themselves in jeopardy of being penalized under this rule.

Officials are to pay particular attention to these examples when applying this rule. These are intended as guidance and include, but are not limited to, the following:

- A player that has just released a shot or pass;
- A player that delivers a late hit;

- A player that extends and directs the arm, elbow, forearm or shoulder to contact the head and neck area of the opponent;
- A player that extends the body and targets the opponent's head or neck area.
- A player that leaves the skates or launches in order to deliver a blow to the head or neck area of the opposing player.
- A player that uses the stick in any way to target the head or neck area (e.g., cross checking, butt-ending, etc.).

As additional guidance, when the initial force of the contact is a shoulder to the body of the opponent and slides up to the head or neck area, this is not classified as contact to the head. **This type of action may still be penalized, at the referee's discretion, as another penalty (e.g., charging, roughing, elbowing, etc.).**

Rules Video

Please be sure to view the NCAA's annual rules video, available online at www.NCAA.org/playingrules in the ice hockey section. The video includes several specific examples, with proper rules administration, of the new contact to the head rules and expectations on the enforcement of these penalties.

Future Considerations

The committee would like the hockey community to consider the following proposals and their possible effect on the game. The committee will consider these topics starting with the 2012-13 season.

Reducing number of players in overtime

The issue of the way overtime games are decided, particularly during the regular season, is an issue the committee continues to believe warrants discussion and deliberation. Several other leagues remove one skater from each side during overtime periods in an effort to encourage more scoring chances and decide more games. The committee was not ready to move in that direction in this cycle, but continues to believe there is merit with this concept and will continue to keep this issue on its agenda.

Half shields — men's hockey

The committee's men's members plan to collect data and work with appropriate medical agencies and committees during the next two years to consider allowing half shields as a legal piece of equipment. The improved technology of the equipment seems to have merit and the coaching community is supportive of this direction.

RULE 1

The Rink

The Rink

SECTION 1. Ice hockey shall be played on an area of ice called a rink.

Note: The rules committee recognizes that some institutions play in off-campus facilities that do not conform to all NCAA rink standards.

Rink Dimensions

SECTION 2. a. As nearly as possible, the dimensions of the rink shall be 200 feet long and 85 feet wide. The corners should be rounded in the arc of a circle with a radius of 20 feet.

- b. The rink should be surrounded by a wooden or fiberglass wall known as the “boards” that shall extend not less than 40 inches and not more than 48 inches above the level of the ice surface. The ideal height of the boards above the ice surface shall be 42 inches.

Except for the official markings provided for in these rules, the entire playing surface and the boards should be predominantly white in color except the kick plate at the bottom of the boards, which should be a light, contrasting color.

Commercial, institutional or conference logos and/or names are permitted in the ice with the exception of the offensive zone faceoff circles. Logos in the zone may not be closer than four feet to the circles.

- c. It is recommended boards be constructed so that the surface facing the ice shall be smooth. The boards shall be free of any object that could cause injury to players.

All doors providing access to the playing surface must swing away from the ice surface. All glass shall be mounted on the boards on the side away from the playing surface.

Goal Posts and Nets

SECTION 3. a. A maximum of 15 feet and a minimum of 10 feet from each end of the rink (11 feet is preferred) and in the center of a red line 2

inches wide, drawn completely across the width of the ice and continued vertically up the side of the boards, regulation goal posts and nets shall be set in such a manner as to remain stationary during the progress of a game. The red line shall be known as the goal line.

Only two goal cages are permitted on the ice during the pregame warm-up period. The committee recommends that goal pins should be used whenever possible.

- b. The goal posts shall extend vertically 4 feet above the surface of the ice. They shall be set 6 feet apart, measured from the inside of the posts. A crossbar of the same material as the goal posts shall extend from the top of one post to the top of the other. Goal posts shall be affixed in the ice or floor with a release-type fixture.
- c. A net shall be attached to each goal frame. It is recommended that the net be a nylon mesh product that completely encloses the back of the frame. The net should be made of three-ply twisted twine [0.197 inch (5 mm) diameter] or equivalent braided twine of multifilament white nylon with an appropriate tensile strength of 700 pounds. The size of the mesh should be 2½ inches (inside measurement) from each knot to each diagonal knot when fully stretched. The net should be laced to the frame with medium white nylon cord not smaller in size than No. 21.
- d. The goal posts and crossbar shall be painted red. All other surfaces shall be painted white.
- e. The goal area, enclosed by the goal line and the base plate of the goal, shall be painted white. It is mandatory that all nets have an open, half-circle padded base.
- f. The interior metal of the goal cage should be padded (excluding the goal posts and cross bar).

Goal Crease

SECTION 4. a. In front of each goal, a goal crease area shall be marked by a red line 2 inches in width.

- b. The goal crease shall be laid out as follows: One foot outside of each goal post, a 2-inch wide line shall be painted extending 4 feet, 6 inches in length. These lines shall be at right angles to the goal line. A semicircle line 6 feet in radius and 2 inches in width shall be drawn using the center

of the goal line as the center point and connecting both ends of the sides of the crease.

- c. The goal crease area shall include all the space outlined by the crease lines and extend vertically 4 feet to the level of the top of the goal frame.
- d. There shall be two markings in each goal crease. Each line shall be 5 inches long and 2 inches wide. The lines shall extend from the goal crease lines, 4 feet out from the goal line. The lines shall be parallel to the goal line (see end zone spot and goal crease diagrams).

Division of Ice Surface

- SECTION 5. a. The ice area between the two goals shall be divided into three parts by lines 12 inches in width and blue in color, drawn at least 60 feet out from the goal lines, extending completely across the rink parallel with the goal lines, and continuing vertically up the side of the boards. It is preferred that the offensive zone be 64 feet when possible.
- b. That portion of the ice surface in which the goal is situated shall be called the defending zone of the team defending that goal, the central portion shall be known as the neutral zone and the portion farthest from the defending goal shall be known as the attacking zone. The zone line shall be considered part of the zone in which the puck is.
 - c. There also shall be a line 12 inches in width and red in color, drawn completely across the rink in center ice, parallel with the goal lines and continuing vertically up the side of the boards, known as the “center line.” This line shall contain at regular intervals markings of a uniform distinctive design that shall easily distinguish it from the two blue lines; the outer edges must be continuous and be visible on the ice through any logos or other markings.

Center Ice Spot and Circle

SECTION 6. A circular blue spot 1 foot in diameter shall be marked in the center of the rink; and with this spot as a center, a circle of 15 feet radius shall be marked with a blue line 2 inches in width.

Two blue lines 2 feet long and 2 inches wide, parallel to the blue lines, shall be marked on the ice extending from the outer edges of both sides of the faceoff circle. These lines shall be 4 feet apart, 2 feet on each side of the center of the faceoff spot and circle.

Neutral-Zone Faceoff Spots

SECTION 7. Two red spots 2 feet in diameter shall be marked on the ice in the neutral zone 5 feet from each blue line. Within each faceoff spot, draw two parallel lines 4 inches from the top and bottom of the spot. The area within the two lines shall be painted red; the remaining area shall be painted white. The spots shall be 44 feet apart and each shall be a uniform distance from the adjacent boards (see rink diagram).

End-Zone Faceoff Spots and Circles

SECTION 8. a. In both end zones and on both sides of each goal, red faceoff spots and circles shall be marked on the ice. The faceoff spots shall be 2 feet in diameter. Within the faceoff spot, draw two parallel lines 4 inches from the top and bottom of the spot. The area within the two lines shall be painted red; the remaining area shall be painted white.

The circles shall be 2 inches wide with a radius of 15 feet from the center of the faceoff spots. Eighteen feet and 22 feet from the goal line and parallel to it, two red lines 2 feet long and 2 inches wide shall be marked on the ice extending from the outer edge of both sides of each faceoff circle (see rink diagram).

One foot from the outer edge of the faceoff spot, two lines shall be drawn parallel with the sideboards that shall be 4 feet in length and 18 inches apart. Parallel to the end boards, commencing at the end of the line nearest to the faceoff spot, a line shall extend 2 feet, 10 inches in length. All lines shall be 2 inches in width (see rink diagram).

- b. The location of the faceoff spots shall be fixed in the following manner: Along a line 20 feet from each goal line and parallel to it, two points shall be marked 22 feet on both sides of the straight line joining the centers of the two goals. Each such point shall be the center of a faceoff spot and circle.

Players' Bench

SECTION 9. a. The rink shall provide seats or benches for the use of players of both teams that accommodate at least 21 persons of each team. The benches should be placed immediately alongside the ice in the neutral zone, as near to the center of the rink as possible, with the doors opening in the neutral zone, convenient to the dressing rooms. When players' benches are situated in the spectator area, they should be separated from

the spectators by a protective screening of sufficient height to afford the necessary protection to the players and team personnel. Benches may be situated on opposite sides or on the same side of the rink, in which case the two teams should be separated by a substantial distance.

Where physically possible, each players' bench should have two doors opening in the neutral zone. All doors opening to the playing surface shall be constructed so that they swing away from the ice surface.

Each players' bench should have an elevated coaches' walkway behind the area where the players are seated.

- b. Only players in uniform and six additional team personnel shall be permitted to occupy the bench area. For a violation, after a warning by the referee, a bench minor penalty shall be assessed.

Penalty Bench

SECTION 10. a. The rink must be provided with benches or seats to be known as the penalty bench. It is preferable to have penalty benches for each team separated from each other and substantially separated from either players' bench. When penalty benches are situated in the spectator area, they should be separated from the spectators by a protective glass of sufficient height to afford the necessary protection to penalized players and any other personnel. The penalty bench(es) should be situated in the neutral zone. The penalty bench(es) should accommodate at least 10 persons, including the timekeeper, the penalty timekeeper, the scorer and penalized players. Only penalized players may occupy the penalty-bench area. For a violation, after a warning by the referee, a bench minor penalty shall be assessed.

- b. Immediately in front of the penalty timekeeper's bench, there shall be marked in red on the ice a semicircle of 10 feet radius and 2 inches in width, which shall be known as the referee's crease.

Signal and Timing Devices

SECTION 11. a. A suitable sound device, such as a buzzer, horn or siren, must be provided for the use of timekeepers. A backup sound and timing device must be provided by the home team.

- b. An electrical clock, or other timing device, shall be provided for the purpose of keeping the spectators, players and game officials accurately

informed as to all time elements at all stages of the game, including the time remaining to be played in any period.

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

Time displayed on a clock or timing device shall take precedence over any disparity with lights or horn signaling the end of a period or game.

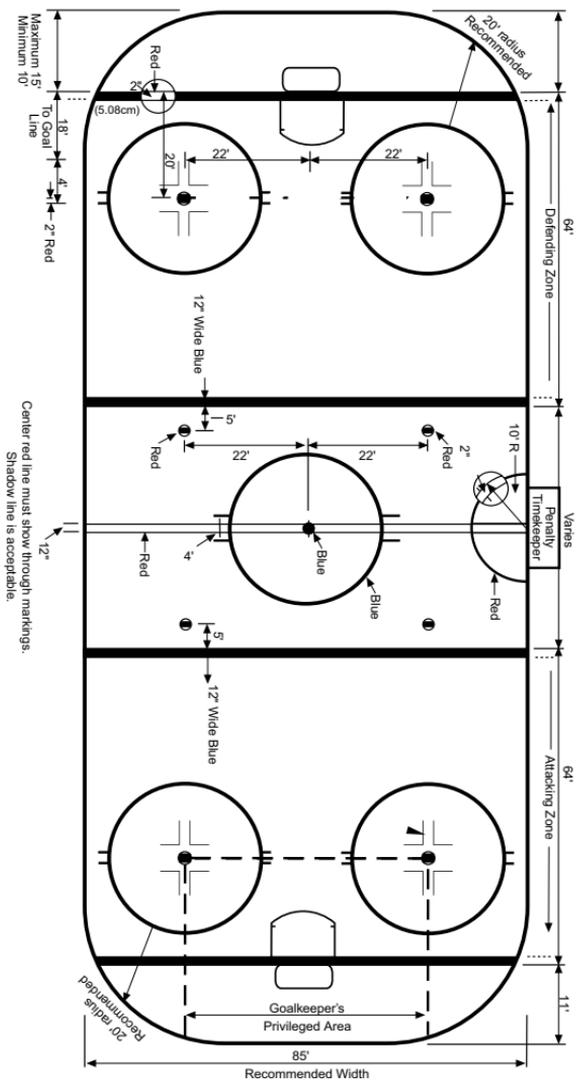
- c. Behind each goal, electric lights should be set up for the use of the goal judges. A red light shall signify the scoring of a goal. Where automatic lights are available, a green light shall signify the end of a period or a game.

Goal judges' boxes should be properly isolated so that there shall be no interference with the activities of the judges.

Goalkeeper's Privileged Area

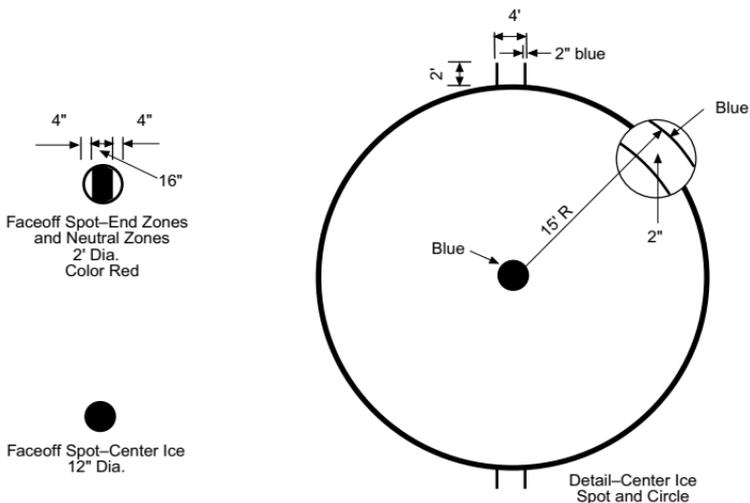
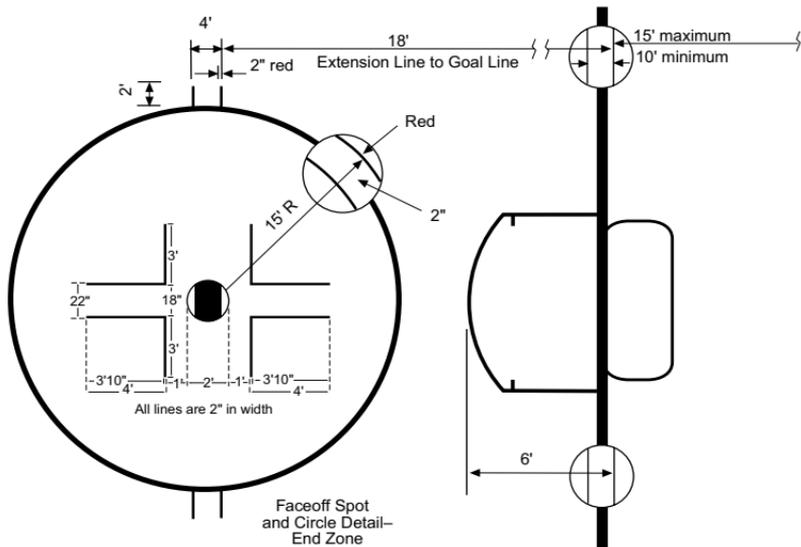
SECTION 12. The goalkeeper's privileged area is an area bounded in the rear by the end of the rink, in front by an imaginary line connecting the end zone spots, and on the sides by imaginary lines from the end zone spots to the end boards.

RINK DIAGRAM

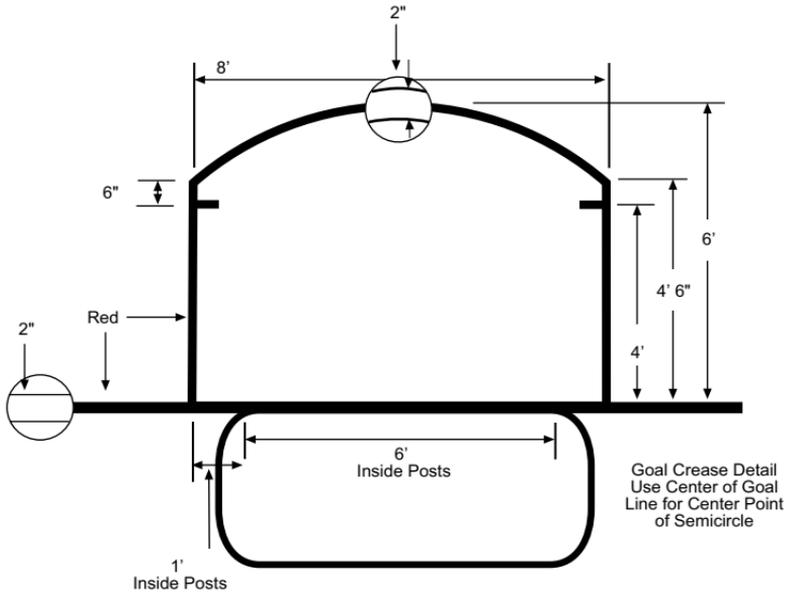


Commercial, institution or conference logos and/or names are allowed in the ice with the exception of the end zone faceoff circles. (See Rule 1-2-b.)

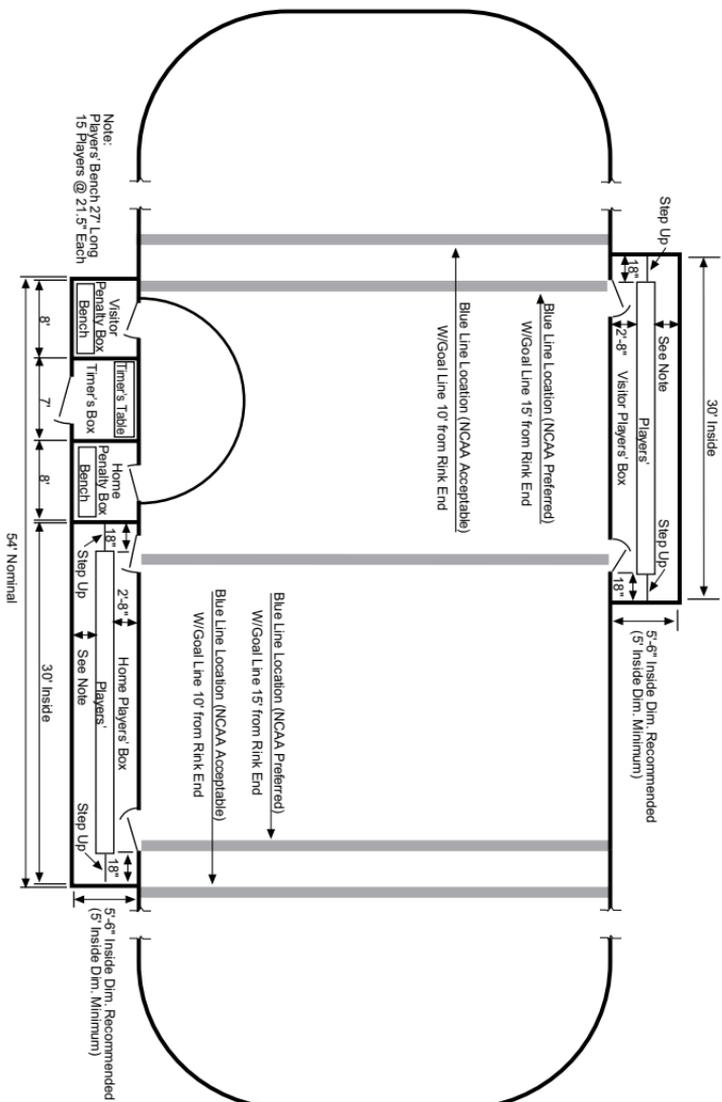
END ZONE SPOT AND GOAL CREESE



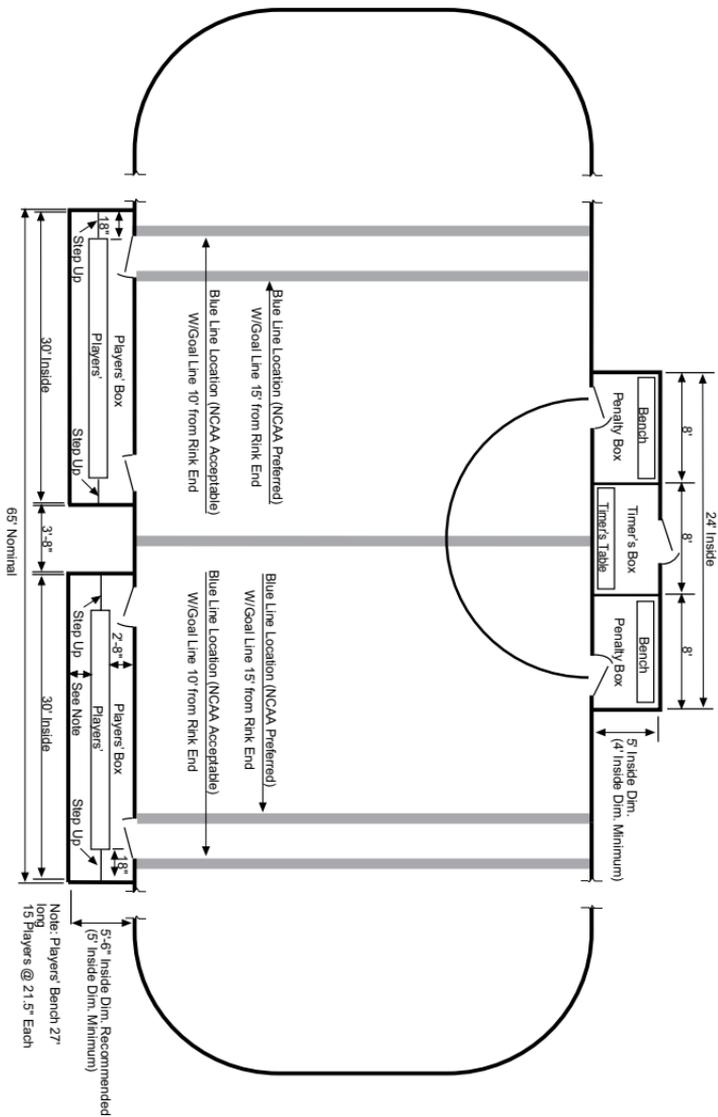
DETAIL OF GOAL CREASE



NCAA OPTIONAL LAYOUT



NCAA OPTIONAL LAYOUT



RULE 2

Teams

Composition of Team

- SECTION 1. a. A team shall have not more than six players on the ice at any one time while play is in progress. These six players shall be designated as follows: goalkeeper, right defense, left defense, center, right wing and left wing.
- b. Each player and each goalkeeper listed in the lineup of each team shall wear an individual identifying number at least 10 inches high on the back of the jersey and at least 4 inches high on the front or on both sleeves. The visiting team shall wear dark-colored jerseys and stockings; the home team shall wear light-colored jerseys and stockings. All players of each team shall dress uniformly in that day's game jersey.
- c. Light-colored jerseys (e.g., white, gold, yellow or light blue) may be worn during the regular season by the visiting team only when the teams have agreed before the game. If the teams are unable to agree, the visiting team will wear dark-colored jerseys.
- d. The number of the jersey should contrast the overall jersey color. This rule will be mandatory beginning with the 2012-13 season.

PENALTY—Bench minor to offending team.

Captain of Team

SECTION 2. a. One game captain shall be appointed by each team, and shall be the only player to have the privilege of discussing with the referee any questions relating to interpretation of rules that may arise during the progress of a game. The captain should wear the letter "C," approximately 3 inches in height and in contrasting color, in a conspicuous position on the front of the jersey.

If the captain is not available because of injury or an imposed penalty, another player may be designated to act as captain.

- b. The captain may not dispute a judgment decision of the referee.

PENALTY—Misconduct. For further violation, game misconduct.

- c. The referee and official scorer shall be advised before the start of each game of the name of the captain of the team and the designated alternate.
- d. A goalkeeper shall not be entitled to exercise the privileges of captain.
- e. The captain of each team shall meet with the referee before the start of each game (see Rule 8).
- f. During an altercation, the captain may not exercise his or her privileges until the referee has entered the referees' crease.

Players in Uniform

SECTION 3. a. At the beginning of each game, the coach of each team shall list the players and goalkeepers who shall be eligible to play in the game. A maximum of 18 players, plus not more than three nor less than two goalkeepers, shall be permitted; and a captain shall be designated. In exhibition games, 21 skaters and as many as three goalkeepers are allowed.

PENALTY—Bench Minor.

A substitute goalkeeper must be on the bench at the start of the game and shall at all times be fully dressed and equipped and ready to play. Upon entering the game, the substitute goalkeeper shall take his position without delay. A team shall not start a game with less than two goalkeepers.

PENALTY—Forfeiture (score will be recorded as 1-0).

Note: A team must travel to an away game with a minimum of two goalkeepers on the roster. If one of the goalkeepers sustains an incapacitating injury or, because of extenuating circumstances, is not able to suit up, a forfeiture penalty shall not be called. Officials are instructed to play the game and report it to the rules committee and appropriate conference, if applicable. The rules committee is the sole arbitrator of these extenuating circumstances.

- b. Only players from each team shall participate in the pregame warm-up. Not more than 19 players and three goalkeepers may participate in the pregame warm-up. These players do not necessarily have to be the same players listed on the official game report form. It is mandatory, however, that 18 players and not more than three goalkeepers listed on the official game report form are the players who shall dress for the game.

PENALTY—Bench minor.

- c. Each team shall be allowed one goalkeeper on the ice at one time. The goalkeeper may be removed and another player substituted.
- d. Except when all goalkeepers are incapacitated, another player shall not be permitted to wear the equipment of the goalkeeper.

Starting Lineup and List of Eligible Players

SECTION 4. a. Fifteen minutes before the start of the game, a list of names and numbers of all eligible players and goalkeepers, including starting lineups, shall be submitted to the official scorer or referee. The coach of the home team, having been advised by the official scorer or referee of the names of eligible players and starting lineup of the visiting team, shall name the eligible players and starting lineup of the home team; this information shall be conveyed by the official scorer or the referee to the coach of the visiting team. Changes or additions may not be made to the submitted player eligibility lists (see 8-1).

PENALTY—Bench minor whether deliberate or unintentional. Forfeiture if, after the completion of the game, it is determined by the proper administrative authorities that the violation was deliberate.

- b. Changes in the starting lineup of either team, as given to the referee or official scorer, or in the playing lineup on the ice, shall not be made until the game is actually in progress unless a penalty changes the on-ice strength or an injury occurs before the first faceoff.

PENALTY—Bench minor if brought to the attention of the referee before the second faceoff in the first period.

- c. Teams shall be on the ice ready to play promptly at the beginning of each period. The home team shall take the ice first. After each intermission, all players except the starting lineup shall go directly to the players' bench (see 8-2).

PENALTY—Bench minor.

- d. A team shall not use a puck(s) on the ice before the start of any period.

PENALTY—Timeout charged to offending team. Bench minor if timeout already used.

Change of Players

SECTION 5. a. Players may be changed at any time from the players' bench, provided the player or players leaving the ice always are at the players' bench and out of the play before any change is made.

A player, in the course of making a substitution while entering or leaving the game, may not deliberately play the puck with the stick, skates or hands, or check or make physical contact with an opposing player while the retiring player is leaving the ice.

PENALTY—Bench minor (“too many players on the ice”).

If, in the course of substitution, a player entering the game or leaving the ice surface is struck accidentally by the puck, the play shall not be stopped and a penalty shall not be called.

A goalkeeper may be changed for another player at any time under the conditions of this section. When a goalkeeper leaves the goal area and proceeds to the players' bench for the purpose of substituting another player, an on-ice official shall be responsible for seeing that the substitution is not illegal because of the premature departure of the substitute from the bench (before the goalkeeper is at the players' bench and out of the play). If the substitution is made prematurely, an on-ice official shall stop the play immediately by blowing the whistle unless the nonoffending team has possession of the puck, in which event the stoppage shall be delayed until the puck changes hands. A time penalty shall not be assessed against the team making the premature substitution.

FACEOFF—Center faceoff spot. When play is stopped with the puck in the offending team's defensive zone, the faceoff shall be at the nearest end zone faceoff spot. When play is stopped with the puck in the neutral zone on the offending team's side of the red line, the faceoff shall take place at the nearest neutral zone faceoff spot.

- b. The line change procedure for all stoppages of play, except during games with television timeouts, is as follows:
 1. Referee points to location of the faceoff. This starts the line change procedure. The referee should be positioned at the blue line or in the neutral zone.

2. The referee signals the visiting team that it has up to five seconds to change players.
3. The referee puts his or her hand up to the visiting team indicating no further changes can be made, and signaling the home team that it has up to eight seconds to change players.
4. When the referee's hand comes down, the official dropping the puck blows a quick whistle, signaling the start of the faceoff and that the puck will be dropped in not more than five seconds.

PENALTY—If a team intentionally delays the line change, it shall be warned. This serves as that team's warning for the remainder of the game. If that team intentionally delays a line change later in the game, a bench minor penalty shall be assessed (see 6-15).

5. The official dropping the puck shall set the players and hold the puck at the beltline. When the players are legally set, the official shall drop the puck. The official will not present the puck or hold the puck away from the beltline.

When a substitution has been made under this rule, an additional substitution may not be made unless a penalty is assessed during the stoppage of play.

If, before the game, the home team has not been designated, the competing teams shall decide which is to be the home team by mutual agreement; that is, by the flip of a coin or a similar method.

- c. A player serving a penalty on the penalty bench must step on the ice and proceed to the respective player's bench before a change may be made.

PENALTY—Bench minor.

- d. A player who has received a time penalty or one who is serving for a disqualified player, must remain in the penalty bench until the penalty time is completed.

PENALTY—Minor and the offending player must serve the balance of the initial penalty.

- e. When a penalized player or immediate substitute, either from the penalty bench or the players' bench, returns to the ice, the player shall be eligible to play the puck.

- f. Both teams must start play with the proper number of players.

PENALTY—First offense: warning.

Second and subsequent offenses: Bench minor.

- g. Should a team start with fewer players than allowed and the officials err in detecting this situation, any subsequently entering players shall not be eligible to play the puck coming from the player's defensive zone until that player has returned to the defensive zone or until possession and control of the puck have been gained by another player in the neutral zone or in the player's attacking zone.

