



ICE HOCKEY

***2020-21 AND 2021-22
RULES BOOK***



IF

i

LOSE

I'LL RESPOND WITH RESPECT.



RESPECT.

It's the name of the game.

Don't undo my hard work
with poor sportsmanship.

IF YOU THINK YOU OR YOUR TEAMMATE HAS HAD A
CONCUSSION

DON'T HIDE IT. • REPORT IT. • TAKE TIME TO RECOVER.



IT'S BETTER TO MISS ONE GAME THAN THE WHOLE SEASON.

WHEN IN DOUBT, GET CHECKED OUT.

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**2020-21 AND 2021-22
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.”

Preface

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.

- Rules 1 through 4 (except portions of Rule 3.1 specifying who may occupy bench area, and prohibiting use of video in bench area)
- Rules 13.1 and 13.2
- Rules 31 through 39
- Rules 82.2, 82.3 and 82.4
- Rule 88

NCAA Men's and Women's Ice Hockey Rules Committee

The chart below lists the members of the committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

Name	Institution	Term Expiration
Wayne Dean	Yale University	9-1-20
Joe Gervais	University of Vermont	9-1-22
Rick Gotkin	Mercyhurst University	9-1-21
David Lassonde	Dartmouth College	9-1-21
Arlen Marshall	Manhattanville College	9-1-20
Keith Maurice	Trinity College (Connecticut)	9-1-22
Steve Piotrowski*	Secretary-Rules Editor	9-1-20
Bill Riga	Quinnipiac University	9-1-20
Jeff Ventura	Buffalo State, State University of New York	9-1-21
Tom Wilkins	Southern New Hampshire University	9-1-20
Hilary Witt	University of New Hampshire	9-1-20

*Non-voting member

For a complete and current listing of the NCAA Men's and Women's Ice Hockey Rules Committee, please go to: ncaa.org/playingrules.

Those seeking interpretations of rules or play situations may contact:

Jeff Fulton
NCAA Secretary-Rules Editor
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Major Rules Changes for 2020-21 and 2021-22

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.

<i>Rules</i>	<i>Explanation</i>	<i>Page</i>
91.4	Tied Games Post Season Tournament	
	each team shall be allowed a one-minute timeout per overtime period.	84

Changes made prior to the 2020-21 season:

5.4, 81.2	Offensive teams may select where the faceoff in the offensive zone will take place following an icing or at the start of a power play.	31, 70
25.2	Clarified that 360-degree turns while taking a penalty shot are not permitted	35
81.3	During the faceoff, the center will no longer be removed for the first violation	72
91.1	If the game remains tied after regulation, teams will conduct a five-minute 3-on-3 overtime period	83
91.2	During conference games only, a three-player shootout may be used should the game remain tied after the 3-on-3 overtime period	84
91.5	In regular-season tournaments, a three-player shootout may be used should the game remain tied after the five-minute 3-on-3 overtime period	84
Appendix B	The goalkeeper may reenter the shootout if the goalkeeper sustains an injury and is removed from the shootout	95

2021-22 Points of Emphasis

Face-off Protocol

In the 2020-21 season the rules committee approved face-off changes that included upon the initial faceoff violation, the official shall issue a warning to the offending team and no substitution of the center shall occur. The center is not removed on the initial violation.

The committee felt in some instances the quality of the second face-off was not held to the same standard as the initial face-off and has asked officials to penalize centers who do not conform to the standard.

Length of Video Review

As the length of the game has steadily increased, the rules committee has requested that conversations preceding and following a video review between coaches and on-ice officials should be limited in order to expedite the restart of play. On-ice officials are encouraged to complete reviews in an efficient and timely manner.

Student-Athlete Protection

Student-athlete safety is the highest priority for the committee. Continued diligence is needed with regard to player safety rules, particularly contact to the head, contact against defenseless or unsuspecting players and hitting from behind. A reminder that the responsibility is with the player delivering the contact in these important student athlete protection rules.

Diving and Embellishment

All parties should work to stop the spread of diving and embellishment that has increased in recent years. Attempting to deceive an official through these actions shows a lack of respect and the responsibility to curb this behavior must be shared by players, coaches, on-ice officials and administrators.

Checking/Body Contact in Women's Ice Hockey

The rules committee believes contact is too often penalized without the elements of body checking. Legal body contact occurs between opponents during the normal process of playing the puck, provided there has been no distinct hip, shoulder or arm contact to physically force the opponent off the puck. The definition indicates no check hockey does not mean no contact hockey.

SECTION 1

Playing Area

Rule 1 - Rink

- 1.1 **Rink** - Ice hockey shall be played on an area of ice called a rink.
- 1.2 **Dimensions** - 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.

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 end zone may not be closer than 4 feet to the circles.

- 1.3 **Boards and Glass** - 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.

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.

- 1.4 **Ice Markings** - A red line 2 inches wide, and a maximum of 15 feet and a minimum of 10 feet from each end of the rink (11 feet is preferred), shall be drawn completely across the width of the ice and continued vertically up the side of the boards. The red line shall be known as the goal line.

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

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.

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.

There 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.

- 1.5 **Goal Crease** - The goal crease (see Rule 1.4) 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.

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.

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).

- 1.6 **Goalkeeper’s Privileged Area** - 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.
- 1.7 **Center Ice Spot and Circle** - 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.
- 1.8 **Neutral-Zone Faceoff Spots** - 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, two parallel lines shall be drawn 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).
- 1.9 **End Zone Faceoff Spots and Circles** - 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, two parallel lines shall be drawn 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. At the outer edge of both sides of each faceoff circle and parallel to the goal line shall be marked two red lines, 2 inches wide and 2 feet in length. It is recommended that these lines be 5 feet and 7 inches apart (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).

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.

- 1.10 **Referee's Crease** - 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.
- 1.11 **Look-Up Line** - The use of the "Look-Up Line" warning track style line is a permissible ice marking. See <http://justcureparalysis.org/look-up-line> for more information.

Rule 2 - Goal Posts and Nets

- 2.1 **Goal Posts** - 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. A goal anchoring system with 8- to 10-inch pegs in place is required. (*Note: Institutions that are unable to meet this requirement may apply for a waiver through the rules committee on a case-by-case basis.*)

The goal posts and crossbar shall be painted red. All other surfaces shall be painted white.

The goal area, enclosed by the goal line and the base plate of the goal, shall be painted white. All nets shall have an open, half-circle padded base.

The interior of the goal cage shall be padded (excluding the goal posts and cross bar).

A 40-inch-deep goal frame (National Hockey League style) is permissible for NCAA play.

- 2.2 **Nets** - 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.

Rule 3 - Benches

- 3.1 **Players' Benches** - 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.

It is recommended that each players' bench should have two doors opening in the neutral zone (see Rule 1.3).

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

Only players in uniform and eight 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.

The use of video in the players' bench area is prohibited.

PENALTY – For a violation, after a warning by the referee, a bench minor penalty shall be assessed.

- 3.2 **Penalty Bench** - 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. The penalty benches should be situated in the neutral zone. The penalty benches should accommodate at least 10 persons, including the timekeeper, the penalty timekeeper, the scorer and penalized players.
- 3.3 **Separation from Spectators** - All benches shall be separated from any spectator areas, preferably by boards and glass of a sufficient height.

Rule 4 - Signal and Timing Devices

- 4.1 **Signal Devices** - 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.

Electric lights shall be placed behind each goal to indicate the scoring of a goal and expiration of time. A red light shall signify the scoring of a goal. A green light shall signify the expiration of a period.

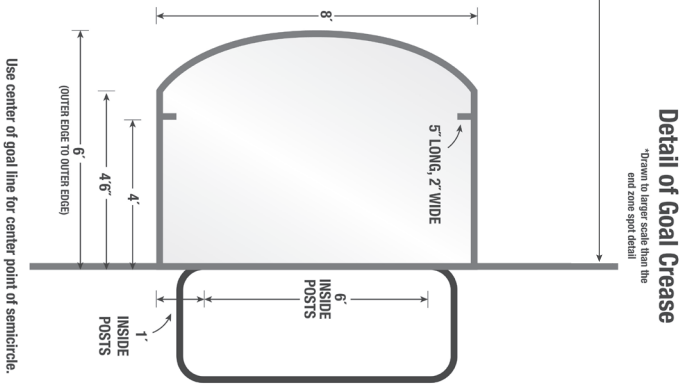
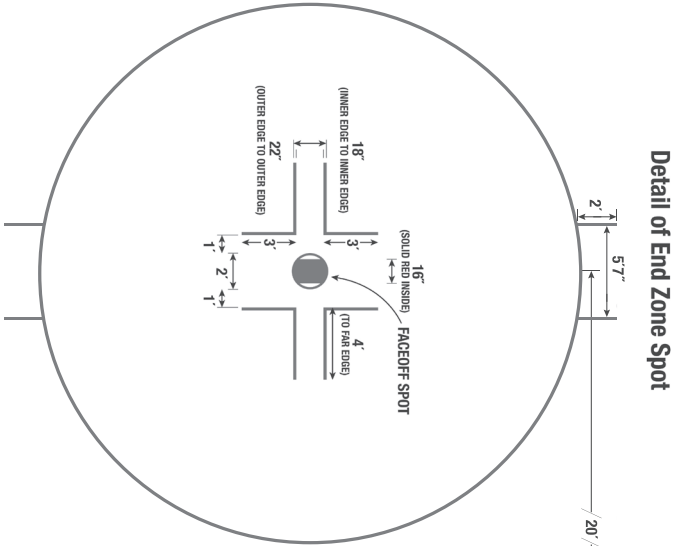
- 4.2 **Timing Devices** - An electrical clock, or other timing device, shall be provided for the purpose of keeping the teams, game officials and spectators accurately informed as to all time elements at all stages of the game.

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

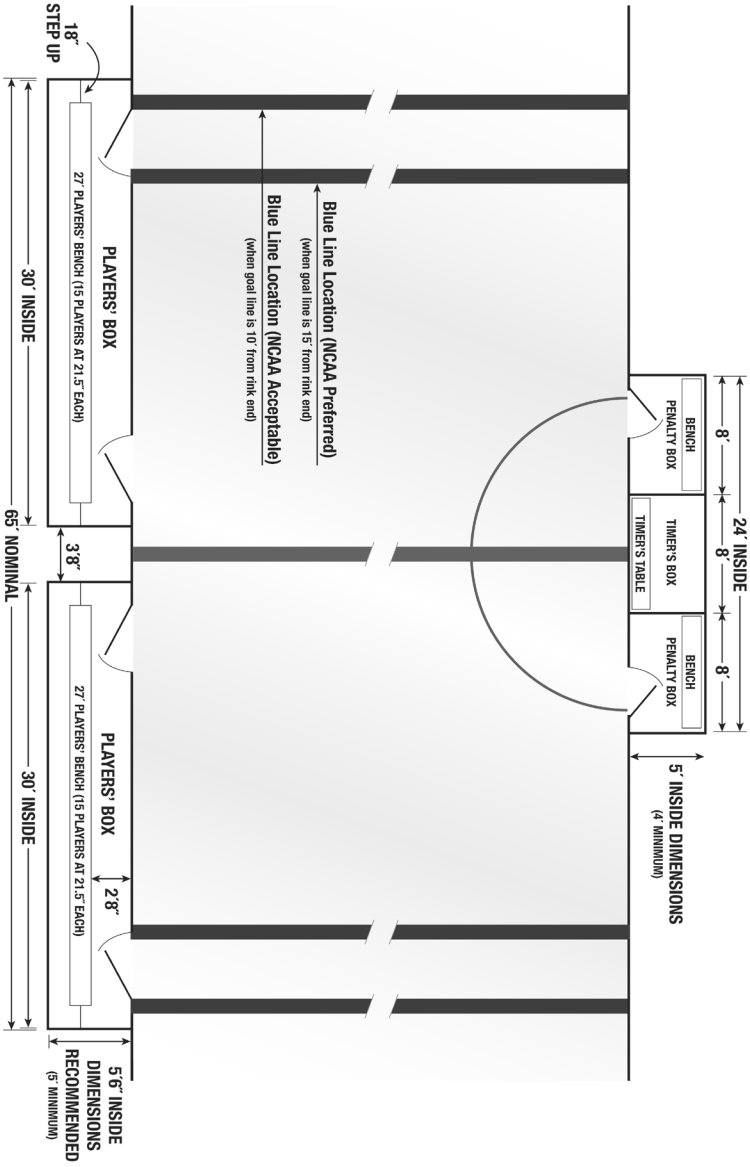
Time displayed on a clock or timing device shall supersede any disparity with lights or horn signaling the end of a period or game.

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

End Zone Spot and Goal Crease



NCAA Optional Layout



SECTION 2

Teams

Rule 5 - Team

- 5.1 **Team** - 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.
- 5.2 **Players in Uniform** - 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 19 players, plus not more than three nor less than two goalkeepers, shall be permitted; and a captain shall be designated. There is no restriction to the number of players in exhibition games.

PENALTY—Bench minor.

Only players from each team shall participate in the pregame warmup. Not more than 20 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 19 players and not more than three goalkeepers listed on the official game report form are the players who shall dress for the game (see Rule 90.5).

- 5.3 **Goalkeeper** - Each team shall be allowed one goalkeeper on the ice at one time. The goalkeeper may be removed and another player substituted.

A substitute goalkeeper should 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. Teams are encouraged to not start a game with fewer than two goalkeepers.

A team is allowed to start a game with one goalkeeper. If the starting goalkeeper is unable to continue (e.g., injury, penalty, etc.), a delay of game penalty must be assessed if time is needed to have another skater change into the equipment of the goalkeeper. Additionally, teams have the option of playing with six skaters to avoid a penalty. Except when all goalkeepers are incapacitated, another player shall not be permitted to wear the equipment of the goalkeeper.

- 5.4 **Coaches and Team Personnel** - Only players in uniform and eight additional team personnel shall be permitted to occupy the bench area.

PENALTY—After a warning by the referee, bench minor.

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.

Rule 6 - Captain and Alternate Captains

- 6.1 **Captain** - 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.

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.

- 6.2 **Alternate Captain** - If the captain is not available because of injury or an imposed penalty, another player may be designated to act as captain.
- 6.3 **Captain's Privileges** - The captain may not dispute a judgment decision of the referee.

PENALTY—Misconduct. For further violation, game misconduct.

A goalkeeper shall not be entitled to exercise the privileges of captain.

The captain of each team shall meet with the referee before the start of each game (82.2).

During an altercation, the captain may not exercise his or her privileges until the referee has entered the referee's crease.

Rule 7 - Starting Lineup

- 7.1 **Eligible Players/Player List** - 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 (82.2).

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.

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.

Rule 8 - Injured Players

- 8.1 **Players** - 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.

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.

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.

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.

- 8.2 **Goalkeeper** - 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.

PENALTY—Minor.

- 8.3 **Blood policy** - 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 reenter the game.

SECTION 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.

Rule 9 - Uniforms

9.1 **Jerseys** - 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. Uniform numbers must be a light-colored number on dark jerseys and a dark-colored number on light jerseys. All players of each team shall dress uniformly in that day's game jersey.

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.

The number of the jersey shall contrast the overall jersey color.

PENALTY—Bench minor to offending team.

- 9.2 **Skates** - 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.
- 9.3 **Protective Equipment** - 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.

All protective equipment, except gloves, helmets and goalkeeper's leg pads, must be worn 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.

- 9.4 **Helmet and Face Mask** - 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. It is recommended that teams add each player's number to the front of the helmet.

If a player's (including goalkeeper's) mask and/or helmet is displaced, there shall be an immediate whistle.

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.

All players must properly wear a HECC-approved helmet and HECC-approved face mask 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.

Game officials and players must wear helmets anytime they are on the ice with the exception of during playing of the national anthem and postgame celebrations.

- 9.5 **Mouth Guard** - It is recommended that all players wear an internal mouth guard that covers all the teeth of one jaw.
- 9.6 **Uniform Logos** - In accordance with NCAA Bylaw 12.5.4-(b):

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.

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.

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 2-¼ square inches.

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 10 - Sticks

- 10.1 **Player's Stick** - 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 ¾ inch.

A stick shall not exceed 65 inches in length from the heel to the end of the shaft nor more than 12-½ 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.

PENALTY—Minor.

- 10.2 **Goalkeeper's Stick** - The blade of the goalkeeper's stick shall not exceed 3-½ inches in width at any point except at the heel where it cannot exceed 4-½ inches in width; nor shall it exceed 15-½ 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 28 inches from the heel and shall not exceed 3-½ inches in width.

PENALTY—Minor.

- 10.3 **Broken Stick - Player** - A player without a stick may participate in the game. A player whose stick is broken may participate in the game provided the player immediately drops the broken stick. 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.

PENALTY—Minor.

When a player discards a broken stick by dropping it on 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.

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.

PENALTY—Bench minor.

- 10.4 **Broken Stick - Goalkeeper** - 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.

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.

- 10.5 **Stick Measurement** - 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 12.3).

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.

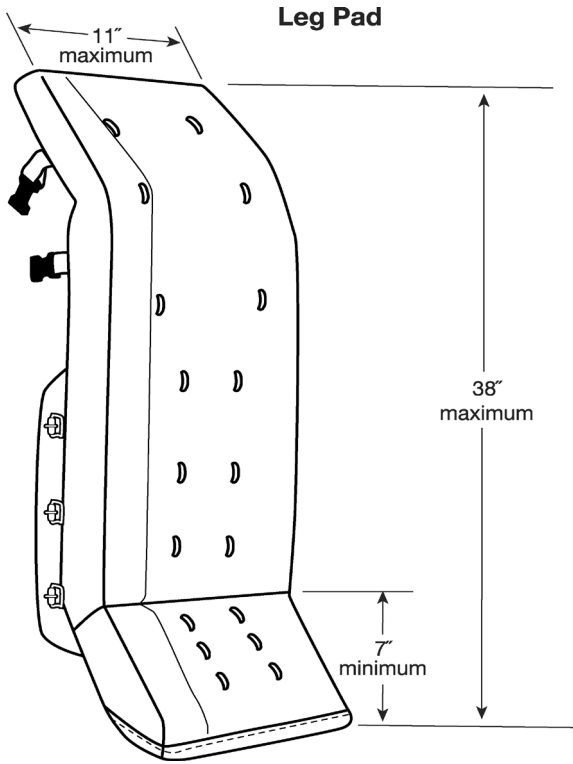
PENALTY—Minor and misconduct.