FACEOFF—Where puck was last legally played. Immediate whistle if played by the ineligible player.

- h. If at any time a team plays too many players, it immediately shall withdraw the extra player or players.

PENALTY—Bench minor.

- i. If an extra player from the bench or the penalty bench tries to prevent a breakaway, there shall be a delayed whistle.

PENALTY—Bench minor, penalty shot/optional minor and misconduct. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded.

- j. There shall not be a deliberate illegal substitution in the last two minutes of regulation time or any time during overtime.

PENALTY—Penalty shot/optional minor. If the illegal substitution comes from the penalty bench, an additional minor shall be assessed on that player. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded.

- k. The number of times a player may be substituted (i.e., withdrawn from, or returned to, the game within the same period, or otherwise) is unlimited. (*Exceptions:* Rule 6-15-1 and 6-27.) A substitute player is not required to notify an on-ice official before engaging in play; and, while the officials shall not begin play with extra players on either team, the responsibility of playing with the proper number rests with the teams.

Injured Players

SECTION 6. a. When a player other than a goalkeeper is injured or compelled to leave the ice during a game, the player may retire from the game and be replaced by a substitute; but play must continue without the teams leaving the ice.

- b. When a team has fewer than six substitutes available and none is in goalkeeper's equipment, and it becomes necessary to substitute for the goalkeeper because of incapacitation by injury, breaking a skate or receiving a time or misconduct penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment. If a goalkeeper sustains an injury or becomes ill, the goalkeeper must be ready to resume play within a reasonable amount of time or be replaced by a substitute goalkeeper.

When substitution for an injured goalkeeper is made, the substitute goalkeeper must play in goal until the first stoppage of play thereafter, except when a team substitutes a sixth player for the goalkeeper when a delayed penalty is signaled against the opposing team.

- c. If a penalized player has been injured, the player may proceed to the dressing room without taking a seat on the penalty bench. If the injured player receives a minor and/or major penalty, a substitute player shall be placed on the penalty bench immediately and shall serve the penalty without change. A replacement for the penalized player shall not be permitted to enter the game except from the penalty bench.

An injured penalized player (minor or major penalty) who has been substituted for on the penalty bench may not return to play until the penalty has expired. However, if the injured penalized player is ready to return to the game, the player may take the substitute player's place on the penalty bench during a stoppage of play. The substitute player becomes eligible to participate in the game.

- d. When a player is injured and unable to continue play or go to the bench, play shall not be stopped until the injured player's team has secured possession of the puck. If the player's team is in possession of the puck at the time of injury, play shall be stopped immediately, unless that team is in a scoring position.

When it is obvious that a player has sustained a serious injury, an on-ice official may stop play immediately.

- e. When there is a stoppage of play because of an injury to a player other than the goalkeeper, the injured player must leave the ice until the completion of the ensuing faceoff.

PENALTY—Minor.

- f. Aggressive treatment of open wounds or skin lesions should be followed. In particular, whenever a player incurs a wound that causes bleeding, the officials must stop the game at the earliest possible time and require the player to leave the game for treatment.

When a player's or official's uniform has blood on it (whether it is the player's or official's blood or someone else's blood), the official must stop the game at the earliest possible time and require the player or official to leave the game to have the uniform evaluated by medical personnel. If the team's medical personnel determine that the blood has saturated the uniform, the player or official must change that part of the uniform. If saturation has not occurred, the player or official may continue to wear the uniform.

If a change in uniform causes a number change, the player must report the change to the official scorer before being permitted to re-enter the game.

RULE 3

Equipment

The NCAA Men's and Women's Ice Hockey Rules Committee is responsible for formulating the official playing rules for the sport. The committee is not responsible for testing or approving playing equipment for use in intercollegiate ice hockey.

As a reminder, it is the responsibility of each member institution coach, athletic trainer, and equipment manager to be knowledgeable and informed of the NCAA Ice Hockey Rules that govern all protective equipment. Student-athlete safety is of the utmost importance. Institutions must be diligent in properly equipping the student-athletes to be fully compliant with all NCAA rules and regulations.

Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the size and weight specifications established by the committee. Equipment shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

The NCAA urges manufacturers to work with the various independent testing agencies to ensure the production of safe products. Neither the NCAA nor the NCAA Men's and Women's Ice Hockey Rules Committee certifies the safety of any ice hockey equipment. Only equipment that meets the weight and size dimensions specified in the NCAA Men's and Women's Ice Hockey Rules may be used in intercollegiate competition.

While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment or the approval or disapproval of specific playing equipment, the committee may provide manufacturers with informal guidelines as to the equipment performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede in order to protect and maintain that integrity.

The NCAA Men's and Women's Ice Hockey Rules Committee suggests that manufacturers planning innovative changes in ice hockey equipment submit the equipment to the committee for review before production.

Sticks

SECTION 1. a. It is recommended that sticks be made of wood or a combination of wood and other materials, and must not have any projections. Adhesive tape of any color may be wrapped around the stick at any place for the purpose of reinforcement or to improve control of the puck.

The curvature of the blade of all sticks shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from the base of the heel to the base of the toe and the point of maximum curvature shall not exceed $\frac{3}{4}$ inch.

- b. A stick shall not exceed 63 inches in length from the heel to the end of the shaft nor more than 12- $\frac{1}{2}$ inches from the heel to the end of the blade. The blade of the stick shall not be more than 3 inches nor less than 2 inches in width at any point. All edges of the blade shall be beveled.
- c. The blade of the goalkeeper's stick shall not exceed 3- $\frac{1}{2}$ inches in width at any point except at the heel where it cannot exceed 4- $\frac{1}{2}$ inches in width; nor shall it exceed 15- $\frac{1}{2}$ inches in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 26 inches from the heel and shall not exceed 3- $\frac{1}{2}$ inches in width.

PENALTY—Minor for a., b. and c.

- d. When a formal complaint is made by the captain of a team about the dimensions of any stick, the referee shall make the necessary measurements immediately. Measurement of a challenged stick is to be made at the first stoppage of play (or during the stoppage of play when the challenge is made). If a player's stick is found to be illegal, the penalty begins immediately (see 3-9).

PENALTY—Minor if stick is found to be illegal. Bench minor to challenging team if stick is found to be legal.

If a goal is scored with a stick that is found to be illegal, the goal is allowed and the penalty is assessed and begins immediately.

A player shall not break or have a stick broken intentionally or change the stick before a measurement can be made.

PENALTY—Minor and misconduct.

- e. A player or goalkeeper shall not participate in play while in possession of more than one stick, except that a penalty shall not be assessed to a player who is struck accidentally by the puck while carrying a replacement stick to a teammate (see 6-4-c).

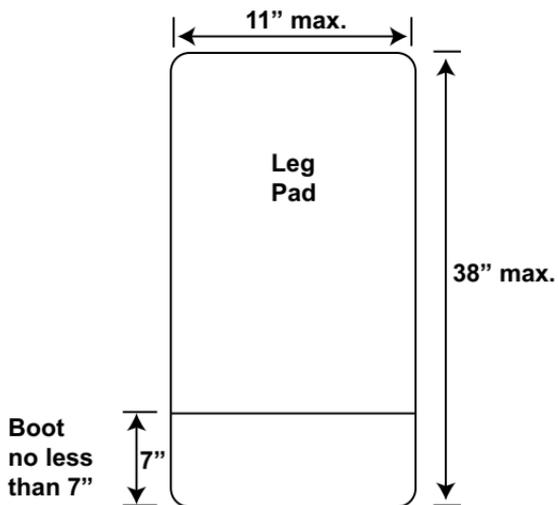
PENALTY—Minor.

Skates

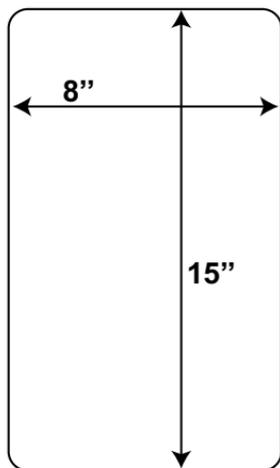
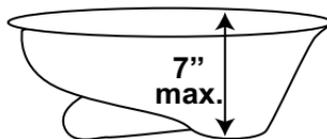
SECTION 2. All players must wear ice hockey skates. Skates shall be free from points or dangerous extensions. The ends of the skates (both toe and heel) shall be rounded and blunt without points that might cause injury.

Goalkeeper's Equipment

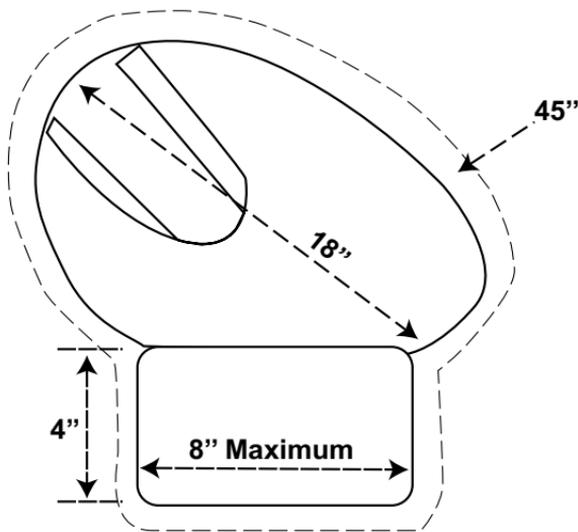
- SECTION 3. a. With the exception of skates and stick, all equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the head or body. The goalkeeper cannot wear any garment or use any contrivance that would provide undue assistance in keeping goal. Aprons or webbing extending more than three inches below the crotch are not permitted. All inner knee/thigh protection, whether attached to the leg pad or not, must be tightly wrapped around the leg. Thigh boards are illegal.
- b. The goalkeeper's leg pads shall not exceed 11 inches in width. The maximum length from the bottom mid-point to top mid-point of the pad is not to exceed 38 inches. The boot of the goal pad is to be not less than 7 inches in length. The boot channel of the goal pad must be flat or concave in appearance.



- c. The goalkeeper's blocker glove shall not exceed 8 inches in width or more than 15 inches in length at any point. The flap protecting the thumb and wrist must be fastened to the blocker and this protection must follow the contour of the thumb and wrist. This protective piece shall not exceed 7 inches in length when measured from the top of the blocking surface. Raised ridges are not to be added to any portion of the blocking glove.

**Blocker Pad**

The goalkeeper's catching glove may be a maximum of 45 inches measured around the perimeter of the glove. The wrist cuff of the goalkeeper's catching glove shall be 4 inches in width and 8 inches in height. The maximum distance from the heel of the catching glove to the outside edge of the glove shall not exceed 18 inches. Any bar or attachment (cheater bar) between the cuff and the thumb only shall extend from the cuff to the thumb in a straight line.



- d. It is recommended that all goalkeepers wear a goalie helmet with wire cage that has met the standards established by HECC. Form-fitting masks are not permitted. It is recommended that goalkeepers wear a throat protector.
- e. 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.

Shoulder cap protectors must follow the contour of the shoulder cap without becoming a projection or extension beyond or above the shoulder or shoulder cap. This contoured padding must not be more than

1 inch in thickness beyond the top ridge of the shoulder and shoulder cap.

On each side, the shoulder clavicle protectors are not to exceed 7 inches in width. Their maximum thickness is to be 1 inch. 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.

The chest pad will be considered illegal if, when the goalie assumes a normal crouch position, the shoulder and/or shoulder cap protection is pushed above the contour of the shoulder.

Protective Equipment

- SECTION 4. a. Each participant is responsible for wearing protective equipment. The equipment shall include gloves, shin pads, shoulder pads, elbow pads, hip pads or padded hockey pants, protective cup, pelvic protector, and any other equipment prescribed in these rules.
- b. All protective equipment, except gloves, helmets and goalkeeper's leg pads, must be worn under the uniform. A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment.
- c. Pants with zippers on the leg opening must be zippered during play.

PENALTY—Players shall not be permitted to participate in the warm-up and game until equipment has been corrected or removed. Misconduct for second offense by the same player in the same game. Game misconduct for third offense by the same player in the same game.

Helmet

SECTION 5. a. All players are required to wear ice hockey helmets with throat straps securely fastened. There shall only be enough room between the throat strap and the chin to insert two fingers.

PENALTY—Minor.

Note: An on-ice official shall check each starting goalkeeper's throat strap before the start of the game.

All players must wear a HECC-approved hockey helmet. It is recommended that goalkeepers wear a HECC-approved helmet.

- b. If a player's (including goalkeeper's) mask and/or helmet is displaced, there shall be an immediate whistle.
- c. All players are required to wear face masks that have met the standards established by HECC. It is recommended that all goalkeepers wear a goalie helmet with wire cage that has met the standards established by HECC.

PENALTY—Players shall not be permitted to participate in the warm-up and game until equipment has been corrected. Misconduct for second offense by the same player in the same game. Game misconduct for third offense by the same player in the same game.

- d. All players must properly wear a HECC-approved helmet and HECC-approved facemask to be in the bench area. Backup goalkeepers must properly wear a goalkeeper helmet with wire cage to be in the bench area.

PENALTY—Warning and bench minor if not corrected.

Mouth Guard

SECTION 6. All players are required to wear an internal mouth guard that covers all the remaining teeth of one jaw. The mouth guard shall not be altered from original manufacturer specifications, except with the prescription of a medical authority.

PENALTY—For initial violation, offending player shall be immediately replaced on the ice, and the referee shall warn the offending team that subsequent violations by any player of that team shall result in the player being assessed a misconduct.

Note: It is recommended that mandatory protective mouth guards be made from a colored material for easy identification.

Dangerous Equipment

SECTION 7. a. The use of pads or protectors made of metal, or of any other material likely to cause injury to a player, is prohibited.

- b. Jewelry shall not be worn, except for religious or medical medals, which shall be taped to the body under the uniform.

PENALTY—Players shall not be permitted to participate in the warm-up and game until equipment has been corrected or removed. Misconduct for second offense by the same player in the

same game. Game misconduct for third offense by the same player in the same game.

Puck

SECTION 8. The puck shall be black and shall be made of vulcanized rubber, 1 inch thick and 3 inches in diameter, and shall weigh between 5-½ and 6 ounces. Any logo placed on a puck shall be situated in the center of the puck; the diameter of the logo shall not exceed 1-½ inches.

The home team shall provide warm-up and game pucks. It is recommended that game pucks be frozen before the game. The home team will have five pucks available at the scorer's table for each team should either team wish to warm-up a goalkeeper during its time-out.

Measurement and Challenging of Equipment

SECTION 9. A request to measure or check any equipment covered in Sections 1, 2 and 4 of Rule 3 shall be limited to one request by each team per stoppage of play and may involve only one player during each stoppage of play.

PENALTY—Bench minor to challenging team if player's equipment is found to be legal.

Uniform Logos

SECTION 10. In accordance with NCAA Bylaw 12.5.4-(b):

- a. An institution's uniform or any item of apparel (e.g., team jersey) that is worn by a student-athlete while representing the institution in intercollegiate ice hockey may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (e.g., rectangle, square, parallelogram) that does not exceed 2-¼ square inches. The item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel, provided the logo or trademark is not visible.
- b. A single manufacturer's or distributor's logo or trademark, not to exceed 2-¼ square inches, may appear on both the jersey and pants of a student-athlete's uniform.

- c. If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided, geometrical figure (e.g., rectangle, square, parallelogram) that does not exceed $2\frac{1}{4}$ square inches.
- d. The restriction on the size of a manufacturer's or distributor's logo or trademark is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any pregame or postgame activities (e.g., postgame celebrations on the ice, pre- or postgame press conferences).

RULE 4

Penalties

Penalties

SECTION 1. Penalties shall be divided into the following classes:

- a. Minor penalties;
- b. Bench minor penalties;
- c. Major penalties;
- d. Misconduct penalties;
- e. Disqualification penalties;
- f. Penalty shot; and
- g. Game misconduct penalty.

When coincidental penalties are imposed on players of both teams, the penalized players of the visiting team shall take their positions on the penalty bench first in the place designated for visiting players, or where there is not a special designation, on the bench farthest from the gate.

When play is not in progress and an infraction is committed by any player, the same penalty shall apply as though play actually is in progress. *Note: These penalties may be assessed before, during or after the game.*

If the penalty time is unexpired at the end of the period, the penalty shall carry over into the next regular or overtime period.

Minor Penalties

SECTION 2. a. For a minor penalty, any player, other than a goalkeeper, shall be ruled off the ice for two minutes, during which time a substitute shall not be permitted. (For goalkeeper, see 4-7-a.)

- b. A bench minor penalty involves the removal from the ice of one player of the offending team for a period of two minutes. Any player except a goalkeeper of that team may be designated to serve the penalty by the coach through the playing captain, and such player shall proceed to the penalty bench promptly and serve the penalty as if a minor penalty was imposed.

- c. If the opposing team scores a goal while a team is short-handed by one or more minor penalties, the short-handed team shall be permitted to replace immediately on the ice the player whose minor or bench minor penalty caused the team to be short-handed, except when a goal is scored on a penalty shot.

Note: 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 penalty that terminates automatically is the one that causes the team scored against to be short-handed. A minor penalty shall not terminate as a result of a penalty-shot goal.

If a short-handed team is scored upon while serving a major and a non-coincidental minor penalty (two different players), the minor penalty shall terminate.

- d. If the referee signals an additional minor penalty(s) against a team that already is short-handed because of one or more minor or bench minor penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed, the delayed penalty(s) shall be assessed, and the minor penalty already being served that caused the team to be short-handed shall terminate automatically (see 4-2-c and 4-9-b).

When two minor penalties are called on one player simultaneously and the opposing team scores a goal before the expiration of the first minor, the remaining time on the first minor shall be eliminated and the time on the second minor immediately begins (see 4-2-c).

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 the players shall return to the ice first and the referee shall instruct the penalty timekeeper accordingly.

When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player.

- e. When penalties are not in effect and not visible on the clock and one minor penalty is assessed to one player of each team at the same stoppage of play, these penalties shall be served without substitution.
- f. When penalties are not in effect and not visible on the clock and one minor penalty is assessed to one player of each team, with an additional penalty or penalties (minor or major) assessed at the same stoppage of

play, immediate substitutions on ice shall be made for an equal number of coincidental minor penalties (penalties assessed during the same stoppage of play) to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule (see 4-8-a).

- g. When penalties are in effect and visible on the clock and coincidental minor penalties are imposed against players of both teams, immediate substitutions on ice shall be made for an equal number of coincidental minor penalties to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty rule (see 4-8-a).
- h. Any other penalties assessed at the same stoppage of play as minor penalties covered in this rule shall be served in the manner prescribed elsewhere in these rules and shall not affect the application of this rule.

Major Penalties

SECTION 3. a. For any major penalty, the offender shall be ruled off the ice for five minutes, during which time a substitute shall not be permitted. (For goalkeeper, see 4-7-b.)

- b. When coincidental major penalties (penalties assessed during the same stoppage of play) are assessed against players of both teams, immediate substitutions on ice shall be made for an equal number of coincidental major penalties to each team so penalized. The penalized players substituted for shall take their places on the penalty bench and shall not leave the penalty bench until the first stoppage of play after the expiration of their respective penalties. Penalties of the players for whom substitutions have been made shall not be taken into account for the purpose of the delayed penalty (see 4-8-a).
- c. Any other penalties assessed at the same stoppage of play, as penalties covered in this rule, shall be served in the manner prescribed elsewhere in these rules and shall not affect the application of this rule.

- d. Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty under Rule 4-8, the penalized team shall have the right to make such designation not in conflict with Rule 4-2.

Misconduct Penalties

SECTION 4. a. A misconduct penalty involves the removal of a player, including a goalkeeper, from the game for a period of 10 minutes; however, a substitute is permitted to replace that player immediately. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play.

If a minor and/or major penalty is imposed on the same player in addition to the misconduct penalty, the 10-minute misconduct penalty shall be served in addition to the minor and/or major penalty; however, a substitute must enter the penalty bench along with the player receiving the misconduct penalty. The substitute may enter the game when the time penalty has elapsed but the offending player must remain in the penalty box until the expiration of both penalties. If another penalty has not been imposed in addition to the misconduct penalty, a substitution may be made immediately.

- b. A game misconduct penalty involves the suspension of a player, coach or other non-playing persons for the balance of the game; however, a substitute is permitted to replace a player immediately. The offending player, coach or non-playing persons must leave the bench and playing surface immediately and may not communicate with or contact team personnel in any manner until the game is completed. Any contact with game officials is prohibited.

Medical personnel cannot be assessed a game misconduct penalty.

A player who is assessed a game misconduct penalty is suspended for the remainder of that game only. The player shall be allowed to play in the team's next scheduled game.

- c. A player who receives three (3) game misconduct penalties in the same season (including exhibition games) shall not be permitted to play in the team's next regular-season or tournament game against an NCAA member institution. For each additional game misconduct penalty (e.g. four, five, etc.) assessed to the same player in the same season, the player shall be suspended for one (1) additional game. This shall not be part of a progressive penalty structure. Exhibition games cannot be used to fulfill the suspension for this violation.

Disqualification Penalties

SECTION 5. a. A disqualification penalty involves the removal of a player, including a goalkeeper, for the remainder of the game plus a major penalty, and may be assessed before the start of the game, or during or after the game.

When coincidental disqualification penalties are assessed against an equal number of players of each team, the teams then shall be permitted substitutions on the ice for the penalized players.

The offending player may not go to the penalty bench and may not, for the duration of the penalty (including any progressive game-disqualification penalty), occupy any area designated or reserved for players, and may not communicate or contact team personnel in any manner for the duration of the disqualification penalty(s). A substitute, other than a spare goalkeeper, must enter the penalty bench immediately in the place of the disqualified player(s) and enter the game after the five-minute penalty(s) has elapsed.

A player may be assessed more than one disqualification penalty in a game.

- b. The progressive game-disqualification structure shall be:
 - 1. First disqualification penalty—that game plus one.
 - 2. Second disqualification penalty—that game plus two.
 - 3. Third disqualification penalty—that game plus three.
 - 4. Fourth disqualification penalty—that game plus four.(The progression shall continue after the fourth disqualification penalty.)
- c. Any game-disqualification penalties shall carry over to the next season for players with remaining eligibility.
- d. The team of the disqualified player(s) shall be permitted to dress a substitute player or players (equal to the number of disqualified players) in the next scheduled game.
- e. A player who receives a disqualification penalty in any game (including exhibition games) shall not be permitted to play in the team's next played regular-season or tournament game against an NCAA member institution. Exhibition games cannot be used to fulfill the disqualification penalty.

Penalty Shot/Optional Minor Penalty

- SECTION 6. a. When any infraction of the rules calls for a penalty shot not involving a major, disqualification or misconduct penalty, the non-offending team shall be given the option of accepting the penalty shot or having a minor penalty assessed to the offending player. If, however, a major, disqualification or misconduct penalty is incurred with the penalty shot, the shot shall be awarded and the penalty for the prescribed infraction shall be assessed.
- b. A penalty shot shall be handled as follows: As directed by the referee, the player designated to take the penalty shot shall be announced by the public address announcer. The referee then shall place the puck on the center faceoff spot and the player taking the shot shall, after the instruction of the referee, play the puck from there and attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion toward the opponent's goal line. When the puck is shot, the play shall be considered complete. A goal cannot be scored on a rebound of any kind, and any time the puck crosses the goal line the shot shall be considered complete. Only a goalkeeper or alternate goalkeeper, as designated on the official score sheet, may defend against a penalty shot.
- c. The goalkeeper must remain in the crease until the player taking the penalty shot has touched the puck; the goalkeeper must remain in the goalkeeper's privileged area until the completion of the play. In the event of violation of this rule or any foul committed by a goalkeeper, the referee shall allow the shot to be taken, and if the shot fails, the referee shall permit the penalty shot to be taken again. The goalkeeper may attempt to stop the penalty shot in any manner except by throwing the stick or any object, in which case another penalty shot shall be awarded.
- d. When a penalty shot is awarded under Rules 2-5-h or i and 6-34-e (illegal entry into the game), 6-10-f (in the last two minutes of regulation time or anytime during overtime, displacing the goal post, goalkeeper removing the helmet and/or face mask, or deliberately displacing the goal to prevent the puck from entering the goal at any time), or 6-16-b (defending player falling on, holding or gathering the puck into the body or hands when the puck is within the goal crease), the captain of the non-offending team shall designate any player who is not serving a penalty at that time to take the

penalty shot. Such selection shall be reported to the referee and cannot be changed.

When a penalty shot is awarded under Rules 6-29-e (interference) and 6-59-b (fouling from behind), the referee shall designate the player who has been fouled as the player who shall take the penalty shot.

When a penalty shot is awarded under Rule 6-10-f (during the course of a breakaway, a goalkeeper or player deliberately displaces the goal post or a goalkeeper deliberately removes the helmet and/or face mask), the penalty shot shall be taken by the player last in possession of the puck.

- e. If the player designated to take the penalty shot commits a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be permitted to take the shot before going to the penalty bench unless the penalty is a game misconduct or disqualification penalty. In that case, the penalty shot shall be taken by a player selected by the captain of the non-offending team from the players who are not serving a penalty at that time. Such selection shall be reported to the referee and cannot be changed.
- f. 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.
- g. While the penalty shot is being taken, players of both teams shall withdraw to the sides of the rink beyond the attacking blue line.
- h. If any player of the opposing team interferes with or distracts the player taking a penalty shot and thereby causes the shot to fail, a second attempt shall be permitted and the referee shall impose a misconduct penalty on the offending player.
- i. If a goal is scored from a penalty shot, the puck shall be faced off at center ice in the usual way. If a goal is not scored, the puck shall be faced off at either of the end faceoff spots in the zone in which the penalty shot was attempted.
- j. If the infraction for which the penalty shot was awarded was one that normally would incur a minor penalty, the offending team shall not be short-handed as a result.

If a goal is scored from a penalty shot, a further penalty to the offending player shall be assessed if the infraction for which the penalty shot was awarded was such as to incur a major, disqualification or misconduct penalty. In that case, the penalty prescribed for the particular offense shall be imposed.

- k. If the infraction 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 even if a slow whistle permitting the play to be completed results in the expiration of the period.

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

Goalkeeper's Penalties

SECTION 7. a. A goalkeeper shall not be sent to the penalty bench for an offense that incurs a minor penalty. Instead, the captain of the offending team shall designate another member of the team who was on the ice when the offense was committed to serve the penalty, and such substitute shall not be changed.

- b. If a goalkeeper incurs a major or misconduct penalty, the goalkeeper shall serve the time penalty; but a substitute player in goalkeeper's equipment shall be allowed in the game replacing some other player. When a major penalty is assessed, a player without goalkeeper's equipment shall go to the penalty bench with the goalkeeper and shall go on the ice in place of the penalized goalkeeper when the penalty time has expired. The penalized goalkeeper may not leave the penalty bench until the first stoppage in play after the expiration of the penalty.
- c. If a goalkeeper, in goalkeeper's equipment, participates in the play in any manner while beyond the center red line, a minor penalty shall be assessed to the goalkeeper. However, the goalkeeper may proceed without participating in the play to the players' bench if it is beyond the center red line.
- d. Within the privileged area, the goalkeeper has certain privileges (see 6-29-e). When outside of this area, however, the goalkeeper must play the puck in the same manner as that prescribed for other players and is subject to the same penalties (see 6-19-b-2 and 6-41-c). The goalkeeper shall not body check an opponent in the privileged area.

PENALTY—Minor.

- e. A minor penalty shall be assessed to a goalkeeper who, when located entirely outside the boundaries of the crease area (except to prevent a goal), deliberately falls on or gathers the puck into the body or who holds or places the puck against any part of the goal or against the boards (see 6-19-b-2).
- f. A penalty shot/optional minor penalty shall be assessed if a goalkeeper leaves any stick, broken or otherwise, on the ice to prevent a goal.

If a player shoots the puck and it hits the stick, preventing an obvious and imminent goal, a goal shall be awarded.

- g. If the goalkeeper for the defending team deliberately displaces the goal to prevent an obvious and imminent goal, the puck would have entered the goal had it not been displaced, a goal shall be awarded.

Delayed Penalties

SECTION 8. a. If a player is penalized while two players of the individual's team are serving penalties, the penalty time of the third player shall not begin until the penalty time of one of the other two players has elapsed. The third player penalized must proceed at once to the penalty bench, but may be replaced by a substitute until the penalty time of the penalized player begins (see 4-2-c). If the third player penalized with a minor penalty is a goalkeeper, a player from the ice must proceed to the penalty bench to serve the goalkeeper's minor penalty.

- b. When a team has 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 is stopped. When play is stopped, the player whose full penalty has expired may return to the ice.

However, the penalty timekeeper shall permit a player or players, or their substitutes, to return to the ice in the order of the expiration of their penalties when, because of such expiration, the penalized team is entitled to have more than four players on the ice.

- c. In the case of delayed penalties, the referee shall instruct the penalty timekeeper that players or their substitutes whose penalties have expired only shall be allowed to return to the ice when there is a stoppage of play (see 4-2-c).

When the penalties of two players of the same team shall expire at the same time, the captain of that team shall designate to the referee which of the players

shall return to the ice first and the referee shall instruct the penalty timekeeper accordingly.

When a major and a minor penalty are assessed at the same time to players of the same team (see also 4-2-c, d), the penalty timekeeper shall record the minor as being the first of such penalties.

Calling of Penalties

SECTION 9. a. If an infraction of the rules is committed by a player of the team in possession of the puck, the appropriate on-ice official shall blow the whistle immediately and a referee shall assess the penalties.

The resulting faceoff shall be held in the non-offending team's attacking zone, unless the penalties are coincidental (e.g., one minor penalty on each team). If the penalties are coincidental, the faceoff shall be held at the nearest faceoff spot in the zone when the stoppage occurred.

b. If an infraction of the rules calling for a minor, bench minor, major or disqualification penalty is committed by a player of the team not in possession of the puck, the appropriate on-ice official shall signal the calling of a penalty and immediately upon completion of the play by the team in possession, blow the whistle and the penalty shall be assessed by a referee.

If a goal is scored on the delayed penalty by the non-offending team, the first minor penalty shall be imposed as well as all other infractions regardless of whether a goal is scored. If any other penalties are committed on the same play or after the appropriate on-ice official has stopped play, the offending players shall be penalized (see 4-2-d).

If, after the referee has signaled a penalty (but before the whistle has been blown), the puck enters the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signaled shall be assessed.

c. The appropriate on-ice official shall use a "delayed whistle" when a foul is committed against the team in possession of the puck, thereby postponing the stoppage of play until the offending team shall have possession and control of the puck.

The last player to control the puck, other than the goalkeeper, is the last player to be deemed in possession of the puck. Control of the puck is defined as the act of propelling the puck with the stick, hand or skate.

Possession and control is not a rebound off the goalkeeper, an opposing player, the goal or the boards, or any incidental contact with the body or equipment of an opposing player. Batting the puck with the hand or kicking the puck is considered to be controlling the puck. Touching the puck (e.g., poke check or deflection) is not considered control of the puck.

During a delayed penalty, a goal may not be scored by the penalized team as a result of a deflection off of a penalized team player.

Supplementary Discipline

SECTION 10. The proper disciplinary authority may, at the conclusion of the game, and at its discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed before, during or after a game by a player, coach or non-playing personnel, independent of whether such offense had been penalized by a referee. The proper disciplinary authority may not decrease any penalties assessed before, during or after the game by the on-ice officials. In NCAA championship competition, the proper disciplinary authority is the divisional championship committee or its designee.

Note: The proper disciplinary authority has a responsibility to identify the proper penalized player.

NCAA Tobacco Policy

SECTION 11. In accordance with NCAA Bylaws 11.1.7 and 17.1.12, the use of tobacco by student-athletes or game personnel (e.g., coaches, trainers, managers and officials) is prohibited during practice and competition.

Any student-athlete or game personnel who use tobacco during practice or competition shall be disqualified for the remainder of that practice or competition.

During regular-season competition, it is the responsibility of each institution to enforce the rule for its own student-athletes and game personnel. During championships competition, the games committee shall enforce the rule.

RULE 5

Officials and Officiating Systems

Appointment of Officials

SECTION 1. All games shall be officiated by a three- or four-person officiating system. The on-ice officials shall be the referees and linesmen; the off-ice officials shall be a game timekeeper, official scorer, two goal judges and, if equipment is available, an instant-replay system. All officials should be supplied by the proper governing authority. It is recommended that goal judges be officials. The officials shall conduct the game in accordance with the official rules and interpretations, and employ the mechanics of officiating contained in this rules book.

Officiating Systems

SECTION 2. Approved officiating systems consist of either two referees and one linesman, or two referees and two linesmen.

- a. The on-ice officials should arrive on the ice at the beginning of the warm-up period before the start of the game and shall remain on the ice at the conclusion of each period until all players have proceeded to their dressing rooms. The on-ice officials shall be dressed in black trousers, the official sweater and a black ice hockey helmet with throat strap fastened. Each referee should wear arm bands.

They shall be equipped with whistles, a tape measure with a minimum length of 6 feet, a stick-measurement device and a current copy of the NCAA ice hockey rules book. It is the responsibility of the referee to provide these items at the penalty bench.

- b. Should one of the appointed officials be unable to officiate because of sickness or accident, the remaining officials shall officiate the game. In the two-referee, two-lineman system, if a referee is unable to continue, a one-referee, two-lineman system will be used. If a linesman is unable to continue, the two-referee, one-lineman system will be used. In the

two-referee, one-linesman system, conferences should establish a policy dealing with this issue.

- c. If an on-ice official accidentally leaves the ice or receives an injury that incapacitates the individual from discharging the duties of the job while play is in progress, the game shall be stopped immediately by a remaining on-ice official, unless one of the teams has the puck in a scoring position, in which case the play shall be allowed to be completed. If it is obvious that the injury sustained is of a serious nature, play shall be stopped immediately.
- d. The referee shall order the teams on the ice at the appointed time for the start of the game and at the commencement of each period. Teams shall be notified three minutes before play is to start before the end of each intermission (see 8-1).
- e. The referee shall ensure that the required equipment is in use and, if it does not conform to the regulations, assess the proper penalty.
- f. The game officials are not required to confer with coaches during the game or its intermission periods.

Referee

SECTION 3. The duties of the referee are as follows:

- a. Have general supervision of the game and full control of game officials and players from the time the teams exit their dressing rooms, during the warm-up, during the game, including any stoppages or interruptions of play, and after the game until such time as the teams enter their dressing rooms.

In case of any dispute, the referee may change the decision or that of any other official, provided the change is made before play is renewed. The referee's decision is final; there is no appeal.

As there is a human factor involved in blowing the whistle to stop play, the referee may intend for the play to be stopped slightly before the whistle actually being blown. For example, the fact that the puck may come loose or cross the goal line before the sound of the whistle has no bearing if the referee determined that the play had stopped.

- b. In the two-referee, two-linesman system, the referee shall drop the puck at the center ice faceoff spot at the start of each period and after goals. In

the two-referee, one-linesman system, the linesman shall drop the puck at all faceoffs.

- c. Before starting the game, see that the appointed game timekeeper, penalty timekeeper, official scorer, goal judges and, for tournament competition, instant-replay official, are in their respective places and that the timing and signaling equipment is in order.
- d. An on-ice official shall check each starting goalkeeper's throat strap before the start of the game.
- e. Assess such penalties as prescribed by the rules for infractions thereof, to stop play for any other infraction of the rules and to give final decisions in the matters of disputed goals. The referee may, in matters of disputed goals, consult with other on-ice officials before making a decision.
- f. Announce to the official scorer or penalty timekeeper all goals and assists legally scored, as well as penalties, and for what infractions such penalties are assessed. However, conferences and tournament directors may determine an alternate policy for awarding assists.

The referee shall ensure that the name of the goal scorer and any player entitled to an assist are announced on the public-address system. If a goal is disallowed for any violation of the rules, the referees shall report the reason for the disallowance to the official scorer, who shall announce the referees' decision on the public-address system.

The infraction of the rules for which each penalty has been assessed shall be announced over the public-address system.

Linesman

SECTION 4. The linesman's duties are as follows:

- a. Determine infractions of the rules concerning offsides and icing.
- b. Conduct faceoffs.
- c. Stop play:
 1. When the puck goes outside the playing area;
 2. For encroachment into the faceoff area;
 3. For the puck being played with a high stick or hand pass;
 4. For the goal cage becoming dislodged;

5. For premature substitution of a goalkeeper (see 2-5-a);
 6. For an injured player(s) (see 2-6-a, d) or official;
 7. For too many players on the ice;
 8. When a stick, puck or any foreign object is thrown on the ice;
 9. To report a goal not observed by the referee;
 10. To report an ineligible player playing the puck; or
 11. When a player or goalkeeper's helmet becomes dislodged.
- d. At the first stoppage of play, the linesman must report to the referee any incident or conduct calling for a penalty.

Goal Judge

SECTION 5. The goal judge should signal the referee, by means of a red light, when the puck enters the goal cage. The referee may consult the goal judge to gather information. The referee shall make the final decision as to whether or not the goal will be allowed.

The goal judge shall judge at the same goal cage throughout the game.

Goal judges should be isolated from the spectators.

Penalty Timekeeper

SECTION 6. a. The penalty timekeeper shall keep, on the official forms provided, a record of all penalties imposed by the officials, including the names of the players penalized, the infractions penalized, the duration of each penalty and the time at which each penalty was imposed. The penalty timekeeper shall report in the penalty record each penalty shot assessed, the name of the player taking the shot and the result.

- b. The penalty timekeeper shall check to be sure that the time served by all penalized players is correct. The individual shall be responsible for the correct posting of penalties on the scoreboard at all times, and promptly shall call to the attention of the referee any discrepancy between the time recorded on the clock and the official correct time, and shall be responsible for making any adjustments ordered by the referee.

The penalty timekeeper shall, upon request, give a penalized player correct information as to the unexpired time of the individual's penalty.

The penalty timekeeper shall notify the referee, when play is stopped, if a penalized player entered the ice before the individual's penalty time was

complete. In case of a delayed-time penalty, the penalty timekeeper shall see that a penalized player does not return to the ice until there is a stoppage of play.

- c. When players of both teams are penalized on the same play, the penalty to the visiting player shall be announced first.
- d. Misconduct penalties, coincidental minor penalties for which on-ice substitutions have been made, coincidental major penalties and coincidental disqualification penalties shall not be recorded on the timing device. Players serving these penalties shall be alerted and released at the first stoppage of play after the expiration of the penalties.

Official Scorer

SECTION 7. a. After the pregame warm-up, the official scorer shall obtain from the coaches of both teams a list of all eligible players and the starting lineup of each team (15 minutes before the game, see 2-4-a and 8-1). This information shall be made known to the opposing team's coach before the start of play, either personally or through the referee.

The official scorer shall secure the names of the captain and designated alternate from the coach at the time the lineups are collected and shall so indicate by placing the letter "C" or "A" opposite their names on the score sheet. This information shall be presented to the referee for the individual's signature at the completion of the game.

- b. The official scorer shall keep a record of the goals scored and who scored them and players to whom assists have been credited, and shall indicate those players on the lists who actually have taken part in the game. The official scorer also shall record the time of entry into the game of any substitute goalkeeper. The official scorer shall record on the official score sheet a notation when a goal is scored when the goalkeeper has been removed from the ice.

Note: Both schools should participate in any changes involving scoring.

- c. The official scorer shall ensure that the awarding of points for goals and assists are announced on the public-address system, and all changes in such awards also are announced in the same manner.

Requests for changes in any awarding of points shall not be considered unless they are made by the team representative to the referee at or before the conclusion of actual play in the game.

- d. The official scorer also shall prepare the official score sheet for the referee's signature.

Game Timekeeper

SECTION 8. a. The game timekeeper shall signal the referee and the competing teams for the start of the game and each succeeding period, and the referee shall start the play promptly in accordance with Rule 6-52.

To assist in ensuring the prompt return to the ice of the teams and the officials, the game timekeeper and/or home team personnel shall give a preliminary warning three minutes before the resumption of play for each period (see 8-1).

- b. If the rink is not equipped with an automatic buzzer, horn or siren, or if such a device fails to function, the game timekeeper shall signal the end of each period by blowing a whistle.
- c. The game timekeeper shall announce on the public-address system at the 19th minute in each period that there is one minute remaining to be played in the period.
- d. The game timekeeper shall be responsible for timing and signaling the termination of the timeout by blowing the horn.
- e. In the event of any dispute regarding time, the matter shall be referred to the referee for adjustment; the referee's decision shall be final.

Instant-Replay Official

SECTION 9. An instant-replay official is permissible to be used during all NCAA competitions. The instant-replay official shall be in the rink proper and have a clear view of the ice surface.

See Appendix C for complete instant-replay procedures.

RULE 6

Playing Rules

Abuse of Officials and Other Misconduct

SECTION 1. a. A coach or non-playing person shall not challenge or dispute the rulings of any official before or during a game.

PENALTY—Bench minor. If this action persists, with the exception of medical personnel, a game misconduct shall be assessed.

b. A player shall not challenge or dispute the rulings of any official before or during a game.

PENALTY—Misconduct.

c. A player, coach or non-playing person shall not bang the boards with a stick or other instrument.

PENALTY—Minor or bench minor. If a player persists in such action, a misconduct shall be assessed. If a coach or non-playing person, with the exception of medical personnel, persists in such action, a game misconduct shall be assessed. Medical personnel are subject to supplementary discipline penalties.

d. A coach or non-playing person shall not enter the ice, except by permission of the referee in case of injury to a player.

Activities of a coach during the progress of the game shall be confined to the immediate area of the bench.

A player, coach or non-playing person connected with a team shall not throw any object on the ice surface. If a puck is thrown on the ice surface and interferes with or confuses play, play shall be stopped immediately. If play is not interfered with or confused, a slow whistle is in order.

PENALTY—Player: Minor and game misconduct.

Coach or non-playing person: Bench minor and game misconduct. Medical personnel are subject to supplementary discipline penalties.

- e. A player, coach or non-playing person shall not interfere in any manner with any on- or off-ice officials in the performance of their duties.

PENALTY—Player: Misconduct or game misconduct.

Coach or non-playing person: Bench minor. If a coach or non-playing person, with the exception of medical personnel, persist in such action, a game misconduct shall be assessed. Medical personnel are subject to supplementary discipline penalties.

- f. A coach or other non-playing person connected with a team shall not use foul or abusive language; obscene gestures; threatening language or gestures; or other unsportsmanlike conduct to an official or opposing player, or otherwise try to influence or intimidate an official or opposing player either before or during a game.

PENALTY—Bench minor. For further violation, with the exception of medical personnel, a game misconduct shall be assessed. Medical personnel are subject to supplementary discipline penalties.

- g. A player shall not use obscene, profane, threatening or abusive language or gestures or other unsportsmanlike conduct before, during or after a game.

PENALTY—Player to player: Minor. If this action persists, a game misconduct shall be assessed.

Player to official: Misconduct, game misconduct or disqualification, at the discretion of the referee.

- h. A player, coach or other non-playing person shall not direct ethnic or racial slurs to an official, opposing player or opposing team personnel.

PENALTY—Game misconduct, with the exception of medical personnel. Medical personnel are subject to supplementary discipline penalties.

- i. A player shall go directly and immediately to the penalty bench when assessed a penalty.

PENALTY—Misconduct.

- j. A player, except for the purpose of taking a position on the penalty bench, shall not enter or remain in the referee's crease while the referee is reporting to or consulting with any game officials.

PENALTY—Misconduct.

- k. A player shall not persist in any action for which he or she previously had been assessed a misconduct penalty.

PENALTY—Game misconduct.

- l. A player shall not resist an official or persist in continuing or attempting to continue an altercation after the player has been ordered by any on-ice official to stop.

PENALTY—Misconduct, game misconduct or disqualification, at the discretion of the referee.

- m. A player shall not physically or deliberately make contact with an official before, during or after the game.

PENALTY—Disqualification.

Adjustment to Clothing and Equipment

SECTION 2. a. Play shall not be stopped nor the game delayed for adjustments to clothing, equipment, skates or sticks.

PENALTY—Minor.

- b. The responsibility of maintaining clothing and equipment in proper condition shall be upon the player. If adjustments are required, the player shall retire from the ice; play shall continue without interruption with a substitute.
- c. Unnecessary delay shall not be permitted for the repair or adjustment of a goalkeeper's equipment. If major adjustments are required, the goalkeeper shall retire from the ice and be replaced by the substitute goalkeeper immediately. A referee may allow for minor delays.

PENALTY—Minor.

Boarding

SECTION 3. A player shall not body check, cross-check, elbow, charge or trip an opponent from the front or side in such a manner that causes the opponent to be thrown violently into the boards (see 6-23).

PENALTY—Minor or major at the discretion of the referee, based on degree of violence of the impact with the boards. A game misconduct may be assessed at the discretion of the referee.

Broken Stick

SECTION 4. a. A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided the player drops the broken stick.

PENALTY—Minor.

Note: A broken stick is one that, in the opinion of the official, is unfit for normal play. A stick with a chipped or cracked blade shall not be considered broken, provided the blade is entirely covered with tape and there are not any projecting points. Sticks should be kept low at all times.

- b. A goalkeeper may continue to play with a broken stick until a stoppage of play or until the goalkeeper legally has been provided with a stick.
- c. A player whose stick is broken may not receive a stick thrown onto the ice from any part of the rink but must obtain a stick at the players' bench or be handed one by a teammate not serving a penalty. A goalkeeper whose stick is broken may not receive a stick thrown onto the ice surface from any part of the rink but may receive a stick from a teammate without proceeding to the players' bench.

PENALTY—Bench minor.

Butt-Ending

SECTION 5. A player shall not butt-end an opponent. A butt-end is when a player uses the shaft of the stick above the upper hand to jab an opponent. Butt-ending includes all cases in which a butt-end gesture is made, regardless of whether contact occurs.

PENALTY—Major and game misconduct or disqualification at the discretion of the referee.

Charging

SECTION 6. a. A player shall not skate more than two strides and jump into or charge an opponent. Charging is the action of a player, who as a result of distance traveled, checks an opponent violently in any manner from the front or side.

Note: A legal body check is one in which a player checks an opponent who is in possession of the puck, by using the hip or body from the front or diagonally from the front or straight from the side.

PENALTY—Minor or major at the discretion of the referee. A game misconduct may be assessed at the discretion of the referee.

b. A player shall not charge or otherwise foul a goalkeeper while the goalkeeper is within the crease or privileged area (see 6-19-b-2-g).

PENALTY—Minor or major at the discretion of the referee. A game misconduct may be assessed at the discretion of the referee.

Clipping

SECTION 7. A player shall not deliver a check at or below the opponent's knees. Clipping includes all cases in which an attempt to clip is made, regardless of whether contact occurs.

PENALTY—Minor or major or disqualification at the discretion of the referee. A game misconduct may be assessed at the discretion of the referee.

Contact to the Head

SECTION 8. A player shall not target and make contact with an opposing player's head or neck area in any manner (including, but not limited to, with the shoulder, stick, elbow, etc.).

PENALTY—Major and game misconduct or disqualification at the discretion of the referee.

The committee reminds coaches and players that the responsibility remains with the player making the hit to avoid contact with the head and neck area of an opposing player.

Any contact which directly targets the player's head and neck area must be penalized with a major penalty and a game misconduct or disqualification.

A player delivering a check to an unsuspecting and vulnerable player puts themselves in jeopardy of being penalized under this rule.

Officials are to pay particular attention to these examples when applying this rule. These are intended as guidance and include, but are not limited to, the following:

- A player that has just released a shot or pass;
- A player that delivers a late hit;
- A player that extends and directs the arm, elbow, forearm or shoulder to contact the head and neck area of the opponent;
- A player that extends the body and targets the opponent's head or neck area;
- A player that leaves their skates or launches in order to deliver a blow to the head or neck area of the opposing player; and
- A player that uses the stick in any way to target the head or neck area (e.g., cross checking, butt-ending, etc.).

As additional guidance, when the initial force of the contact is a shoulder to the body of the opponent and then slides up to the head or neck area, this is not classified as contact to the head. This type of action may still be penalized, at the referee's discretion, as another penalty (e.g., charging, roughing, etc.).

Cross-Checking

SECTION 9. A player shall not cross-check an opponent. A cross-check is a check delivered by extending the arms with both hands on the stick and making contact with the opponent.

PENALTY—Minor, major, game misconduct or disqualification at the discretion of the referee.

Delaying the Game

SECTION 10. a. A player or goalkeeper shall not delay the game by deliberately shooting, batting or throwing the puck outside the playing area during play or after a stoppage of play.

PENALTY—Minor.

- b. A player or goalkeeper shall not deliberately hold (freeze) the puck against the boards, cage or ice with the stick, skate, foot or any other part of the body for the purpose of delaying the game (see 6-16-b).

PENALTY—Minor.

- c. A player, including the goalkeeper, shall not delay the game by deliberately displacing a goal post from its normal position. The referee shall stop play when a goal post has been displaced.

Note: If the non-offending team has an offensive opportunity and its defensive goal cage has been displaced, play shall be allowed to continue until the scoring chance is complete.

PENALTY—Minor. With less than two minutes remaining in regulation time or any time during overtime, penalty shot/optional minor. If this illegal act prevents an obvious and imminent goal at any time during the game, a goal shall be awarded.

- d. A player or goalkeeper shall not deliberately displace the goal post to prevent a goal, regardless of when it happens during a game.

PENALTY—Penalty shot/optional minor. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded.

- e. A player or goalkeeper shall not deliberately remove the helmet and/or face mask during play (see 3-5-b).

PENALTY—Minor. With less than two minutes remaining in regulation time or any time during overtime, penalty shot/optional minor. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded.

- f. During the course of a breakaway, a player or goalkeeper shall not deliberately displace the goal post, or deliberately remove the helmet and/or face mask.

PENALTY—Penalty shot/optional minor. The shot shall be taken by the player last in possession of the puck. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded.

Note: A player with a breakaway is a player in control of the puck, on the opponent's side of the center red line, without opposition between the player and the opposing goal and with a reasonable scoring opportunity.

- g. A player shall not intentionally drop the gloves and/or stick. This includes delay of the game by unnecessarily adjusting equipment or clothing, tying skates, conferring with coaches, players or others, or committing any act for the obvious purpose of stalling or delaying the game (see 6-41-b).

PENALTY—Minor.

Diving/Embellishment

SECTION 11. a. A player shall not attempt to draw a penalty through any exaggerated or deceitful action. A diving penalty is a stand-alone penalty.

PENALTY—Minor for diving.

- b. A player who has been fouled shall not exaggerate the impact of the foul. An embellishment penalty is called in conjunction with an opponent's penalty.

PENALTY—Minor for embellishment.

Elbowing

SECTION 12. A player shall not use the elbow in such a manner as to foul an opponent.

PENALTY—Minor, major, game misconduct or disqualification at discretion of the referee.

Excessive Roughness

SECTION 13. A player shall not commit an action not permitted by the rules that may cause or causes an injury to an opponent, to team personnel or to a game official.

PENALTY—Disqualification.

Face Masks

SECTION 14. a. A player shall not intentionally place or push with the open hand on the face mask. The inadvertent or accidental placement of an open hand on the face mask shall not be ruled a penalty.

PENALTY—Minor.

- b. A player shall not grasp, push with an open hand or move an open hand back and forth (e.g., facewashing) on the face mask of an opponent.

PENALTY—Major.

c. A player shall not grasp and pull or twist an opponent's facemask.

PENALTY—Disqualification for excessive roughness.

Faceoffs

SECTION 15. a. The puck shall be faced off by an on-ice official dropping the puck on the ice between the sticks of the players facing off. Players facing off shall stand squarely facing their opponents' end of the rink, within the proper markings. All faceoffs will occur at one of the nine marked locations.

The puck shall be faced off by the referee at the center ice faceoff spot at the start of each period and overtime period, and after a goal is scored. In the 2-referee, 1-linesman system, the linesman shall conduct the faceoff. The player of the visiting team shall place the stick on the ice first. When the faceoff takes place in any of the end faceoff circles, the sticks of both players facing off shall be on the ice, within the designated white area. The player of the attacking team in the attacking half of the rink shall place the stick within the white area first. Both players shall stand squarely facing their opponents' end of the rink.

Other players shall not be allowed to have the skates inside the faceoff circle or beyond the parallel faceoff lines extended or come within 15 feet of the players facing off the puck.

When a stoppage in play takes place in the neutral zone calling for a neutral zone faceoff the ensuing faceoff shall take place at the nearest neutral zone faceoff spot providing the least territorial advantage to the team causing the stoppage.

b. All players shall take their proper positions immediately when directed by the official. Substitution of players shall not be permitted until the faceoff has been completed and play has resumed, except when a penalty is imposed that shall affect the on-ice strength of either team.

On all faceoffs, players must take a stationary position in the vicinity of the faceoff before the puck is dropped. This should be treated as a faceoff violation. The intent of this rule is to negate any advantage a team gains by putting players in motion before the faceoff.

PENALTY—a. and b.—For initial violation, the official shall order the player(s) taking the faceoff replaced. Second violation by the same team during the same faceoff shall be penalized

with a minor for delay of game assessed to the player committing the violation.

- c. During any faceoff, a player facing off shall not make any physical contact with the opponent's body by means of the player's own body or stick, except in the course of playing the puck after the faceoff has been completed.

PENALTY—Minor.

- d. When a violation of a rule has been committed or a stoppage of play has been caused by any player of the attacking team in the attacking zone, except illegal substitution of the goalkeeper, the ensuing faceoff shall be made in the neutral zone at the nearest faceoff spot. This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's net without any intervening action by the defending team and a stoppage of play caused by a player of the attacking team when the goal cage accidentally becomes dislodged.
- e. When a violation of a rule has been committed by players of both teams on the play resulting in the stoppage, the ensuing faceoff shall be made at the point where the puck was when the stoppage occurred. If there is a differential in penalties, the faceoff will take place in the defending zone of the team with the additional penalty.
- f. For premature substitution of the goalkeeper, the resulting faceoff shall take place at the center ice faceoff spot. When play is stopped with the puck in the offending team's defensive zone, the faceoff shall take place at the nearest end zone faceoff spot. When play is stopped with the puck in the neutral zone on the offending team's side of the red line, the faceoff shall take place at the nearest neutral zone faceoff spot.
- g. When a stoppage occurs between the end faceoff spots and near the end of the ice, the puck shall be faced off at the end faceoff spot on the side where the stoppage occurred, unless otherwise expressly provided by these rules.
- h. When a goal is scored illegally as a result of a puck being deflected directly off an official anywhere in the defending zone, the resulting faceoff shall be at the end faceoff spot in the defending zone. When a puck is deflected directly into the goal off an official outside the

defending zone, the faceoff shall take place at the spot nearest to where the puck was last played.

- i. When the game is stopped for any reason not specifically covered in the official rules, the puck will be dropped at the faceoff spot closest to where it was last played.
- j. When a team shoots the puck and it is unintentionally deflected by a glove or stick protruding from the opponents' bench, the faceoff shall be in the neutral zone faceoff spot nearest the bench.
- k. The whistle shall not be blown by the official to start play. Playing time shall begin the instant the puck is faced off and shall stop when the whistle is blown or an official signals a goal.
- l. If the goal cage is dislodged accidentally by a defending player, the faceoff shall be at the near end faceoff spot. The offending team is not allowed to change its on-ice personnel, except in the case of an injury, before the next faceoff.
- m. If the puck strikes an overhead obstruction, the ensuing faceoff is a last-play faceoff. If the stoppage of play is caused by an attacking player in the player's attacking zone, the faceoff shall be at the zone line. If the stoppage of play is caused by a defending player in the defending zone, the ensuing faceoff is a last-play faceoff.
- n. If an on-ice official mistakenly stops play, the faceoff shall be at center ice unless, in the opinion of the official, the center ice faceoff would unduly penalize either team.
- o. When a stoppage of play in an end zone takes place and is followed by an altercation, an attacking player shall not enter the end zone farther than the outer edge of the faceoff circles nearest the blue line.

PENALTY—Faceoff at the nearest neutral zone faceoff spot.

Falling on or Diving for the Puck

SECTION 16. a. A player, other than the goalkeeper, shall not deliberately fall on or gather a puck into the body.

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

PENALTY—Minor.

- b. A defending player, except the goalkeeper, shall not be permitted to fall on the puck, hold the puck or gather the puck into the body or hands when the puck is within the goal crease.

PENALTY—Penalty shot/optional minor; an additional penalty shall not be assessed.

- c. If a player leaves the feet to play the puck and does not make contact with the opponent, play shall continue.

Note: This section is intended to restrict the diving or sliding type of body block. It is not intended to restrict a player who has fallen to the ice from playing the puck or to prevent a player from going down on one or both knees to block a shot.

Fighting or Punching

SECTION 17. a. A player shall not fight an opponent or participate in a fight, on or off the playing surface. A punch thrown may be considered fighting.

PENALTY—Disqualification.

- b. A player who does not retaliate after being struck shall not be assessed a penalty.
- c. When a fight occurs on the ice, all non-participating players, excluding goalkeepers, must proceed immediately and directly to their respective players' bench at the signal of the referee. Goalkeepers must remain in the immediate vicinity of their goal crease.

PENALTY—Minor to offending player(s) or goalkeeper.**Goals and Assists**

SECTION 18. a. A goal is scored when the puck, initially propelled legally by a stick of a player of the attacking team, passes between the goal posts, entering from the front and below the top of the net, and completely crosses the goal line, with the goal frame in its proper position. If the puck was last touched by a defending player before it entered the cage, the goal is allowed, unless otherwise identified in Rule 6-18-c-10.

A goal shall not be allowed if the puck has been kicked or directed into the goal off an attacking player's skate or any body part. When in doubt, the

goal shall be disallowed. A goal shall be allowed if a puck deflects off an attacking player who is in the act of stopping. When administering this rule, the puck must initially be legally propelled by a stick.

If the puck deflects into the goal from the shot of an attacking player by striking any body part of a player on the same team, the goal shall be allowed. The player who deflected the puck shall be credited with the goal.

If the puck is between the goalkeeper's pads or lodged in the equipment and is carried over the goal line by a teammate pushing the goalkeeper or if the goalkeeper propels it over the goal line, the goal shall be allowed (see 6-18-c-13).

- b. A goal scored shall count one point for the team not defending the cage in which the goal is made.
- c. A goal shall not be allowed in any of the following cases:
 1. If an attacking player strikes the puck with a stick when the puck is above the height of the crossbar of the goal frame (4 feet [1.22m]);
 2. If an attacking player throws or bats the puck into the goal;
 3. If the attacking team has committed a foul that assisted in the puck entering the goal;
 4. If the attacking team had too many players on the ice at the time the goal was scored;
 5. If the goal was contributed to by a nonplayer;
 6. If the puck hits an official and goes directly into the net (see 6-43);
 7. If any member of the attacking team (other than the player in possession of the puck) was in or skating through the goal crease when the goal was scored from outside the crease, unless:
 - i. The goalkeeper was outside the crease when the puck entered the net; or
 - ii. An attacking player was in the crease but, in the opinion of the official, was not physically or visually preventing the goalkeeper from defending the goal.
 8. If the puck entered the net by an attacking player carrying the puck into the cage upon any part of the body, or kicking the puck into the cage;

9. If the puck entered the net after an on-ice official (by blowing the whistle) or timekeeper has signaled play to stop;
 10. If an attacking player propels the puck illegally with the stick, and it deflects off any player into the net;
 11. If a linesman reports to a referee any conduct calling for a time penalty and the referee concurs with the report;
 12. If the goal cage has been moved or dislodged. The goal frame is considered to be displaced if any portion of the goal frame is not in its proper position (e.g., frame must be completely flat on the ice surface, goal posts must be in proper place and affixed securely in place with its pegs).
 13. If the puck is between the goalkeeper's pads or lodged in the equipment and is carried over the goal line by an opponent propelling the goalkeeper into the cage; or
 14. If the puck enters the defending team's goal during a delayed offside. The faceoff will be in the neutral zone at the faceoff spot nearest the attacking zone of the offending team, if the puck was "carried" offside. The faceoff shall be at the spot in the zone of the origin of the pass, if the puck was passed offside.
- d. A goal shall be credited in the scoring records to a player who propels the puck into the opponent's goal. If a goal is scored by a defensive player, credit shall go to the last offensive player to have touched the puck. Each goal shall count one point in the player's record.
 - e. When a player scores a goal, an assist shall be credited to the player or players taking part in the play preceding the goal, even though the play may originate in the defensive zone; but not more than two assists can be awarded on any goal. Each assist so credited shall count one point in the player's record.
 - f. For statistical purposes, a save for a goalkeeper shall be credited only when the goalkeeper has prevented the puck from entering the net, regardless of which team shot the puck.