- 10.6 **Additional sticks** - 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 10.3).

PENALTY—Minor.

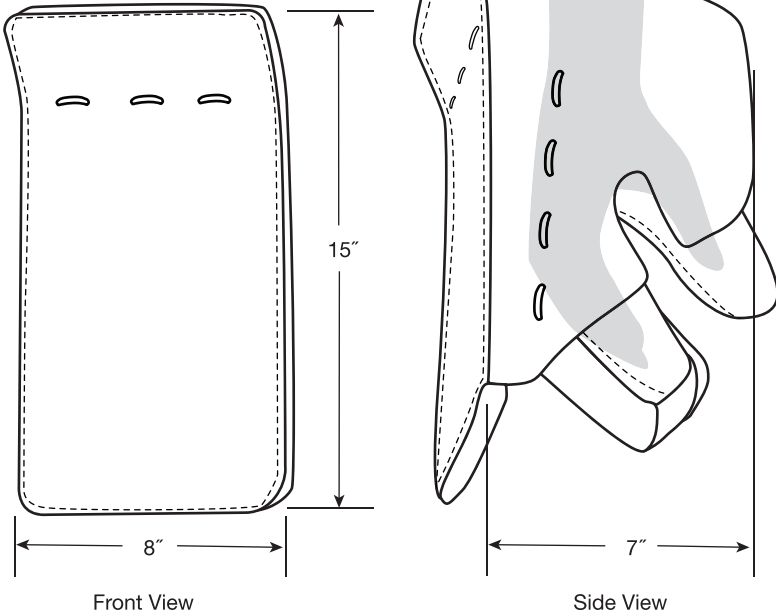
Rule 11 - Goalkeeper's Equipment

- 11.1 **Goalkeeper's Equipment** - 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.
- 11.2 **Leg Pads** - 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.

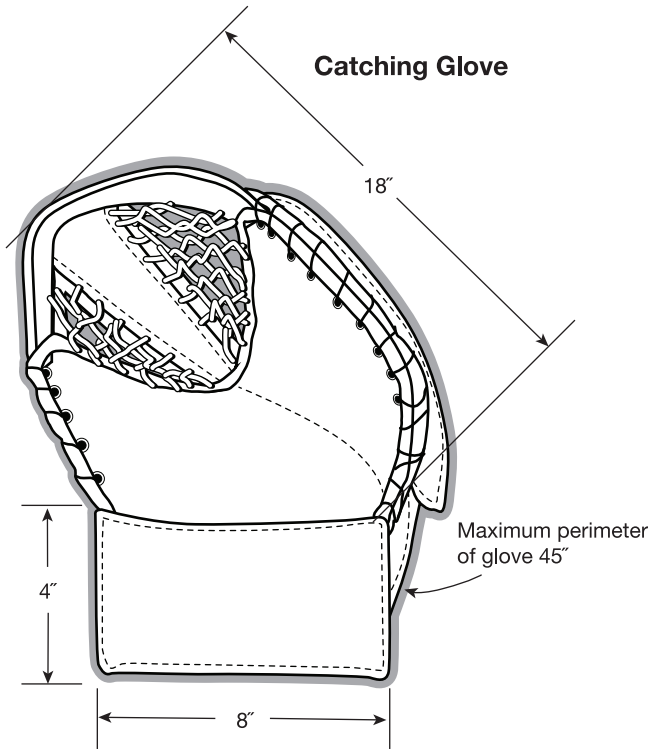


- 11.3 **Blocker Glove** - The goalkeeper's blocker glove shall not exceed 8 inches in width or more than 15 inches in length at any point. The flap protecting the thumb and wrist must be fastened to the blocker and this protection must follow the contour of the thumb and wrist. This protective piece 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.

Blocking Glove



- 11.4 **Catching Glove** - 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.



11.5 **Helmet** - 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.

11.6 **Chest and Arm Pads** - 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.

Rule 12 - Illegal Equipment

- 12.1 **Illegal Equipment** - 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.
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.
- 12.2 **Dangerous Equipment** - The use of pads or protectors made of metal, or of any other material likely to cause injury to a player, is prohibited.
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.
- 12.3 **Measurement and Challenging of Equipment** - A request to measure or check any equipment shall be limited to Rule 10.5—Stick Measurement, and to one request by each team per stoppage of play and may involve only one player during each stoppage of play.
PENALTY—Minor if stick is found to be illegal. Bench minor to challenging team if player's equipment is found to be legal.

Rule 13 - Puck

- 13.1 **Dimensions** - 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.
- 13.2 **Supply** -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 timeout.
- 13.3 **Illegal Puck** - 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.

Rule 14 - Adjustments to Clothing and Equipment

- 14.1 **Adjustments to Clothing and Equipment** - 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.
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.

SECTION 4

Types of Penalties

Rule 15 - Calling of Penalties

- 15.1 **Calling a Penalty** - 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.

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.

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.

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.

- 15.2 **Goal Scored** - 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 15.3).

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.

- 15.3 **Calling a Penalty - Short-Handed Team - Goal Scored** - 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 Rules 15.1 and 16.2).

- 15.4 **Faceoff Location** - 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. Following a penalty, the attacking team will have the choice of which end zone dot the faceoff will take place (see Rule 81.2).

Rule 16 - Minor Penalties

- 16.1 **Minor Penalty** - For a minor penalty, any player, other than a goalkeeper, shall be ruled off the ice for two minutes, during which time a substitute shall not be permitted. (For goalkeeper, see Rule 28.1.)

Any other penalties assessed at the same stoppage of play as minor penalties covered in this section shall be served in the manner prescribed elsewhere in these rules and shall not affect the application of this rule.

- 16.2 **Short-Handed** - 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.

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.

Rule 17 - Bench Minor Penalties

- 17.1 **Bench Minor Penalty** - 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.

Rule 18 - Simultaneous Minor Penalties

- 18.1 **Simultaneous Minor Penalties** - 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 16.2).

Rule 19 - Coincidental Penalties

- 19.1 **Coincidental Penalties** - 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.

- 19.2 **Coincidental Minor Penalties** - 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.

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 27.1).

When **penalties are in effect and visible on the clock** and coincidental minor penalties are imposed against one player of each team, 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 27.1).

- 19.3 **Coincidental Major Penalties** - 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 27.1).

Rule 20 - Major Penalties

- 20.1 **Major Penalties** - 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 Rule 28.2.)

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.

Any other penalties assessed at the same stoppage of play as penalties covered in this section, shall be served in the manner prescribed elsewhere in these rules and shall not affect the application of this rule.

Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty under Rule 27, the penalized team shall have the right to make such designation not in conflict with Rules 16, 17 and 18.

When two players from the same team each are serving major penalties, and the opponent scores during a delayed minor penalty against a third

player, the minor penalty will not be served. Both major penalties must be served in their entirety.

Rule 21 - Misconduct Penalties

- 21.1 **Misconduct Penalty** - 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.
- 21.2 **Short-Handed** - 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.
- 21.3 **Game Misconduct Penalty** - A player shall not persist in any action for which he or she previously had been assessed a misconduct penalty.

PENALTY—Game misconduct.

Rule 22 - Game Misconduct Penalties

- 22.1 **Game Misconduct Penalty** - 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.

- 22.2 **Suspensions** - 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.

Rule 23 - Disqualification Penalties

- 23.1 **Disqualification Penalty** - 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.

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.)

Any game-disqualification penalties shall carry over to the next season for players with remaining eligibility.

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.

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.

Rule 24 - NCAA Tobacco Policy

24.1 Tobacco Use Penalty - 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 uses 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 25 - Penalty Shot/Optional Minor Penalty

25.1 Penalty Shot/Optional Minor Penalty - 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.

25.2 Penalty Shot Procedure - 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.

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.

The lacrosse-like move in which the puck is picked up on the blade of the stick and "whipped" into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar.

The spin-o-rama type move when the player completes a 360-degree turn as the player approaches the goal for a penalty shot or shootout, shall not be permitted. Should a player perform such a move during the penalty shot, the shot shall be stopped by the referee and no goal will be the result.

Note: The spin-o-rama move is permitted during play with the exception of a penalty shot or a shootout.

While the penalty shot is being taken, players of both teams shall withdraw to the sides of the rink beyond the attacking blue line.

- 25.3 **Designated Player** - When a penalty shot is awarded under Rules 72.1 (illegal entry into the game), 67.2 (in the last two minutes of regulation time or anytime during overtime, displacing the goal post, or deliberately displacing the goal to prevent the puck from entering the goal at any time), or 67.1 (goalkeeper removing the helmet and/or face mask, or 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 73 (interference on the goalkeeper) and 61 (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 67.2 (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.

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.

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.

If the player designated by the referee to take the penalty shot is injured and unable to attempt the shot within a reasonable time, the shot shall be taken by a player selected by the captain of the non-offending team from the players on the ice when the foul was committed. Such selection shall be reported to the referee and cannot be changed.

- 25.4 **Violations During the Shot** - 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.

If the goalkeeper attempts to stop the shot by throwing his stick or any object, or by dislodging the net for any reason, the referee may make one of the following determinations:

1. Award a goal if the referee deems the player would have scored into the area normally occupied by the net had it not been dislodged;
2. Allow the shot to be re-taken if the player does not score or it could not be determined if the puck would have entered the area normally occupied by the net; or
3. If the net becomes dislodged after the puck has crossed the goal line thus ending the shot, the above determinations do not apply, and the shot is complete.

- 25.5 **Faceoff Location** - If a goal is scored from a penalty shot, the puck shall be faced off at center ice. If a goal is not scored, the puck shall be faced off at either of the end faceoff spots in the zone in which the penalty shot was attempted.

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

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

- The infraction must occur outside of the puck carrier's defensive zone;
- The infraction must have been committed from behind;
- The player in possession and control (or, in the judgment of the referee, clearly would have obtained possession and control of the puck) must have been denied a reasonable chance to score (the fact that he got a shot off does not automatically eliminate this play from the penalty shot consideration criteria. If the foul was from behind and he was denied a "more" reasonable scoring opportunity due to the foul, then the penalty shot should be awarded);
- The player in possession and control (or, in the judgment of the referee, clearly would have obtained possession and control of the puck) must have had no opposing player between himself and the goalkeeper.

- 25.7 **Results** - 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.

- 25.8 **Timing** - 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.

Rule 26 - Awarded Goals

- 26.1 **Awarded Goals** - If a player shoots the puck and it hits a stick left by a goalkeeper, broken or otherwise, thus preventing an obvious and imminent goal, a goal shall be awarded.
- 26.2 **Net Dislodgement** - In the event that the goal post is displaced, either deliberately or accidentally, by a defending player, prior to the puck crossing the goal line between the normal position of the goalposts, the referee may award a goal.

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

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

The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal. This rule also applies to other types of net anchoring systems.

Rule 27 - Delayed Penalties

- 27.1 **Delayed Penalty** - 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 16.2). 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.
- 27.2 **Penalty Expiration** - 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.

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 16.2).

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.

- 27.3 **Major and Minor Penalty** - When a major and a minor penalty are assessed at the same time to players of the same team (see also 16.2), the penalty timekeeper shall record the minor as being the first of such penalties.

Rule 28 - Goalkeeper's Penalties

- 28.1 **Minor Penalty to Goalkeeper** - 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.
- 28.2 **Major or Misconduct Penalty to Goalkeeper** - 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.
- 28.3 **Participating in the Play Over the Center Red Line** - If a goalkeeper 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.
- 28.4 **Privileged Area** - Within the privileged area, the goalkeeper has certain privileges (see 43.1 and 71.2). 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 71.2 and 76.3). The goalkeeper shall not body check an opponent in the privileged area.

PENALTY—Minor.

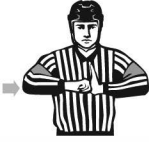
- 28.5 **Leaving Goal Crease** - A minor penalty shall be assessed to a goalkeeper who, when located entirely outside the boundaries of the crease area (except to prevent a goal), deliberately falls on or gathers the puck into the body or who holds or places the puck against any part of the goal or against the boards (see 71.2).
- 28.6 **Leaving Stick on Ice** - 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.

- 28.7 **Net Dislodgement** - If the goalkeeper for the defending team deliberately displaces the goal to prevent an obvious and imminent goal, and the puck would have entered the goal had it not been displaced, a goal shall be awarded (see 26.2).

Rule 29 - Supplementary Discipline

- 29.1 **Supplementary Discipline** - 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.

OFFICIALS' SIGNALS**BOARDING**

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

Non-whistle arm fully extended above the head. To nullify a delayed offside, the Linesman shall drop the arm to the side.

**DELAY OF GAME**

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

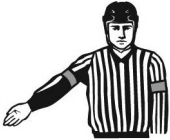
**ELBOWING**

Tapping either elbow with the opposite hand.

**FIGHTING/PUNCHING**

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

OFFICIALS' SIGNALS



GOAL SCORED

Point at the net with 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.



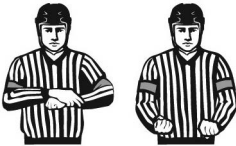
HITTING FROM BEHIND

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.



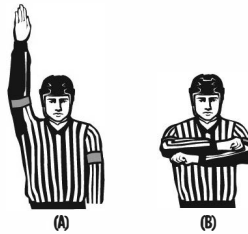
HOLDING THE STICK

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.



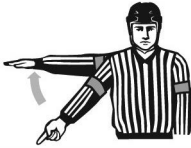
HOOKING

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



ICING

(A) The back Linesman signals a possible icing by fully extending either arm over his head. The arm should remain raised until the front Linesman either blows the whistle to indicate an icing or until the icing is washed out.
(B) Once the icing has been completed, the back Linesman will then point to the appropriate faceoff spot and skate to it, turning backward somewhere near the blue line and crossing his arms across his chest to indicate icing.

OFFICIALS' SIGNALS**INTENTIONAL OFFSIDE**

After blowing whistle for offside, point toward offending team's defensive zone 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**

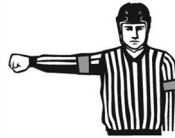
Hands should be moved once from sides down to hips. Thus, point to player first, hand to hips second.

**OBSTRUCTION**

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

**PENALTY SHOT**

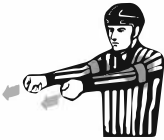
Arms crossed (fists clenched) above the head.

**ROUGHING**

Fist clenched, fully extending arm from the side.

**SLASHING**

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

**SPEARING**

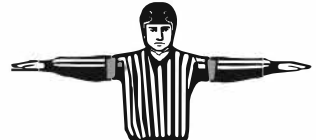
A single jabbing motion with both hands together, thrust forward in front of the chest, then dropping hands to the side.

**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.

SECTION 5

Officials

Rule 31 - Appointment of Officials

31.1 **Appointment of Officials** - 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, a video-replay system official. 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.

Rule 32 - Officiating Systems

32.1 **Officiating System** - In men's competition, the two referee and two linesmen officiating system shall be used. It is recommended that the two referee and two linesmen officiating system be used in women's competition; however, the two referee and one linesman system may be utilized in women's hockey only.

32.2 **Arrival and Departure From Ice** - 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 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 82.2).

32.3 **Attire and Equipment** - The on-ice officials shall be dressed in black trousers and official sweater. A black ice hockey helmet with throat strap fastened shall be worn at all times while on the ice, with the exception of the national anthem. 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.

32.4 **Unable to Continue** - 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-linesman system, if a referee is unable to continue, a one-referee, two-linesman system is recommended. If a linesman is unable to continue, the two-referee, one-linesman system is recommended. In the two-referee, one-linesman system, conferences should establish a policy dealing with this issue.

A conference or supervisor of conference officials is allowed discretion to determine which system to utilize if an official is unable to continue due to injury or illness.

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.

Rule 33 - Referee

33.1 Disputes - The referees shall 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.

The game officials are not required to confer with coaches during the game or its intermission periods.

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.

33.2 Faceoffs - In the two-referee, two-linesman system, the linesman 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.

33.3 Off-Ice Officials - Before starting the game, the referee shall see that the appointed game timekeeper, penalty timekeeper, official scorer, goal judges and, for tournament competition, video-replay official, are in their respective places and that the timing and signaling equipment is in order.

33.4 Players' Equipment - The referee shall ensure that the required equipment is in use and, if it does not conform to the regulations, assess the proper penalty.

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

33.5 Penalties and Goals - The referee shall assess such penalties as prescribed by the rules for infractions thereof, stop play for any other infraction of the rules and 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.

The referee shall 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 referee shall report the reason for the disallowance to the official scorer, who shall announce the referee's 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.

Rule 34 - Linesman

- 34.1 **General Duties** - The linesmen shall determine infractions of the rules concerning offsides and icing.
- 34.2 **Faceoffs** - The linesmen shall conduct all faceoffs.
- 34.3 **Stopping Play** - The linemen shall 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 Rule 75);
 6. For an injured player(s) (see Rule 8) 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.

At the first stoppage of play, the linesman must report to the referee any incident or conduct calling for a penalty.

Rule 35 - Official Scorer

- 35.1 **General Duties** - 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 7.1 and 82.2). 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.

The official scorer 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.

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

- 35.2 **Goals and Assists** - The official scorer shall keep a record of the goals scored and who scored them and players to whom assists have been credited.

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

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.

Rule 36 - Game Timekeeper

- 36.1 **General Duties** - 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 90.

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 Rule 82).

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.

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

- 36.2 **Signal Devices** - 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.

- 36.3 **Verification of Time** - Any loss of time on the game or penalty clocks due to a false faceoff must be replaced as appropriate. The game timekeeper may be consulted to ensure the time is accurately replaced. In the event of any dispute regarding time, the matter shall be referred to the officials for adjudication and their decision shall be final. Where available, officials may use the video review to assist in rendering their final decision.

The game timekeeper shall assist to verify game time using an additional timing device (stopwatch). In the event that clock fails to operate when play resumes, the on-ice officials may elect to stop play provided there is no imminent scoring opportunity or wait until the next legitimate stoppage of play. In cooperation with the game timekeeper and on-ice officials, the clock is to be reset to the appropriate time.

Rule 37 - Penalty Timekeeper

- 37.1 **General Duties** - 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 check to be sure that the time served by all penalized players is correct.

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.

When players of both teams are penalized on the same play, the penalty to the visiting player shall be announced first.

- 37.2 **Penalty Shot** - The penalty timekeeper shall report in the penalty record each penalty shot assessed, the name of the player taking the shot and the result.
- 37.3 **Penalty Time Clock** - 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.

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.