Handling the Puck

SECTION 19. a. Play shall not be stopped for any batted puck or hand pass by players in their defensive zone. A hand pass in the defending zone

is considered to have occurred when both the player making the pass and the player receiving the pass have both of their skates inside their defending zone.

Outside of the defensive zone a player may use the hand to play the puck when the puck is on or off the ice. A player shall be permitted to stop or “bat” a puck in the air with the open hand, or push it along the ice with the hand, and a teammate may take control of the puck, unless each of the items below have occurred:

1. The puck was deliberately directed to a teammate;
2. This action allowed the offending team to gain an advantage; and
3. A teammate gains possession and control of the puck, either directly or when deflected off of any player or official.

When the puck is handled in violation of this rule by the attacking team directly to the goalkeeper, there shall be an immediate whistle.

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. A player shall not catch the puck and skate with it, either to avoid a check or to gain a territorial advantage over an opponent.

FACEOFF—At one of the end-zone faceoff spots adjacent to the goal of the team causing the stoppage of play.

A puck that is on the ice shall not be picked up by any skater. Additionally, the puck shall not be thrown out of the ice.

PENALTY—Minor for delay of game.

- b. A team shall have only one goalkeeper, with goalkeeper’s equipment and privileges, on the ice at any one time; and only a player in goalkeeper’s equipment is entitled to the privileges outlined below:
 1. With the feet or stick, the goalkeeper may play the puck in any manner or direction (except by throwing the stick).
 2. Within the privileged area bounded in the rear by the goalkeeper’s end of the rink, in front by an imaginary line connecting the end zone spots and on the sides by imaginary lines from the end zone spots to the end boards, the goalkeeper has certain privileges (see rink diagram). When outside of this area, the goalkeeper does not have these privileges and must play the puck in the same manner as that

prescribed for other players, and is subject to the same penalties as other players (see 4-7-c).

- a. In stopping the puck, the goalkeeper may catch, propel or bat it with the hands or stick in any direction. In clearing the puck, the goalkeeper may pick it up, carry it out of the crease or throw it toward the goalkeeper's end of the rink (but not forward). In doing these things, however, the goalkeeper shall not hold the puck for more than three seconds.

PENALTY—End zone spot faceoff. After a warning, the goalkeeper may be assessed a minor for delay of game.

- b. The goalkeeper may not deliberately conceal the puck in any piece of equipment.
- c. The goalkeeper may not throw the puck toward the opponents' end of the rink.
- d. With the hands or arms, the goalkeeper may propel the puck on the ice or bat it in the air toward the opponents' end of the rink.

PENALTIES—b., c. and d.—End zone spot faceoff.

- e. The goalkeeper may not interfere with an opponent who is not playing the puck (see 6-29-a)
- f. In the act of preventing a goal, the goalkeeper may play the puck with the stick at any height; however, if injury results from the goalkeeper's high stick, the goalkeeper is liable for the appropriate penalty (see 6-21-b).
- g. The goalkeeper shall not be body checked in the privileged area or within the crease (see 6-6-b).
- h. A goalkeeper shall not participate in the play in any manner when beyond the center red line.

PENALTIES—e. through h.—Minor.

Head-Butting

SECTION 20. A player shall not head-butt an opponent with the face mask or helmet. Head-butting includes all cases in which a head-butting gesture is made, regardless of whether contact occurs.

PENALTY—Major or disqualification at the discretion of the referee.

High Sticks

SECTION 21. a. Carrying sticks above the height of 4 feet (the height of the goal cage) is prohibited.

PENALTY—Minor.

b. A player shall not violently use the stick for contact to the head or neck region of the opponent.

PENALTY—Major, game misconduct or disqualification at the discretion of the referee.

c. When the puck is above the height of 4 feet [1.22m], it shall not be batted with the stick, and when it occurs, there shall be a whistle unless:

1. The puck is batted to an opponent, in which case the play shall continue. When a player bats the puck to an opponent, an on-ice official shall give the washout signal immediately.
2. A player of the defending team bats the puck directly into his or her own goal, in which case the goal shall be allowed.

PENALTY—Faceoff at one of the end-zone faceoff spots adjacent to the goal of the team causing the stoppage of play.

d. When the puck is struck above 4 feet by the attacking team directly to the goalkeeper, there shall be an immediate whistle.

PENALTY—Faceoff at one of the end-zone faceoff spots adjacent to the goal of the team causing the stoppage of play.

Hitting After the Whistle

SECTION 22. A player shall not make physical contact with an opponent, including the goalkeeper (see 6-6-b), anywhere on the ice after the whistle has blown if, in the opinion of a referee, the player had sufficient time after the whistle to avoid such contact.

PENALTY—Minor or major at the discretion of the referee. A game misconduct may be assessed at the discretion of the referee.

Note: Officials are encouraged to pay particular attention to a player who instigates or escalates an incident after play is stopped.

Hitting From Behind

SECTION 23. a. A player shall not push, charge, cross-check or body check an opponent from behind in open ice.

PENALTY—Minor or major at the discretion of the referee.

- b. Hitting from behind into the side boards, end boards or goal cage is a flagrant violation.

PENALTY—Major and game misconduct or disqualification at the discretion of the referee.

Note: The committee reminds coaches and players that the responsibility remains with the player approaching an opponent along the boards in this rule. While players turning to draw penalties are a concern, the positive change in behavior the committee observed outweighs this issue. Any penalty in relation to this rule along the boards or into the goal cage must be a major penalty and a game misconduct or disqualification.

Holding

SECTION 24. A player shall not hold or grab an opponent in any manner (stick, hand, etc.).

PENALTY—Minor.**Holding the Stick**

SECTION 25. A player shall not hold an opponent's stick in any manner.

PENALTY—Minor.**Hooking**

SECTION 26. A player shall not impede the progress of an opponent by hooking with the stick or by using the stick in a reverse position to obtain the puck or prevent the opponent from playing the puck.

The lifting of an opponent's stick for the purpose of obtaining the puck or preventing the opponent from playing the puck is permissible.

PENALTY—Minor.**Icing the Puck**

SECTION 27. a. *General provisions.* For the purpose of this rule, the center line will divide the ice into halves. Should any player of a team, equal or superior in numerical strength to the opposing team, shoot, bat with the hand or stick, kick or deflect the puck from his own half of the ice, beyond the goal line of the opposing team, play shall be stopped and the puck faced off at the end-zone faceoff spot of the offending team. If

the puck enters the goal of the opposing team, after being legally shot, batted with the stick or deflected, the goal shall be allowed.

- b. *Change of players not permitted.* A team that is in violation of this rule shall not be permitted to make any player substitutions before the next faceoff. A team will be permitted to use its timeout for rules that do not allow a substitution of players. The team that is prevented by rule from substituting its players must call the timeout to be allowed to change.
- c. *Change-of-player exceptions.* 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 is assessed that affects the on-ice strength of either team.
- d. *Last point of contact.* 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.
- e. *Delayed penalty.* If, during a delayed penalty, the non-offending team ices the puck, the ensuing faceoff shall take place in the penalized team's defensive zone.
- f. *Shorthanded team near penalty expiration.* When a team is shorthanded as the result of a penalty and the penalty is about to expire, the decision as to whether there has been an icing infraction shall be determined at the instant the penalty expires, and if the puck is shot before the penalty expires, icing shall not be called. The action of the penalized player remaining in the penalty bench will not alter the ruling.
- g. *Judgement of first player to touch puck.* For the purpose of interpretation of this rule, icing is completed the instant the puck crosses the goal line, unless an attacking player, who is onside at the blue line and with no opponent between that player and the goal line and is clearly in position to be the first player to touch the puck. Icing shall not be called in this situation. This decision by the official shall be made no later than the first player reaching the end zone face-off dots. If the puck enters the goal in this situation icing shall not be called and a goal shall be awarded.
- h. *Shot/deflection.* When the puck is shot and rebounds from the body or stick of an opponent in his or her own half of the ice so as to cross the goal line of the player shooting it, icing shall not be called.

- i. *Batting puck—no goal.* Notwithstanding the provisions of this section concerning batting the puck in respect to the icing rule, the provisions in Rule 6-19 apply and no goal may be scored by batting the puck with the hand into the opponent's goal.
- j. *Delayed offsides.* If, while the official has signaled a slow whistle for a clean interception under Rule 6-36 (offsides), the player intercepting shoots or bats the puck beyond the opponent's goal line in such a manner as to constitute icing, the official's delayed whistle shall end the instant the puck crosses the blue line and icing shall be called in the usual manner.
- k. *Shorthanded exception.* If the puck was so shot by a player of a team below the numerical on-ice strength of the opposing team, play shall continue and the faceoff shall not take place. *Note: In exhibition contests, this exception shall not be in effect.*
- l. *Directly from faceoff.* If the puck is propelled directly from either of the players while facing off, it shall not be considered a violation of this rule.
- m. *Defending team able to play puck.* If, in the opinion of the calling official, a player of the opposing team except the goalkeeper is able to play the puck before it passes the goal line, but has not done so, icing shall not be called and play shall continue.
- n. *Goalkeeper leaving crease.* Should the opposing goalkeeper leave the crease and fake/feign playing the puck during a potential icing situation, icing shall not be called and play shall continue.

Note: The purpose of this section is to enforce continuous action and the on-ice officials should interpret and apply the rule to produce this result.

- o. *Puck touches defending team.* If the puck touches any part of a player of the opposing team or his skates or his stick before it reaches the goal line, or touches the goalkeeper or his skates or his stick at any time before crossing his goal line, it shall not be considered a violation of this rule and play shall continue.
- p. *Officials' error.* If the officials err in calling an icing-the-puck infraction (regardless of whether either team is short-handed), the puck shall be faced off at the center ice faceoff spot unless, in the opinion of the referee, the center ice faceoff unduly penalizes either team. (See 6-15-n.)

Instigating

SECTION 28. When an altercation results in penalties on both teams and, in the opinion of the official, one player was instrumental in starting the altercation, that player shall receive an additional penalty for instigating.

PENALTY—Minor.

Interference

SECTION 29. a. A player shall not interfere with or impede the progress of an opponent who is not in possession of the puck, deliberately knock a stick out of an opponent's hand, prevent a player who has dropped the stick, or any other piece of equipment, from regaining possession of it or knock or shoot any abandoned or broken stick or illegal puck or other debris toward an opposing puck carrier in a manner that could cause the player to be distracted.

Waving of arms in front of a goalkeeper by an opponent is interference.

PENALTY—Minor.

Note: The last player to touch the puck, other than the goalkeeper, shall be considered the player in possession. In interpreting this rule, a referee should make sure which of the players is the one creating the interference — often it is the action and movement of the attacking player that causes the interference since the defending players are entitled to stand their ground or shadow the attacking players. Players of the team in possession shall not be allowed to run interference for the puck carrier.

b. A player on the players' or penalty bench shall not, by means of the stick or body, interfere with the movements of the puck or of any opponent on the ice during the progress of play.

PENALTY—Minor.

c. A player of the attacking team may stand on the goal crease line or in the goal crease, or skate through the goal crease, unless, in the opinion of the official, the player is physically or visually preventing the goalkeeper from defending the goal.

PENALTY—If a goal is scored, it shall be disallowed. Faceoff at the nearest neutral zone faceoff spot.

A player of the attacking team may stand or stay in the crease when the puck is in the crease or when the player has possession of the puck.

- d. If a player of the attacking team has been physically interfered with by the action of any defending player so as to cause the player to be in the goal crease, and the puck enters the net while the player so interfered with is still within the goal crease, the goal shall be allowed.
- e. The privileged area (defined in Rule 1-12) includes the goal crease. The goalkeeper may not be body checked in this area (Rule 6-6-b). Incidental contact, at the discretion of the referee, may be permitted while the goalkeeper is in the act of playing the puck outside the goal crease. The goalkeeper is allowed to freeze the puck in this area to prevent a goal.
- f. A player controlling the puck on the opponent's side of the center red line and having no opponent to pass other than the goalkeeper shall not be interfered with by a stick or part thereof or any other object thrown or shot by any member of the defending team.

PENALTY—Penalty shot/optional minor.

- g. A player shall not physically interfere with a spectator.

PENALTY—Game misconduct or disqualification, at the discretion of the referee.

Interference by Spectators

SECTION 30. a. In the event that objects that interfere with the progress of the game are thrown onto the ice, the official shall blow the whistle and stop the play; and the puck shall be faced off at the spot where play is stopped.

Fans are not permitted to throw objects on the ice. At the discretion of the referee, a warning may be issued before the game.

- b. Spectators are not permitted to use artificial noisemakers, air horns or electronic amplifiers while the game is in progress.
- c. The band(s) shall not be allowed to play while the game is in progress.

PENALTIES—a. through c.—Warning or bench minor against offending fans' team for delay of game.

It is the referee's discretion, depending on the severity of the action, whether or not a warning is necessary.

Note: Conferences or the proper disciplinary authority are encouraged to develop policies in this area if necessary.

Kicking a Player

SECTION 31. A player shall not kick another player. Kicking includes all cases in which a kicking gesture is made regardless of whether contact occurs.

PENALTY—Disqualification.

Kicking the Puck

SECTION 32. a. Kicking the puck shall be permitted in all zones, but a goal may not be scored by the kick of an attacking player.

- b. The puck may not be played by the so-called “kick shot,” which combines the use of the leg and foot driving the shaft and blade of the stick and producing a very dangerous shot.

PENALTY—Misconduct.

Kneeing

SECTION 33. A player shall not use the knee in such a manner as to foul an opponent.

PENALTY—Minor, major, game misconduct or disqualification at the discretion of the referee.

Leaving Penalty Bench or Entering Game Illegally

SECTION 34. a. Except at the end of each period, or on expiration of a penalty, a player may not leave the penalty bench at any time.

Penalized players must remain on the penalty bench during stoppages of play and timeouts.

- b. A penalized player may not leave the penalty bench before the penalty time has expired, regardless if play is in progress.

PENALTY—Minor after serving the unexpired penalty time.

- c. If a player leaves the penalty bench before the penalty is served fully, the penalty timekeeper shall note the time and notify a referee at the next stoppage of play.
- d. A player who returns to the ice before the penalty time has expired because of an error of the penalty timekeeper is not to serve an additional penalty, but must serve the unexpired time.

- e. A player shall not illegally enter the game and interfere with a player in possession of the puck having no opposition between the player and the opposing goalkeeper.

PENALTY—Bench minor, penalty shot/optional minor and misconduct. If this illegal act prevents an obvious and imminent goal, a goal shall be awarded.

- f. A player may not leave the players' bench or penalty bench at any time during an altercation. Substitutions made before the altercation shall be permitted provided the players substituting do not enter the altercation. For purposes of this rule, an altercation is considered to be concluded when the referee enters the referee's crease or, in the absence of penalties, signals a faceoff location.

PENALTY—Disqualification.

Obstruction

SECTION 35. A player shall not interfere with a non-puck carrying player.

PENALTY—Minor for obstruction. Obstruction shall be assessed in front of the infraction (i.e., obstruction-holding).

Offsides

SECTION 36. a. The position of the player's skates and not that of the stick shall be the determining factor in all instances deciding an offside. A player is offside when both skates are completely over the outer edge of the blue line involved in the play at the instant the puck completely crosses the outer edge of that line. While the position of the player's skates is what determines whether a player is offside, the question of offside never arises until the puck completely has crossed the outer edge of the line.

A player is onside when either of the skates is in contact with or on the player's own side of the line at the instant the puck completely crosses the outer edge of that line (see 6-38-a).

- b. If, in the opinion of the official, an intentional offside has been made, the puck shall be faced off at the end-zone faceoff spot in the defending zone of the offending team.

If the defensive player retreats or fails to advance the puck, a zone-line faceoff shall result. If the puck is shot into the attacking zone by an

attacking player with one or more teammates already in the attacking zone, and the puck is intentionally played by an attacking player, intentional offsides shall be called.

- c. If the official errs in calling an offside infraction, the puck shall be faced off at center ice unless, in the opinion of the official, the center ice faceoff would unduly penalize either team.
- d. If an attacking player precedes the puck, which is shot, passed or deflected into the attacking zone, but a defending player is able to play the puck, the official shall signal a delayed offside. The official shall drop the arm to nullify the offside violation and allow play to continue if:
 1. The defending team passes or carries the puck into the neutral zone; or
 2. All attacking players in the attacking zone clear the zone by making skate contact with the attacking blue line.

If the attacking team does not clear the attacking zone, the official shall stop play for the offside violation if any attacking player touches the puck, or attempts to gain possession of a loose puck while the puck is still in the attacking zone, or forces the defending puck carrier farther back into the attacking zone.

The attacking zone must be completely clear of attacking players before a delayed offside can be nullified with the puck still in the attacking zone.

If the puck enters the defending team's goal during a delayed offside or immediately after the offside, the goal is disallowed. The faceoff will be in the neutral zone at the faceoff spot nearest the attacking zone of the offending team, if the puck was carried offside. The faceoff shall be at the nearest spot in the zone of the origin of the pass, if passed offside.

- e. Whenever a defensive player gains possession of the puck on a delayed offside, play should not be stopped when that player has a clear opening for advancing the puck.

Passes

SECTION 37. a. The puck may be passed by any player to a player of the same team within any of the three zones into which the ice is divided.

- b. Should the puck, having been passed, contact any part of the body, stick or skates of a player of the same team who legally is onside, the pass shall be considered to have been completed.
- c. The last player to control the puck shall be deemed to be in possession. Rebounds off the goalkeeper's pad or other equipment shall not be considered as a change of possession or the completion of the play by the team when applying Rule 4-9-b.

Preceding Puck into Attacking Zone

SECTION 38. a. Players of an attacking team must not precede the puck into the attacking zone. For violation of this rule, the play shall be stopped and the puck faced off in the neutral zone at the faceoff spot nearest the attacking zone of the offending team, if the puck was carried offside. The faceoff shall be at the nearest spot in the zone of the origin of the pass, if passed offside.

A player in full control of the puck who crosses the blue line ahead of the puck shall not be considered offside.

- b. If the puck is intercepted cleanly by a member of the defending team and is carried or passed by the player's team into the neutral zone, the offside shall be ignored and play permitted to continue, even if a member of the attacking team has preceded the puck into the attacking zone. (Officials shall carry out this rule by means of the slow whistle.)
- c. If a player legally carries or passes the puck back into his or her own defending zone while a player of the opposing team is in that defending zone, the offside shall be ignored and play permitted to continue.

Protests

SECTION 39. Protests are not recognized or allowed.

Puck Out of Bounds or Unplayable

SECTION 40. a. When the puck goes outside the playing area at either end or side of the rink or strikes any obstacles above the playing surface other than the boards or glass, it shall be faced off from where it was shot or deflected, unless otherwise provided for in these rules.

- b. When the puck becomes lodged in the netting on the outside of either goal so that it is unplayable, the official shall stop the play and face off the puck at either of the adjacent faceoff spots, unless in the opinion of

the official the stoppage of play was caused by a player of the attacking team, in which case the resulting faceoff shall be conducted in the neutral zone. This includes stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team's net without any intervening action by the defending team.

The defending team or the attacking team may play the puck off the net at any time. However, if the puck remains on the net for longer than three seconds, play shall be stopped and the faceoff shall take place in the end faceoff zone except when the stoppage is caused by the attacking team, in which case the faceoff shall take place on a faceoff spot in the neutral zone.

- c. The goalkeeper shall not deliberately drop the puck on the goal netting to cause a stoppage of play.

PENALTY—Minor.

- d. If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered in play and may be played legally by hand or stick.
- e. When the puck hits the goal post or crossbar and goes out of play, regardless which team shot the puck, the ensuing faceoff shall take place at one of the end-zone faceoff spots in the zone where the puck went out of play. If, however, the attacking team shoots the puck into the zone and a delayed offside is indicated, the ensuing faceoff shall be at the nearest spot in the zone of the origin of the pass. 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 faceoff shall take place at one of the end-zone faceoff spots adjacent to the goal of the team causing the stoppage of play.
- f. When any player, while in their defending zone, shoots or bats (using the hand or stick) the puck directly (non-deflected) out of the playing surface, except where there is no glass, the offending team is not allowed to change its on-ice personnel before the next faceoff. Deliberate violations of this rule shall be penalized as delay of game (see 6-10).

When the puck is shot into the players' bench, the violation will not apply. When the puck is shot over the glass behind the players' bench, the offending team is not allowed to change its on-ice personnel. When the puck

goes out of the playing area directly off a faceoff, the violation will not apply. (*Exception: An injured player may be replaced.*)

Puck Must Be Kept in Motion

SECTION 41. a. *Purpose.* The puck must be kept in motion at all times.

The purpose of this section is to enforce continuous action and officials should interpret and apply the rule to produce this result.

- b. *Advancing puck.* Except to carry the puck behind its goal once, a team in possession of the puck in its own defending zone must advance the puck toward the opposing goal, unless it is prevented from so doing by players of the opposing team.

PENALTY—For initial violation, play shall be stopped and a faceoff conducted at either end-zone faceoff spot adjacent to the goal of the team causing the stoppage, and the referee shall warn the captain of the offending team of the reason for the faceoff. For a second violation by any player of the same team in the same period, a minor shall be assessed to the offending player.

- c. *Freezing puck along boards.* A player, including the goalkeeper, shall not hold, freeze or play the puck with the stick, skates or body along the boards to cause a stoppage of play. There shall not be a whistle for a stalled puck along the boards unless a player falls on the puck or if the referee believes allowing play to continue would lead to unnecessary contact surrounding the puck.

PENALTY—Minor.

- d. *Both teams refusing to play puck.* In situations in which neither team plays the puck, the officials shall stop play and conduct a faceoff accordingly. The situations below provide direction to assist officials:

- **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 (e.g., to allow time to expire on a penalty), the referee shall stop play and order the resulting faceoff at one of the faceoff spots in the offending team's (team that committed the hand pass violation) defending zone.

- **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 (e.g., to allow time to expire on a penalty), the referee shall stop play and order the resulting face-off at one of the faceoff spots in the offending team's (team that committed the violation) defending zone.
- **Icing.** If, in the opinion of the referee, the defending side intentionally abstains from playing the puck on an icing promptly when they are in a position to do so, he shall stop the play and order the resulting faceoff on the adjacent corner face-off spot nearest the goal of the team at fault.

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 and penalty time clocks, the referee shall stop the play and order the resulting faceoff at one of the faceoff spots in the offending team's defending zone.

Puck Out of Sight and Illegal Puck

- SECTION 42. a. If a player accidentally falls on the puck and the puck is out of sight of the official, the official immediately shall blow the whistle and stop play. The puck then shall be faced off at the point where play was stopped, unless otherwise provided for in these rules.
- b. If at any time while play is in progress, a puck, other than the one legally in play, shall appear on the playing surface, the play shall not be stopped but shall continue with the legal puck until the play then in progress is completed by change of possession.

Puck Striking Official

SECTION 43. Play shall not be stopped if the puck touches an official anywhere on the rink (see 6-18-c-6).

Refusing to Start Play

SECTION 44. a. Refusal to obey the decision of the referee shall not be permitted.

PENALTY—Bench minor for delay of game. If this continues, a major shall be assessed. Should this behavior persist, the game shall be forfeited (score shall be 1-0).

Note: The referee has the authority to determine the length of time for which the sequence of penalties are assessed.

- b. Removal of all or part of a team in protest of a referee's decision shall not be permitted.

PENALTY—Forfeit (score shall be 1-0).

Roughing

SECTION 45. A player shall not push or shove an opponent with unnecessary force.

PENALTY—Minor.

Shooting Puck After the Whistle

SECTION 46. a. A player shall not shoot the puck away from an official after the whistle has blown.

PENALTY—Misconduct.

- b. A player shall not shoot the puck at the goalkeeper or bench after the whistle.

PENALTY—Minor and misconduct, game misconduct or disqualification at the discretion of the referee.

Slashing

SECTION 47. a. A player shall not slash an opponent with the stick. Slashing includes all cases in which a slashing gesture is made, regardless of whether contact occurs.

PENALTY—Minor or major at discretion of the referee.

- b. A player shall not swing the stick at another player in the course of an altercation.

PENALTY—Major and game misconduct or disqualification at the discretion of the referee.

Slew-footing

SECTION 48. Slew-footing is the act of a player or goalkeeper using the leg or foot to knock or kick an opponent's feet from under them, or pushing an

opponent's upper body backward with an arm or elbow, and at the same time with a forward motion of the leg, knocking or kicking the opponent's feet from under them, causing the opponent to fall violently to the ice.

PENALTY—Major and game misconduct or disqualification at the discretion of the referee.

Spearing

SECTION 49. A player shall not spear an opponent. Spearing shall mean stabbing an opponent with the point of the stick blade while the stick is being carried with one or both hands. Spearing includes all cases in which a spearing gesture is made, regardless of whether contact occurs.

PENALTY—Major and game misconduct or disqualification at the discretion of the referee.

Spitting

SECTION 50. A player shall not spit on an official, player or non-playing person.

PENALTY—Game misconduct.

Spraying the Goalkeeper

SECTION 51. A player shall not deliberately spray the goalkeeper.

PENALTY—Minor.

Start of Game and Periods

SECTION 52. a. The game shall commence at the scheduled time by a faceoff in the center of the rink and shall be renewed promptly at the conclusion of each intermission in the same manner.

Delay shall not be permitted by reason of any ceremony, exhibition, demonstration or presentation unless consented to in advance by the visiting team.

The home team shall have the choice of ends at the start of the pregame warm-up (see 8-2-a).

b. The teams shall change ends at the beginning of each subsequent regular period. If, in the opinion of the official, ice conditions are more favorable to play at one end of the rink than at the other, the official may equalize opportunities by having teams change ends at the middle of one or all three regular periods and overtime periods, but not in only

two regular periods. Positioning of the benches is not a criteria to split periods. The official must rule that this change is to be made before the commencement of the game or period.

- c. During the pregame warm-up (which shall not exceed 15 minutes in duration), each team must confine its activity to its own end of the rink for the duration of the warm-up. Teams must confine their activity to the half of the ice they will defend in the first period (see 8-2-a).
- d. 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.
- e. 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 rule will result in a bench minor penalty for delay of game.
- f. When the visiting team must proceed by the way of the ice to its dressing room at the end of a period, the team 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.
- g. Players shall not be permitted to come on the ice at the end of the any period for the purpose of warming-up, greeting the goalkeeper, etc. Failure to comply with this rule will result in a bench minor penalty for delay of game.

Taunting

SECTION 53. A player shall not taunt an official or opponent.

PENALTY—Player to player: Minor. If this action persists, a game misconduct shall be assessed.

Player to official: Misconduct, game misconduct or disqualification, at the discretion of the referee.

Throwing Stick

SECTION 54. a. A player, including the goalkeeper, shall not throw a stick in any zone.

PENALTY—Minor or penalty shot/optional minor. If thrown to prevent an obvious and imminent goal, the goal shall be awarded.

b. A player shall not throw a stick or portion of a stick from the playing surface. It must be dropped to the ice immediately.

PENALTY—Misconduct.

c. When a player discards a broken stick by tossing it to the side of the ice (and not over the boards) in such a way that it shall not interfere with play or opposing players, a penalty shall not be imposed.

d. A player shall not kick or throw an opponent's stick for the purpose of keeping it away from the opponent.

PENALTY—Minor.

e. A player, including the goalkeeper, may not leave or discard a stick in such a way as to prevent a goal (see 4-7-f).

PENALTY—Penalty shot/optional minor. If this illegal act prevents an obvious and imminent goal, the goal shall be awarded.

Tied Games

SECTION 55. a. If the score is tied at the end of three regulation 20-minute periods, the following shall take place (**Exception:** See 6-57):

1. There shall be a two-minute intermission.

2. The teams shall change ends.

3. A five-minute period shall be played.

4. The team that scores first wins and the game is ended. If a goal is not scored in the five-minute period, the game shall be declared a tie.

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

c. If either team declines to play in the necessary overtime period, the game shall be declared a loss for that team.

Time of Game

SECTION 56. a. The time allowed for a game shall be three 20-minute periods of actual play with a rest intermission of 12 or 15 minutes between each period. The intermission shall commence when the referee signals the timekeeper to start the clock. The duration of the game includes all intermissions. Unless there are extenuating circumstances, a delay-of-game penalty may be assessed to a team not adhering to the 12- or 15-minute intermissions.

Officials' duties and powers continue during intermissions and until all players have left the ice and entered the dressing room.

Note: It is recommended that conferences adopt a uniform intermission format (e.g., 15-minute intermission for all conference games).

- b. The team scoring the greatest number of goals during the three 20-minute periods shall be the winner.
- c. If any unusual delay occurs in the first or second periods, the official may order the next regular intermission to be taken immediately and the balance of the period shall be completed on the resumption of play with the teams defending the same goals. The teams then shall change ends and play the following period without delay.
- d. If, at any time during the course of the game, a referee believes that the playing conditions or the conditions among the players and/or spectators have become unsatisfactory, the referee may stop the game. If the conditions cannot be corrected, the game shall be considered final if two periods or more have been completed and the score of the game shall be what it was when the game was stopped. It shall be "no contest" unless at least two periods have been completed.

Whenever a game is interrupted because of events beyond the control of the responsible administrative authorities (e.g., not involving players and/or spectators), it may be continued from the point of interruption, unless the teams agree otherwise or there are conference, league or association rules to cover the situation.

e. The referee may adjust the game clock to correct a timing error or malfunction.

Tournament Competition/Shootout Procedures

SECTION 57. a. Where advancement in a bracket or the determination of a tournament champion is necessary, any series in a format (e.g., single game, minigame series) that results in a tie shall be broken by 20-minute, sudden-death overtime periods (**Exception:** See 6-57-b). The ice shall be resurfaced upon completion of regulation play. The teams shall change ends (except as indicated in Rule 6-52-b). Third-place games may follow the overtime procedures as described in Rule 6-55.

Note: A tied game in a minigame series must use a five-minute overtime period. If the series is tied after the second game, a 20-minute minigame will be played after an intermission period (12 or 15 minutes). See Appendix A for complete procedures.

- b. Any game that results in a tie may be broken by use of a shootout under the following conditions:
1. Teams play a standard five-minute overtime.
 2. If game remains tied after the five-minute overtime, it shall officially be recorded as a tie.
 3. Teams participating in a tournament must be notified not later than October 1 of the upcoming season that the shootout option will be used.
 4. By conference policy or mutual consent of the participating teams, a shootout may be used in any tie game after the five-minute overtime period.

Note: For shootout procedures, see Appendix B.

Timeouts

SECTION 58. Each team shall be allowed a one-minute timeout during the game; the timeout may be taken anytime during a stoppage of play. A team will be permitted to use its timeout for rules that do not allow a substitution of players. The team that is prevented by rule from substituting its players must call the timeout to be allowed to change.

The timeout may be used for warming-up the substitute goalkeeper or any other purpose. If a team takes a timeout, the opposing team may exercise the rights of a timeout, including warming-up a goalkeeper (see 6-34-a).

Each team is allowed the legal number of players on the ice (not more than six players and five pucks).

The game timekeeper shall be responsible for timing and signaling the termination of the timeout by blowing the horn.

Tripping

SECTION 59. a. A player shall not place the stick or any part of the body in such a manner that causes an opposing player to trip or fall.

PENALTY—Minor.

Note: See interpretation section for clarification of diving sweep check.

b. A player shall not trip or foul from behind a player in control of the puck on the opponent's side of the center red line, thus preventing a reasonable scoring opportunity.

PENALTY—Penalty shot/optional minor.

If a penalty shot is awarded, the player fouled shall be designated by the referee as the player to take the penalty shot. If the player fouled is unable to take the penalty shot, the captain of the non-offending team shall designate any player who is not serving a penalty as the player to take the penalty shot.

The official shall not stop play until the attacking team has lost possession of the puck to the defending team. If a goal is scored by the non-offending team, no further penalty to the offending team shall be assessed unless the offense for which a penalty shot would have been awarded was such as to incur a major, misconduct or disqualification penalty (see 4-6-d and 2-5-i).

c. If, when the opposing goalkeeper has been removed from the ice, a player in control of the puck in the neutral or attacking zone is tripped or otherwise fouled with no opposition between him and the opposing goal, thus preventing an obvious and imminent goal, the referee shall immediately stop play and award a goal to the attacking team.

Note: "Control of the puck" is defined as the act of propelling the puck with the stick, hand or skate. If, while it is being propelled, the puck is touched by another player or that player's equipment, hits the goal or goes free, the player shall not be considered in control of the puck (see 6-37-c).

Video Replay

SECTION 60. The use of video replay is permissible in any game using either of the following procedures:

- a. NCAA Championship Procedures.
 1. In order to reverse an on-ice ruling, the replay must include conclusive video evidence. One of the following criteria must be met for replay to be used:
 - a. A puck crossing the goal line;
 - b. A puck in the net before the goal frame is dislodged;
 - c. A puck in the net before or after expiration of time at the end of a period, a whistle, or referee's determination that play has stopped;
 - d. A puck directed into the net by a hand or a distinct kicking motion;
 - e. A puck deflected into the net by an official;
 - f. A puck hit into the net by a high stick;
 - g. To correctly identify individuals who participated in a fight or committed an infraction;
 - h. To establish the correct time on the clock, or to determine the correct location of a faceoff;
 - i. To determine if an attacking player was illegally in the goal crease and physically or visually prevented the goalkeeper from defending the goal when the puck entered the goal cage;
 - j. To determine if a goal was scored as the direct result of a hand pass or high stick by an attacking player to a teammate, initiated or completed within the goalkeeper's privileged area; or
 - k. To determine if a goal was scored, as a direct result of the puck deflecting off of the protective netting above the glass, by the first team to gain possession of the deflected puck.
 2. All goals will be reviewed by the instant replay official. Play shall not resume before the on-ice official verifies the review.
 3. The instant replay official may request to review a potentially non-detected goal.
 4. A team may use its timeout for the purpose of reviewing situations that are in the video replay criteria or a potentially non-detected goal. Regardless of the outcome of the review, the team will be charged its timeout.

Note: See Appendix C for complete policies and procedures.

b. On-ice official procedure.

The referee may use a video monitor located at ice level to review any of the criteria in 6-60-a (1). In this procedure, only the referee may initiate a review.

RULE 7

Rules For Women's Ice Hockey

The following rules are to be used for women's ice hockey competition:

Body Checking (Rule 6-6-a, Note)

SECTION 1. Body checking is not permitted in any area of the ice. Body checking occurs when a player's intent is to gain possession of the puck by separating the puck carrier from the puck with a distinct and definable moment of impact.

PENALTY—A minor, major or disqualification, at the discretion of the referee.

Angling

SECTION 2. Angling is permissible. Angling is a legal skill used to influence the puck carrier to a place where the player must stop due to a player's body position.

Incidental Contact

SECTION 3. Incidental contact, when two players collide unintentionally, may occur.

RULE 8

Game Protocol

Time Schedule

SECTION 1. The following time schedule shall be used at all games:

Pregame

Put 60 minutes on the clock and start exactly one hour before game.

43:00—Home team personnel notifies teams and officials that five minutes remain before teams are to take the ice for warm-up.

39:00—Officials take ice for warm-up.

38:00—Home team takes ice for warm-up.

37:50—Visiting team takes ice for warm-up.

24:00—Horn sounds, signaling one minute remaining in warm-up; team captains meet with officials.

Note: Meeting with captains may be held before the start of this time schedule.

23:00—Both teams off ice; ice will be resurfaced.

15:00—Eligible players and starting lineups submitted to official scorer. The home team notifies the visiting team as to the length of intermissions.

10:00—Home team personnel notifies teams and officials that three minutes remain before teams are to take the ice.

8:00—Officials take ice.

7:00—Home team takes ice.

6:50—Visiting team takes ice.

6:00—Horn sounds signaling teams to assemble on their respective goal lines.

5:00—Starting lineups announced; national anthem, crowd control statement read. Officials check each starting goalkeepers' throat straps.

0:00—Timekeeper puts 20 minutes on clock; game starts.

Intermission

- 12:00 or 15:00—Official instructs timekeeper to start clock. Intermission will be 12 or 15 minutes in length.
- 4:00—Home team personnel notifies teams and officials that three minutes remain before the teams are to take the ice.
- 2:00—Officials take ice.
- 1:00—Home team takes ice.
- 0:50—Visiting team takes ice.
- 0:00—Period starts.

Note: The order in which teams take the ice surface may be altered if a common entrance/exit is used.

Guidelines

SECTION 2. The following shall be followed at all games:

- a. All teams must adhere to the game protocol time schedule.
- b. Upon entering the ice for warm-ups, teams must proceed directly to and remain in their designated half of the ice. Teams must warm-up in the half of the ice they will defend in the first period (see 6-52-c). The home team shall take the ice, followed by the visiting team.

Both teams must warm-up and the ice must be resurfaced after warm-ups. Only two goal cages are permitted on the ice during the pregame warm-up period (see 1-3-a).

- c. When both teams exit the ice surface through a common exit, the team whose players' bench is closest to the exit shall leave the ice first. On-ice officials may hold or direct players at their discretion.
- d. Upon re-entering the ice for team introductions, players must proceed directly to and remain in their designated half of the ice. The home team shall enter the ice surface first, followed by the visiting team. At the five-minute mark, both teams must be assembled on their respective goal lines.
- e. As starters are introduced, they shall proceed to their respective blue lines and shall face center ice, followed by the remaining team members (the goalkeeper may stay in the crease area). Players shall face center ice as they are introduced. When the public address announcer indicates the playing of the national anthem, players shall face the flag. (Players

shall remain stationary on the blue line for the completion of the national anthem. Players may huddle at their respective goal only before the start of the game.)

- f. Upon the referee's direction, starting players shall line up for the faceoff; remaining players shall proceed directly to their respective benches.
- g. The intermission shall begin when the referee signals the timekeeper to start the clock.
- h. Upon entering the ice in subsequent periods, starting players shall remain in their half of the ice and proceed to the center-ice faceoff positions. All remaining players shall proceed directly to their benches.

PENALTY—a. through h.—Bench minor for noncompliance.

- i. At the conclusion of each game, players shall assemble at center ice for the traditional handshake. Coaches shall exchange handshakes and remain on the ice or at their respective bench areas until the conclusion of the player handshake.
- j. By mutual consent of the competing teams, the game protocol may be altered for special presentations (e.g., senior night, jersey retirement, anniversary celebrations, etc.). The home team must give the visiting team reasonable notice to prepare for this adjustment before the game.

Appendix A

Minigame Format

This protocol is only to be used as in NCAA rule 6-56-a.

For a playoff or championship series where a two-game series is used, a minigame may be used to break the tie and determine the advancing team. Each game in the series shall include three 20-minute periods and a five-minute overtime period in accordance with NCAA Men's and Women's Ice Hockey Rules.

If the two-game series is split or if both games end in a tie, a 20-minute minigame may be played immediately after the second game. At the end of the second game there shall be a 15-minute intermission, both teams shall proceed to their locker rooms and the ice shall be resurfaced. Ten minutes before the start of the minigame, a list of names and numbers of all eligible players and goalkeepers, including starting lineups, shall be submitted, first by the visiting coach and then by the home coach, to the official scorer or referee. The announcer will introduce the starting lineups and the teams shall not change ends (except as provided for in the NCAA rules book).

The 20-minute minigame is to be treated as another game with the exception that it is not counted statistically or in a team's overall won-loss record. All NCAA playing rules will be followed in the minigame. Each team shall be awarded one timeout for the minigame.

If the score remains tied after the minigame, the tie will be broken by 20-minute, sudden-death periods (see 6-56). There will be no additions to a team's roster during overtime periods.

If a player receives a game disqualification penalty during the first game of a two-game, minigame series, that player is ineligible to participate in the remainder of that game and the second game of the series. If a minigame is necessary, that player shall be eligible to participate in the minigame.

If a player receives a game disqualification in the first game of a two-game, minigame series and had received a disqualification previously, the NCAA progressive game-disqualification structure will be followed. That player is ineligible to participate in the remainder of that game, plus the second game and minigame, including any overtime periods associated

with the minigame. If a player is ineligible to participate in the minigame and the overtime periods associated with the minigame, the minigame and overtimes will count as a game for progressive disqualification structure purposes.

Appendix B

NCAA Ice Hockey Shootout Protocol

This protocol is only to be used in accordance with rule 6-56-b.

1. At the end of the five-minute overtime period, one referee will instruct the timekeeper to put two minutes on the clock and immediately start the clock.
2. The other referee will request a list of three shooters from each coach.
3. The referees will meet at center ice with the captains to explain the protocol during the two-minute period.
4. The goalkeepers remain in the same ends as the overtime period.
5. It is recommended that the ice surface be dry scraped in the middle of the ice through both creases.
6. The home team has the option of shooting first or defending first. If Team A's first two players score, while none of Team B's players score, the shootout is over and Team A wins the shootout.
7. If the shootout remains tied at the end of this round, each coach will select a different shooter, this time in a sudden-death situation. The first three shooters are ineligible until all other bench players have attempted a shot, if necessary. Each team has an equal number of chances to shoot before a winner is declared.

Notes

- Players serving penalty time shall not be eligible for the shootout and shall remain in the penalty box during the shootout.
- If a goalkeeper is injured in the shootout, the goalkeeper may be immediately replaced by a goalkeeper off the bench. The injured goalkeeper may not re-enter the shootout.
- All players not actively participating in the shootout must remain on their bench.
- Goalkeepers may be substituted, but no warm-up time will be allowed.
- If video replay is available, it may be used to confirm shootout goals.
- All rules governing a penalty shot (Rule 4-6) shall be in effect.

Appendix C

NCAA Ice Hockey Video Replay Policies and Procedures

Rule 5-9 of the NCAA Men's and Women's Ice Hockey Rules states "An instant-replay official is permissible to be used during all NCAA competitions. The instant-replay official shall be in the rink proper and have a clear view of the ice surface."

See rule 6-60 for detail as to what may be reviewed by the instant-replay official.

Instant-replay official. The committee will assign a qualified person to the duty of serving as the instant replay official. Note: this person will not serve in any other capacity during the game (e.g., backup on-ice official).

The instant-replay official's duties will be:

- Responsible to the tournament committee.
- Review of all goals before play resumes.
- View play and, if necessary, request a stoppage of play to review replays in conjunction with the on-ice officials.
- Review replays of disputed goals when requested to do so by the referee.
- After reviewing the situation, assist the on-ice official to reach a decision and supply any pertinent information (e.g., rule reference).

During the review, the instant-replay official may consult with the NCAA National Coordinator of Officials or the NCAA Men's and Women's Ice Hockey Rules Committee secretary-rules editor, if applicable.

Procedure (Goal Scored). When a goal is scored, the instant-replay official shall immediately review the goal to ensure the goal was scored legally. If the goal was scored legally, the instant-replay official will alert the timeout coordinator that play may resume.

If the instant-replay official would like to review the goal further, the instant replay official will alert the timeout coordinator and play will not resume before the instant-replay official has completed review of the goal.

Procedure (Video review). When a referee requests a review, they will contact the instant-replay official by direct phone from the timer's bench.

When a review is requested by the referee or instant replay official, the public address announcer shall make the following announcement:

“The play is being reviewed by video replay.”

After the decision, one of the following announcements shall be made by the public address announcer:

- A goal has been scored at _____ of the _____ period by number _____ (name); or
- Upon review of the video, no goal has been scored. The referee will provide a brief description of the reason the goal was disallowed and this shall be announced.

The officials will use all available facilities to review the situation and reach a conclusion as to the accurate time of the goal. It is the responsibility of the instant-replay official to record the time of the disputed goal and the clock is to be reset accordingly.

The officials shall communicate a decision as quickly as possible and will attempt to complete the process within two minutes from the start of the review.

When the referee indicates there is to be a replay review, all players shall go to their respective benches.

During the period of review, no replay of the situation may be shown on the arena video screen or any other public video monitor.

Logistics and Equipment. The instant-replay official must be located in a secluded area of the building with an unobstructed view of the ice surface.

The location must be large enough to seat three people and have space necessary for monitors, replay and recording equipment.

The instant-replay official must be provided with a 20-inch monitor for replay, with other equipment to be designated by the tournament committee.

All potential replay angles will be made available for review. All relevant personnel shall be made aware of what angles will be available.

The instant-replay official must be supplied a telephone with direct contact to the timer's bench.

For NCAA tournament competition, the NCAA will be responsible for the expenses involved with wiring the replay equipment.

The television producer shall “burn in” the game clock showing the time remaining in the period during the last minute of each period.

Appendix D

Concussions

A concussion is a brain injury that may be caused by a blow to the head, face, neck or elsewhere on the body with an “impulsive” force transmitted to the head.

Concussions can occur without loss of consciousness or other obvious signs.

A repeat concussion that occurs before the brain recovers from the previous one (hours, days or weeks) can slow recovery or increase the likelihood of having long-term problems. In rare cases, repeat concussions can result in brain swelling, permanent brain damage, and even death.

Recognize and Refer: To help recognize a concussion, watch for the following two events among your student-athletes during both games and practices:

1. A forceful blow to the head or body that results in rapid movement of the head.

-AND-

2. Any change in the student-athlete’s behavior, thinking, or physical functioning (see signs and symptoms).

SIGNS AND SYMPTOMS

Signs Observed By Coaching Staff

- Appears dazed or stunned.
- Is confused about assignment or position.
- Forgets plays.
- Is unsure of game, score or opponent.
- Moves clumsily.
- Answers questions slowly.
- Loses consciousness (even briefly).
- Shows behavior or personality changes.
- Can’t recall events before hit or fall.
- Can’t recall events after hit or fall.

Symptoms Reported By Student-Athlete

- Headache or “pressure” in head.
- Nausea or vomiting.
- Balance problems or dizziness.
- Double or blurry vision.
- Sensitivity to light.
- Sensitivity to noise.
- Feeling sluggish, hazy, foggy or groggy.
- Concentration or memory problems.
- Confusion.
- Does not “feel right.”

An athlete who exhibits signs, symptoms, or behaviors consistent with a concussion, either at rest or during exertion, should be **removed immediately from practice or competition** and should not return to play until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can get checked.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if your student-athlete has experienced a blow to the head. Do not allow the student-athlete to just “shake it off.” Each individual athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated right away by an appropriate health care professional.** Do not try to judge the severity of the injury yourself. Immediately refer the student-athlete to the appropriate athletics medical staff, such as a certified athletic trainer, team physician or health care professional experienced in concussion evaluation and management.
3. **Allow the student-athlete to return to play only with permission from a health care professional with experience in evaluating for concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the athlete to establish the appropriate time to return to play. A return-to-play progression should occur in an individualized, step-wise fashion with gradual increments in physical exertion and risk of contact. Follow your institution’s physician supervised concussion management protocol.
4. **Develop a game plan.** Student-athletes should not return to play until cleared by the appropriate athletics medical staff. In fact, as concussion management continues to evolve with new science, the care is becoming more conservative and return-to-play time frames are getting longer. Coaches should have a game plan that accounts for student-athletes to be out for at least the remainder of the day.

For further details please refer to the “NCAA Sports Medicine Handbook Guideline on Concussions” or online at www.NCAA.org/health-safety and www.CDC.gov/Concussion.



Summary of Penalties

	Rule	Sec.	Par.		Rule	Sec.	Par.
Minor (Two Minutes)				Bench Minor (Two Minutes)			
Abuse of officials.....	6	1	a	Banging boards with stick.....	6	1	c
Broken stick	6	4	a	Challenged equipment			
Coincidental penalties	4	2	e	found legal.....	3	1	d
Delay of game.....	6	2	a, c		3	9	
	6	10		Challenging ruling	6	1	a
	6	15	a	Changing player-eligibility list.....	2	4	a, b
	6	41	b, c	Coaches and nonplaying persons:			
	6	44	a	Abusive language	6	1	f
Displacing goal cage	6	10	c	Entering rink	6	1	d
Disputing ruling	6	1	a	Interference with game			
Diving	6	11	a	officials	6	1	g
Embellishment	6	11	b	Obscene gestures.....	6	1	f
Falling on puck deliberately.....	6	16	a	Threatening language.....	6	1	f
Hand on face mask	6	14	b	Coaches' conduct	6	1	e, f
Helmets	3	5	a	Coach entering rink	6	1	d
Helmet not worn on bench.....	3	5	d	Delay of game (after warning)....	2	5	b
High sticks.....	6	21	a	Disputing ruling	6	1	a
Holding	6	24		Failing to start game promptly...	2	4	c
Holding the stick	6	25			8	2	
Hooking	6	26		Game protocol violation.....	8	2	
Illegal stick.....	3	1	d-f	Home team—ice first.....	2	4	c
Injured player refuses to					8	2	
leave ice	2	6	e	Interference by spectators.....	6	30	
Instigating	6	28		More than six team personnel			
Interference	6	29		on bench.....	1	9	b
Keeping stick away from				More than 19 players and three			
opponent	6	29	a	goalkeepers participate in			
	6	54	d	pregame warm-up.....	2	3	b
Leaving penalty bench illegally ..	6	34		Penalized player does not reach			
Obstruction.....	6	35		players' bench to be replaced			
Pants unzipped, torn or ripped...	3	4	c	after penalty.....	2	5	c
Penalized player on ice too early	2	5	d	Player receiving illegal stick from			
	6	34	b	bench or penalty box	6	4	c
Players to bench during				Players dressed uniformly	2	1	b
altercation	6	17	a, c	Protocol procedures violation.....	8	2	a-g
Position of players at faceoff.....	6	15	a	Pucks on ice before the start			
Puck leaving rink (deliberately)...	6	10	a	of the second or subsequent			
Replacing penalized player from				periods.....	2	4	c
other than penalty bench	2	6	c	Starting game with too many			
Roughing.....	6	45		players	2	3	a
Spraying goaltender	6	51		Starting game with too few			
Taunting (player to player).....	6	53		players	2	5	f
Throwing puck				Starting lineup change.....	2	4	b
(except goalkeeper)	6	19		Throwing stick from bench			
Throwing stick				to player.....	6	4	c
(not to prevent a goal).....	6	54	a	Too many players on the ice	2	5	a, h
Tripping	6	59	a	Unsportsmanlike conduct.....	6	1	g
Unsportsmanlike conduct							
(player to player)	6	1	g	Goalkeepers' Minor Penalties			
Waving arms in front of				Body check opponent.....	4	7	d
goalkeeper.....	6	29	a	Delay of game.....	6	2	c
					6	10	
					6	19	b

	Rule	Sec.	Par.		Rule	Sec.	Par.	
	6	40	c	Major Penalty (Five Minutes)				
	6	41	c		Head-butting with face mask.....	6	20	
Deliberate removal of helmet and/or face mask	6	10	e		High sticks.....	6	21	
Deliberately falls on puck outside crease area	4	7	e	Refusal to start play.....	6	44		
Participate in play beyond center red line.....	4	7	c	Major Penalty and Game Misconduct or Disqualification				
					Butt-ending.....	6	5	
					Contact to the Head	6	8	
Minor or Major (Referee Discretion)				Hitting from behind into boards or goal cage	6	23	b	
Boarding.....	6	3		Slew-footing	6	48		
Body check (women's).....	7	1		Spearing.....	6	49		
Charging.....	6	6	a	Swinging stick during altercation	6	47	b	
Charging or fouling goalkeeper in privileged area or crease ...	6	6	b					
Clipping	6	7		Misconduct Penalties (10 Minutes)				
Cross-checking	6	9	a		Abuse of officials.....	6	1	
Elbowing.....	6	12			Abusive language (player to official).....	6	1	g
Grabbing face mask	6	14	a	Complaint about penalty.....	2	2	a	
Hitting after the whistle	6	22			6	1	b	
Hitting from behind.....	6	23	a	Continue altercations.....	6	1	l	
Kneeing	6	33		Illegal equipment (second violation).....	3	4	a, b	
Slashing	6	47	a		3	5	c	
					3	7	a-b	
Minor and Game Misconduct				Kick shot.....	6	32	b	
Throwing object on ice surface ..	6	1	d	Mouthguard (subsequent violations, same team).....	3	6		
				Obscene gesture, threatening language, ethnic or racial slurs used by a player (to official)....	6	1	g	
Minor and Misconduct				Penalized player, failure to go to penalty bench	6	1	i	
Breaking stick intentionally to avoid measurement	3	1	d	Player interference with official...	6	1	e	
Shooting the puck after whistle at goalkeeper	6	46	b	Player interference with penalty shot.....	4	6	h	
				Player to official-Taunting	6	53		
Minor/Penalty Shot/Optional Minor/Misconduct				Puck shot after whistle	6	46		
*Player illegally enters game.....	2	5	j	Referee crease violation.....	6	1	j	
	6	34	e	Throwing stick off ice	6	54	b	
				Unsportsmanlike conduct.....	6	1	g	
*Goal may be awarded if illegal actions listed prevented an obvious and imminent goal.								
Penalty Shot/Optional Minor				Game Misconduct				
Covering puck in crease.....	6	16	b		Abusive language or acts of disrespect	6	1	h
*Deliberate illegal substitution ...	2	5	i		Boarding.....	6	3	
*Deliberately removes helmet or face mask.....	6	10	e	Charging.....	6	6		
*Displacing the goal cage.....	4	7	g	Clipping	6	7		
	6	10	c, d, f	Continued complaint.....	2	2	a	
Interference	6	29	e	Continuing violations by coach and nonplaying persons.....	6	1	a, c-f	
*Leaving stick on ice.....	4	7	f					
	6	54	e					
*Throwing stick.....	6	54	a					
Tripping	6	59	b					
*Goal may be awarded if illegal actions listed prevented an obvious and imminent goal.								

	Rule	Sec.	Par.
Continuing violations by players	6	1	g, k
Cross-checking	6	9	
Elbowing	6	12	
Ethnic or racial slurs	6	1	h
High-sticking	6	21	b
Hitting after the whistle	6	22	
Illegal equipment (third violation)	3	4	a
	3	5	c
Kneeing	6	33	
Player interferes with spectator ..	6	29	f
Player throwing object on ice, after minor	6	1	d
Spitting	6	50	

Disqualification

Continued abuse of officials	6	1	l
Excessive roughness	6	13	
Ethnic slurs	6	1	h
Fighting/Punching	6	17	a
Kicking a player	6	31	
Leaving bench during altercations	6	34	f
Physical contact with official	6	1	m
Progressive game	4	5	b
Swinging stick during altercation	6	47	b

Forfeiture of Game

Deliberately changing player- eligibility list	2	4	a
Refusal to obey referee	6	44	a
Removal of all or part of team	6	44	b
Starting game with fewer than two goaltenders	2	3	a

Scoring

Goal not allowed	6	18	c
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Loss of Timeout

Pucks on ice before the start of any period	2	4	d
Request for use of video replay	6	60	c(4)

Summary of Faceoff Locations

Center Ice

Change of ends at midpoint of period.....	6	49b
Goal scored (including after penalty shot).....	4	6i
*Officials err in calling icing.....	6	27f
*Official errs in calling offside.....	6	36c
*Official mistakenly stops play.....	6	15n
Premature substitution of goalkeeper.....	2	5a
Start of game, each period, each overtime period.....	6	49a

**Note: Referee may change location if the center ice faceoff would unduly penalize either team.*

Defensive Zone

Goal cage dislodged by defending player.....	6	13l
Goal illegally scored by deflecting off official.....	6	13h
Penalty shot not scored.....	4	6i

Spot Closest to Last Play

Fouls committed by players of both teams.....	6	13f
Object thrown on ice interferes with progress of game.....	6	29a
Premature substitution of goalkeeper (with puck in offending team's half of the ice).....	2	5a
Puck deflects off official outside defending zone.....	6	13h
Puck out of sight, or illegal puck (note exceptions).....	6	40a
Puck passed offside.....	6	36a
Puck strikes an overhead obstruction.....	6	13m
Puck unplayable at either end or side of rink (note exceptions).....	6	38a
Stoppage of play caused by a defending player in the defending zone (note exceptions).....	6	13m
Team starts play with fewer players than entitled and player who enters after that point illegally plays the puck.....	2	5f

Special Spot (Offending Team)

Goalkeeper penalties—handling the puck.....	6	18
Icing.....	6	26a
Intentional offside.....	6	34b
Penalty call on offending team.....	--	--

Player(s) interfere with movement of puck or progress of play from bench or penalty box.....	6	28b
Puck high-sticked directly to goalkeeper.....	6	20d
Striking the puck above the height of 4 feet.....	6	20c

Special Spot (Other)

Stoppages occurring between end faceoff spots and near the ends of rink.....	6	14g
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Zone Line (Neutral Zone)

Attacking player precedes puck into attacking zone.....	6	36a
Coincidental penalty and icing.....	6	27a
Crease violation by player of attacking team.....	6	29c
Offending players entering end zone after stoppage of play.....	6	13o
Puck carried offside.....	6	36a
Puck deflected by glove or stick protruding from bench.....	6	14j
Stoppage of play caused by attacking player in attacking zone.....	6	14e

Officials' Signals



Boarding

Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.



Butt-Ending

A crossing motion of the forearms, one moving under the other.



Charging

Rotating clenched fists around one another in front of chest.



Checking (Women's Only)

The nonwhistle hand is placed on the shoulder and then moved out and to the side.



Clipping

Keep both skates on the ice when signaling, using right hand on the leg.



Contact to the Head

Extend arm above head and tap head with open palm.



Cross- Checking

A single forward and back motion with both fists clenched in front of the chest.



Delayed Calling of Penalty

Extend arm to upright position.



Delayed Offsides

Extend arm in air and point to line with other arm.



Delay of Game

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



Elbowing

Tapping either elbow with the opposite hand.



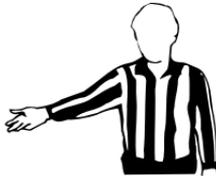
Fighting/ Punching

A double "punching" motion with fist clenched, fully extended in front of the body.



Roughing

Fist clenched, fully extending arm from the side.



Goal Scored

Point at the net with the non-whistle hand, palm open.



Grasping the Face Mask

A single or double motion as if grasping a face mask and pulling it down.



Hand Pass

The nonwhistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



High-Sticking

Holding both fists, clenched, one a short space immediately above the other to the side of the head.



Hitting From Behind

Arm placed behind the back, elbow bent, forearm parallel to the ice surface.



Holding

Clasp wrist of whistle hand with the other hand well in front of the chest.



Holding the Stick

Clasp wrist of whistle hand with the other hand well in front of chest. Next, hold both fists, clenched, one a short space in front of the other at waist height.



Hooking

A series of tugging motions with both arms, as if pulling something toward the stomach.

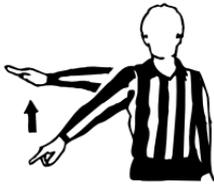


Icing

The back official signals the icing situation by fully extending his free arm (without whistle) at a 66° angle.

The front official shall indicate the icing is completed by extending his free arm over his head, up straight, and blowing his whistle.

The back official then will move to the faceoff spot and cross arms to indicate the icing.



Intentional Offside

After blowing whistle for offside, point toward offending team's special spot with nonwhistle hand.



Interference

Crossed arms with fists clenched stationary in front of chest.



Kneeing

A single slapping of the right palm to the right knee, keeping both skate blades on the ice.



Misconduct

Hands should be moved once from sides down to hips. Thus, point to player first, hands to hips second.



Obstruction

Hands in middle of body in shape of an "O". Additional infraction after obstruction.



Penalty Shot

Arms crossed (fists clenched) above the head.



Spearing

A single jabbing motion with both hands together, thrust forward in front of the chest, then dropping hands to the side.