Rule 38 - Goal Judge

38.1 **General Duties** - 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. Goal judges are recommended.

38.2 **Location** - The goal judge shall judge at the same goal cage throughout the game.

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

Rule 39 - Video-Replay Official

39.1 **Video-Replay Official** - A video-replay official is permissible to be used during all NCAA competitions. The video-replay official shall be in the rink proper and have a clear view of the ice surface.

Rule 40 - Abuse of Officials

40.1 **Abuse of Officials** - 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.

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.

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

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

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.

- 40.2 **Bench** - 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.

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 otherwise try to influence or intimidate an official 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.

- 40.3 **Players** - A player shall not challenge or dispute the rulings of any official before or during a game.

PENALTY—Misconduct.

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

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

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

PENALTY—Misconduct.

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.

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

PENALTY—Misconduct.

A player shall not taunt an official.

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

Rule 41 - Physical Abuse of Officials

- 41.1 **Physical Abuse of Officials** - A player shall not physically or deliberately make contact with an official before, during or after the game.

PENALTY—Disqualification.

SECTION 6

Physical Fouls

Rule 42 - Boarding

42.1 Boarding - 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 Rule 50).

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

Rule 43 - Charging

43.1 Charging - 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 or disqualification may be assessed at the discretion of the referee.

A player shall not charge or otherwise foul a goalkeeper while the goalkeeper is within the crease or privileged area (see 71.2).

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

Rule 44 - Clipping

44.1 Clipping - 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 at the discretion of the referee. A game misconduct or disqualification may be assessed at the discretion of the referee.

Rule 45 - Contact to the Head

45.1 **Contact to the Head** - A player shall not make direct contact from any direction 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 directly with 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:

- Direct contact with the head or neck in any manner from any direction;
- A player that is reckless;
- A player that has just released a shot or pass;
- A player that is about to receive a 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.).

45.2 Indirect Contact to the Head - When the initial force of the contact is through the body of the opponent and then slides up to the head or neck area, the committee believes this type of indirect contact to the head action may still be penalized, at the referee's discretion, as another minor penalty (e.g., elbowing, roughing, high sticking, charging, etc.). When officials penalize this type of infraction, the committee is requiring that officials assess this penalty placing the wording "indirect contact to the head – elbowing, etc." This will allow for a consistent seasonal tracking of these types of indirect contact to the head minor penalties. This is in no way intended to replace or encourage a lessening of contact to the head penalties.

Rule 46 - Elbowing

46.1 Elbowing - 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.

Rule 47 - Face Masks

47.1 Face Masks - 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.

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

PENALTY—Major. A game misconduct may be assessed at the discretion of the referee.

A player shall not grasp and pull or twist an opponent's face mask.

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

Rule 48 - Fighting or Punching

48.1 **Fighting or Punching** - 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.

A player who does not retaliate after being struck shall not be assessed a penalty.

48.2 **Clearing the Area of a Fight** - 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.

48.3 Continuing or Attempting to Continue a Fight - 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.

48.4 Instigating - 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.

Rule 49 - Head-Butting

49.1 Head-Butting - 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 and game misconduct or disqualification at the discretion of the referee.

Rule 50 - Hitting From Behind

50.1 Hitting From Behind - 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.

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.

Rule 51 - Kicking

51.1 Kicking a Player - 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.

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

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.

Rule 52 - Kneeing

52.1 Kneeing - A player shall not use the knee in such a manner as to foul an opponent. Kneeing is the act of a player leading with their knee and in some cases extending their leg outwards to make contact with their opponent.

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

Rule 53 - Roughing

53.1 Roughing - A player shall not push or shove an opponent with unnecessary force.

PENALTY—Minor.

53.2 Excessive Roughness - 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.

53.3 Hitting After the Whistle - A player shall not make physical contact with an opponent, including the goalkeeper (see Rule 43), 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.

Rule 54 - Slew-footing

54.1 Slew-footing - 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.

Rule 55 - Throwing Equipment

55.1 Throwing A Stick - 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.

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.

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

PENALTY—Minor.

A player, including the goalkeeper, may not leave or discard a stick in such a way as to prevent a goal (see 28.6).

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

SECTION 7

Restraining Fouls

Rule 56 - Holding

56.1 **Holding** - A player shall not hold or grab an opponent in any manner (stick, hand, etc.).

PENALTY—Minor.

Rule 57 - Holding the Stick

57.1 **Holding the Stick** - A player shall not hold an opponent's stick in any manner.

PENALTY—Minor.

Rule 58 - Hooking

58.1 **Hooking** - 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.

Rule 59 - Interference

59.1 **Interference** - 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 1: 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.

Note 2: In dump and chase situations, immediate contact may be made against the attacking player who dumps the puck past a defender. The defender is obligated to release immediately so as not to be guilty of interference. The standard is no longer than two seconds or two strides after releasing the puck. It should be noted that allowing offensive players more freedom here must not be taken as license to create collisions at higher speed.

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. In addition, a player that is about to come onto the ice shall not play the puck while one or both skates are still on the players' or penalty bench.

PENALTY—Minor.

A player controlling the puck outside of the puck carrier's defensive zone with 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.

- 59.2 **Interference with Significant Contact** - The referee, at his discretion, may assess the following penalty based on the severity of the contact to a player guilty of interfering with an opponent.

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

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 is reckless;
- A player that has just released a shot or pass;
- A player that is about to receive a pass; or
- A player that delivers a late hit.

- 59.3 **Interference With a Spectator** - A player shall not physically interfere with a spectator.

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

Rule 60 - Obstruction

- 60.1 **Obstruction** - 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).

Rule 61 - Tripping

- 61.1 **Tripping** - 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.

A player shall not trip or foul from behind a player in control of the puck outside the puck carrier's defensive zone with no opponent to pass other than the goalkeeper, 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 designated by the referee to take the penalty shot is injured and unable to attempt the shot within a reasonable time, the shot shall be taken by a player selected

by the captain of the non-offending team from the players on the ice when the foul was committed. Such selection shall be reported to the referee and cannot be changed.

The official shall not stop play until the attacking team has lost possession of the puck to the defending team. If Penalty shot is selected then the player isn't required to serve the penalty and no further penalties assessed unless the infraction is a major, misconduct or disqualification penalty (see 25.3 and 72.1).

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 87.1).

SECTION 8

Stick Fouls

Rule 62 - Butt-Ending

62.1 **Butt-Ending** - 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.

Rule 63 - Cross-Checking

63.1 **Cross-Checking** - 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.

Rule 64 - High-Sticking

64.1 **High-Sticking** - Carrying sticks above the height of 4 feet (the height of the goal cage) is prohibited.

PENALTY—Minor.

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.

Rule 65 - Slashing

65.1 **Slashing** - 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. Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the referee, is not an attempt to play the puck, shall be penalized as slashing.

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

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.

Rule 66 - Spearing

66.1 **Spearing** - 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.

SECTION 9

Other Fouls

Rule 67 - Delaying the Game

67.1 **Delaying the Game** - 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.

PENALTY—Minor.

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.

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.

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.

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.

A player or goalkeeper shall not deliberately remove the helmet and/or face mask during play (see 9.4).

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.

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 76.2).

PENALTY—Minor.

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

PENALTY—Minor.

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. 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.)

- 67.2 **Net Dislodgement** - 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.

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.

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, in the neutral zone or attacking zone, without opposition between the player and the opposing goal and with a reasonable scoring opportunity.

- 67.3 **Interference by Spectators** - 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.

Spectators are not permitted to use artificial noisemakers, air horns or electronic amplifiers while the game is in progress.

The band(s) shall not be allowed to play while the game is in progress.

PENALTIES—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 a warning is necessary.

Rule 68 - Diving/Embellishment

68.1 **Diving/Embellishment** - 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.

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.

Rule 69 - Equipment

69.1 **Equipment** - Play shall not be stopped nor the game delayed for adjustments to clothing, equipment, skates or sticks (see Rule 14).

PENALTY—Minor.

Rule 70 - Forfeit of Game

70.1 **Forfeit of Game** - See Rule 7.1 - Deliberate change of submitted eligibility list and Rule 77.1 - Refusing to start play.

Rule 71 - Handling the Puck

71.1 **Player Handling the Puck** - 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, in order to conceal the puck or gain a territorial advantage over an opponent. Additionally, a player may not throw the puck. A puck that is on the ice shall not be picked up by any skater.

PENALTY—Minor for closing the hand on the puck.

It is not legal to hand pass the puck in any zone (see Rule 84).

71.2 **Goalkeeper Handling the Puck** - 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 28.3).
 - 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.

- The goalkeeper may not deliberately conceal the puck in any piece of equipment.
- The goalkeeper may not throw the puck toward the opponent's end of the rink.

PENALTIES—End zone spot faceoff.

- With the hands or arms, the goalkeeper may propel the puck on the ice or bat it in the air toward the opponent's end of the rink.
- The goalkeeper may not interfere with an opponent who is not playing the puck (see Rule 59.1)
- 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 Rule 64).
- The goalkeeper shall not be body checked in the privileged area or within the crease (see Rule 43).
- A goalkeeper shall not participate in the play in any manner when beyond the center red line.

PENALTIES—Minor.

Rule 72 - Illegal Substitution

72.1 **Illegal Substitution** - 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.

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.

72.2 **Deliberate Illegal Substitution** - 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.

Rule 73 - Interference on the Goalkeeper

73.1 **Interference on the Goalkeeper** - The overriding rationale of this rule is that a goalkeeper should have the ability to move freely within the goal crease without being hindered by the actions of an attacking player. However, an attacking player's position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking players are standing in the crease may, in appropriate circumstances, be allowed.

Goals should be disallowed only if an attacking player, either by positioning or by contact, impairs the goalkeeper's ability to defend the goal.

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

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

Rights of the Goaltender – The rules must protect the goaltender and allow him or her to defend the goal, within the goal crease, without interference from an attacking player. This includes allowing a goaltender to move effectively and efficiently within the crease, as well as being able to see the puck unimpeded by a player who has established a position in the crease.

Rights of the Attacking Player – Attacking players who are outside of the crease have some rights to the space they occupy. In cases when an attacking player makes contact with goaltender's equipment that extends outside the plane of the crease (e.g., glove, blocker, stick, etc.), provided that the attacking player does not initiate distinct and deliberate actions aimed at impeding the goaltender's use of their equipment (e.g., slashing the goaltender's glove), this contact should be considered incidental and goals scored on such plays shall be allowed.

If an attacking player establishes a significant position within the goal crease, so as to obstruct the goalkeeper's vision and impair his ability to defend his goal, and a goal is scored, such goals shall be disallowed. For this purpose, a player establishes a significant position within the crease when, in the referee's judgment, his/her body, or a substantial portion thereof, is within the goal crease for more than an instantaneous period of time.

Role of the Official – Officials are encouraged to use their discretion in determining the effect of an attacking player making contact with a goaltender or with goaltender equipment. Referees are instructed to give more significant consideration to the degree and nature of the contact than to the exact location of the goalkeeper at the time of the contact. If, in the opinion of the official, the incidental contact had no effect on the goaltender's ability to defend the goal, a goal may be allowed in such situations.

73.2 Penalty - If, in the opinion of the official, an attacking player initiates contact that physically prevents the goalkeeper from defending the goal, the attacking player may receive a penalty. This penalty may be enforced whether the goalkeeper is inside or outside the goal crease and whether a goal is scored. The referee should give significant consideration to the degree and nature of the contact with the goalkeeper rather than to the exact location of the goalkeeper at the time of the contact.

If an attacking player establishes position in the goal crease, and is physically or visually screening the goalkeeper and impairing the ability to

defend the goal, and a goal is scored, the goal will be disallowed. Referees are encouraged to communicate with attacking players to exit the crease; if players do not comply, the referee may stop play and conduct a faceoff in the neutral zone.

73.3 Faceoff Location - Whenever the referee stops play to disallow a goal as a result of contact with the goalkeeper (incidental or otherwise), the resulting faceoff shall take place at the nearest neutral zone faceoff spot outside the attacking zone of the offending team.

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

In the event that a goalkeeper has been pushed into the net together with the puck by an attacking player, the goal will be disallowed. If applicable, appropriate penalties will be assessed.

In the event that the puck is under a player in or around the crease area (deliberately or otherwise), a goal cannot be scored by pushing this player together with the puck into the goal. If applicable, the appropriate penalties will be assessed, including a penalty shot if deemed to be covered in the crease deliberately (see Rule 67 – Delaying the Game).

73.5 Overall Philosophy - Unless the official is certain that a goal was scored through an illegal action (e.g., physically hindering the goalkeeper's ability to move freely while in the crease and defend the goal), the goal must count. Games that have video replay available may correct egregious errors, but the standard of evidence required to disallow a goal is significant. There must be conclusive video evidence to overturn an initial on-ice call.

Rule 74 - Leaving the Bench

74.1 Leaving the Bench - 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.

74.2 Leaving the Penalty Bench - 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.

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

PENALTY—Bench minor.

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.

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.

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.

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.

Rule 75 - Premature Substitution

75.1 **Premature Substitution** - When a goalkeeper leaves the goal area and proceeds to the players' bench for the purpose of substituting another player, the skater may not enter the playing surface until the goalkeeper is within five feet of the bench. If the substitution is made prematurely, the official shall stop play immediately unless the non-offending team has possession of the puck, in which event the stoppage will be delayed until the puck changes possession. There shall be no time penalty to the team making the premature substitution, but the resulting faceoff will take place at the center ice faceoff spot when play is stopped beyond the center red line. When play is stopped prior to the center red line, the resulting faceoff shall be conducted at the nearest faceoff spot in the zone where the play was stopped. In all other situations not covered in the above, a minor penalty may result for too many players on the ice (see Rule 78).

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

Rule 76 - Refusing to Play the Puck

76.1 **Refusing to Play the Puck** - 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.

76.2 **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.

76.3 **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.

76.4 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 conduct a faceoff at the nearest spot one zone closer to the offending team's defensive zone from the point of the violation.
- *High stick.* When a player contacts the puck with his stick above 4 feet 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 conduct a faceoff at the nearest spot one zone closer to the offending team's defensive zone from the point of the violation.
- *Icing.* If, in the opinion of the referee, the defending side intentionally abstains from playing the puck on an icing promptly when it is in a position to do so, he shall stop the play and order the resulting faceoff on the adjacent corner faceoff 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 defensive zone.

Rule 77 - Refusing to Start Play

77.1 Refusing to Start Play - 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.

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).

Rule 78 - Too Many Players on the Ice

78.1 Too Many Players on the Ice - If at any time a team plays too many players, it immediately shall withdraw the extra player or players (see 80.1).

PENALTY—Bench minor.

Rule 79 - Unsportsmanlike Conduct

79.1 Unsportsmanlike Conduct/Bench - 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 opposing player, or otherwise try to influence or intimidate an 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.

- 79.2 **Unsportsmanlike Conduct/Player** - 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.

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

- 79.3 **Ethnic/Racial Slurs** - 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.

- 79.4 **Shooting Puck After the Whistle** - 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.

- 79.5 **Spitting** - A player shall not spit on an official, player or non-playing person.

PENALTY—Game misconduct.

- 79.6 **Spraying the Goalkeeper** - A player shall not deliberately spray the goalkeeper.

PENALTY—Minor.

- 79.7 **Taunting** - A player shall not taunt an opponent.

PENALTY—Minor. If this action persists, a game misconduct shall be assessed.

SECTION 10

Game Flow

Rule 80 - Change of Players

80.1 **Change of Players** - Players may be changed at any time from the players' bench, provided the player or players leaving the ice are within five feet of the bench before the substitute may contact the ice.

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 81.2 and 85.4.) 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.

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.

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.

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.

80.2 **Substitution for Goalkeeper** - A goalkeeper may be changed for another player at any time under the conditions of this section (see Rule 75).

80.3 **Line Change** - Following the stoppage of play, the visiting team shall promptly place a lineup on the ice ready for play and no substitution shall be made from that time until play has been resumed. The home team may then make any desired substitution, except in cases following an icing, which does not result in the delay of the game.

“Placing a lineup on the ice” shall mean that both teams shall place the full complement of players (and not exceed) to which they are entitled within the line change time frame. If there is any undue delay by either team in changing players, the referee shall order the offending team or teams to take their positions immediately and not permit any further player changes. When a substitution has been made under the above rule, no additional substitution may be made until play commences.

Once the line change procedure has been completed (80.4), no additional player substitutions shall be permitted until the faceoff has

been completed legally and play has resumed, except when a penalty or penalties are imposed that affect the on-ice strength of either or both teams. This may include penalties imposed following the completion of the line change and prior to the faceoff, or due to a penalty assessed for a faceoff violation.

A team that is in violation of Rule 80.1 – Change of Players – Goal Cage Dislodged Accidentally by Defending Player; Rule 84.2 – Hand Pass – Defensive Zone; Rule 85.4 – Icing – Change of Players; or Rule 89.2 – Puck Out of Bounds or Unplayable – Puck Out of Play in Defensive Zone shall not be permitted to make any player substitutions prior to the ensuing faceoff. However, a team shall be permitted to make a player substitution to replace a goalkeeper who had been substituted for an extra attacker, to replace an injured player, or when a penalty has been assessed that affects the on-ice strength of either team. 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.

Goalkeepers' substitution during a game will be conducted within the same time frame as a regular line change. No extra time will be allotted to the goalkeeper coming off the bench, except in the case when an injury to a goalkeeper occurs.

80.4 Line Change Procedure - The line change procedure for all stoppages of play, except during games with television timeouts, is as follows:

Following a stoppage of play, the referee will enforce the following line change procedure once he has determined that this procedure may begin:

- The referee shall give the visiting team up to five (5) seconds to make its line change.
- The referee shall raise his hand to indicate no further changes by the visiting team and to commence the home team's line change.
- The referee shall give the home team up to eight (8) seconds to make its line change.
- The referee shall lower his hand to indicate no further changes by the home team.
- Any attempt by either team to make a change after the referee's signal, attempt to place too many men on the ice for the subsequent line change, or attempt to make additional personnel changes, shall not be permitted and the referee will send the players who have attempted to change back to their players' bench. The referee will then issue a warning to the offending team (through the coach) indicating that any subsequent violations during the rest of the game (including overtime), shall result in a bench minor penalty for delaying the game.
- The linesman conducting the faceoff will blow his whistle (once the referee has lowered his hand for the line changes) to indicate that all players must be in position and on-side for the faceoff within five (5) seconds. The faceoff will then be conducted in accordance with Rule 81 – Faceoffs.