Slashing

One chop with the nonwhistle hand across the straightened forearm of the other arm.



Timeout/ Unsportsmanlike Conduct

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



Tripping

Keep both skates on the ice when signaling, using right hand on the leg.



"Wash-out"

Both arms swung shoulder height, not waist height.

Part II

Interpretations

Foreword

The NCAA Men's and Women's Ice Hockey Rules Interpretations are an official supplement to the NCAA Men's and Women's Ice Hockey Rules. The interpretations contain approved rulings (A.R.) that are in accord with those rules.

The format used in this book provides for separate rules and interpretations sections. The interpretations section follows precisely the order of presentation of the official rules and uses corresponding rule and section numbers.

STEVE PIOTROWSKI
Secretary-Rules Editor

RULE 1

The Rink

SECTION 2. Rink Dimensions

A.R.: Is it allowable to have commercial or institutional logos in the ice in either of the attacking zones? **RULING:** Yes, with the exception of the offensive zone faceoff circles and four feet from the circles.

SECTION 3. Goal Posts and Nets

A.R.: Is the 2-inch thickness of the red goal line considered part of the goal line? **RULING:** Yes. For a goal to be allowed or icing to be called, the entire puck must cross the edge closer to the end of the boards.

SECTION 4. Goal Crease

A.R.: Is the 2-inch red line outlining the goal crease considered part of the goal crease? **RULING:** Yes. The goal crease area includes the space bounded by the outside edges of the crease lines, as well as the space extending vertically 4 feet to the level of the top of the goal frame.

SECTION 5. Division of Ice Surface

A.R.: How is it determined in which half of the ice the center red line is part? **RULING:** Similar to the blue line, the determining edge of the center red line is always the edge farther from the half of the ice in which the puck is located.

SECTION 12. Goalkeeper's Privileged Area

A.R.: The Team A goalkeeper skates with the puck beyond his end zone faceoff circle and is body-checked by a Team B forward. Should a penalty be assessed? **RULING:** No. The Team A goalkeeper is beyond the imaginary line connecting the special spots in the end zone faceoff circles, outside his privileged area, and is subject to the same playing rules as other players.

RULE 2

Teams

SECTION 2. Captain of Team

A.R. 1: During the pregame warm-up, the officials notice three players wearing a “C” on their uniforms. **RULING:** The referee should determine from the team’s roster if one captain has been designated. If not, the referee must request the coach to designate one of the three players as the team captain. He also must inform the coach that the other two players will not have captain’s privileges; however, one player may be designated to act as captain if the captain is not available due to injury or imposed penalty.

A.R. 2: May a team appoint more than one alternate captain to ensure that a captain is on the ice at all times? **RULING:** No. Only the player designated as captain before the start of the game may hold the privileges of the captain. Should the player designated as captain be injured, penalized or removed from the game, another player may be designated to act as captain. The designated player does not have the privileges of the captain as long as the captain is in the game.

SECTION 3. Players in Uniform

A.R. 1: A team’s player eligibility-availability list includes the name of an eligible player with an incorrect number. **RULING:** The referee must assess the offending team a bench minor penalty.

A.R. 2: A team begins warm-ups with one goaltender. Is the game an automatic forfeit? **RULING:** No. The referee should note the situation on the score sheet and report it to the proper disciplinary authority.

SECTION 5. Change of Players

A.R. 1: Team A controls the puck in Team B’s zone. The official signals a delayed penalty on Team B. The Team A goalkeeper, seeing the delayed penalty signal, skates toward the Team A bench; however, before the goalkeeper is at the bench, the Team A substitute enters the game prematurely. **RULING:** Immediate whistle, since both teams have committed an infraction. In this situation, the faceoff location for the illegal

substitution for the goalkeeper is ignored and the enforcement of the faceoff location for the penalty takes precedence.

A.R. 2: A Team A player intentionally delays a faceoff by repeatedly skating offside. **RULING:** The official conducting the faceoff shall not allow Team A's center to take the faceoff for the first offense in a game. If this action continues, a delay of game must be assessed.

A.R. 3: During a line change, Team A's players are late in getting to a defensive zone faceoff. **RULING:** Team A must be given a warning for delaying the game. This serves as Team A's line change warning for the entire game. If any Team A player intentionally delays a line change during the same game, the referee must assess Team A a delay-of-game penalty.

A.R. 4: After both teams have made player substitutions, Team A's center is talking to a Team A defenseman at the end of the 18 seconds allotted for changes. Should the official conducting the faceoff drop the puck? **RULING:** Yes. As long as both teams are on-side, the faceoff should proceed, even though the center is not ready for the drop.

A.R. 5: Where should the referee be positioned to conduct lineup changes? **RULING:** The official should be anywhere from the blue line to center ice.

SECTION 6. Injured Players

A.R.: Team A controls the puck in the neutral zone. A Team B player falls injured in the Team A zone. As Team A receives an offside pass in Team B's zone, the back official blows a whistle due to injury, while the front official whistles the play offside. **RULING:** Last "fairly" played also must mean last "legally" played. Faceoff in the neutral zone at the nearest faceoff spot providing the least territorial advantage to Team A.

RULE 3

Equipment

SECTION 1. Sticks

A.R.: A goal is scored with a legal stick, but in an immediate challenge before the ensuing faceoff, the “assisting” stick is found to be illegal.

RULING: The goal counts and the player using the illegal stick is assessed a minor penalty.

SECTION 3. Goalkeeper’s Equipment

A.R.: Team A’s captain requests the referee to measure the Team B goalkeeper’s leg pads. **RULING:** The request for measurement must be denied and referred to the appropriate conference office to investigate.

SECTION 4. Protective Equipment

A.R.: A51 enters the game with the legs of the hockey pants: 1) Unzipped; or 2) Ripped. **RULING:** In both situations, the pants must be corrected for safety reasons before the player is allowed to continue. In 1), the pants must be zippered. In 2), the equipment must be repaired or replaced. If the player returns without correcting the situation, a misconduct penalty shall be assessed.

SECTION 5. Helmet

A.R. 1: A player is able to immediately replace a helmet that has been dislodged, but is unable to fasten the throat strap before participating in the play. **RULING:** The referee must stop play immediately when a player’s helmet or face mask is dislodged.

A.R. 2: A goalkeeper’s helmet becomes dislodged during play. The referee correctly blows the whistle to stop play. During the stoppage, an official notices that the goalkeeper’s helmet has no throat strap. **RULING:** A minor penalty shall be assessed to the goalkeeper and that player may not participate until the equipment is corrected.

A.R. 3: During the pregame inspection, an official finds that one goalkeeper does not have a throat strap on the helmet. **RULING:** The goalkeeper will not be allowed to play in the game until the helmet is corrected.

RULE 4

Penalties

SECTION 1. Penalties

A.R.: Can referees assess penalties during the pregame warm-up? **RULING:** Yes. Referees must penalize any infractions they observe during the warm-up in the same manner as if play is actually in progress. Penalties assessed during the warm-up will begin at the opening faceoff.

SECTION 2. Minor Penalties

A.R. 1: What are the guidelines a referee may follow in making the correct decision as to which penalty expires, if any, when the question arises?

RULING: The guidelines a referee may follow in determining which penalty expires, if any, are:

1. A penalty cannot expire as the result of a goal if both teams are at equal numerical strength.
2. The penalty that expires must be a non-coincidental minor or bench minor that caused the team to be short-handed at the time of the goal.
3. A major penalty cannot expire as the result of a goal.
4. Double minor penalties are always treated as two separate minor penalties.
5. When two minor penalties to different players of the same team expire at the same time, the team captain shall choose which player will return first.
6. A penalty cannot expire as a result of a goal scored on a penalty shot.

A.R. 2: A1 receives a minor penalty and B1 a double minor, both at 1:00. B2 receives a minor at 2:45. At 4:04, Team A scores. Which penalty should terminate? **RULING:** B2's penalty would terminate, as it is the only penalty with time on the clock. Since B1 had been substituted for on the ice, B1 must remain on the penalty bench until the first stoppage of play after 5:00, serving the complete time of the two minor penalties that had been assessed.

A.R. 3: A1 receives a major penalty at 1:00, and A2 and B1 receive coincidental minors at 1:30. Team B scores at 2:00. **RULING:** No one comes out, since A1's major was the only penalty to actually "cause" a short-handed situation.

A.R. 4: A1 receives a major penalty at 1:00; A2 receives a minor at 1:30, and B1 receives a minor at 2:00. Team B scores at 2:30. **RULING:** A2 comes onto the ice (see 4-2-c). Even though A1 initially caused the short-handed situation, A2 also caused a short-handed situation and only a minor penalty can automatically terminate.

A.R. 5: A1 receives a minor penalty at 1:00; B1 receives a minor penalty at 1:30; and A2 receives a minor penalty at 1:40. Team B scores a goal at 1:50. Who comes out for Team A? **RULING:** A2 comes onto the ice (see 4-2-c) since B1's penalty "evened" the situation and A2 "caused" the short-handed situation that existed when Team B scored.

A.R. 6: A1 is assessed a double minor penalty (slashing and interference) at 1:00. A2 receives a minor penalty at 2:00. Team B scores a goal at 3:30. Which penalty expires? **RULING:** A2's penalty expires since that penalty was the first one of the two being served that caused the team to be short-handed at the time of the goal. The double minor penalty is considered two separate penalties. A1's second minor had not started until 3:00. A2's had started at 2:00.

A.R. 7: With no penalty time on the clock, A1 is assessed a minor and a misconduct. B1 is assessed a minor. What is the on-ice strength? **RULING:** Four-on-four.

A.R. 8: A1 is assessed two minor penalties at 3:00. At exactly the 5:00 mark, Team B scores. What is the on-ice strength? **RULING:** Both teams are at full strength. Unless 2:01 is showing on the penalty clock, the second penalty to Team A expires because of the goal.

Coincidental Minor and Major Penalties

(Same Stoppage of Play)

If only coincidental minor penalties are to be assessed—a penalty or penalties must be in effect and visible on the clock—the officials must add the minor penalties for both sides. (Remember to add the total amount of penalties and not the amount of players in the penalty box for the coincidental minor penalties.) If the minor penalties are equal, the penalties

cancel each other and nothing is put on the clock. The penalty time will start immediately (no delay on canceled-out penalties) and the on-ice strength will be the same as before the penalties were called. Players will return on the first stoppage of play after their penalty expires.

If major penalties are called on both teams or a combination of major and minor penalties on both teams, use the same formula as above.

When coincidental major penalties are called on both teams, it is not necessary to have any penalty or penalties in effect or visible on the clock to have immediate on-ice substitutes for the penalized players.

If a player receives a disqualification penalty, his place must be taken by a teammate on the penalty bench to serve the major penalty associated with the disqualification penalty. If coincidental major penalties (one major on each team) are assessed, no replacements on the penalty bench are necessary. The penalized players will go to the penalty bench and the on-ice strength of each team at the time of the coincidental major penalties were assessed will not be affected.

A.R. 9: Team A and Team B are at full strength. At 1:00 on the same stoppage of play, A1 and B1 are assessed minor penalties. **RULING:** A1 and B1 must both go to their penalty benches and serve two-minute minor penalties. No on-ice substitutes are permitted. Team A and Team B are each one player short. A1 and B1 may return to ice when their two-minute penalties are completed. Both penalties go on the clock.

A.R. 10: A1 receives a minor penalty at 1:00. At 1:30, A2 and B1 receives minor penalties. **RULING:** On-ice substitutions shall be made for A2 and B1. However, A2 and B1 shall remain on the penalty benches until the first stoppage of play after the expiration of their penalties.

A.R. 11: A1 receives a minor penalty at 1:00. At 1:30, A2 receives a minor penalty and B1 receives two minor penalties. **RULING:** A2's and B1's first minor penalty shall be waived and on-ice substitutions shall be made. However, A2 and B1 shall remain on the penalty benches until the first stoppage of play after the expiration of their penalties. B1's second minor penalty must be served and the time will start at 1:30. Another B player shall sit in the penalty bench for B1's second minor penalty. B1 must remain in the penalty bench for the entire four minutes and will come out after the first stoppage of play after the expiration of four minutes.

A.R. 12: A1 receives a minor penalty at 1:00. At 1:30, A2 receives two minor penalties and B1 receives a minor penalty. **RULING:** A2's first minor penalty and B1's minor penalty shall be waived and on-ice substitutions shall be made. However, A2 and B1 must remain on the penalty benches until the first stoppage of play after the expiration of their penalties. A2's second minor penalty must be served and the time shall start at 1:30. Another Team A player shall sit on the penalty bench for A2's second minor penalty. A2 must remain on the penalty bench for the entire four minutes and will come out after the first stoppage of play after the expiration of four minutes.

A.R. 13: Team A and Team B are at full strength when there is an altercation in the Team B zone. Players A1 and B1 are assessed minor penalties for roughing, and A2 and B2 are assessed minor penalties for unsportsmanlike conduct. **RULING:** On-ice substitutions will be made for all four players and both teams will remain at full strength.

The following examples (A.R.s 14-16) of coincidental minor penalties cancel out, whether or not other penalties are in effect.

A.R. 14:

TEAM A
A1, 2 + 2 min.

TEAM B
B1, 2 + 2 min.

A.R. 15:

TEAM A
A1, 2 min.
A2, 2 min.

TEAM B
B1, 2 + 2 min.

A.R. 16:

TEAM A
A1, 2 min.
A2, 2 min.
A3, 2 min.

TEAM B
B1, 2 + 2 min.
B2, 2 min.

The following examples (A.R.s 17-20) will have some penalty time served. In all examples, teams are at full strength when play is stopped.

A.R. 17:

TEAM A	TEAM B
A1, 2 min.	B1, 2 min.
	B2, 2 min.

RULING: Team B's choice. One minor is coincidental. One minor is to be served.

A.R. 18:

TEAM A	TEAM B
A1, 2 min.	B1, 2 min.
A2, 2 min.	B2, 2 min.
	B3, 2 min.

RULING: Team B's choice, two cancel out and one is served.

A.R. 19:

TEAM A	TEAM B
A1, 5 min.	B1, 5 min.
A2, 2 min.	B2, 2 min.
	B3, 2 min.

RULING: Two majors cancel out. Team B's choice, one minor coincidental. One is to be served.

A.R. 20:

TEAM A	TEAM B
A1, 2 min.	B1, 2 min.
	B2, 2 min.
	B3, 2 min.

RULING: Team A will have a 5-on-4 advantage for four minutes.

SECTION 3. Major Penalties

The following examples (A.R.s 1-2) of coincidental major penalties will have some penalty time served. In both examples, teams are at full strength when play is stopped.

A.R. 1:

TEAM A	TEAM B
A1, 5 min.	B1 2 + 2 min.

RULING: All time is served.

A.R. 2:

TEAM A
A1, 5 + 2 + 2 min.

TEAM B
B1, 5 + 5 min.

RULING: One major penalty on each team cancels out. Two minors and the second major are to be served.

The following examples of penalties (A.R.s 3-5), including coincidental major penalties, cancel out regardless if other penalties are in effect.

A.R. 3:

TEAM A
A1, 5 + 2 min.

TEAM B
B1, 5 + 2 min.

A.R. 4:

TEAM A
A1, 5 min.
A2, 2 min.

TEAM B
B1, 5 + 2 min.

A.R. 5:

TEAM A
A1, 5 + 2 min.
A2, 2 min.

TEAM B
B1, 2 + 2 min.
B2, 5 min.

This interpretation occurs to offer some relief to Team A.

A.R. 6: Team A has two major penalties, one on A1 at 12:00 and one on A2 at 11:00. At 9:30, during a delayed minor penalty against Team A, Team B scores a goal. **RULING:** The minor penalty is not served by Team A. Both major penalties must be served in their entirety.

SECTION 4. Misconduct Penalties

A.R.: A1 receives a minor and misconduct penalty at 2:30. At 3:00, Team B scores. What is the on-ice strength and when is A1 released? **RULING:** The minor penalty terminates immediately and A1 starts serving the misconduct penalty. A1 may enter the game after the next stoppage after the misconduct penalty is served.

SECTION 5. Disqualification Penalties

(With regard to on-ice strength of each team, coincidental disqualification penalties are administered in the same manner as coincidental major penalties.)

A.R. 1: In the same sequence, a player instigates two fights. Should the player receive two majors and two disqualifications? **RULING:** The player must be assessed two disqualification penalties. *Note: If only one player is involved, a substitute player must enter the penalty bench to serve two five-minute major penalties.* The progressive game-disqualification structure requires the player to sit out the remainder of the game plus the next three regular-season or tournament games against NCAA member institutions. This interpretation also applies to Rule 6-17-a.

A.R. 2: A player receives a disqualification penalty in an exhibition game. Does the player have to serve this penalty? **RULING:** Yes. Disqualification penalties must be served regardless of the type of game in which it occurs.

A.R. 3: Player A is assessed three disqualification penalties in the same game. **RULING:** The player must sit out the next six games. The committee is clarifying that each disqualification is considered as a separate disqualification and triggers the progressive disqualification procedure.

SECTION 6. Penalty Shot/Optional Minor Penalty

A.R. 1: On a penalty shot, the shooter hits the post, the puck bounces back, hits the goalkeeper on the back and goes into the net. **RULING:** The goal counts since all motion was the result of the initial shot.

A.R. 2: A1 fakes the goaltender and in the process, the puck crosses the end line. A1 never loses control of the puck and scores. **RULING:** No goal. The shot is considered complete when the puck crosses the end line.

SECTION 7. Goalkeeper's Penalties

A.R.: A1, in possession and control of the puck, carries the puck behind Team B's goal cage. The Team B goalkeeper comes out of the crease moving behind the goal cage and stops the forward progress of A1 with a legal check. Should the Team B goalkeeper be assessed a penalty? **RULING:** Yes. Within the privileged area, the goalkeeper is not allowed to check an opponent and must be assessed a minor or major penalty at the discretion of the referee.

SECTION 9. Calling of Penalties

A.R. 1: Team A ices the puck, but, while the icing situation exists, Team B commits a penalty. **RULING:** Faceoff in Team B's defensive zone due to the penalty. In this case, the icing is ignored and the faceoff location for the penalty takes precedence.

A.R. 2: There is a delayed whistle for a penalty against Team A. As B1 brings the puck up ice, he swerves to avoid A2. A2 pokes B1's stick just as B1 is swerving and causes the puck to slide into Team B's net. **RULING:** No goal. Even though A2 did not have control and possession of the puck, the stick gave the impetus for the goal. This is the exception to the "possession and control" criterion of this rule. Faceoff at the Team B zone line.

A.R. 3: A1 commits a minor infraction. During the delayed whistle, A2 commits a minor infraction. Team B scores during the delayed whistle. **RULING:** Team A must be assessed a penalty. Team A's captain has the choice between A1 and A2.

A.R. 4: Team A is at full strength. Team B has a minor penalty on B1 and is shorthanded. During play, A1 commits an infraction and a delayed whistle is called. During play, Team B scores. What is the on-ice strength? **RULING:** Team A remains on the power play. Team B's goal nullifies the penalty to Team A.

RULE 6

Playing Rules

SECTION 6. Charging

A.R.: A1 takes three steps and checks B1. **RULING:** Charging must be called. Not more than two steps are allowed for a body check to be legal.

SECTION 8. Contact to the Head

A.R.: When the initial force of the contact is a shoulder to the body of the opponent and due to the forward momentum of the players, the shoulder slides up to the head or neck area, must this action be penalized as contact to the head? **RULING:** This is not classified as contact to the head. This type of action may still be penalized, at the referee's discretion, as another penalty (e.g., charging, roughing, elbowing, etc.).

SECTION 10. Delaying the Game

A.R. 1: Team A shoots the puck on goal. The shot hits the goalkeeper in the chest and rebounds into the air. In an attempt to clear the puck from the crease area, the goalkeeper bats the puck in the air and out of the rink. The puck did not touch any other player or object before leaving the rink. Should the referee assess a minor penalty for delay of game? **RULING:** No. Although the puck did not hit any other player or object before leaving the rink, the goalkeeper did not have possession and control of the puck before batting it out of the playing area. Had the goalkeeper caught the puck, thereby gaining possession and control, and then deliberately batted it directly out of the playing area, a minor penalty for delaying the game should be assessed.

A.R. 2: Immediately after a goal, the scoring team leaves its bench and comes onto the ice to congratulate the player who scored. Should a minor penalty for delay be assessed? **RULING:** No. However, this action should be kept to a minimum. Should the situation occur after each goal, or an unreasonable amount of time is being taken, the referee shall warn the offending team and, if it continues, assess a minor penalty for delay.

SECTION 12. Elbowing

A.R.: What criteria should be used in determining whether to assess a minor, major or disqualification penalty for elbowing?

RULING: A minor penalty should be assessed in most situations. When the elbow is used in a flagrant or violent manner, a major penalty should be assessed. Whenever injury results from fouling an opponent with an elbow, a disqualification penalty must be assessed.

Elbowing penalties may be assessed as minor, major, game misconduct or disqualification penalties, even though physical contact with an opponent may not have occurred. (Example: Excessive roughness.)

SECTION 14. Facemask

A.R.1: At a stoppage of play, a Team A player moves an open hand back and forth (e.g., facewashing) on the face mask of a Team B player. **RULING:** A major penalty must be assessed to the Team A player for face mask. A player shall not grasp, push with an open hand or move an open hand back and forth (e.g., facewashing) on the face mask of an opponent.

SECTION 15. Faceoffs

Note: As a reminder, all faceoffs must take place at one of the nine established faceoff locations.

A.R. 1: Player A1 is penalized for checking after the whistle in the attacking zone. **RULING:** Faceoff is in Team A's defending zone. The penalty takes precedence even if the original faceoff spot was inside the attacking zone.

A.R. 2: Player A1 has lined up to take the faceoff with player B1 in the Team B special spot. Before the official can drop the puck, A1 charges B1. A1 is assessed a minor penalty. **RULING:** Faceoff is in Team A's defending zone.

A.R. 3: May a goalkeeper participate in a faceoff? **RULING:** No. A goalkeeper cannot participate in a faceoff due to the measurements of the goalkeeper's stick and protective equipment.

A.R. 4: A false faceoff occurs. After the whistle, should the referee permit the teams to change lines? **RULING:** No. Substitutions are not permitted until the faceoff is completed. If there is a delay in getting the original players lined up, the referee may assess a minor penalty for delay of game. If a penalty or penalties are assessed, substitutions are permitted.

A.R. 5: In the process of conducting an end-zone faceoff, which official is responsible for blowing the whistle for the first premature entry into the circle by a player positioned behind the official conducting the faceoff?

RULING: In the two referee, two linesman system, the opposite linesman; in the two referees, one linesman system, the back referee.

A.R. 6: A1, attempting to gain control of the puck, falls on the puck in the Team B zone between players B1 and B2. After the referee blows the whistle to stop play, A2 and A3 skate into the end-zone circle where player A1 has fallen on the puck. Where is the ensuing faceoff? **RULING:** At the nearest neutral-zone faceoff spot.

A.R. 7: The referee signals a delayed penalty against Team A in its attacking zone. Team B has control of the puck. In attempting to advance the puck out of its zone, Team B shoots the puck onto the back of its goal. Where is the ensuing faceoff? **RULING:** Team A's defending zone.

A.R. 8: A Team A player receives a misconduct penalty while the play is in Team A's attacking zone. Where is the faceoff? **RULING:** Neutral zone.

A.R. 9: Defenseman A22 passes the puck from Team A's defensive zone to forward A7, who has already entered Team A's attacking zone. The play is stopped by the linesman for the offside violation. **RULING:** The faceoff will be at Team A's defending end-zone spot.

A.R. 10: Same scenario as A.R. 9, but A22 passes the puck from just outside the Team A defensive zone, but before reaching the neutral zone faceoff spot. **RULING:** This is a neutral-zone spot outside of Team A's defending zone.

A.R. 11: Same scenario as A.R. 9, but A22 passes the puck from just across the center red line. **RULING:** This is a neutral-zone faceoff. The faceoff will take place at center ice, which is the closest neutral-zone location that does not provide the offending team a territorial advantage.

A.R. 12: Team A ices the puck. During the icing, B12 slashes a Team A player and the referee calls the infraction. **RULING:** Team A's attacking zone. In this situation, the icing infraction is ignored and the enforcement of the penalty takes precedence.

A.R. 13: Team A ices the puck. During the icing, B12 slashes a Team A player. A10 retaliates. The referee calls both infractions, creating a 4-on-4 scenario. **RULING:** Team B's attacking zone. In this situation, the icing

infraction is enforced because the on-ice strength remains equal at the time the puck is next dropped.

A.R. 14: Team A ices the puck. During the icing, B12 is assessed a major penalty. A10 is assessed a minor penalty. The referee calls both infractions, creating a 4-on-4 scenario. **RULING:** Team B's attacking zone. In this situation, the icing infraction is enforced because the on-ice strength remains equal at the time the puck is next dropped.

A.R. 15: A22 shoots the puck from just inside the attacking blue line. B10 blocks the shot, causing the puck to leave the ice surface. **RULING:** Team A attacking end zone. The location of the faceoff is determined by the zone in which the stoppage occurs, not necessarily the closest faceoff location (which in this case, would have been in the neutral zone).

A.R. 16: A delayed penalty call is in effect on Team A. During the delay, a Team B player commits an infraction, causing a stoppage. **FACEOFF:** This results in a last-play faceoff. The faceoff takes place at the closest faceoff spot in the zone in which play was stopped.

A.R. 17: An attacking team player directs or throws the puck into the goal with the hand. **RULING:** Goal is disallowed. Faceoff shall take place in the offending team's defensive zone.

A.R. 18: During a goal mouth scramble, a Team A player bats the puck with the glove directly into the Team B goal. The referee immediately signals no goal. Where is the subsequent faceoff? **RULING:** Team A defensive end-zone faceoff spot.

SECTION 17. Fighting or Punching

A.R. 1: In the same sequence of events, Team A player A1 instigates two fights, one with player B1, who retaliates, and one with B2, who does not retaliate. Should A1 receive two disqualification penalties? **RULING:** Yes. Team A, when play resumes, also must place a player on the penalty bench to serve the major penalty included with the disqualification penalty assessed to A1 for fighting with B2.

A.R. 2: A fight is in progress. Another player enters the altercation only to restrain the fighter from his own team. Should the intervening player in this altercation be assessed a disqualification penalty? **RULING:** Yes. A disqualification penalty must be assessed to any player who participates in fighting.

SECTION 18. Goals and Assists

A.R. 1: The puck is shot by either an attacking or defending player, hits an official, hits another player and rebounds into the goal. Is the goal allowed?

RULING: No.

A.R. 2: B1 is serving a minor penalty. The penalty timekeeper does not notify B1 when B1's penalty time has expired, and B1 remains in the penalty box. Before B1 realizes the penalty has expired and attempts to return to the ice, Team A scores. Team B appeals to the referee to disallow the goal. Should the goal be allowed? **RULING:** Yes. The referee must allow the goal. Team A should not be punished because B1 failed to be aware when to return to the ice.

A.R. 3: A1 skates backwards into the Team B goal crease while playing the puck outside the crease, while the Team B goalkeeper is still in his crease. A1, while still in the crease, is able to shoot the puck from outside the Team B crease into the Team B goal. Should the goal be allowed? **RULING:** Yes. A player may skate backwards into the crease before the puck while the goalkeeper is in the crease, provided the player has full control of the puck.

A.R. 4: A1 shoots the puck from just inside the attacking blue line through a maze of players in front of the Team B goal. The referee is blocked in the corner behind the Team B goal. The puck hits inside the Team B goal cage unobserved by the referee and comes out directly in front of the Team B goal crease. Before the Team B goalkeeper can freeze the puck, the referee signals a delayed minor penalty on B1. At the stoppage of play, Team A argues the puck legally entered the goal cage. **RULING:** The referee should consult with the linesmen and the goal judge to determine if the puck did enter the goal cage. If the referee disallows the goal, the penalty to B1 will be assessed. If the referee allows the goal, B1's penalty will be assessed because the infraction occurred after the puck came out of the goal cage. If the goal is awarded, the officials should, to the best of their ability, determine when the goal was scored and put the time that elapsed after that point back on the clock.

A.R. 5: As in A.R. 4, when the puck comes directly out of the goal cage, and before the Team B goalkeeper can freeze the puck, the referee signals a delayed minor penalty on A2. At the stoppage of play, Team A argues the puck legally entered the goal cage. **RULING:** The referee should consult with the linesmen and goal judge to determine if the puck entered the goal

cage. If the referee disallows the goal, A2's penalty will be assessed. If the referee allows the goal, A2's penalty will be assessed because the infraction occurred after play should have been stopped. If the goal is awarded, the officials should, to the best of their ability, determine when the goal was scored and put the time that elapsed after that point back on the clock.

A.R. 6: A1 shoots the puck from just inside the attacking blue line through a maze of players in front of the Team B goal. The goal judge turns the goal light on signaling a goal, but play continues as the officials don't signal a goal. At the next stoppage of play, the officials confer with the goal judge and award a goal to Team A. The officials do not put time back on the clock.

RULING: The officials are correct in consulting with the goal judge and, if the puck entered the goal cage, awarding the goal to Team A. The officials were not correct, however, in not putting time back on the clock. Given the fact that the goal was awarded, the officials should, to the best of their ability, determine when the goal was scored and put the time that elapsed after that point back on the clock.

A.R. 7: A1 drives to the net and is tripped. A1 slides into the goalkeeper, propelling the goalkeeper and the puck into the net. **RULING:** Regardless if a penalty is called, no goal shall be awarded, because the puck has entered the goal cage illegally.

SECTION 19. Handling the Puck

A.R. 1: A goalkeeper leaves the crease and rushes forward to a loose puck inside the privileged area to beat a lone attacking player to the puck.

RULING: If the goalkeeper reaches the puck first and falls on it, a minor penalty will be assessed.

A.R. 2: A goalkeeper dives on the puck outside of the crease area. **RULING:** A goalkeeper who, when located entirely outside the boundaries of the crease area (except to prevent a goal), deliberately falls on or gathers the puck into the body shall be assessed a minor penalty.

A.R. 3: A goalkeeper comes out of the crease area to cut down the angle of a shooter. The shot is taken and the goalkeeper catches the puck in the air.