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 Rule 81).

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 present the puck to the players and then drop the puck.

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.

Rule 81 - Faceoffs

81.1 **Faceoffs** - 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 opponent's end of the rink, within the proper markings.

The puck shall be faced off by the linesman 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. 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 defending team in the defending zone shall place the stick within the white area first. In all other faceoffs, the player of the visiting team shall place the stick on the ice first. Both players shall stand squarely facing their opponent's 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.

81.2 **Faceoff Locations** - All faceoffs will occur at one of the nine marked locations.

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.

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

- When a penalty is assessed after the scoring of a goal – faceoff at center ice;
- When a penalty is assessed at the end (or start) of a period – faceoff at center ice;
- When the defending team is penalized and the attacking players enter the attacking zone beyond the outer edge of the end zone faceoff circle – faceoff in the neutral zone.

Following a penalty, the attacking team will have the choice of which end zone dot the faceoff will take place.

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.

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.

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.

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.

When the puck enters the net as a result of 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.

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.

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.

When a team shoots the puck and it is unintentionally deflected by a glove or stick protruding from the opponent's bench, the faceoff shall be in the neutral zone faceoff spot nearest the bench.

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.

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.

Following an icing, the attacking team will have the choice of which end zone dot the faceoff will take place.

- 81.3 **Procedure** - 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. 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.

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.

PENALTIES—For the initial violation, the official shall issue a warning to the offending team and no substitution of the center shall occur. Second faceoff violation by the same team during the same faceoff shall be penalized with a bench minor penalty to the offending team for delay of game (see Rule 17.1).

Note: The center is not removed on the initial violation. No substitution of players is allowed after a false faceoff until the faceoff has been properly executed, except when a penalty is assessed that affects the on-ice strength of either team.

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.

Both players facing off are prohibited from batting the puck with their hand in an attempt to win the faceoff. Any attempt by either center to win the faceoff by batting the puck with their hand is prohibited.

PENALTY—Minor.

The two players facing off (the centers) are not permitted to play the puck with their hand without incurring a penalty under this rule until such time as a third player (from either team) has at least touched the puck. Once the faceoff is deemed complete (and a winner of the faceoff is clear), hand passes shall be enforced as per the hand pass rule.

Rule 82 - Game and Intermission Timing

- 82.1 **Game and Intermission Timing** - The time allowed for a game shall be three 20-minute periods of actual play with a rest intermission of 15 or 18 minutes between each period. The timekeeper shall start the clock for intermission when the officials exit the ice surface. 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 intermission protocol.

Officials' duties and powers continue during intermissions and until all players have left the ice and entered the dressing room at the conclusion of the game. It is recommended that conferences adopt a uniform intermission format (e.g., 15-minute intermission for all conference games). If a team chooses to use an 18-minute format, the visiting team must be notified prior to the contest with as much notice as possible.

82.2 Pregame Protocol - The following pregame time schedule shall be used at all games:

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.

82.3 Intermission Protocol - The following intermission time schedule shall be used at all games:

15:00 or 18:00—Official instructs timekeeper to start clock. Intermission will be 15 or 18 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.

82.4 Protocol Guidelines - The following shall be followed at all games:

All teams must adhere to the game protocol time schedule.

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 90.5). 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 Rule 2.1).

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.

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.

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.)

Upon the referee's direction, starting players shall line up for the faceoff; remaining players shall proceed directly to their respective benches.

The intermission shall begin when the referee signals the timekeeper to start the clock.

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.

PENALTIES—Bench minor for noncompliance with preceding guidelines.

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.

- 82.5 **Delays** - 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.

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 a game is suspended, there are three possible options:

1. Resume the game at a later date;
2. If two periods have been played and resuming the game at a later date is not an option, the game shall be terminated with the final score what it was at the point of interruption; or
3. Declare a no contest if less than two full periods have been completed.

Rule 83 - Goals

- 83.1 **Goals** - The team scoring the greatest number of goals during the three 20-minute periods shall be the winner.
- 83.2 **Crediting Goals and Assists** - For statistical procedures, see the current NCAA Statistician's Manual, which may be found online at www.ncaapublications.com.
- 83.3 **Scoring a Goal** - 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. A goal scored shall count one point for the team not defending the cage in which the goal is made. If the puck was last touched by a defending player before it entered the cage, the goal is allowed, unless otherwise identified in Rule 83.6.

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.

- 83.4 **Goals Scored Off of Skates** - A puck that is directed into the net by an attacking player's skate shall be a legitimate goal as long as no distinct kicking motion is evident. A goal cannot be scored by an attacking player who kicks a puck that deflects into the net off any player, goalkeeper or official. A puck that deflects into the net off an attacking player's skate who does not use a distinct kicking motion is a legitimate goal.

The following should clarify deflections following a puck kicked by an attacking player that enters the goal:

- A kicked puck that deflects off the body of any player of either team (including the goalkeeper) shall be ruled no goal. The body refers to anything other than a player's stick.
- A kicked puck that deflects off the stick of any player (excluding the goalkeeper's stick) shall be ruled a good goal.
- A goal will be allowed when an attacking player kicks the puck and the puck deflects off his own stick and then into the net.

A goal cannot be scored by an attacking player who kicks any equipment (stick, glove, helmet, etc.) at the puck, including kicking the blade of his own stick, causing the puck to cross the goal line. A puck that is batted into the net by a hand or foot or deliberately batted with any part of the attacking player's body is not a legal goal.

A goal shall be allowed if a puck deflects off an attacking player who is in the act of stopping.

Note: A distinct kicking motion, is when an attacking player has deliberately propelled the puck with a kick of his foot or skate and the puck subsequently enters the net.

- 83.5 **Goal Cage Dislodged** - In the event that the goal post is displaced, either deliberately or accidentally, by a defending player, prior to the puck crossing the goal line between the normal position of the goalposts, the referee may award a goal.

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

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

The goal frame is considered to be displaced if either or both goal pegs are no longer in their respective holes in the ice, or the net has come completely off one or both pegs, prior to or as the puck enters the goal. This rule also applies to other types of net anchoring systems.

83.6 Disallowed Goals - An apparent goal shall not be allowed by the referee in any of the following cases:

- 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). Where the puck contacts the stick is the determining factor in this rule.
- If an attacking player throws, bats or propels the puck into the goal with any part of the body.
- If an attacking team kicks the puck into the goal using a distinct kicking motion.
- If the attacking team has committed an infraction that assisted in the puck entering the goal.
- If the attacking team had too many players on the ice at the time the goal was scored.
- If the goal was contributed to by a nonplayer or an ineligible player.
- If the puck hits an official and goes directly into the net (see Rule 89.5).
- If an attacking player interferes with the goalkeeper in the crease physically or visually, preventing the goalkeeper from defending the goal.
- If the puck entered the net by an attacking player carrying the puck into the cage with any part of the body.
- If the puck entered the net after the referee deems the play has been stopped, even if the whistle had not blown, or the timekeeper has signaled play to stop.
- If an attacking player propels the puck illegally with the stick, hand or body and it deflects off any player into the net.
- When video review confirms the scoring of a goal at one end of the ice, any goal scored at the other end during intervening action must be disallowed.
- If a linesman reports to a referee any conduct calling for a time penalty and the referee concurs with the report.
- If the goal cage has been dislodged prior to the puck entering the net (see Rule 83.5).
- Any action by the attacking team that propels the goalkeeper into the goal with the puck.
- If a defending player has been pushed, shoved, or fouled by an attacking player and this action causes the defending player to come into contact with the goalkeeper, such contact shall be deemed initiated by the attacking player. If necessary, a penalty shall be assessed to the attacking player and if a goal is scored it would be disallowed.
- If the puck enters the defending team's goal during a delayed offside.
- During the delayed calling of a penalty, the offending team cannot score unless the non-offending team shoots the puck into its own net. This shall mean that a deflection off an offending player or any physical action by an offending player that may cause the puck to enter the non-offending team's goal, shall not be considered a legal goal. Play shall

be stopped before the puck enters the net (whenever possible) and the signaled penalty assessed to the offending team.

- Any goal scored, other than as covered by the official rules, shall not be allowed.

Rule 84 - Hand Pass

84.1 **Hand Pass** - 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 (not deflected) 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.

Note: The position of the puck where it is played, not the player, shall be the determining factor in which zone it has been played from.

84.2 **Defensive Zone** - It is not legal to hand pass the puck in any zone. If the hand pass is initiated in the defensive zone, a change of players shall not be permitted by the offending team.

84.3 **Faceoff Location** - When a hand pass violation occurs, the ensuing faceoff shall take place at the nearest faceoff spot one zone closer to the offending team's defensive zone from the point of the violation, unless otherwise covered in the rules.

Rule 85 - Icing

85.1 **Icing** - 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.

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.

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

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 faceoff dots. If the puck enters the goal in this situation, icing shall not be called and a goal shall be awarded.

Norwithstanding the provisions of this section concerning batting the puck in respect to the icing rule, the provisions in Rule 71 apply and no goal may be scored by batting the puck with the hand into the opponent's goal.

If, while the official has signaled a slow whistle for a clean interception under Rule 86 (offside), 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.

85.2 **Faceoff Location** - The puck shall be faced off at the End zone faceoff spot of the offending team. Following an icing, the attacking team will have the choice of which end zone dot the faceoff will take place. 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.

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.

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 (See Rule 81.2).

85.3 **Goalkeeper** – 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.

85.4 **Change of Players on Icing** – 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.

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.

A team displaying any delay tactics will be immediately warned followed by a bench minor penalty for any subsequent delay violations.

85.5 **No Icing** – 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.

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.

If the puck is propelled directly from either of the players while facing off, it shall not be considered a violation of this rule.

If, in the opinion of the 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.

85.6 **Numerical Strength** - 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.

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.

Rule 86 - Offside

86.1 **Offside** – Players of an attacking team must not precede the puck into the attacking zone.

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.

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

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.

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.

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.)

If, during a delayed off-side, an attacking player in the attacking zone elects to proceed to his players' bench (which extends into the attacking zone) to be replaced by a teammate, he shall be considered to have cleared the zone when both skates are off the ice and the Linesman judges him to have left the playing surface.

If his replacement comes onto the ice in the attacking zone, while the delayed off-side is still in effect, he too must clear the attacking zone. Once all attacking players have cleared the attacking zone and the Linesman has lowered his arm for the delayed off-side, all attacking players may legally enter the attacking zone and pursue the puck.

86.2 **Deflections / Rebounds** – When a defending player propels the puck out of his defending zone and the puck clearly rebounds off a defending player in the neutral zone back into the defending zone, all attacking players are eligible to play the puck. However, any action by an attacking player that causes a deflection/rebound off a defending player in the neutral zone back into the defending zone (i.e., stick check, body check, physical contact), a delayed offside shall be signaled by the linesman. A puck that deflects back into the defending zone off an official who is in the neutral zone will be offside (or delayed offside, as appropriate).

86.3 **Delayed Offside** – 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.

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.

If a puck is shot on goal during a delayed offside, the play shall be allowed to continue under the normal clearing the zone rules. Should the puck enter the defending team's goal during a delayed offside, either directly or off the goalkeeper, a player or an on-ice official, the goal shall be disallowed. The fact that the attacking team may have cleared the zone prior to the puck entering the goal has no bearing on this ruling.

The only way an attacking team can score a goal on a delayed offside situation is if the defending team shoots or puts the puck into their own net without action or contact by the offending team.

86.4 Disallowed Goal - 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.

86.5 Faceoff Location - 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.

86.6 Intentional Offside - 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 offside shall be called.

If the defensive player retreats or fails to advance the puck, a zone-line faceoff shall result.

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.

Rule 87 - Passing the Puck

87.1 Passes - 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.

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.

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 15.1.

- 87.2 **High-Sticking the Puck** - Batting the puck above the height of 4 feet with a stick is prohibited. When a puck is struck with a high stick and subsequently comes into the possession and control of a player from the offending team (including the player who made contact with the puck), either directly or deflected off any player or official, there shall be a whistle. When a puck has been contacted by a high stick, the play shall be permitted to continue, provided that:
1. The puck has been batted to an opponent (when a player bats the puck to an opponent, the referee shall give the “washout” signal immediately. Otherwise, play shall be stopped.); or
 2. A player of the defending side bats the puck into that team’s own goal, in which case the goal shall be allowed.
- 87.3 **Faceoff Location** – When a high-sticking the puck violation occurs, the ensuing faceoff shall take place at the nearest faceoff spot one zone closer to the offending team’s defensive zone from the point of the violation, unless otherwise covered in the rules.
- 87.4 **Disallowed Goal** – When an attacking player causes the puck to enter the opponent’s goal by contacting the puck above the height of the crossbar, either directly or deflected off any player or official, the goal shall not be allowed. The determining factor is where the puck makes contact with the stick. If the puck makes contact with the stick below the level of the crossbar and enters the goal, this goal shall be allowed.
- A goal scored as a result of a defending player striking the puck with his stick carried above the height of the crossbar of the goal frame into his own goal shall be allowed.

Rule 88 - Protests

- 88.1 **Protests** - Protests are not recognized or allowed.

Rule 89 - Puck Out of Bounds or Unplayable

- 89.1 **Puck Out of Bounds** - 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 at the nearest faceoff location from where it was shot or deflected, unless otherwise provided for in these rules.

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.

When the attacking team is attempting to score a goal and the puck goes out of play as a result, the faceoff shall remain in the attacking zone. The puck must have been shot/passed from the attacking zone and be a clear attempt to score for the faceoff to remain in the zone.

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.

Should the puck strike the curved glass located at the end of either players’ bench, play shall be stopped when observed by any of the on-ice officials. The ensuing face-off shall be determined as if the puck went outside the playing area.

- 89.2 **Puck Out of Play in Defensive Zone** - 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. 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.)
- 89.3 **Puck Unplayable** - 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.
- 89.4 **Puck Out of Sight** - 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.
- 89.5 **Puck Striking Official** - Play shall not be stopped if the puck touches an official anywhere on the rink (see Rule 83.6).
- 89.6 **Faceoff Location** - If 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 the nearest faceoff spot one zone closer to the offending team's defensive zone from the point of the violation, unless otherwise covered in the rules.

Rule 90 - Start of Game and Periods

- 90.1 **Start of Game and Periods** - 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.

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.

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 Rule 82.4).

PENALTY—Bench minor.

Both teams must start play with the proper number of players (see Rule 5.2).

PENALTY—First offense: warning.**Second and subsequent offenses: Bench minor.**

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.

- 90.2 **Choice of Ends** - The home team shall have the choice of ends at the start of the pregame warm-up (see Rule 82.4).

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. If this option is chosen, the official scorer shall place half of the period on the clock (e.g., 10 minutes for a 20-minute period).

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

- 90.4 **End of Periods** - At the end of each period, the home team players must proceed directly to their dressing room while the visiting team players must wait for a signal from the official to proceed only if they have to go on the ice to reach their dressing room. Failure to comply with this rule will result in a bench minor penalty for delay of game.

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.

Players shall not be permitted to come on the ice at the end of 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.

- 90.5 **Pregame Warm-Up** - 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 Rule 82.4).

Only players from each team shall participate in the pregame warm-up. Not more than 20 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 19 players and not more than three goalkeepers listed on the official game report form are the players who shall dress for the game (see Rule 5.2).

PENALTY—Bench minor.

- 90.6 **Use of Pucks** - 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.

Rule 91 - Tied Games

- 91.1 **Tied Games - Regular Season** - All regular-season games that remain tied after 60 minutes of play shall conduct a sudden-victory overtime period of five minutes. No alternative systems (e.g., reduced manpower, shootouts, etc.) are permitted, with the exception of regular-season tournaments that require a team to advance. The following procedure shall be followed:

1. There shall be a two-minute intermission.
2. The teams shall change ends at the end of each period.
3. A five-minute period shall be played (3-on-3).
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.

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

- 91.2 **Tied Games - Regular Season - Conference Policy Formats** - If the game remains tied after the provisions used in Rule 91.1, by conference policy only, a three-player shootout may be used immediately after the mandatory five-minute sudden-victory overtime. (See Appendix B for the shootout protocol.) **Non-conference games may not use this provision.**

- 91.3 **Tied Games - Penalties** - Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.

- 91.4 **Tied Games - Postseason Tournament Competition** - 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-victory overtime periods. The ice shall be resurfaced upon completion of regulation play. The teams shall change ends at the end of each period (except as indicated in Rule 90.2). Each team shall be allowed a one-minute timeout per overtime period; the timeout may be taken anytime during a stoppage of play. In addition, at the first stoppage of play under the 10-minute mark, an ice maintenance timeout of one minute in duration will be administered.

Note: This is not an additional timeouts in cases when a team has not utilized its timeout during regulation play or previous overtime periods.

Note: During overtime in the post season tournament competition, Ice Maintenance will take place at the first stoppage of play at or following the 10:00 mark of the period. This will occur regardless as to whether or not an icing has occurred or a penalty for either team is in effect

Teams may return to their benches at this time. Third-place games may follow the overtime procedures as described in Rules 91.1, 91.2 or 91.4.

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. See Appendix A for complete procedures.

- 91.5 **Tied Games - Regular-Season Tournaments** - Regular-season tournaments may use the options in Rule 91.1 or 91.2, provided the teams participating in the tournament are notified what procedure will be utilized in advance of the event. The minigame is only allowed in postseason tournaments.
- 91.6 **Shootout** - Only games that end in a tie and require team advancement during a regular-season tournament or by conference policy only (see Rule 91.2) may be broken by use of a shootout under the following conditions:
1. Teams play a standard five-minute (3-on-3) 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 prior to the tournament that the shootout will be used.

Note: For shootout procedures, see Appendix B.

Rule 92 - Timeouts

- 92.1 **Timeout** - Each team shall be allowed a one-minute timeout during regulation play in 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 74.2). 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.
- 92.2 **Timeout During Overtime** - Each team shall be awarded one team timeout if the game is tied after 60 minutes of play. This is not an additional timeout in cases when a team has not utilized its timeout during regulation play.

Rule 93 - Video Replay

- 93.1 **Video Replay** - Video replay is permissible in any game. In order to reverse an on-ice ruling, the replay must include conclusive video evidence.
- 93.2 **On-Ice Official Procedure** - The referee may use a video monitor located at ice level to review any of the criteria in Rule 93.4. If available, a video replay official may assist the on-ice official with the review (see Rule 93.3). The on-ice official makes the final decision.
- 93.3 **Off-Ice Official Procedure** - Should a monitor not be available to the referees at the ice level, a video review official may be utilized to make the determination. All goals will be reviewed by the video replay official. Play shall not resume before the on-ice official verifies the review. The video replay official may request to review a potentially non-detected goal.
- 93.4 **Video Replay Criteria** - The following criteria are subject to the use of video replay. Items 1-13 may be reviewed through either referee discretion or by a coach's challenge. Items 14-15 include a description of when review is allowed. The full criteria is below:

1. A puck crossing the goal line.
2. A puck entering the net before the goal frame is dislodged. (see Rule 83.5.)
3. A puck entering the net before or after expiration of time at the end of a period, a whistle, or referee's determination that play has stopped.
4. A puck directed into the net by a hand or a distinct kicking motion.
5. A puck deflected into the net by an official.
6. To correctly identify individuals who participated in a fight or committed an infraction.
7. To establish the correct time on the clock, or to determine the correct location of a faceoff.
8. To determine if an attacking player prevented the goalkeeper from defending the goal in accordance with Rule 73.
9. To determine if a goal was scored as the direct result of a hand pass by an attacking player to a teammate or deflection off of the goalkeeper.
10. To determine if a goal was scored as the direct result of a high stick by an attacking player to a teammate or to himself/herself.
11. To determine if a goal was scored before a penalty infraction occurred.
Note: Where a major penalty goes un-noticed prior to a goal, the goal shall be disallowed, and clock will be reset to time of infraction.
12. To allow the on-ice officials to review infractions that may result in the ejection of a student-athlete.
13. 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.
14. A puck directed or deflected into the net by a high stick. (See 83.6.)
15. To determine if a goal was scored as a result of an offside play. The opportunity for review exists during the time the puck entered the attacking zone illegally as a result of the offside infraction and until the puck either:
 - a) Leaves the offending team's attacking zone;
 - b) A stoppage of play occurs and a faceoff is conducted; or
 - c) The defending team gains possession and control of the puck.

During regular-season competition, a team must use its timeout/coach's challenge at any point in regulation or overtime play to have these plays reviewed. In postseason competition, offsides is permitted to be reviewed without a coach's challenge.

16. To determine if a goal was scored **as a result of a gained advantage created by a too many players infraction**. The opportunity for review exists during the time the puck entered the attacking zone illegally **as a result of a gained advantage created by a too many players infraction** and until the puck either:
 - a) Leaves the offending team's attacking zone; or
 - b) A stoppage of play occurs and a faceoff is conducted.

During regular-season competition, a team must use its timeout/coach's challenge at any point in regulation or overtime play to have

these plays reviewed. In postseason competition, too many players infractions are permitted to be reviewed without a coach's challenge.

17. The legitimacy of all potential goals on Penalty Shot or Shootout attempts to ensure compliance with applicable rules (e.g., double tap, rebound, goalkeeper throwing stick, goalkeeper dislodging goal, shooter cradling puck above the normal height of the shoulders, shooter performing illegal spin-o-rama move, skater's continued forward advancement of puck, goalkeeper leaving crease prior to puck touch at center ice, etc.)

Note 1: When a goal is disallowed for offsides or too many players infraction the clock will be reset to the time at which the play should have been stopped for the missed infraction.

Note 2: Direct Result is defined as there is no Change of Possession after the infraction and prior to the goal.

- 93.5 **Non-Detected Goal** - In situations when a non-detected goal is awarded, officials will reset the game clock accordingly. If penalties occur prior to or after the undetected goal, these penalties will be enforced regardless of team.
- 93.6 **Allowable Time for Review** - Any potential goal requiring video review must be reviewed prior to or during the next stoppage of play. No goal may be awarded (or disallowed) as a result of video review once the puck has been dropped and play has resumed.

Note: Video review must be initiated and reviewed prior to officials exiting the ice for the end of a period.

- 93.7 **Team Timeout Request/Coach's Challenge** - 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. If the challenge is successful, the team retains its timeout; if the challenge is unsuccessful, the timeout is charged. This timeout policy applies to any video replay procedure used. The on-ice official makes the final decision.

In order for a timeout to be granted, a coach must:

- Identify from the onset of the request that the timeout is for purpose of video review. A coach may not request a video review if the timeout is taken for another purpose. A coach may not stall in any manner prior to requesting the review.
- Identify the specific video replay criteria requested to be reviewed.

When any aspect of the video replay criteria is challenged, it allows the referee to utilize all aspects of the review criteria to be judged (e.g., high stick challenged, but video shows the puck was kicked into the goal).

When a video review, due to technical issues with the video replay system, is unable to provide an adequate review, a team timeout will not be charged.

SECTION 11

Women's Ice Hockey

Rule 94 - Rules for Women's Ice Hockey

- 94.1 **Rules for Women's Ice Hockey** - The following rules are to be used for women's ice hockey competition:
- 94.2 **Body Checking** - Body checking is not permitted in any area of the ice. Body checking occurs when a player attempts to gain possession of the puck by separating the puck carrier with a distinct and definable moment of impact using overt (blatant) hip, shoulder, arm or torso action.
PENALTY—A minor, major or disqualification, at the discretion of the referee.
- 94.3 **Angling** - 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. Body contact that occurs as a result of angling is permissible provided the defending player is attempting to play the puck and there has been no overt (blatant) hip, shoulder or arm contact. Legal body contact may occur when a skater makes body contact while angling or using body position against the puck carrier in an attempt to play the puck.
- 94.4 **Incidental Contact** - Incidental contact, when two players contact each other or collide unintentionally, may occur. This type of contact is not a penalty for body checking.

Reference Tables

Table 1 - Penalties to Coaches and Non-Playing Personnel

Abuse of officials.....	Rule 40
Abusive or threatening language	Rule 40 / Rule 79
Attempt to influence or intimidate	Rule 40 / Rule 79
Challenging ruling of officials.....	Rule 40
Changing player eligibility list	Rule 7
Hitting the boards with a stick	Rule 40
Interfering with an official	Rule 40
Obscene language or gestures.....	Rule 40 / Rule 79
Racial or ethnic slurs.....	Rule 79
Throwing any object onto the ice.....	Rule 40
Unsportsmanlike conduct	Rule 79

Table 2 - Minor Penalties

Adjusting equipment	Rule 14
Boarding	Rule 42
Body checking (women)	Rule 94
Broken stick.....	Rule 10
Carrying more than one stick	Rule 10
Charging.....	Rule 43
Clipping.....	Rule 44
Cross-checking.....	Rule 63
Delay of game.....	Rule 67
Diving.....	Rule 68
Dropping puck on goal netting	Rule 67
Elbowing.....	Rule 46
Embellishment.....	Rule 68
Face mask.....	Rule 47
Faceoff violation.....	Rule 81
Failing to advance puck	Rule 76
Freezing puck.....	Rule 76
Handling puck.....	Rule 71
High-sticking	Rule 64
Hitting after whistle.....	Rule 53
Hitting from behind	Rule 50
Hitting the boards with a stick	Rule 40
Holding	Rule 56
Holding the stick	Rule 57
Hooking.....	Rule 58
Interference.....	Rule 59
Interference using a stick.....	Rule 59
Kneeing.....	Rule 52
Leaving penalty bench too early.....	Rule 74
Obstruction	Rule 60

Remaining in area of fight Rule 48
 Roughing Rule 53
 Shooting puck after whistle..... Rule 40 / Rule 79
 Slashing..... Rule 65
 Spraying the goalkeeper Rule 79
 Taunting an opponent Rule 79
 Throat strap loose Rule 9
 Throwing/kicking stick..... Rule 55
 Throwing any object onto the ice Rule 40
 Tripping..... Rule 61
 Waving arms in front of goalkeeper Rule 59

Table 3 - Bench Minor Penalties

Abuse of officials Rule 40
 Changing player eligibility list Rule 7
 Early removal of substitute goalkeeper Rule 8
 Failure to wear helmet..... Rule 9
 Illegal substitution..... Rule 72
 Improper starting lineup Rule 7
 Interference by spectators..... Rule 67
 Interference with an official Rule 39
 Non-contrasting number on jersey Rule 9
 Refusing to start play Rule 77
 Stepping onto ice during period (coach)..... Rule 40
 Throwing objects onto ice Rule 40
 Throwing stick to player..... Rule 10
 Too many nonplayers on bench..... Rule 5
 Too many players in pregame warmup Rule 90
 Too many players in uniform..... Rule 5
 Too many players on the ice Rule 78
 Unsportsmanlike conduct Rule 79
 Unsustained request for measurement..... Rule 10 / Rule 12
 Violations of game/intermission protocol Rule 82 / Rule 90

Table 4 - Major Penalties

Boarding Rule 42
 Body checking (women) Rule 94
 Charging..... Rule 43
 Clipping..... Rule 44
 Contact to the Head Rule 45
 Cross-checking..... Rule 63
 Elbowing..... Rule 46
 Face mask..... Rule 47
 Head-butting Rule 49
 High-sticking Rule 64
 Hitting after whistle..... Rule 53
 Hitting from behind Rule 50
 Interference with Significant Contact Rule 59
 Kneeing..... Rule 52

Refusing to start play	Rule 77
Slashing.....	Rule 65

Table 5 - Major Penalties Resulting in an Automatic Game Misconduct

Butt-ending.....	Rule 62
Contact to the head	Rule 45
Hitting from behind	Rule 50
Slashing.....	Rule 65
Slew-footing.....	Rule 54
Spearing.....	Rule 66

Table 6 - Disqualification Penalties

Boarding	Rule 42
Body checking (women)	Rule 94
Butt-ending.....	Rule 62
Charging.....	Rule 43
Clipping.....	Rule 44
Contact to the head	Rule 45
Continuing or attempting to continue to fight.....	Rule 48
Cross-checking.....	Rule 63
Elbowing.....	Rule 46
Excessive roughness.....	Rule 53
Face mask.....	Rule 47
Fighting or punching	Rule 48
Head-butting	Rule 49
High-sticking	Rule 64
Hitting from behind	Rule 50
Interference with a spectator	Rule 59
Kicking	Rule 51
Kneeing.....	Rule 52
Leaving bench during a fight	Rule 74
Physical abuse of officials	Rule 41
Shooting puck after whistle.....	Rule 79
Slashing.....	Rule 65
Slew-footing.....	Rule 54
Spearing	Rule 66
Taunting an official.....	Rule 40
Unsportsmanlike conduct	Rule 79

Table 7 - Misconduct Penalties

Banging boards with stick.....	Rule 40
Continuing or attempting to continue a fight	Rule 48
Deliberately breaking or changing challenged stick.....	Rule 10
Dispute referee's judgment/ruling.....	Rule 6 / Rule 40
Entering or remaining in the referee's crease	Rule 40
Failure to enter penalty bench.....	Rule 40
Failure to wear helmet and/or face mask.....	Rule 9
Illegal equipment	Rule 12

Illegally enter game and interfere with opponent.....	Rule 72
Interfere with officials	Rule 40
Kicking stick to shoot puck (“kick shot”)	Rule 51
Knocking or shooting puck out of reach of an official.....	Rule 40
Shooting puck after whistle.....	Rule 40 / Rule 79
Taunting an official.....	Rule 40
Throwing stick.....	Rule 55
Use of profane or abusive language.....	Rule 79

Table 8 - Game Misconduct Fouls Included in the “General Category”

Boarding.....	Rule 42
Charging.....	Rule 43
Clipping.....	Rule 44
Contact to the head.....	Rule 45
Elbowing.....	Rule 46
Ethnic or racial slurs	Rule 40 / Rule 79
Head-butting	Rule 49
Hitting after the whistle.....	Rule 53
Hitting from behind	Rule 50
Kneeing.....	Rule 52
Shooting puck after the whistle.....	Rule 79
Slew-footing.....	Rule 54
Spitting	Rule 79
Taunting	Rule 40 / Rule 79
Use of foul or abusive language.....	Rule 40 / Rule 79

Table 9 - Game Misconduct Fouls Included in the “Stick-Related Category”

Butt-ending.....	Rule 62
Cross-checking.....	Rule 63
High-sticking	Rule 64
Slashing.....	Rule 65
Spearing.....	Rule 66

Table 10 - Game Misconduct Penalties

Banging boards with stick.....	Rule 40
Continuing or attempting to continue a fight	Rule 48
Dispute referee’s judgement/ruling.....	Rule 6 / Rule 40
Failure to wear helmet and/or face mask.....	Rule 9
Illegal equipment	Rule 12
Interference with a spectator	Rule 59
Interference with officials.....	Rule 40
Persisting in misconduct	Rule 21
Throwing objects on ice.....	Rule 40

Table 11 - Summary of Penalty Shots

Deliberate illegal substitution.....	Rule 72
Deliberately dislodging the net from its moorings or removing a helmet or face mask during the course of a breakaway.....	Rule 67

Deliberately dislodging the net from its moorings to prevent a goal.....	Rule 67
Deliberately dislodging the net from its moorings when the penalty cannot be served in regulation time	Rule 67
Falling on the puck in the goal crease	Rule 67
Picking up the puck with the hand in the goal crease.....	Rule 67
Player on a breakaway who is interfered with by a player who has illegally entered the game	Rule 72
Player on a breakaway who is tripped from behind	Rule 61
Player throws or shoots an object at the puck in that player's defending zone	Rule 59
Throwing a stick.....	Rule 55

Table 12 - Awarded Goals (When Goalkeeper Has Been Removed for an Extra Attacker)

Delaying the game	Rule 67
Goalkeeper leaves stick on ice	Rule 26 / Rule 55
Illegal substitution.....	Rule 72
Throwing stick.....	Rule 55
Tripping from behind	Rule 61

Table 13 - Goalkeeper Penalties

Adjustment of equipment	Rule 14
Body checking in privileged area.....	Rule 28
Delay of game.....	Rule 67
Deliberately displacing goal post.....	Rule 67
Deliberately drops the puck on the goal net	Rule 67
Deliberately falls on the puck outside the goal crease.....	Rule 28
Deliberately removing helmet and/or mask	Rule 67
Deliberately shoots or bats puck out of play	Rule 67
Freezing puck along boards.....	Rule 76
Helmet required on bench	Rule 9
Hitting after the whistle.....	Rule 53
Holding puck more than three seconds	Rule 71
Illegal equipment	Rule 11 / Rule 12
Illegal stick	Rule 10
Interference with opponent who is not playing the puck.....	Rule 71
Leaving crease during an altercation	Rule 48
Leaving stick on ice.....	Rule 55
Participating in the play beyond the center red line.....	Rule 28 / Rule 71
Playing puck in privileged area	Rule 28
Possession of more than one stick.....	Rule 10
Proceeds to players' bench to replace stick	Rule 10
Slew-footing.....	Rule 54
Substitute (backup) goalkeeper required	Rule 5
Substitute goalkeeper returns to bench before stoppage in play	Rule 8
Throwing a stick.....	Rule 55

APPENDIX A

Minigame Format

This protocol is only to be used as in NCAA Rule 91.4.

For a playoff or championship series when 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- or 18-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 82.1). 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 91.6.***

1. Prior to the shootout beginning, one referee will instruct the timekeeper to put two minutes on the clock and immediately start the clock.
2. The referees will meet at the referee's crease with the captains to explain the protocol during the two-minute period.
3. The goalkeepers will defend the goal closest to their bench.
4. It is recommended that the ice surface be dry scraped in the middle of the ice through both creases.
5. 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.
6. If the shootout remains tied at the end of this round, each coach will select a different shooter, this time in a sudden-victory 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.
7. If the goalkeeper attempts to stop the shot by throwing their stick or any object, or by dislodging the net for any reason, the referee shall make one of the following determinations:
 - a. Award a goal if the referee deems the player would have scored into the area normally occupied by the net had it not been dislodged;
 - b. Allow the shot to be retaken if the player does not score or it could not be determined if the puck would have entered the area normally occupied by the net; or
 - c. If the net becomes dislodged after the puck has crossed the goal line thus ending the shot, the above determinations do not apply, and the shot is complete.

Notes

- Players serving penalty time shall not be eligible for the shootout and shall remain in the penalty box during the shootout.
- Goalkeepers may be substituted, but no warm-up time will be allowed.
- If a goalkeeper is injured in the shootout, the goalkeeper may be immediately replaced by a goalkeeper off the bench. **The injured goalkeeper may reenter the shootout.**
- All players not participating in the shootout must remain on their bench.
- If video replay is available, it may be used to confirm shootout goals.

- The spin-o-rama type move when the player completes a 360-degree turn as the player approaches the goal for a penalty shot or shootout, shall not be permitted.
- The lacrosse-like move whereby the puck is picked up on the blade of the stick and “whipped” into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar.
- All rules governing a penalty shot (Rule 25.2) shall be in effect.
- No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters.

APPENDIX C

Concussions

A concussion is a brain injury that is most commonly caused by a blow to the head or trunk, or by the head or body forcefully impacting the ground. Concussions most commonly occur without loss of consciousness. Typically, there are subtle indications that a concussion has occurred, such as the student-athlete shaking his head, stumbling, or appearing dazed or stunned.

Game officials are often in a best position to observe student-athletes up-close, and may be the first to notice the unusual behaviors that indicate a concussion may be present. Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics healthcare provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any unusual behavior, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

A student-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 receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity of the injury. Call an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.
3. **Allow the student-athlete to return to play only with permission from the primary athletics healthcare provider.** Allow athletics medical staff to

rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate time to return to play.

Please refer to the NCAA Sports Medicine Handbook and the Diagnosis and Management of Sport-Related Concussion Guidelines for additional information and details regarding concussions. Both are available at ncaa.org.