RULING: If the goalkeeper has the opportunity to drop the puck and put it in play, he must do so. If the shooter or other attacking players converge on the goalkeeper immediately after catching the puck, preventing the goalkeeper from playing it, the official should blow the whistle immediately and an end-zone faceoff should ensue.

SECTION 21. High Sticks

A.R. 1: With the stick blade above the height of four feet, the shaft of A1's stick makes contact with the puck when the puck is less than four feet off the ice, deflecting the puck into Team B's goal. **RULING:** The goal should be awarded. The determining factor is the height of the puck from the ice when the puck and stick make contact, not the overall height of the stick.

A.R. 2: A1 deflects the puck above four feet when contact is made with A1's stick. The puck then deflects off B1 and enters Team B's goal. **RULING:** The goal should be disallowed. A1 was still in possession of the puck when it entered the goal; a deflection off of the defending player does not change possession of the puck. The determining factor as to a high-stick of the puck is the height at which the puck and stick make contact, not the height of the stick when contact is made.

SECTION 23. Hitting From Behind

A.R.: A1 and B1 are jammed against the boards in the Team B end. Each is trying to gain control of the puck, which is on the ice under their skates. Each is facing the glass above the boards. A2, in an effort to free the puck for A1, skates in and checks B1 from behind into the boards. B1 falls to the ice and the referee stops play. B1 has to be helped from the ice. What penalty must be assessed to A2, and where will the ensuing faceoff take place? **RULING:** The referee may assess A2 a disqualification penalty for checking B1 from behind into the boards and causing an injury. The ensuing faceoff should be conducted at the Team A attacking-zone line spot as it was an attacking player, A2, causing a stoppage of play in the attacking zone.

SECTION 25. Holding the Stick

A.R.: B1, using the stick in the usual position, presses down on A1's stick as A1 is playing the puck. **RULING:** No penalty.

SECTION 27. Icing the Puck

A.R. 1: During the course of play, A10, A12, A14, A16 and A18 are on the ice. Team B is controlling the play in its attacking zone. Team A gains possession and flips the puck down ice, resulting in an icing infraction. Before the whistle blows, A12 and A14 get to the Team A bench. **RULING:** A12 and A14 must return to the ice. The determination of on-ice personnel is made when the puck leaves the stick of the team that ices the puck.

A.R. 2: During an icing situation, in a close foot race in which the official cannot clearly determine who would have touched the puck first, what is the ruling? **RULING:** If the official cannot clearly determine who would have touched the puck first, icing must be called.

A.R. 3: Team A clears the puck from its defensive zone across the center red line. The puck completely crosses the goal line extended in Team B's defensive zone. As the puck wraps around the boards in the Team B defensive zone, the Team B goalkeeper leaves the goal crease and fakes playing the puck. **RULING:** If the goaltender leaves the goal crease and/or feigns (fakes) playing the puck, icing is nullified.

The goaltender must NOT make an attempt or fake an attempt to play the puck during an icing. However, the goalkeeper shall not be penalized for the act of defending the goal.

Examples:

- a) Guarding the edge of the net or post as the puck crosses through the crease.
- b) Retreating into the crease after establishing a position outside of the crease for the purpose of cutting down the angle.
- c) Going to the bench for an extra attacker, but refraining from making any attempt to play the puck.

SECTION 29. Interference

A.R. 1: A1 gains possession and control of the puck in the neutral zone. Player A2 is still in the attacking zone. A2 attempts to make contact with the attacking zone line before A1 crosses the line with the puck, but is blocked by defenseman B1 and is prevented from "tagging up." **RULING:** Minor penalty for interference to B1.

A.R. 2: Goalkeeper A30 makes a save and the puck: 1) Falls to A30's feet; or 2) Rebounds several strides toward an attacking player. In both plays, A30 covers the puck with the catching glove to stop play. **RULING:** In 1), A30 is in the process of making a save and therefore legal to freeze the puck. In 2), A30 has clearly lost control of the puck and therefore is no longer in the act of making a save. A30 has lost the privilege of freezing the puck and must be called for a delay of game penalty.

SECTION 30. Interference by Spectators

A.R.: Due to a previous incident at the Team A rink, the referee has the public-address announcer issue a warning before the game that a bench minor will be assessed to the offending team if any objects are thrown from the stands onto the ice. After a Team A goal is disallowed, the spectators throw debris on ice. **RULING:** Team A is assessed a bench minor penalty.

SECTION 33. Kneeing

A.R.: What criteria should be used in determining whether to assess a minor, major or disqualification penalty for kneeing? **RULING:** A minor penalty should be assessed in most situations. When the knee is used in a flagrant or violent manner, a major penalty should be assessed. Whenever injury results from fouling an opponent with a knee, a disqualification penalty must be assessed.

Kneeing penalties may be assessed as minor, major, game misconduct or disqualification penalties, even though physical contact with an opponent may not have occurred.

SECTION 34. Leaving Penalty Bench or Entering Game Illegally

A.R.: The penalty timekeeper mistakenly releases A1 before the penalty time has expired. While player A1 is on the ice, Team A scores a goal. **RULING:** The goal is disallowed, regardless of whether the penalized player took part in the score. A1 must return to the penalty box and serve the remaining penalty time.

SECTION 36. Offsides

A.R. 1: A1 is straddling the attacking blue line. With the stick in the neutral zone, A1 takes a pass from A2. A1 then brings the skate, which was in the neutral zone, into the attacking zone while the stick and the puck are still in the neutral zone. A1 then brings the puck over the blue line into the attacking zone. Is A1 offsides? **RULING:** No. As long as A1, when receiving the pass, has possession and control of the puck and at least one skate is in contact with the neutral zone, A1 legally can precede the puck into the attacking zone while completely crossing the blue line.

A.R. 2: A1 shoots the puck from behind the center red line. The back official signals a potential icing. A2 had crossed the Team A attacking blue line into the Team A attacking zone before the puck crossed the attacking

blue line. The forward official signals a delayed offside. Before any of the Team B defending players can play the puck, it crosses the Team B goal line extended. The forward official blows his whistle stopping play. Is this offside? **RULING:** No. This is an icing situation.

A.R. 3: The official has signaled a delayed offside. In trying to clear the puck, defending player B1 shoots the puck out of the playing surface. Where is the faceoff? **RULING:** Faceoff outside the zone, in the zone where Team A “last fairly played” the puck before the offside. Since the delay was “on” when the puck left the rink, the offside takes precedence. If in the neutral zone at the nearest face-off spot providing the least territorial advantage to Team A. If in the Team A defensive zone then at a Team A defensive end-zone faceoff spot. If the puck had crossed the attacking zone line (Team B defensive zone line) before leaving the rink, the faceoff would be inside the zone at the nearest Team B end-zone faceoff spot.

A.R. 4: A1, in the neutral zone, passes to player A2 near the attacking zone line, but the puck is deflected by a Team B player in the neutral zone causing A2 to be over the attacking zone line ahead of the puck. A2 plays the puck causing a stoppage of play. **RULING:** A2 is offside, and the puck should be faced off at the point of origin of the pass.

A.R. 5: A1 is the only player offside when the official signals a delayed offside. A1 is able to make skate contact with the attacking zone line as A2 is crossing the attacking zone line. A2 has one skate completely across the attacking zone line and one skate fully on the attacking zone line. Should the delayed offside be nullified? **RULING:** Yes. Both players are required only to make skate contact with the attacking zone line.

A.R. 6: A10 is in the attacking zone when A24 gains possession of the puck outside the attacking zone. A10 starts skating towards the neutral zone to avoid an offside infraction. A24 shoots the puck on goal. B31 makes the save and directs the puck to defenseman B41. A10 exits the zone. **RULING:** Play shall continue.

SECTION 37. Passes

A.R.: Team A has possession and control of the puck in the attacking zone. The referee signals a delayed penalty on defenseman B1. A1 shoots at the Team B goal. The puck rebounds off the Team B goalkeeper to A2, who is able to shoot the puck into the Team B goal. **RULING:** Goal. Rebounds

off goalkeepers' pads are not deemed changes of possession and control or completion of play.

SECTION 38. Preceding Puck Into Attacking Zone

A.R. 1: A1 attempts to pass the puck to a teammate, but the puck deflects off the skate of B1 and goes to A3, who is offside in the attacking zone. The pass originated in the neutral zone. **RULING:** Immediate whistle. Play is offside since the impetus for the deflection came from A1's pass. Faceoff at the Team A attacking zone line.

A.R. 2: Team A has possession and control of the puck in the neutral zone. A Team A player falls injured in the Team A defending zone just as a Team A player receives an offside pass in the attacking zone. The back official blows the whistle because of the injury as the front official blows the whistle for the offside. Where is the ensuing faceoff? **RULING:** Last "fairly" played also must mean last "legally" played. Faceoff in the neutral zone at the faceoff spot providing the least territorial advantage to Team A.

SECTION 40. Puck Out of Bounds or Unplayable

A.R. 1: Team A player A1 in the attacking zone shoots the puck so that it rebounds off the end boards and drops on top of the Team B goal cage. Neither team is able to play it off the top of the cage within three seconds. The referee stops play. Where is the ensuing faceoff? **RULING:** At the attacking zone line faceoff spot in the neutral zone nearest the point where the shot originated.

A.R. 2: The puck comes to rest on top of the boards. Team B defenseman B1 pushes the puck off the boards with a hand and then shoots it out of the zone. **RULING:** Play continues. The puck is considered in play when it rests on top of the boards and may be played with either hand or stick.

A.R. 3: Team A player enters the Team B defending zone and takes a shot that directly hits the crossbar and goes out of play. Where is the subsequent faceoff? **RULING:** End-zone faceoff spots in the zone where the puck went out of play. When the puck hits the goal post or crossbar and goes out of play, regardless which team shot the puck, the ensuing faceoff shall take place at one of the end-zone faceoff spots in the zone where the puck went out of play.

SECTION 41. Puck Must Be Kept in Motion

A.R.: A1 and B1 skate into the corner attempting to play the puck. The puck stalls between their skates. **RULING:** The official is encouraged to use verbal commands in an attempt to keep the play moving. If one of the players falls on the puck or it is evident to the official that unnecessary contact will result from allowing play to continue, the official should blow the whistle and stop play.

SECTION 42. Puck Out of Sight and Illegal Puck

A.R.: The Team B goalkeeper, after making a save, is lying on the ice outside the crease and partially covers the puck, which also is outside the crease, with his glove. A1 shoots the puck into the Team B goal. **RULING:** The referee must make a judgment as to whether the Team B goalkeeper had possession and control of the puck. If the referee is satisfied the goalkeeper had possession and control of the puck, the goal would not be allowed. If not, the goal would be allowed.

SECTION 43. Puck Striking Official

A.R. 1: A1, in Team A's defending zone, shoots the puck, which deflects off an official in Team A's defending zone, and goes out of the rink. Where is the faceoff? **RULING:** Team A's defending-zone spot.

A.R. 2: Where is the faceoff if the puck deflects directly off an official into the goal? **RULING:** End-zone faceoff spot of the defending team.

SECTION 52. Start of Game and Periods

A.R.: Team A's bench is slightly closer to its attacking zone than Team B's to its attacking zone. Team B's coach requests that the referee have the teams split the first period because of this advantage. **RULING:** The official must deny this request. The only allowable time that teams may split the first period and change ends is when ice conditions (not positioning of benches or any other reason) give one team a clear advantage.

SECTION 56. Time of Game

A.R.: The Team B goalkeeper is injured with two minutes remaining in the second period. The goalkeeper is able to skate to his or her team bench and go to the dressing room for medical attention. Rather than use a substitute goalkeeper, the Team B coach requests the referee to start the intermission and play the remaining two minutes of the second period when the teams

return. What action, if any, should the referee take? **RULING:** This is not an unusual delay. Team B should be required to use a substitute goalkeeper and complete the second period. If the goalkeeper only had to go to the players' bench for limited treatment, the referee, at his discretion, may allow for minor delays during the period. If the injury to the goalkeeper was such that he could not be moved due to the seriousness of the injury, the referee, at his discretion, could consider this an unusual delay and end the period with the remaining time to be played when play resumes.

SECTION 57. Shootout Procedures

A.R. 1: Team A sends out an ineligible player to shoot. Just before to the player taking the shot, the officials are informed the Team A player is ineligible, either from the off-ice officials or the opposing team. **RULING:** Once the assignment of the ineligible player is confirmed, Team A forfeits that attempt and the shot is declared no goal. Team A is not permitted to replace the shooter in that round of the shootout.

A.R. 2: Team A sends out an ineligible player to shoot. The ineligible player shoots and scores. Before the next player's attempt in the shootout, the officials are informed the Team A player was ineligible, either from the off-ice officials or the opposing team. **RULING:** Once the on-ice officials confirm the use of the ineligible player, Team A's goal would be disallowed and Team A forfeits its shot. Team A would not be permitted to replace the shooter with another eligible shooter in that round of the shootout.

SECTION 59. Tripping

A.R. 1: A1, on a two-on-one, has the puck. B1 slides on the ice, knocking the puck away from A1, but in the process, trips A1. **RULING:** Minor for tripping must be called. Tripping must be called anytime it occurs, regardless of whether contact is made with the puck.

A.R. 2: With the Team B goaltender pulled late in the game, a Team A player in control of the puck on the opponent's side of the center red line, and with no other players between the Team A player and the Team B goal is tripped from behind and loses the puck. **RULING:** Award goal to Team A. If, when the opposing goalkeeper has been removed from the ice, a player in control of the puck on the opponent's side of the center red line is tripped or otherwise fouled with no opposition between the player and the opposing goal, this is considered to be preventing an obvious and imminent goal.

RULE 8

Game Protocol

SECTION 1. Time Schedule

A.R. 1: May the visiting team take the ice before the home team for warm-ups? **RULING:** Yes. While the visiting team may not take the ice before the time designated in the pregame time schedule, it may take the ice before the home team if the home team is not prepared to take the ice at its appointed time. The home team must be assessed a bench minor penalty in this situation.

A.R. 2: If a team is not able to post 60 minutes on its scoreboard clock, should a penalty be assessed for violation of game protocol? **RULING:** No. A team should not be penalized based upon facility limitations; however, such limitations shall not prevent teams from following the game protocol. If, for example, a team can post only 20 minutes on its clock, it shall do so 60 minutes before the game and follow the time schedule by posting 20-minute intervals on the clock.

A.R. 3: If facility limitations or circumstances prohibit a 60-minute pregame period, shall a team be penalized for violation of the time schedule? **RULING:** No.

A.R. 4: May the home team alter the intermission clock? **RULING:** No. The clock may not be changed for any reason (e.g., promotions, contests, etc.). The home team should ensure that this does not occur.

A.R. 5: Is it permissible for the home team to alter the protocol in situations in which there is a common entrance to the ice surface for both teams? **RULING:** Yes. Game management officials should avoid having teams cross when entering or exiting the ice surface. Conferences and institutions are encouraged to establish a written policy for visiting teams.

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**Part III:
Officials Mechanics:
2 Referees,
2 Linesmen**

2R + 2L Officiating System

Provides the officials the opportunity for a better level and standard of officiating.

The Refereeing Team

Both referees are in control of the game and have equal authority.

There should be no competition between the two referees to assess penalties.

Referees must be consistent in all actions during the game.

Flexible

Provides opportunity to be positioned to maximize sightlines.

Either referee may cross to opposite side of ice but, both must work together as a team.

Two referees on the same side of ice is not an issue. Should this happen one of the referees can transition to opposite side when the opportunity presents itself.

Should the Front/Lead Referee be trapped or unable to cover the action area the Back/Trailing Referee will assume the Lead Referee's duties and the Lead Referee will position as the Trailing Referee.

Front/Lead Referee

Skates backwards ahead of advancing play.

Must always be positioned at the net for goal situations.

Positioned in end zone (positioning similar to that of the referee in 1R-2L officiating system).

First priority is the action area (where the puck is).

Should be positioned close to the action area.

Positioned for best view or angle of the action or players or puck.

Can change side of ice surface at end zone if play dictates crossing back and forth behind net.

Back/Trailing Referee

Positioned between blue and red lines.

Observant of play/situations away from the action area.

May vary position between blue and red lines and back and forth across the ice.

Adjust position for best sightlines of play. Responsible, while in neutral zone, to adjust position, including from one side to opposite side of ice surface, based on position of Lead Referee in the end zone.

Attacking player in neutral zone should not be behind Trailing Referee.

Communicate

Referees and Linesmen must communicate with each other. This is key to the 2R+2L system. Best accomplished via eye-to-eye contact. There will be times when verbal communications can and should be used.

Referee's Judgment

Trust Your Instincts

The 2R+2L system works best when approached as a team effort.

Referees must trust their judgment and their instincts. If a referee is 100% certain and can see that an infringement of the rules has occurred, the call must be made. If the referee is not 100% certain that a foul has occurred, or is confident that the other referee has seen and judged the play, then a call should not be made.

“To make the call”

If one referee is not able to make the appropriate call that is witnessed by the other referee, both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

The areas of judgment between game officials may be challenged (e.g., the Lead Referee says it is “no penalty” and the Trail Referee says “penalty”). The judgment of the referee and between referees must not be challenged on the ice. Both referees have the right to stop play and assess a penalty.

Negative Comments

Officials should never make negative comments or allow body language to suggest disapproval of a fellow official's call or non-call. Nor should a referee ever lay the blame for a call or non-call on the other referee.

Where one referee calls a penalty and the other referee is questioned by players/coaches, a good comment to make in reply is “He/she had a better angle to call it.” Referees shall refrain from saying “Good call” or “I support the call.”

“Washout”

To show good teamwork between the two referees, it is important to be aware of the danger of giving the “washout” signal in case of non-penalty calls. Referees shall not use the “washout” signal to indicate no penalty.

It is recommended that the referees not use any verbal or other signals for non-calls.

The Officiating Team

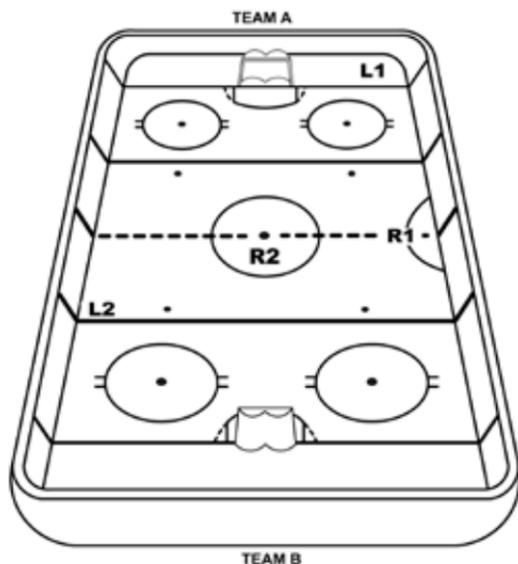
Where there are multiple penalties to be called on any play, the two referees should consult to ensure all appropriate penalties are assessed. Either referee may report all penalties to the Penalty/Timekeeper.

Even though there are two referees on the ice, involve the linesmen if necessary as they may have had a better angle of the situation.

Linesmen are to change ends of the ice at the midway point of the game, or at the next stoppage if a penalty is in effect.

TEAMS ENTER RINK

Positioning of Officials



R1 is positioned in the Referee's Crease observing the players.

R2 is positioned at center ice or at the location where teams cross as they proceed to their respective benches.

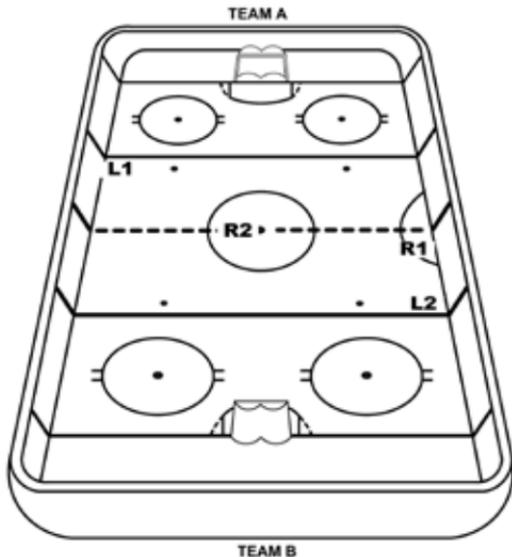
L1 and L2 are positioned at the entry locations of each of the teams, observing the players as they enter the rink.

After all players have entered the rink, all officials must continue to be observant of players. Positioning of officials may be altered based on team entry points to the ice surface.

*Note: Rs & Ls are numbered for identification only.

CENTER ICE FACEOFF

Start of each period and after a goal



R2 conducts the faceoff facing the timekeeper/penalty box.

R1 is positioned facing R2 and off the red line so as to allow a field of vision that includes all players on the red line, especially those behind R2. R1 will lead the play.

L1 and L2 line up on the blue lines, diagonally and on opposite sides of the rink. After a goal, the linesman should be positioned nearest the team scored upon in a goal situation.

Should the referees decide that game conditions warrant, they may have one of the Ls conduct the faceoff. The Ls and Rs will position opposite to that when a referee conducts the faceoff.

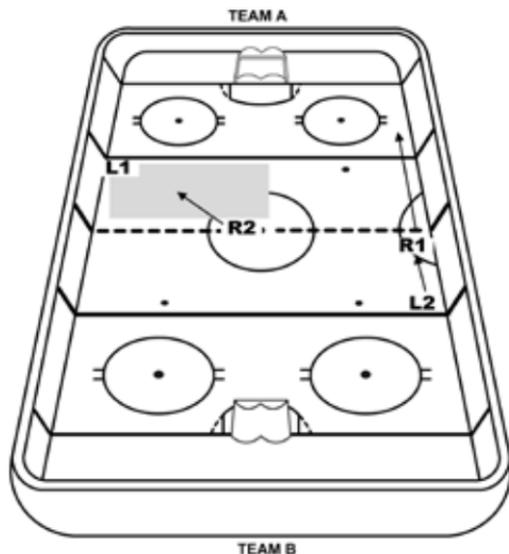
After a goal, the L on the blue line retrieves the puck.

ALL OFFICIALS MUST BE OBSERVANT OF PLAYERS DURING STOPPAGES IN PLAY.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman*

AFTER CENTER ICE FACEOFF

Puck advances toward End Zone



R2 conducts the faceoff facing the timekeeper/penalty box.

R1 is positioned facing R2. R1 moves toward the end zone, if possible skating backwards observing the play and, not interfering with players as they advance up the ice.

L1 is positioned at the blue line and is responsible for calls at the blue line.

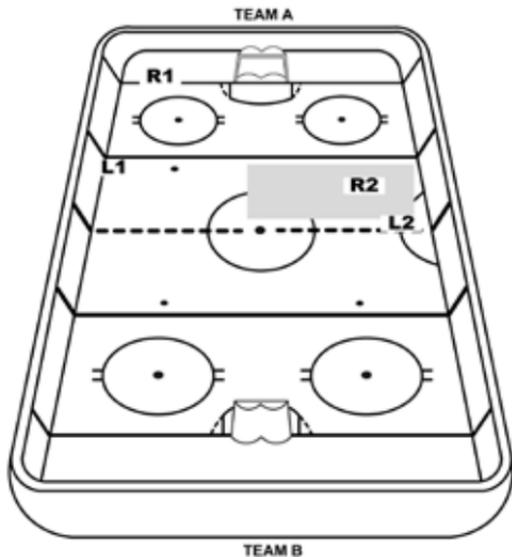
R2 takes a position in the neutral zone that does not interfere with the L's view of the blue line, providing for the best sightline to the end zone.

L2 moves to a position at the red line.

***Note:** R1 = *Front/Lead Referee* R2 = *Back/Trail Referee*
L1 = *Front/Lead Linesman* L2 = *Back/Trail Linesman*

RESPONSIBILITY OF OFFICIALS

Puck deep in the end zone



As the play advances into the end zone, R1 skating backwards ahead of and observing the play, must not obstruct L1's field of vision at the red line or blue line. R1 is positioned deep in the zone, providing for the best view or angle of the action or players or puck. R1 must always be positioned at the net for goal situations. R1 can change to the other side of the ice surface in the end zone if play dictates, crossing back and forth behind net.

R2 takes a position in the neutral zone that does not interfere with the L's view of the blue line, providing for the best sightline to the end zone, observant of play/situations away from the action area. An attacking player in the neutral zone should not be behind R2.

Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

L1 is positioned at the blue line and on the boards.

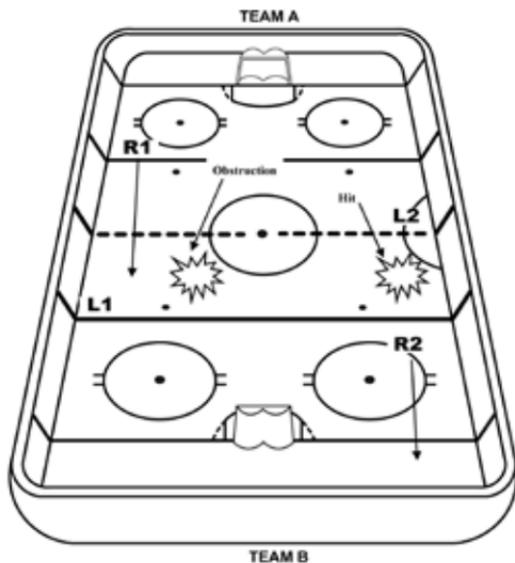
L2 is positioned at the red line and on the boards.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee*

L1 = Front/Lead Linesman L2 = Back/Trail Linesman

RESPONSIBILITY OF OFFICIALS

Neutral Zone



When the play is moving through the neutral zone, obstruction infractions and hits on the player shooting the puck into the far end zone are the responsibility of R1. R1 transitions to Trail Referee. The number one priority must be the hit on the puck carrier and then the secondary responsibility is on potential obstruction fouls through the neutral zone.

R2 must be prepared to pick up the action once puck possession has been gained inside the zone. R2, who is now transitioning to Lead Referee and is skating backwards, is watching the play develop and ensuring that he/she does not get in the way of the puck being shot into the far end zone. While the players are in pursuit of the puck, it is R2's responsibility to watch for obstruction fouls on the players entering the end zone.

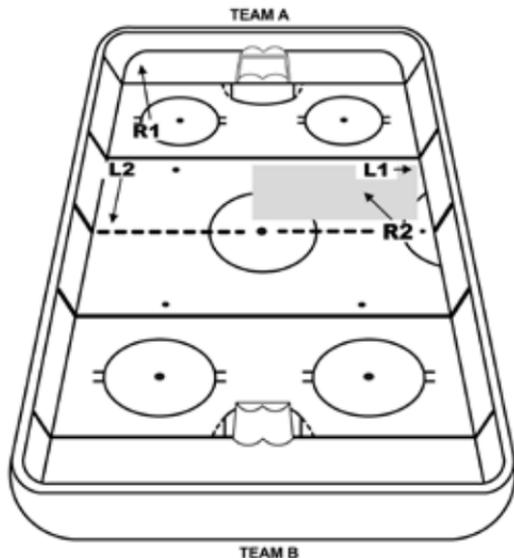
Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee*

L1 = Front/Lead Linesman L2 = Back/Trail Linesman

NEUTRAL ZONE FACEOFF

Puck advances toward End Zone



L1 drops the puck.

As play advances toward the end zone, L2 covers the blue line.

L1, after dropping the puck, moves back to a position on the boards at the blue line relieving L2. L2 then releases to a position at the red line.

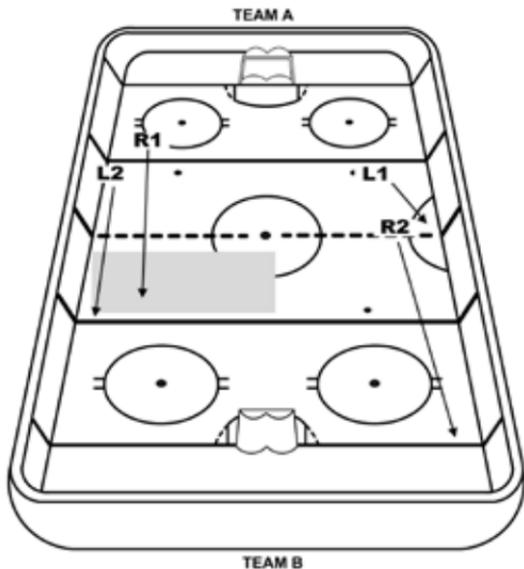
R1, skating backwards, moves into the zone ahead of and observing the play.

R2 takes a position in the neutral zone that does not interfere with the L's view of the blue line, providing for the best sightline to the end zone.

***Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman**

NEUTRAL ZONE FACEOFF

Puck advances toward Far End Zone



After the puck is dropped, the play moves toward the far end zone. R2, skating backwards, moves up the ice and into the end zone observing the play.

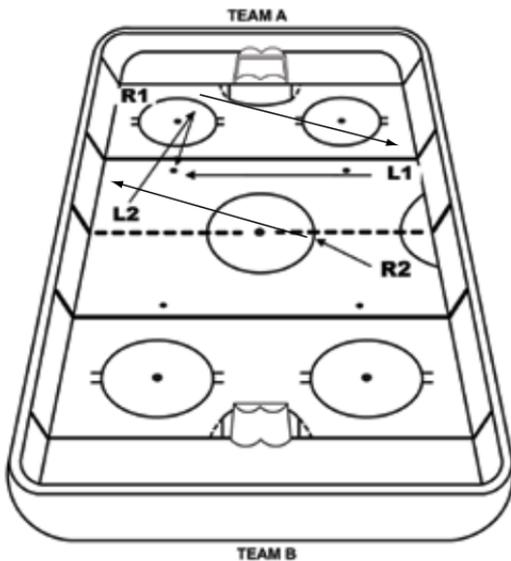
L2 moves up the ice with the play to cover the blue line.

R1 trails play as it moves up the ice taking a position in the neutral zone that does not interfere with the L's view of the blue line, providing for the best sightline to the end zone.

L1 moves to a position at the red line.

***Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman**

OFFSIDE



L1 has called offside; L1 goes to the location of the faceoff and will conduct the faceoff.