APPENDIX D

Summary of Faceoff Locations (with Rule References)

Center Ice

Change of ends at midpoint of period	90.2
Goal scored [including after penalty shot]	25.6
Officials err in calling icing.....	85.2
Premature substitution of goalkeeper	75.1
Start of game, each period, each overtime period.....	90.1

Defensive Zone

Coincidental penalty and icing	85.2
Goal cage dislodged by defending player	81.2
Goal illegally scored by deflecting off official.....	81.2
Goalkeeper penalties—handling the puck.....	71.2
Icing.....	85.2
Intentional offside.....	86.5
Penalty shot not scored	25.6
Player[s] interfere with movement of puck or progress of play from bench or penalty box.....	59.1
Stoppages occurring between end faceoff spots and near the ends of rink.....	81.2

One Zone Closer to Offending Team's Defensive Zone

Hand pass violation	84.3
Striking the puck above the height of 4 feet.....	87.3

Spot Closest to Last Play

Fouls committed by players of both teams.....	81.2
Object thrown on ice interferes with progress of game	67.3
Offensive team causing puck to go out of bounds during scoring opportunity	89.1
Premature substitution of goalkeeper [with puck in offending team's half of the ice]	75.1
Puck deflects off official outside defending zone.....	81.2
Puck out of sight, or illegal puck [note exceptions].....	89.1
Puck passed offside.....	86.4
Puck strikes an overhead obstruction	81.2
Puck unplayable at either end or side of rink [note exceptions]	89.1

Stoppage of play caused by a defending player in the defending zone [note exceptions]	81.2
Team starts play with fewer players than entitled and player who enters after that point illegally plays the puck	90.1

Zone Line [Neutral Zone]

Attacking player precedes puck into attacking zone	86.4
Crease violation by player of attacking team	73.1
Offending players entering end zone after stoppage of play	81.2
Puck carried offside.....	86.4
Puck deflected by glove or stick protruding from bench.....	81.2
Stoppage of play caused by attacking player in attacking zone.....	81.2

APPENDIX E

Accommodations for Student-Athletes with Disabilities

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or his/her designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

- a. The playing rule from which relief is sought;
- b. The nature of the proposed modification or accommodation;
- c. The nature of the student-athlete's disability and basis for modification or accommodation; and
- d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with impairment.

Appendix F

Protocols For 3-ON-3 Overtime

The Rules Committee has approved the use of 3-on-3 overtime in accordance with Rules 91.1, 91.2 and 91.5. This appendix is designed to assist with the implementation of this type of overtime.

1. The overtime period shall be played with each team at a numerical strength of three (3) skaters and one (1) goalkeeper.
2. A two-minute intermission time shall be placed on the clock between the end of regulation play and the start of the five-minute (3-on-3) sudden-victory overtime.
3. The teams will change ends for the 3-on-3 sudden-victory overtime period.
4. Penalized players must remain on the penalty bench.
5. When regulation ends and the teams are 5-on-3, teams will start the 3-on-3 overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to 4-on-3 or 3-on-3, as appropriate. When 5-on-5 regulation ends and teams are 4-on-4, teams will start 3-on-3 overtime 3-on-3. If at the end of the 5-on-5 regulation teams are 3-on-3, the 3-on-3 overtime starts 3-on-3. Once player strength reaches 4-on-4, 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to 3-on-3 or 4-on-3 as appropriate.
6. At no time will a team have fewer than three players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed. See the Reference Tables in this section. If a team is penalized in the 3-on-3 overtime, teams play 4-on-3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3-on-3. In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4-on-3 or 3-on-3, as appropriate.
7. Rules for coincidental vs. non-coincidental penalty assessment do not change from regulation to overtime, only the numerical strength is adjusted.
8. During regular-season competition, if the game remains tied at the end of the five (5)-minute 3-on-3 overtime period, the game shall end in a tie. In accordance with conference policy or regular-season tournament policy, if the game remains tied, the teams will proceed to a three-player shootout. (See Appendix B for procedures.)

PENALTIES IN EFFECT PRIOR TO 3-ON-3 OVERTIME

Case	Time left in Regulation	Team A	Team B	Ruling
1	0:50	A5-2 min.	B17-2 min.	The penalty times are removed from the penalty clock at the end of the third period and the teams begin overtime playing 3-on-3. At first whistle following the expiration of the penalties, the penalized players are released from the penalty box.
2	1:50 1:10	A5-2 min. A7-2 min.	B17-2 min.	The teams would begin the overtime period playing 4 on 3. The penalty times for A5 and B17 are removed from the penalty clock. At the first stoppage of play following the expiration of the penalties to A5 and B17, these players are released from the penalty box.
3	1:50 1:30 1:20	A5-2 min. A7-2 min.	B17-2 min. B25-2 min.	Overtime will begin with the player strength of three (3) on three (3). As the penalties to A5 and B25 expire, the on-ice strength could get to four (4) on four (4). At the next stoppage, the strength would be adjusted to three (3) on three (3).
4	1:50 1:30 1:20	A5-2 min. A7-2 min.	B17-2 min. B36-2 min.	Overtime will begin with the player strength of three (3) on three (3). Penalties to A5 and B17 are removed from the penalty clock. Should there be a stoppage of play following the expiration of A5 and B17's penalties, these players shall then be released from the penalty box. As the penalties to A7 and B36 expire, the on ice strength could get to four (4) on four (4). At the next stoppage, the strength would be adjusted to three (3) on three (3).

Case	Time left in Regulation	Team A	Team B	Ruling
5	1:50	A5-2 min.		Overtime on-ice strength will begin at three (3) on three (3). Through the normal expiration of penalty times, the penalized players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play to either four (4) on three (3) or three (3) on three (3), as the situation dictates at that particular stoppage of play.
	1:40		B17-2 min.	
	1:30	A7-2 min.		
	1:20		B36-2 min.	

PENALTIES DURING 3-ON-3 OVERTIME

Time left in 3-on-3 OT	Team A	Team B	On-Ice Strength
4:30	A23-2 min.		Team A - 3 skaters Team B - 4 skaters
4:00		B17-2 min.	Team A - 3 skaters Team B - 3 skaters
3:30	A7-2 min.		Team A - 3 skaters Team B - 4 skaters

Notes: Once Team A has received its second minor penalty, each team must add one player to its on-ice strength. Should the penalty to A23 expire bringing the on-ice strength back to four (4) on four (4) and there is a subsequent stoppage of play, the on-ice strength must be adjusted down to three (3) on three (3) at this point.

However, if there is a stoppage of play once the penalty to B17 has expired (and before A7's expires), the on-ice strength would be adjusted to four (4) on three (3) with Team B adding one player to their on-ice strength. If there is no stoppage in play until both teams have returned to five skaters each, at the next stoppage of play the on-ice strength would be adjusted back down to three (3) on three (3).

Part II:

Official Ice Hockey Rules 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 section and rule numbers.

JEFF FULTON
Secretary-Rules Editor

SECTION 1

Playing Area

RULE 1. Rink

A.R. 1: 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 4 feet from the circles.

A.R. 2: 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.

A.R. 3: 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.

A.R. 4: 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 2

Teams

RULE 5. Teams

A.R.: Prior to the start of the game, the Team A coach presents a list of players that includes 19 skaters and 3 goalkeepers. Is this legal? **RULING:** Yes. 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 19 players, plus not more than three nor less than two goalkeepers, shall be permitted; and a captain shall be designated. There is no restriction to the number of players in exhibition games. Further, during the pregame warm-up, not more than 20 players and three goalkeepers may participate. It is mandatory however, that 19 players and not more than 3 goalkeepers listed on the official game report form are the players who shall dress for the game.

RULE 6. Captain and Alternate Captains

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.

RULE 7. Starting Lineup

A.R.: 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.

RULE 8. 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.

SECTION 3

Equipment

RULE 9. Uniforms

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 10. Sticks

A.R. 1: 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.

A.R. 2: Defensive player B1 breaks or loses his/her stick. In the intervening play, goalkeeper B30 loses his/her stick behind the net. B1 picks up the goalkeeper's stick and plays the puck. **RULING:** A player who has lost or broken the stick may only receive a stick at his/her players' bench or be handed one from a teammate on the ice. A player may not participate in the play using a goalkeeper's stick. A minor penalty shall be imposed on B1 for an infraction of this rule. The opposing coach does not need to use a stick challenge for this penalty to be enforced. It is legal for a goalkeeper to use a player's stick.

A.R. 3: A player is 6'7" tall. What is the maximum length permitted for this player's stick? **RULING:** A stick shall not exceed 65 inches in length from the heel to the end of the shaft nor more than 12-½ 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.

A.R. 4: What is the maximum length of the goalkeeper's stick paddle? **RULING:** The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 28 inches from the heel and shall not exceed 3-½ inches in width.

RULE 11. 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.

RULE 12. Illegal Equipment

A.R. 1: 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.

A.R. 2: A player or goalkeeper loses a skate blade during play. Does the Referee stop the play? . **RULING:** If a teammate has control of the puck, the Referee may stop the play. If the opposing team has control of the puck, then play shall only be stopped if there is no immediate and impending scoring opportunity.

SECTION 4

Types of Penalties

RULE 15. Calling of Penalties

A.R. 1: 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 in Team A's defensive zone due to the penalty.

A.R. 2: 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.

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:** A1 and A2 must be penalized. On-ice strength is 5-on-3. The intent of the rule is to enforce minor penalties when they occur in these situations, except when major penalties are already in effect.

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. Team B scores during the delayed whistle. What is the on-ice strength? **RULING:** A1 will be required to serve the penalty; on-ice strength is 4-on-4.

A.R. 5: Team A is assessed a penalty on A1 and is short-handed. Shortly after the next faceoff, player A2 receives a penalty and during the delayed penalty, Team B scores. What is the on-ice strength? **RULING:** 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 or penalties shall be assessed, and the minor penalty already being served that caused the team to be short-handed shall terminate automatically.

The following examples (A.R.s 6-10) of scores on delayed penalties result in penalties served, regardless if other penalties are in effect:

A.R. 6: Teams at full strength:

TEAM A	TEAM B	
Full strength	Full strength	1:00
A1 – Minor (Delay)	Scores	1:30

RULING: A1 serves penalty – 4-on-5

A.R. 7: Team A shorthanded:

TEAM A	TEAM B	
A1 – Minor	Full strength	1:00
A2 – Minor (Delay)	Scores	1:30

RULING: A2 must serve penalty, A1 penalty terminates – 4-on-5

A.R. 8: Team B shorthanded:

TEAM A	TEAM B	
Full strength	B1 – Minor	1:00
A1 – Minor (Delay)	Scores	1:30

RULING: A1 must serve penalty – 4-on-4

A.R. 9: Teams are at equal strength:

TEAM A	TEAM B	
A1 – Minor	Full strength	1:00
	B1 – Minor	2:00
A2 – Minor (Delay)	Scores	2:30

RULING: A2 must serve penalty – 3-on-4

A.R. 10: Team A shorthanded:

TEAM A	TEAM B	
A1 – Minor	Full strength	1:00
	B1 – Minor	1:30
A2 – Minor		2:00
A3 – Minor (Delay)	Scores	2:30

RULING: A3 must serve penalty, A2 penalty terminates – 3-on-4

A.R. 11: Team A has a delayed penalty calling for a penalty shot/minor penalty. Team B scores during the delay. Does Team B receive a power play or the penalty shot as well? **RULING:** The penalty shot has always been treated as a separate scoring opportunity. Based on this concept, the committee does not believe a penalty shot should be awarded if a goal is scored during a delayed penalty situation; however, a power play would still be awarded in this situation to the non-offending team. If no goal is scored on delay, non-offending team will receive penalty shot/minor penalty option.

A.R. 12: 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. 13: Team A scores a goal and as part of the celebration, A1 skates down the Team A bench high fiving teammates. After the end of the bench, a Team B player spears A1 and several teammates quickly grab the player and push/shove. The linesman sees the spearing action, but is unable to see the number of the player. Several Team B players on the ice are also pushing/shoving. When the teams are separated, the linesman reports to the referees what he witnessed. The referees use video replay to see if they can determine which player speared A1, but the angles available do not show clearly which player it was. What should the on-ice crew do? **RULING:** Officials are encouraged to work together and utilize proper positioning mechanics and communication to help identify a player as in the aforementioned situation. However, should officials be unable to identify the player, officials are advised to explain the situation to the coach and request the coach's help with identifying the player who committed the infraction. Should the coach not cooperate or is unable to assist in identifying the player, officials may select a player who was on the ice when the infraction took place to serve the penalty. When video review is available, officials may use this to assist in correctly identifying the player who committed the infraction.

RULE 16. 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. Simultaneous 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 simultaneous minor penalties, 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 16.2). 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 Rule 16.2) since B1's penalty "evened" the situation and A2 "caused" the short-handed situation that existed when Team B scored.

A.R. 6: 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.

RULE 18. Simultaneous Minor Penalties

A.R. 1: A1 is assessed simultaneous minor penalties (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 simultaneous minor penalties are considered two separate penalties. A1's second minor had not started until 3:00. A2's had started at 2:00.

A.R. 2: 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.

RULE 19. Coincidental Penalties

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. 1: 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. 2: A1 receives a minor penalty at 1:00. At 1:30, A2 and B1 receive 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. 3: 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. 4: 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. 5: 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 6-8) of coincidental minor penalties cancel out, whether other penalties are in effect.

A.R. 6:**TEAM A**

A1, 2 + 2 min.

TEAM B

B1, 2 + 2 min.

A.R. 7:**TEAM A**

A1, 2 min.

A2, 2 min.

TEAM B

B1, 2 + 2 min.

A.R. 8:**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 9-12) will have some penalty time served. In all examples, teams are at full strength when play is stopped.

A.R. 9:**TEAM A**

A1, 2 min.

TEAM B

B1, 2 min.

B2, 2 min.

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

A.R. 10:**TEAM A**

A1, 2 min.

A2, 2 min.

TEAM B

B1, 2 min.

B2, 2 min.

B3, 2 min.

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

A.R. 11:**TEAM A**

A1, 5 min.

A2, 2 min.

TEAM B

B1, 5 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. 12:**TEAM A**

A1, 2 min.

TEAM B

B1, 2 min.

B2, 2 + 2 min.

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

The following examples (A.R.s 13-14) of coincidental major penalties will have some penalty time served. In both examples, teams are at full strength when play is stopped.

A.R. 13:

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

RULING: All time is served.**A.R. 14:**

TEAM A	TEAM B
A1, 5 + 2 + 2 min.	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 15-17), including coincidental major penalties, cancel out regardless if other penalties are in effect.

A.R. 15:

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

A.R. 16:

TEAM A	TEAM B
A1, 5 min.	B1, 5 + 2 min.
A2, 2 min.	

A.R. 17:

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

RULE 20. Major Penalties

A.R. 1: Team A has a major penalty assessed to A1 at 1:00. At 2:30, during a delayed minor penalty against Team A, Team B scores a goal. **RULING:** The minor penalty is not served by Team A. The major penalty must be served in its entirety. The rule for delayed penalties only applies to minor penalties. Team A receives relief when a major penalty already is in effect.

A.R. 2: Team A is serving a major penalty. During the penalty, Team B is assessed a minor penalty and Team A scores during the delayed penalty. What is the ensuing on-ice strength?

RULING: Team B will be assessed with the minor penalty and on-ice strength will be 4-on-4 until the expiration of penalty time.

RULE 21. 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 on-ice strength is 4-on-5. A substitute must enter the penalty bench along with A1. After the goal is scored, the minor penalty being served by the substitute terminates immediately and A1 starts serving the misconduct penalty. A1 may enter the game at the first stoppage of play after the misconduct penalty is served.

RULE 23. 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 48.1.

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.

RULE 25. 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.

A.R. 3: On a penalty shot, A1 uses the lacrosse-type move and lifts the puck on the stick above the crossbar and scores a goal. **RULING:** No goal. The puck was released above the height of the crossbar.

A.R. 4: On a penalty shot, as A1 approaches the net A1 completes a 360-degree spin-o-rama move and scores. **RULING:** No goal. This move is not permitted by Rule 25.2.

RULE 27. Awarded Goals

A.R.: If there is an awarded goal when the goalkeeper is pulled, does the offending team still have to serve a penalty? **RULING:** Yes. This applies in any situation where a penalty is being called and a goal is being awarded (regardless if goalkeeper is pulled).

RULE 28. 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 6

Physical Fouls

RULE 43. 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.

RULE 45. 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. When the initial force of the contact is through the body of the opponent and then slides up to the head or neck area, the committee believes this type of indirect contact may still be penalized, at the referee's discretion, as another minor penalty (e.g., elbowing, roughing, high sticking, charging, etc.). When officials penalize this type of infraction, the committee is requiring that officials assess this penalty placing the wording "indirect contact to the head – elbowing, etc." This will allow for a consistent seasonal tracking of these types of indirect contact to the head minor penalties. This is in no way intended to replace or discourage a lessening of contact to the head penalties.

RULE 46. 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.)

RULE 47. Face Mask

A.R.: 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 game misconduct may be assessed at the discretion of the referee. 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.

RULE 48. 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.

RULE 50. 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's defensive zone due to the penalty.

RULE 52. 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 7

Restraining Fouls

RULE 57. 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.

RULE 59. 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: A Team A player violently checks an opponent from the blindside. Prior to assessing a penalty, the officials come together to discuss their observations of the play. It is determined that the contact made by the Team A player was to the opponent's shoulder, not the opponent's head. **RULING:** The referee may assess a minor or major penalty without a game misconduct or disqualification, as the head was not contacted. At the discretion of the referee, they may also assess a major plus game misconduct, or disqualification, based on the degree of violence.

GUIDANCE FOR A.R. 3 and A.R. 4: In dump and chase situations, immediate contact may be made against the attacking player who dumps the puck past a defender. The defender is obligated to release immediately so as not to be guilty of interference. The standard is no longer two seconds or two strides after releasing the puck. It should be noted that allowing offensive players more freedom here must not be taken as license to create collisions at higher speed.

A.R. 3: A Team A forward approaches the attacking blue line and chips the puck behind a Team B defender. The Team B defender immediately contacts the Team A forward. Is this a penalty on Team B? **RULING:** No. The Team B defensive player is rewarded here for maintaining a tight gap between the attacking player. This contact is therefore legal since the contact was immediate.

A.R. 4: In the same scenario as A.R. 3, the Team B defender makes immediate contact, but then continues to bump and impede the Team A player who is attempting to advance toward the puck. Is this a penalty on Team B? **RULING:** Yes. The Team B defender has earned the right to make immediate contact by keeping a tight gap, but after that contact, the Team A player must be allowed to pursue the puck. The key element here is that the Team B player is allowed to make immediate contact, but then must release the attacking player.

Rule 61. Tripping

A.R. 1: A1, on a two-on-one, has the puck. B1 slides on the ice, and knocks the puck away from A1. In the process, B1 trips A1. **RULING:** B1 must be assessed a minor penalty for tripping. 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 outside the puck carrier's defensive zone with no opponent to pass between the player and the opposing goal, this is considered to be preventing an obvious and imminent goal.

SECTION 8

Stick Fouls

RULE 65. Slashing

A.R.: What criteria should be used in determining whether to assess a penalty for slashing? **RULING:** Any forceful or powerful chop with the stick on an opponent's body, the opponent's stick, or on or near the opponent's hands that, in the judgment of the referee, is not an attempt to play the puck, shall be penalized as slashing.