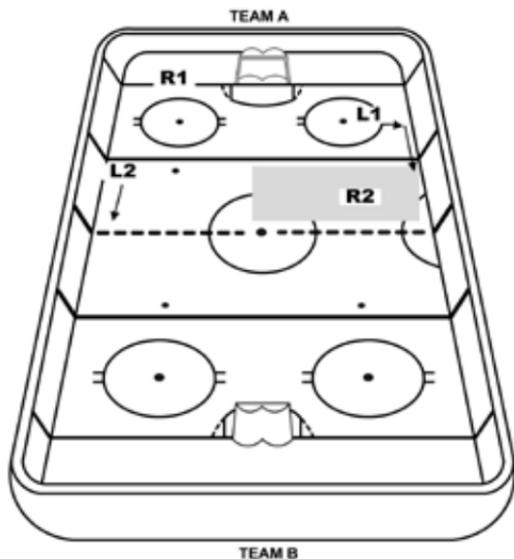
L2 retrieves the puck and brings it to L1.

R2 conducts the line change procedure.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman*

END ZONE FACEOFF

Puck remains in End Zone



R1's primary responsibility is to signal a legal goal. R1 is between the goal line and the faceoff circle across from the faceoff, seeing that a proper faceoff is conducted. If warranted, R1 may position on the same side as the faceoff and behind the defensemen.

R2 will conduct the line change procedure. R2 takes a position in the neutral zone that does not interfere with the L's view of the blue line, providing for the best sightline to the end zone. Based on R1's position, R2 may select an alternate position.

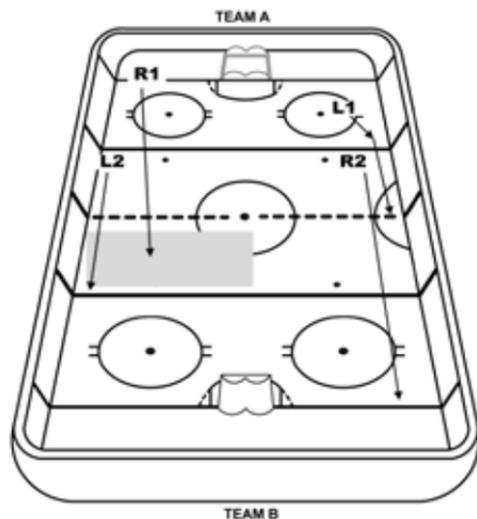
L1 conducts proper faceoff. After the drop, L1 moves to the boards and out to a position at the blue line and on the boards.

L2 moves to the red line, releasing responsibility for covering the blue line to L1.

***Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman**

END ZONE FACEOFF

Puck moves toward Far End Zone



After the puck is dropped, the play moves toward the neutral zone and to the far end zone.

R2, skating backwards, moves up the ice and into the far end zone, observing the play.

L2 holds the blue line until the line is cleared and it is likely that play will continue toward the far end zone or when relieved by L1. L2 must cover the play at the far blue line.

L1 moves to a position at the red line.

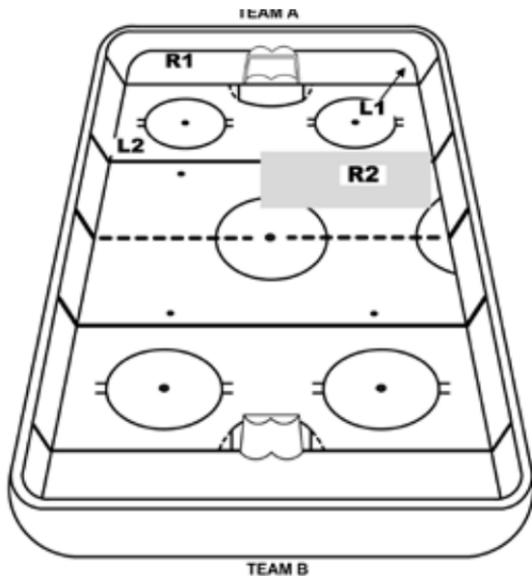
R1 trails the play as it moves up the ice, taking a position in the neutral zone that does not interfere with the L's view of the blue line, providing for the best sightline to the end zone.

The R's and the L's responsibilities change from Lead R and L to Trailing R and L.

Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman*

FACEOFF WITH 10 SECONDS OR LESS REMAINING IN PERIOD



R1's primary responsibility is to signal a legal goal. R1 is between the goal line and the faceoff circle across from the faceoff seeing that a proper faceoff is conducted.

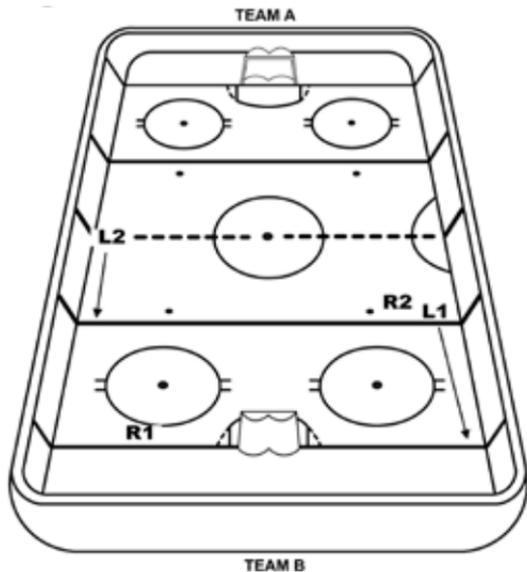
R2 conducts the line change procedure. R2 then takes a position in the neutral zone that does not interfere with the L's view of the blue line, providing for the best sightline to the end zone and, will blow the whistle when there is no time remaining on the clock.

L1 conducts the faceoff. After dropping the puck, L1 moves to the goal line to assist R1 with calling a goal.

L2 has responsibility for covering the blue line.

***Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman**

EIGHT SECONDS OR LESS REMAINING IN PERIOD



L1 skates to the goal line to assist R1 with calling a goal.

R2 remains at the blue line, observing the play.

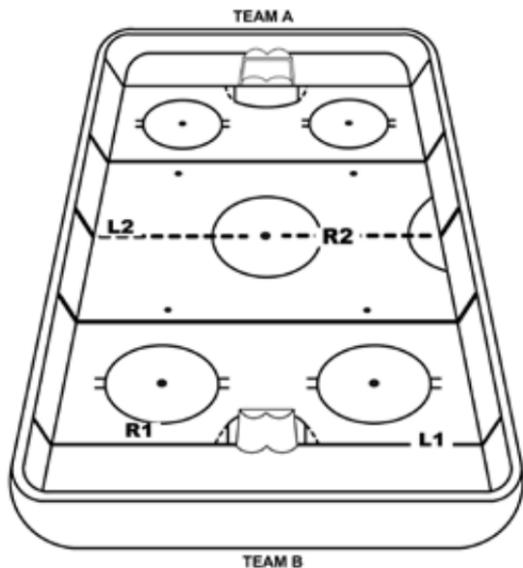
L2 moves to the blue line and is responsible for covering the blue line.

If L1 is on the other side of the rink (same side as R1) then R2 will go to the goal line, with L1 remaining at the blue line.

The official at the blue line will blow the whistle when there is no time remaining on the clock.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman*

PENALTY SHOT



R1 is on the goal line and signals a legal goal, if scored.

L1 assists R1 with calling a legal goal.

R2 is positioned at the red line, conducting the penalty-shot procedure, assisted by L2.

**Note:*

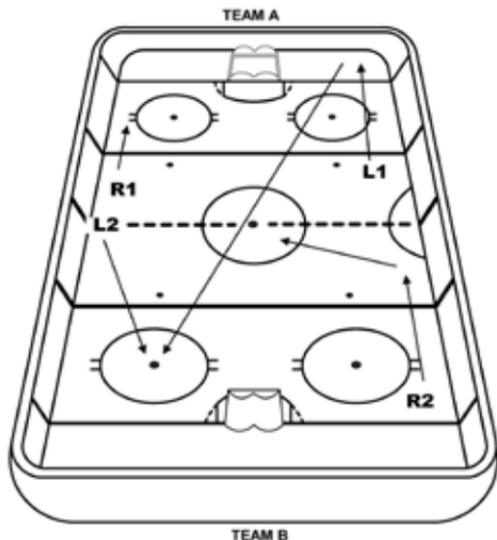
R1 = Front/Lead Referee

R2 = Back/Trail Referee

L1 = Front/Lead Linesman

L2 = Back/Trail Linesman

ICING



Icing will be handled by the linesmen.

L2 signals icing by raising the non-whistle arm. L1, on receiving the icing signal skates toward the far goal line extended.

If the puck crosses the goal line extended before it is played by either team or can be played by Team A, L1, after checking with L2 to see that icing is still on, immediately blows the whistle to stop play and raises the non-whistle arm.

If R1 and L1 are on the same side of the ice, L1 should pass behind R1 so as not to obstruct R1's sightline to the play.

L2 skates backwards to the Team B end zone faceoff spot, folds the arms across the chest, signaling icing. L1 retrieves the puck and delivers to L2, then takes position for the faceoff.

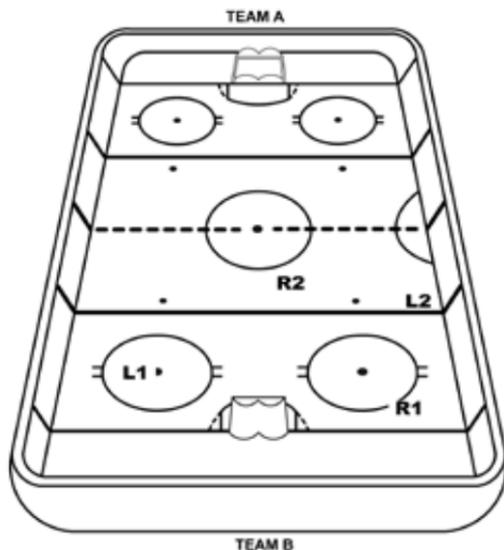
R2 conducts the line-change procedure at or near center ice.

R1 moves to a position for the end zone faceoff.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee*

L1 = Front/Lead Linesman L2 = Back/Trail Linesman

LINE-CHANGE PROCEDURE



The R not involved in reporting a goal or penalty should be positioned in the neutral zone in front of the benches, providing a good field of vision of players coming onto and exiting the ice.

R2, conducting the line-change procedure, will point to the faceoff location to start the line-change procedure. After five seconds, R2 will raise the non-whistle arm, indicating to the visiting team that its time to change players has ended, and to the home team that it has eight seconds to complete its line change. After eight seconds, R2 will lower the raised arm.

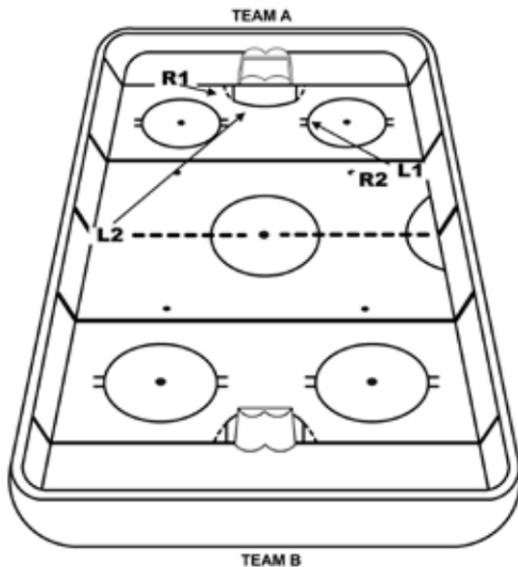
R1 is positioned to observe players transitioning from the rink to the benches and from the benches to the faceoff location.

L1, conducting the faceoff, will blow the whistle briefly, indicating that the puck will be dropped in no more than five seconds.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman*

END ZONE WHISTLE

Positioning of Officials after Whistle



L1 and L2 move toward area of stoppage in play, controlling the players.

R1 moves closer to the stoppage, observing the players in the general area of the stoppage in play.

R2 moves toward the location of the stoppage in play, keeping all players in full view, including offensive defensemen, who may have entered beyond the top of the faceoff circles.

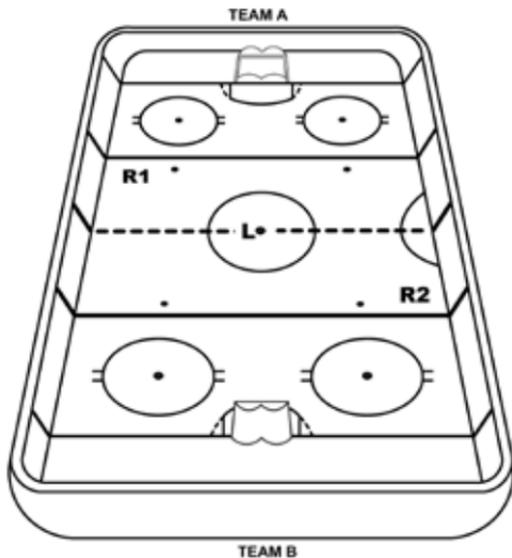
Both referees have the authority to make any appropriate call. This is applicable to action anywhere on the ice surface.

**Note: R1 = Front/Lead Referee R2 = Back/Trail Referee
L1 = Front/Lead Linesman L2 = Back/Trail Linesman*

**Part IV:
Officials' Mechanics:
2 Referees,
1 Linesman**

FACEOFFS

Start of the Game, Periods, Overtime, After Goal Scored

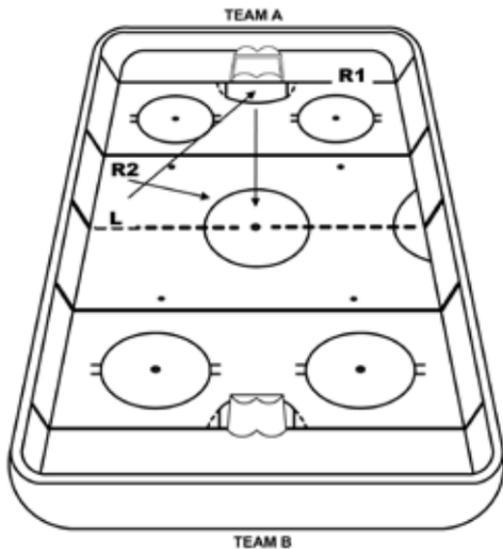


L will always face the timekeeper/penalty box when dropping the puck.

R1 and R2 will line up on the blue lines, diagonally and on opposite sides of the rink, with R1 in front of the home-team bench.

**Note: Rs are numbered for identification only.*

GOAL SCORED



R1 will report the scoring to the scorekeeper.

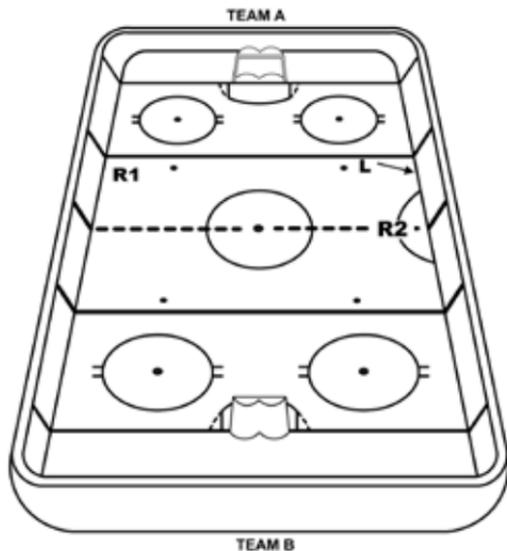
L on red line will pick up the puck and conduct the faceoff, facing the team benches.

R2 will observe players for potential penalties. As players leave the zone, R2 will skate to center ice to a position nearer and between the benches, maintaining full view of players. R2 will handle the line change. R1 and R2 will position for the faceoff in the manner where the referee on the bench side lines up on the blue line nearest the bench of the team that just scored.

Note: After the goal is scored, all officials should observe players until they are separated. There is no need to rush to pick up the puck or report a goal.

**Note: Rs are numbered for identification only.*

ZONE LINE FACEOFF



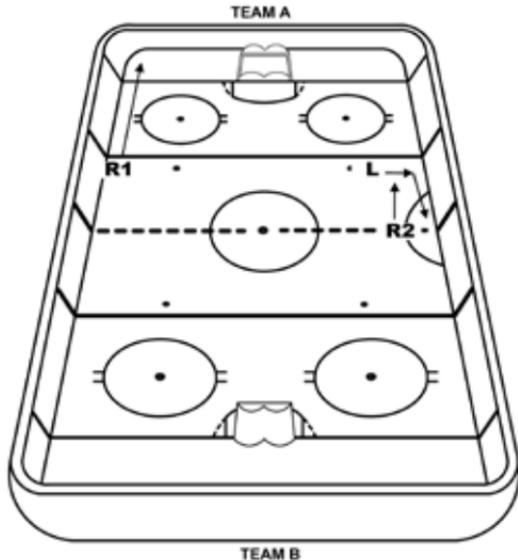
L will drop the puck facing the far side of the ice.

If the puck stays in the neutral zone, R1 will cover Team A's blue line until the L can get into position to cover it. R2 will move to cover Team B's blue line.

The R not retrieving the puck will conduct the line change.

**Note: Rs are numbered for identification only.*

AFTER NEUTRAL ZONE FACEOFF



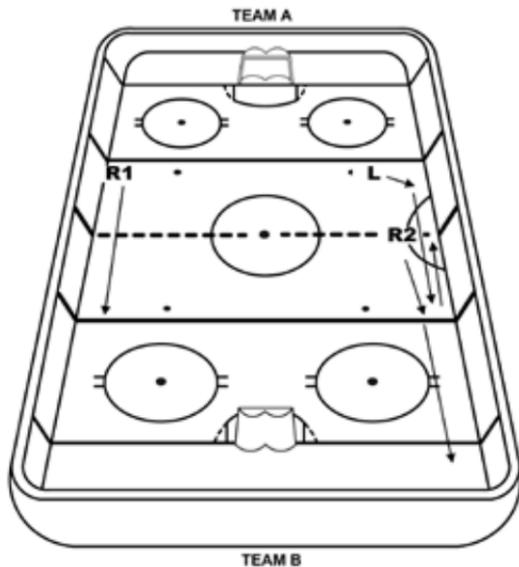
If play advances toward Team A's goal, R1 will make the call at the blue line, then move into the zone to cover the goal line.

L moves back to the boards covering the blue line.

R2 moves up to a position at the blue line. L moves to the red line, releasing responsibility for covering the blue line to R2.

**Note: Rs are numbered for identification only.*

AFTER NEUTRAL ZONE FACEOFF



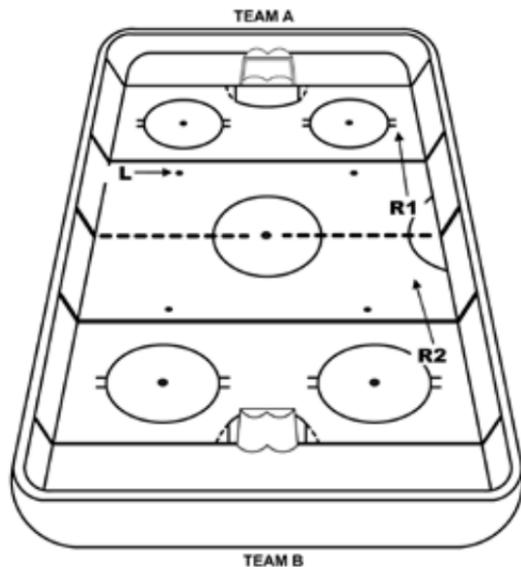
If play advances toward Team B's goal, R2 skates backward and covers the blue line, then goes into the zone to cover the goal line.

L moves to cover the Team B blue line.

R1, trailing the play, moves up to a position at the blue line. L moves to the red line, releasing responsibility for covering the blue line to R1.

**Note: Rs are numbered for identification only.*

OFFSIDE



L called offside. The L goes to the location of the faceoff and conducts the faceoff. R1 retrieves the puck. (If an R calls the offside, the R will go to the faceoff location and the L will retrieve the puck and conduct the faceoff.)

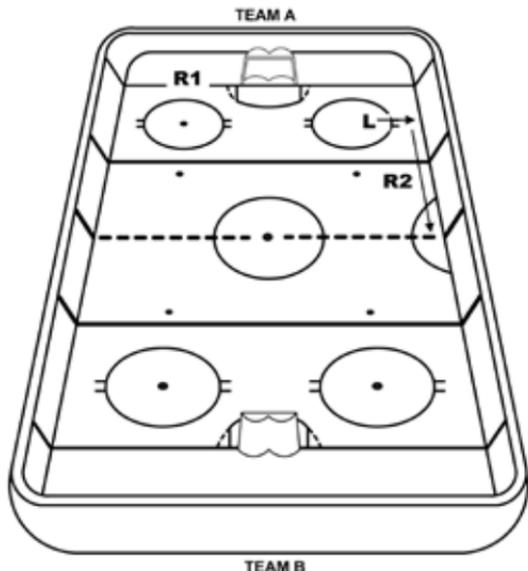
The R not retrieving the puck will handle the line change.

The Rs always keep a full field of vision of the entire ice surface.

On the delayed offside, the person signaling the delay raises the arm (non-whistle hand) and brings the other hand out and points with the open palm.

**Note: Rs are numbered for identification only.*

SPECIAL SPOT FACEOFF



R1's primary responsibility is to signal a legal goal and to see that a proper faceoff is conducted. R1 is between the goal line and the circle across from the faceoff.

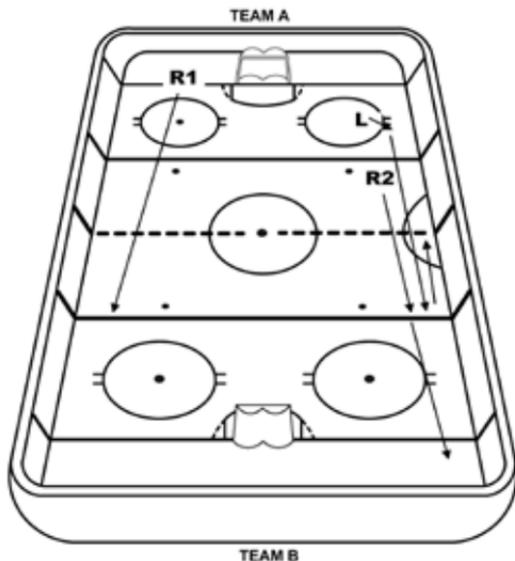
R2 conducts the line change, then lines up on the blue line.

R2 will also see that a proper faceoff is conducted and covers the blue line.

L conducts a proper faceoff. After the drop, L moves to the boards and out to a position at the red line.

**Note: Rs are numbered for identification only.*

AFTER SPECIAL SPOT FACEOFF



After the puck is dropped, the play moves toward the Team B zone.

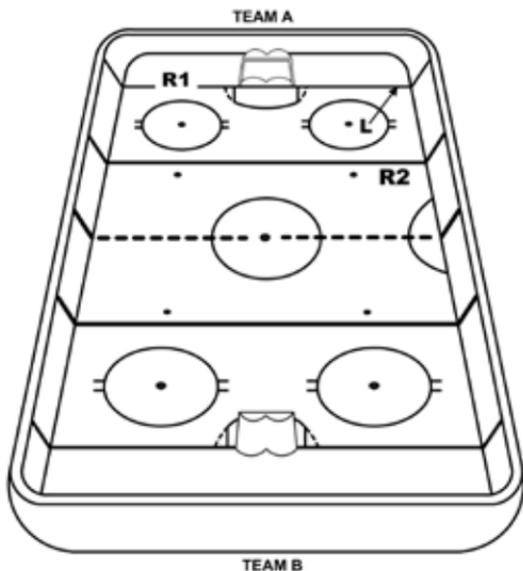
R2, skating backwards, moves to the Team B blue line to cover it.

L holds the Team A blue line until the line is cleared and it is likely that play will move to the Team B defensive zone. L then moves to the Team B blue line to cover it, as R2 moves to the goal line.

R1, trailing the play, moves up to a position at the Team B blue line. L moves to the red line, releasing responsibility for covering the blue line to R1.

**Note: Rs are numbered for identification only.*

FACEOFF WITH 10 SECONDS OR LESS REMAINING IN PERIOD



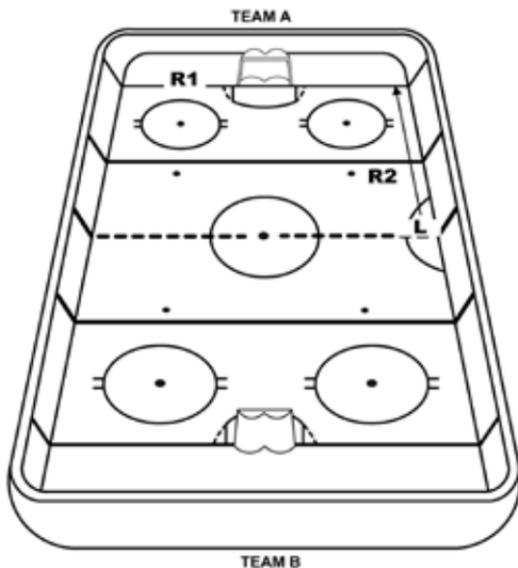
R1 will line up across from the faceoff.

L, after dropping the puck, moves to the goal line to assist R1 with calling a goal.

R2 will blow the whistle when there is no time remaining on the clock.

**Note: Rs are numbered for identification only.*

EIGHT SECONDS OR LESS REMAINING IN PERIOD



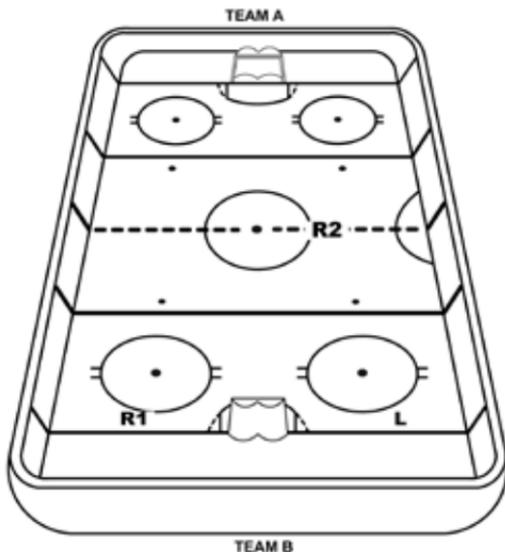
L skates to the goal line to assist R1 in the calling of a goal.

R2 remains at the blue line observing play at the buzzer.

If the L is on the other side of ice (same as R1) then R2 would move to the goal line, with L moving to the blue line observing the play at the buzzer.

**Note: Rs are numbered for identification only.*

PENALTY SHOT



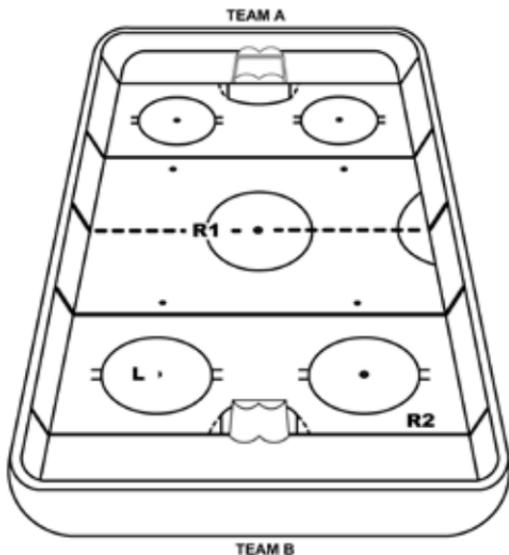
R1 is on the goal line and signals a legal goal, if scored.

L is assisting R1 with calling a legal goal.

R2 is positioned at the red line conducting the penalty-shot procedure.

**Note: Rs are numbered for identification only.*

LINE-CHANGE PROCEDURE



The R not involved in retrieving the puck, marking a faceoff location, or reporting a goal or penalty, should be positioned in the neutral zone in front of the benches to conduct the line change.

L goes to the location of the faceoff.

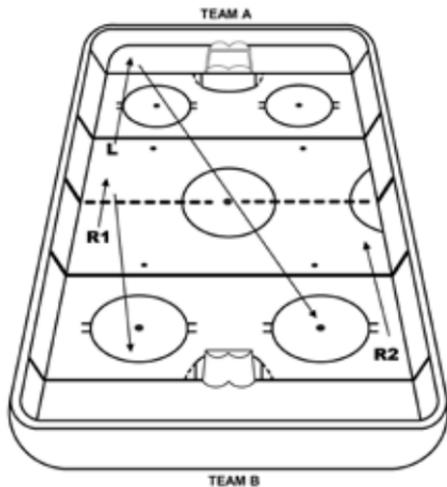
R2 retrieves the puck to bring it to L. R2 takes a position opposite the L for the faceoff.

R1 points to the faceoff location, starting the line-change procedure. After five seconds, R1 raises the non-whistle arm, indicating to the visiting team its time to change players has ended and indicating to the home team it has eight seconds to complete its line change.

After eight seconds, R1 will lower the raised arm. L, conducting the faceoff, will blow the whistle briefly, indicating to the teams that the puck will be dropped in no more than five seconds.

**Note: Rs are numbered for identification only.*

ICING



Icings will be handled by the front two officials.

R1 signals icing by raising the non-whistle arm at a 66-degree angle toward the Team A zone, skating forward with the arm raised in the neutral zone. R1 must continue to advance with the play to be positioned should L waive the icing. L, seeing R1's icing signal, skates to the Team A goal line extended. If the puck crosses the Team A goal line extended before it is played or can be played by Team A, L, after checking with R1 to see that icing is still in effect, immediately raises the non-whistle arm and blows the whistle, stopping play. R1 lowers the arm, folds both arms across the chest indicating icing and, points to the location of the faceoff.

R2 trails the play out of the zone keeping all players in full view. When icing is called, R2 is responsible for controlling the benches making certain the team icing the puck does not change its players and, conducts the line change procedure. L retrieves the puck, skates to the location of the faceoff, folds the arms indicating icing and, prepares to conduct the faceoff. If the puck can be played by Team A or is played by either team before it crosses the Team A goal line extended, L will give the washout signal, nullifying the icing.

**Note: Rs are numbered for identification only.*

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Removal of all or part of				both teams.....	6	15	f
a team.....	6	44	b	Puck lodged in netting.....	6	40	b
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Responsibility of maintaining				unplayable.....	6	40	a
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