SECTION 9

Other Fouls

RULE 67. Delaying the Game

A.R. 1: 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.

A.R. 2: 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. 3: 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.

A.R. 4: 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.

RULE 71. Handling the Puck

A.R. 1: A Team A player is attempting to keep the puck in the attacking zone near the blue line. In an attempt to keep the puck in the attacking zone, the player bats the puck and it leaves the playing surface. Where is the faceoff? **RULING:** At the nearest faceoff spot one zone closer to the offending team's goal from the zone in which the infraction took place.

A.R. 2: 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. 3: 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. 4: 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.

A.R. 5: 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 end zone faceoff spots, outside his privileged area, and is subject to the same playing rules as other players.

A.R. 6: During a scramble in front of the net, a defenseman A4 is standing in front of the net outside the crease. A shot is taken by Team B and deflected in the air. A4 catches the puck with his hand and then throws the puck into the corner. What is the referee's decision? **RULING:** A player shall be permitted to catch the puck out of the air but must immediately place it or knock it down to the ice. If a player catches it and skates with it, either to avoid a check or to gain a territorial advantage over the opponent, or throws the puck, a minor penalty shall be assessed for closing the hand on the puck.

RULE 73. Interference on the Goalkeeper

A.R.: The Team A goalkeeper has one skate in contact with the crease. While attempting to catch the puck the outstretched glove is inadvertently hit by an attacking player. The puck enters the net. The attacking player is not in the crease, but initiates the contact. **RULING:** Allow the goal -Attacking players who are outside of the crease have some rights to the space they occupy. In cases where an attacking player makes contact with goaltender's equipment that extends outside the plane of the crease (e.g., glove, blocker, stick, etc.), provided that the attacking player does not initiate distinct and deliberate actions aimed at impeding the goaltender's use of their equipment (e.g., slashing the goaltender's glove), this contact should be considered incidental and goals scored on such plays shall be allowed.

RULE 74. Leaving the Bench

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.

RULE 75. Premature Substitution

A.R.: Team A pulls its goalie for an extra attacker. When may Team A's extra attacker enter the playing surface? **RULING:** When a goalkeeper leaves his goal area and proceeds to his players' bench for substituting another player, the skater cannot step on the playing surface before the goalkeeper is within 5 feet of the bench. If the substitution is made prematurely, the official shall stop play immediately unless the non-offending team has possession of the puck -- in which event the stoppage will be delayed until the puck changes possession. There shall be no time penalty to the team making the premature substitution but the resulting face-off will take place at the center ice face-off spot. When play

is stopped 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.

RULE 76. Refusing to Play the Puck

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 10

Game Flow

RULE 80. Change of Players

A.R. 1: A Team A player intentionally delays a faceoff by repeatedly skating offside. **RULING:** The official conducting the faceoff shall warn the Team A center without being replaced. If this action continues, a delay of game must be assessed.

A.R. 2: 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. 3: 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. 4: Where should the referee be positioned to conduct lineup changes? **RULING:** The official should be anywhere from the blue line to center ice.

A.R. 5: During the second period, Team A makes a line change where player A11 exiting the ice enters the bench in the opposing team's end zone and player A17 coming on to the ice enters in the neutral zone (in one door and out the other). A17 is on the ice prior to A11 being within 5 feet of the players' bench. What is the ruling? **RULING:** Bench minor penalty for too many players on the ice. Players may be changed at any time during the play from the players' bench provided that the player or players leaving the ice shall be within 5 feet of the players' bench before the substitute may make contact with the ice to change.

RULE 81. 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: 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. 3: 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. 4: 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. 5: 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. 6: 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. 7: Same scenario as A.R. 6, 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. 8: Same scenario as A.R. 6, 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. 9: 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. 10: 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. Team B is unable to select the faceoff location as only non-offending teams are permitted to select the faceoff location following an icing.

A.R. 11: 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. Team B is unable to select the faceoff location as only non-offending teams are permitted to select the faceoff location following an icing.

A.R. 12: 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. 13: A delayed penalty call is in effect on Team A. During the delay, a Team B player commits an infraction, causing a stoppage. **RULING:** 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. 14: An attacking team player directs or throws the puck into the goal with the hand. **RULING:** Goal is disallowed. Faceoff shall take place at the nearest faceoff spot one zone closer to the offending team's defensive zone from the point of the violation.

A.R. 15: 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:** At the nearest faceoff spot one zone closer to the offending team's goal from the zone in which the infraction took place.

A.R. 16: Player A1 has lined up to take the faceoff with player B1 in the Team B end zone faceoff 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. 17: 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. 18: 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. 19: A1 encroaches, resulting in the first faceoff violation. Is the center removed? **RULING:** No. A warning is issued to Team A with any subsequent violations during the same faceoff will result in a minor penalty to Team A for delay of game. No substitution of players is permitted after a false faceoff until the faceoff has been properly completed.

A.R. 20: Team A high sticks the puck in its attacking zone. Play is stopped for the violation. Where is the subsequent faceoff? **RULING:** At the neutral zone faceoff spot just outside Team A's attacking zone. The ensuing faceoff for a high sticking violation will take place at the nearest faceoff spot one zone closer to the offending team's goal from the zone in which the infraction took place.

A.R. 21: At faceoffs in the defensive end zone, which team's center must place the stick within the designated white area first? **RULING:** The defensive team's center must place the stick within the designated white area first. At all other faceoff locations, the visiting team will put the stick down first.

A.R. 22: Team A commits an infraction. Following the penalty, will Team B have the choice of which end zone dot the faceoff will take place? **RULING:** Yes. Following the penalty, the attacking team will have the choice of which end zone dot the faceoff will take place.

A.R. 23: At 1:00 A1 committed an infraction and is currently serving time in the penalty box. At 1:30, B1 commits an infraction (making the on-ice strength 4 on 4, will Team A have the choice of which end zone dot the faceoff will take place? **RULING:** No. Since Team A is not going on the powerplay, they will not have the choice of which end zone dot the faceoff will take place. Faceoff will take place on the side nearest to where the play was stopped.

Rule 82. Game and Intermission Timing

A.R. 1: 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. 2: 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. 3: 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. 4: 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.

A.R. 5: 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. 6: 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.

RULE 83. Goals

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 backward 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 backward 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. When applicable, the goal judge turns the goal light on signaling a goal, but play continues as the officials don't signal a goal. When applicable 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.

RULE 85. Icing

A.R. 1: 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. 2: In a potential icing situation, with a slow-moving puck and players in a tight foot race, if the puck does not cross the goal line before players get to the dot, what is the call? **RULING:** Icing must be waived since the decision of the linesman has to be made no later than the end zone faceoff dots. This interpretation is intended to apply when two players (one offensive and one defensive) are in a tight foot race. The intention of having the linesman provide this judgment is to prevent contact under the faceoff dots, ensuring the safety of the players.

A.R. 3: In a potential icing situation, with a slow-moving puck and one player in pursuit and retreating to his defensive zone, if the puck does not cross the goal line before the player gets to the dot, what is the call? **RULING:** Icing, provided that the defensive player in pursuit is making a reasonable effort to retrieve the puck, there are no opposition players in close proximity to the retreating defensive player, and the puck is not touched by any defensive player prior to crossing the goal line. The linesman must use sound judgment

and should allow this situation to play out by not necessarily using the end zone faceoff dots to finalize the decision but, more importantly, ensuring the defensive player could not retrieve the puck and the puck completely crosses the goal line before the icing is called.

A.R. 4: Does the linesman have to wait until the attacking team reaches the end zone faceoff dot to signal no icing? **RULING:** If it is blatantly obvious that the attacking team will be the first team to reach the puck, the linesman may waive icing prior to the play reaching the end zone dot.

A.R. 5: In late-game situations when the puck is in an icing situation, does the defending team have to skate to the dot in its defensive zone in order for the linesman to signal icing, or is it permissible for the linesman to signal icing immediately since it is obvious the non-offending team will be the first player to get to the puck? **RULING:** To ensure game and clock consistency, the non-offending team must skate back and reach the end zone faceoff dot before icing can be called. The overarching principle with the icing rule is to determine which player would have touched the puck first. So, in this case, the defensive team has to prove that it would touch the puck, as the player would have to do in a touch icing situation.

A.R. 6: 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.

A.R. 7: With teams at even strength and the puck in Team A's defensive zone, Player A3 shoots the puck the length of the ice without any player from the opposing team touching it. All 10 players, offensive and defensive, are on Team A's defensive side of the red line. The puck crosses the goal line, strikes the end boards and rebounds into the goal crease, where it hits the Team B goalkeeper in the skate and enters the net. What is the call? **RULING:** Goal, because the puck is shot from the Team A defensive zone without a player from either team touching the puck. At this point the puck is in a potential icing situation. The potential icing violation does not supersede the goal since the icing violation is not completed until a Team B defensive player retreats to the one of the faceoff dots to complete the icing violation.

A.R. 8: Team A shoots the puck down the ice from its defensive zone. The linesman has determined this puck to be in a potential icing situation. The puck wraps around the Team B end-zone boards and moves out toward the Team B defensive blue line. Team B defensive player B1 is in the neutral zone and on his way back to pursue the puck. The linesman is in position and has determined that B1 will obviously be the first in position to touch the puck

due to the path of the puck. When should the linesman blow his whistle to enforce the icing? **RULING:** Since the puck has crossed the goal line and is on its way out of the Team B defensive zone due to the puck wrap, the linesman will blow his whistle and enforce the icing in this situation at the time B1 is in an obvious position to be the first player to touch the puck. In this situation, since the puck has wrapped and is now in the neutral zone, B1 will not be required to skate back to his defensive zone faceoff dot.

A.R. 9: Team A dumps the puck in and attempts to make a line change. The puck is shot from Team A's defensive half of the ice and is therefore an icing situation. Team A's players go to its bench for a change. Team B's goalkeeper comes out of the net to play the puck. No Team A players are in the attacking zone. The linesman incorrectly whistles the play dead for icing. Where is the faceoff? **RULING:** The puck shall be faced off at the center ice faceoff spot.

A.R. 10: Team A defenseman A1 is in the corner of his defensive zone and loses his stick and glove while in an attempt to check Team B attacking player B1. The puck leaves the Team A defensive zone and ends up on the Team B defensive side of the red line. With all Team B players outside, Team B player B2 retrieves the puck and immediately dumps the puck back into the Team A defensive zone in the same corner where player A1 is located. The linesman has determined this puck to be in a potential icing situation. When should the linesman blow his whistle to enforce the icing? **RULING:** Since the puck has crossed the goal line, is in an icing situation, and in the corner of Team A's defensive zone, the linesman will blow his whistle and enforce the icing in this situation at the time A1 is an obvious position to be the first player to get to the puck. In this situation, since the puck is in the same corner as the A1 defenseman, A1 will not be required to skate to his defensive zone faceoff dot in order for the linesman to blow his whistle and enforce the icing.

A.R. 11: Team A ices the puck. The linesman has determined this puck to be in a potential icing situation. As the Team B player retreats to pursue the puck, the Team B goalkeeper leaves the crease (is not playing the position to prevent a goal). What is the call? **RULING:** Icing is waived. Since the goalkeeper left the crease, the linesman must nullify the icing call. The goalkeeper must not make an attempt or fake an attempt to play the puck, or leave the crease during an icing. However, the goalkeeper should not be penalized for the act of playing the position.

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.

A.R. 12: Team A ices the puck. Will Team B have the choice of which end zone dot the faceoff will take place? **RULING:** Yes. Following the icing, the attacking team will have the choice of which end zone dot the faceoff will take place.

RULE 86. Offside

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.

A.R. 3: 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 offside? **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. 4: 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. 5: 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. 6: 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. 7: 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. 8: A10 is in the attacking zone when A24 gains possession of the puck outside the attacking zone. A10 starts skating toward 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.

A.R. 9: With several teammates inside the attacking zone, defenseman A3 attempts to keep the puck in the zone at the point. A3 bats the puck with the hand back into the zone and directly to Team B defenseman B28. With a delayed

offside on, A13 pursues B28 deeper into the Team B defensive zone. The whistle is blown for the delayed offside. Where is the faceoff? **RULING:** Neutral zone faceoff because the hand pass was nullified by B28's possession.

A.R. 10: Defenseman A3 is attempting to keep the puck in the attacking zone; however, the puck enters the neutral zone. A3 either high sticks or bats the puck directly to a teammate inside the zone. Where is the faceoff? **RULING:** A faceoff after a hand pass or high stick is one zone closer to offending team's end zone. In this case, the puck was illegally struck from the neutral zone; therefore, faceoff at one of Team A's end zone faceoff spots.

RULE 87. Passing the Puck

A.R. 1: 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.

A.R. 2: A9 is attempting to keep the puck in the attacking zone near the blue line. A9 high sticks the puck and it leaves the playing surface. Where is the ensuing faceoff? **RULING:** The official must determine which zone the puck was in at the time of the illegal contact by A9. A faceoff after a hand pass or high stick is one zone closer to the offending team's end zone from where the illegal contact took place.

A.R. 3: With several teammates inside the attacking zone, defenseman A44 attempts to keep the puck in the zone at the point. A44 high sticks the puck deep into the corner. The whistle is blown for the delayed offside. Where is the faceoff? **RULING:** At the nearest faceoff spot one zone closer to the offending team's goal from the zone in which the infraction took place.

A.R. 4: With several teammates inside the attacking zone, defenseman A44 attempts to keep the puck in the zone at the point. A44 high sticks the puck into the zone and B20 gains possession. All Team A players tag up outside the zone. **RULING:** Play shall continue, because the high stick infraction is nullified when B20 gains possession and the delayed offside ends when all Team A players clear the zone.

A.R. 5: With the stick blade above the height of 4 feet, the shaft of A1's stick makes contact with the puck when the puck is less than 4 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. 6: 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.

A.R. 7: Attacking team player A1 high sticks the puck into Team B's defensive zone and the puck goes into the corner. Goalkeeper B30 comes out of the net and plays the puck in the corner. What is the proper referee mechanic? **RULING:** This is not an immediate whistle. B30 is, in effect, another defenseman. When B30 plays the puck, the high sticking infraction is nullified and play shall continue.

A.R. 8: Team A strikes the puck above 4 feet and it DEFLECTS directly off the Team B goalkeeper. Should there be an immediate whistle? **RULING:** No. In this situation, if the attacking team high sticks the puck off the defending team's goalkeeper and then to a defending player, the play shall continue. If a teammate gains possession and control of the puck, either directly or when deflected off of any player, goalkeeper, or official, there shall be a whistle and a faceoff at the nearest faceoff spot one zone closer to the offending team's defensive zone from the point of the violation.

A.R. 9: Team A bats the puck with an open hand and it DEFLECTS directly off the Team B goalkeeper. Should there be an immediate whistle? **RULING:** No. In this situation, if the attacking team hand passes the puck off the defending team's goalkeeper and then to a defending player, the play shall continue. 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.

If a teammate gains possession and control of the puck, either directly or when deflected off of any player, goalkeeper, or official, there shall be a whistle and a faceoff at the nearest faceoff spot one zone closer to the offending team's defensive zone from the point of the violation.

A.R. 10: In its defending zone, Team B player B1 strikes the puck above 4 feet directly off the goalkeeper and into the net. Should the goal be allowed? **RULING:** Yes, the goal shall be allowed. In this situation, if the puck is struck above 4 feet by the defending team and it DEFLECTS directly off a defending team's player (may include the goalkeeper) and into the net this is a legal play and the goal should be allowed.

RULE 89. Puck Out of Bounds or Unplayable

A.R. 1: Team A is in the neutral zone just outside the Team B Defensive zone. Player A20 takes a shot that directly hits the Team B defensive zone goal post and goes directly out of play. Where is the subsequent faceoff? **RULING:** Nearest neutral zone faceoff spot. In order for the faceoff to take place at an end zone spot, the shot must be taken inside the attacking zone and hit the goal post or crossbar and go directly out of play.

A.R. 2: 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:** When the attacking team is attempting to score a goal and the puck goes out of play as a result, the faceoff shall remain in the attacking zone. The puck must have been shot/passed from the attacking zone and be a clear attempt to score for the faceoff to remain in the zone.

A.R. 3: 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. 4: A 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 of 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.

A.R. 5: 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.

A.R. 6: 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. 7: Where is the faceoff if the puck deflects directly off an official into the goal? **RULING:** End-zone faceoff spot of the defending team.

A.R. 8: An attacking Team A player attempts to score a goal by deflecting the shot into the goal. The deflection causes the puck to rise over the net and into the netting above the glass. Where will the faceoff take place? **RULING:** When the attacking team is attempting to score a goal and the puck goes out of play as a result, the faceoff shall remain in the attacking zone. The puck must have been shot/passed from the attacking zone and be a clear attempt to score for the faceoff to remain in the zone.

Rule 90. 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.

Rule 91. Tied Games

A.R. 1: Team A sends out an ineligible player to shoot during a shootout. Just prior 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 during a shootout. 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.

Rule 92. Timeouts

A.R.: How many timeouts do teams have available during a game? **RULING:** Each team shall be allowed a one-minute timeout during regulation play; the timeout may be taken anytime during a stoppage of play. Each team shall also

be awarded one team timeout if the game is tied after 60 minutes of play. This is not an additional timeout in cases when a team has not utilized its timeout during regulation play.

Rule 93. Video Replay - Offside/Too Many Players

A.R. 1: Team A enters the attacking zone and is offside, but the on-ice officials do not detect the offside. Play continues and Team B's goalkeeper makes a save and freezes the puck. At the ensuing faceoff, which remains in the attacking zone, Team A wins the faceoff and scores. Is this play reviewable? **RULING:** NO. Once the faceoff is administered to restart play, this type of play is no longer reviewable. This applies to both offside plays and undetected too many men on the ice situations.

A.R. 2: A Team A player catches a long pass at the blueline and is on a breakaway. A Team B player fouls the player from behind and a reasonable scoring opportunity is eliminated. The referee signals for a penalty shot/optional minor. On the initial pass, the Team A player was close to being offside. Is this play reviewable to see if the play was offside? **RULING:** No. First, a goal has not been scored in this situation, so the play is not reviewable.

Additionally, administering the penalty shot/optional minor will result in the restart of play, which also makes this play no longer reviewable, if a goal is scored on the penalty shot. Therefore, a coach may not challenge this type of play. This situation also applies to too many men on the ice situations, should a penalty shot/optional minor be the result.

A.R. 3: At the 16:00 mark of the second period, the Team A coach requests a timeout to review a potential offside play resulting in a goal. The initial on-ice call is a goal. Upon video review, the referees find that play entered the zone in a legal manner (no offside) but during the same review, the referees find that the puck entered the net from a distinct kicking motion and disallow the goal. Since the coach requested a timeout for the purpose of having the officials review a potential offside goal and the play was found to be onside, does the coach lose the timeout? **RULING:** As long as a goal is overturned on the subsequent review (regardless of the requested replay criteria), the coach will retain the timeout. However, should the request not result in an overturn of the initial on-ice call, the timeout is lost.

A.R. 4: At the 12:00 mark of the first period, the referees conduct a video review (not requested by coach) for a possible goal scored by the use of a distinct kicking motion. The initial on-ice call is goal. Following the review, the referees conclude the puck entered the net legally (no kicking motion) but during the review, they also see the play entered the zone offside. There is NO coach challenge for an offside play. At this point in the game (12 minute mark of first period) and with no coach's challenge, is it permissible for the officials to review and overturn the goal for the offside? **RULING:** No. It is not permissible for officials to review an offside play with no coach's challenge available. During regular-season competition, a team must use its timeout at any point of the game or in the overtime period to have these plays reviewed. In postseason competition, offside and too many players infractions are permitted to be reviewed without a coach's challenge.

A.R. 5: The Team B coach requests a timeout to have the referees review a goal he feels was scored because of an offside play. As the referees attempt to conduct the review, the video feed is lost and is unable to be restored to allow the referees to conduct the video review. Since the referees were unable to rule

on the Team B coach request to overturn the on-ice call, does Team B lose its timeout? **RULING:** No. When a video review, due to technical issues with the video replay system, is unable to provide an adequate review, a team timeout will not be charged.

Rule 93. Video Replay - Major Penalty Review

A.R. 1: Player A1 makes contact with B, driving the player into the boards. The referee signals for a delayed minor penalty for boarding. After discussion with the rest of the crew, there is at least the potential that this penalty could be a major penalty for hitting from behind. **RULING:** Because the crew came to the conclusion that a major penalty should be considered, this play is now reviewable. The officials have all penalty options at their disposal when reviewing this play.

A.R. 2: Team A moves the puck through the neutral zone on a rush. The trail official observes a player from Team B down on the ice behind the play with an apparent injury. After play is stopped, the officiating crew huddles. None of the officials saw what happened to the Team B player. **RULING:** The officials may use video replay to determine if a major penalty occurred. In this case, the review may result in no penalty being called OR a minimum of a major penalty. A game misconduct/disqualification may also be assessed. A minor penalty may not be assessed in this situation since there was not an initial penalty being called.

A.R. 3: Player A1 makes high contact with Player B1 after B1 releases a pass. B1 is injured on the play. The referee signals for a major penalty for contact to the head on Player A1. **RULING:** This play is reviewable to determine if the contact was directly to the head or neck area. The officials have all penalty options at their disposal when reviewing this play, but a minimum of a minor penalty must be enforced.

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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 backward 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.

When one referee calls a penalty and the other referee is questioned by players/coaches, a good comment to make in reply is "That referee 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

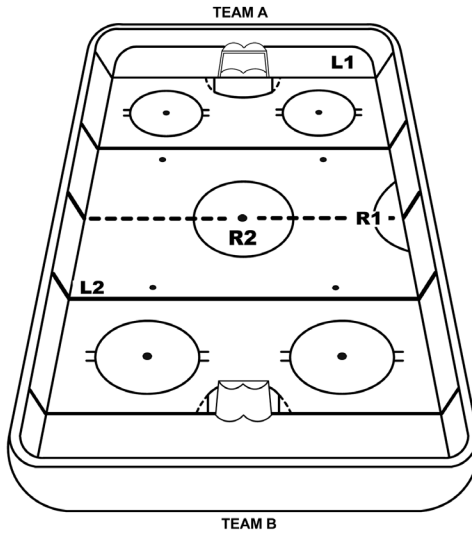
When there are multiple penalties to be called on any play, the two referees should consult to ensure all appropriate penalties are assessed. Either referee may report all penalties to the Penalty Timekeeper.

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.

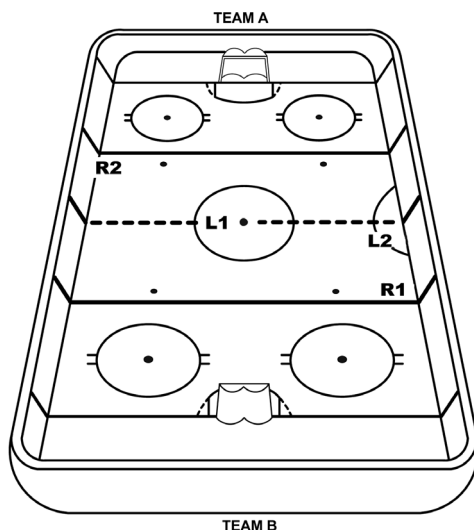
L1 and **L2** are positioned at the entry locations of each of the teams, observing the players as they enter the rink.

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



L1 conducts the faceoff facing the timekeeper/penalty box.

L2 is positioned facing **L1** 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 or R2** will lead depending on the direction of the play.

R1 and **R2** 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.

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*

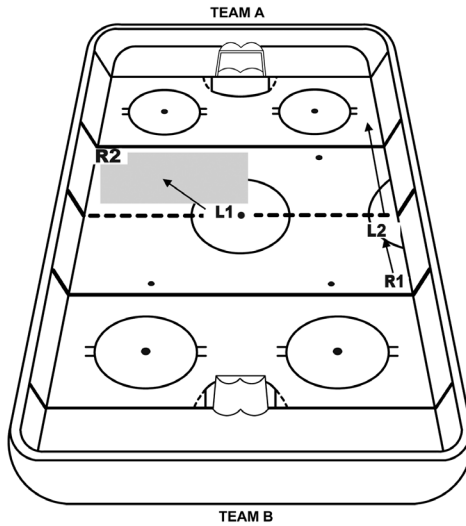
***R2** = Back/Trail Referee*

***L1** = Front/Lead Linesman*

***L2** = Back/Trail Linesman*

AFTER CENTER ICE FACEOFF

Puck advances toward End Zone



L1 conducts the faceoff facing the timekeeper/penalty box.

L2 is positioned facing **L1**. **L2** moves toward the end zone to cover blue line.

L1 after dropping puck takes a position in the neutral zone, providing for the best sightline to the end zone and is ready as play transitions up the ice.

R2 moves toward the end zone, if possible skating backward observing the play and not interfering with players as they advance up the ice.

R1 takes a position in the neutral zone, providing for the best sightline to the end zone and is ready as play transitions back up the ice.

Note: **R1 = Front/Lead Referee*

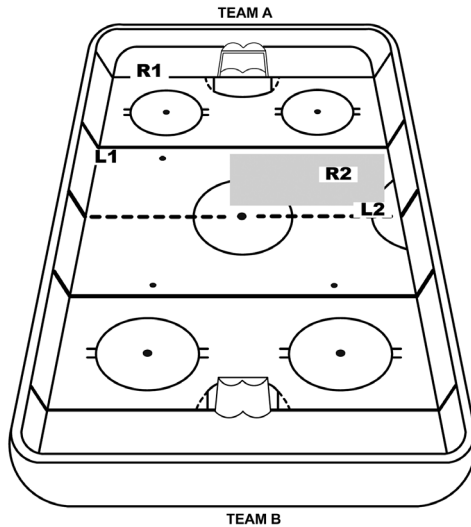
***R2** = Back/Tail Referee*

***L1** = Front/Lead Linesman*

***L2** = Back/Tail Linesman*

RESPONSIBILITY OF OFFICIALS

Puck deep in the end zone



As the play advances into the end zone, **R1** skating backward 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 the 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*

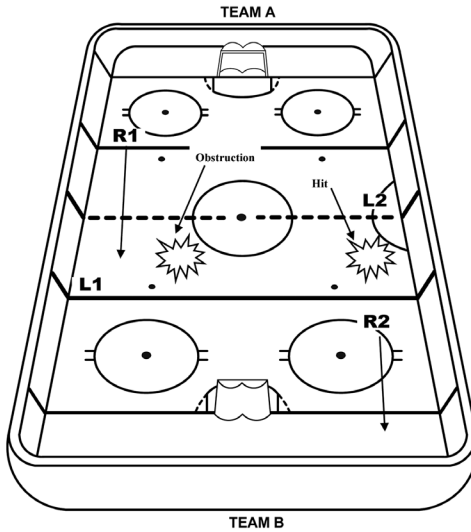
***R2** = Back/Trail Referee*

***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 No. 1 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 backward, 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*

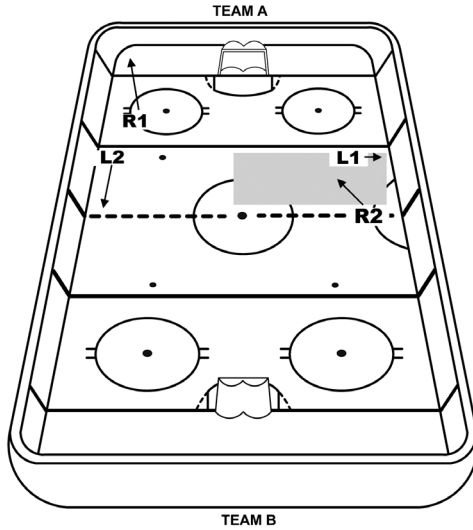
***R2** = Back/Trail Referee*

***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 backward, 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*

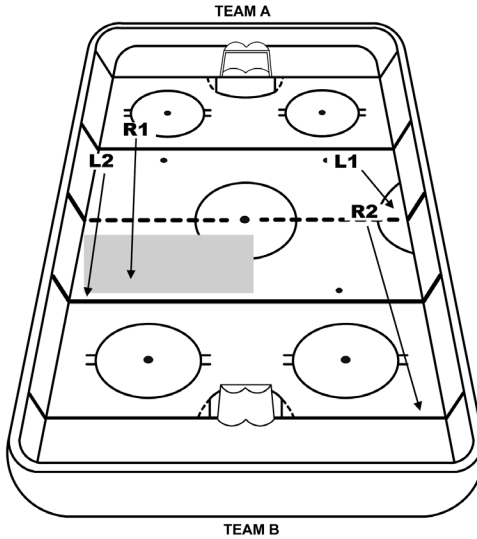
***R2** = Back/Trail Referee*

***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 backward, 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.

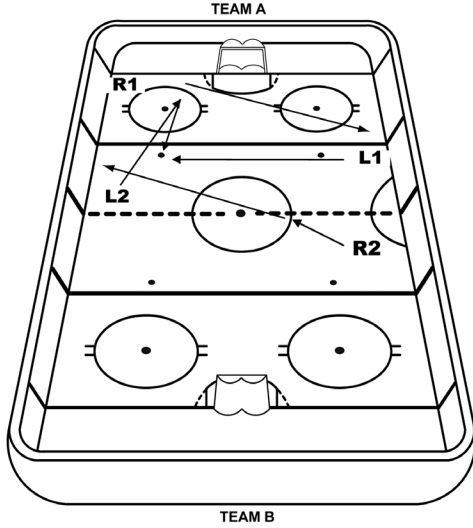
Note: **R1 = Front/Lead Referee*

***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*

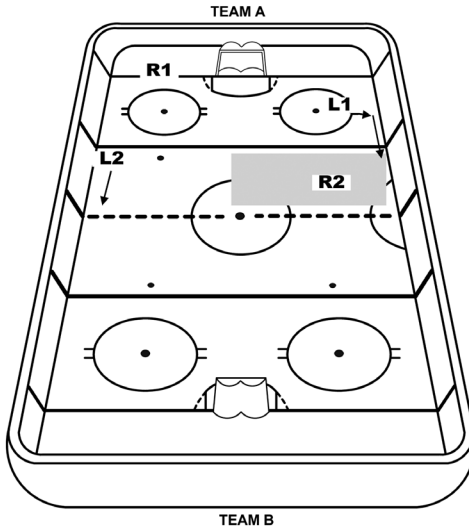
R2 = Back/Trail Referee

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*

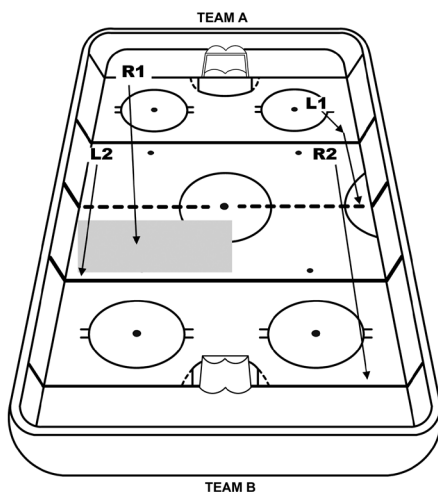
***R2** = Back/Trail Referee*

***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 backward, 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.

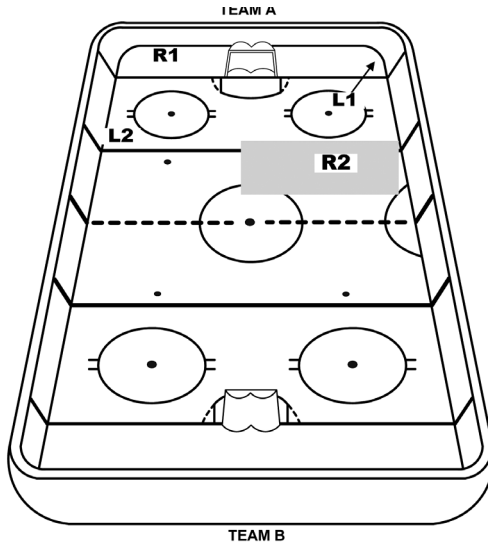
Note: **R1 = Front/Lead Referee*

***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.

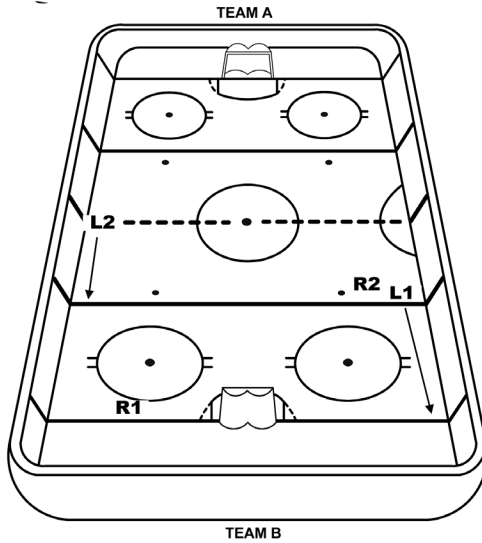
Note: **R1 = Front/Lead Referee*

***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.

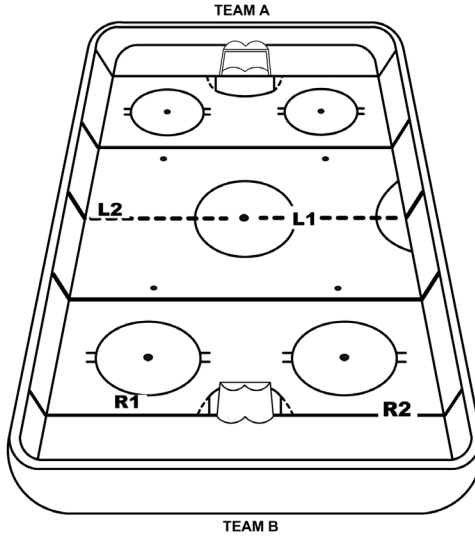
Note: **R1 = Front/Lead Referee*

***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**.

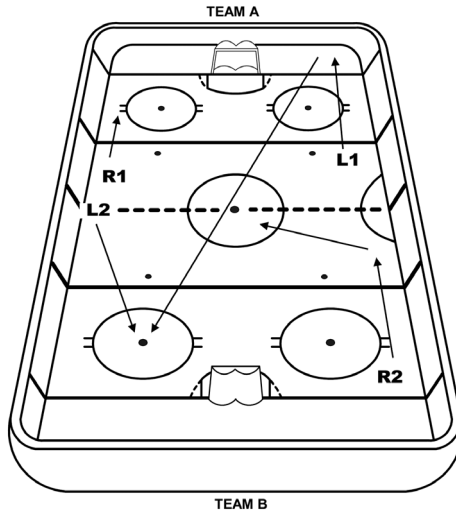
Note: **R1 = Front/Lead Referee*

***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 backward 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.

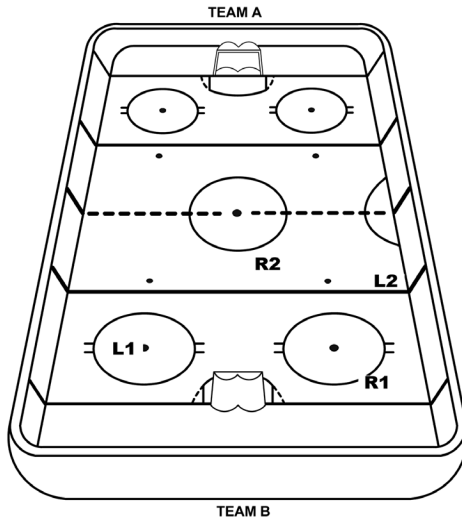
**Note: R1 = Front/Lead Referee*

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*

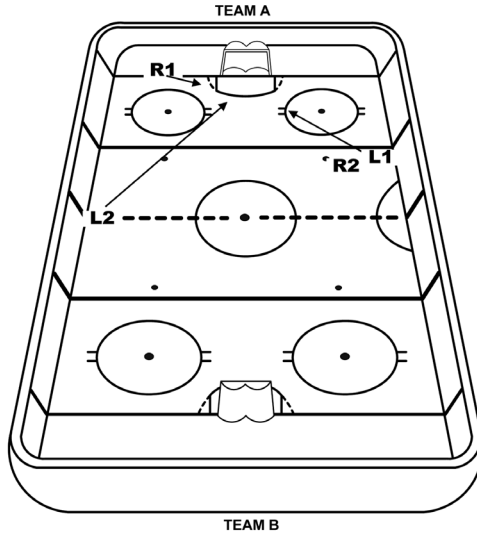
***R2** = Back/Trail Referee*

***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

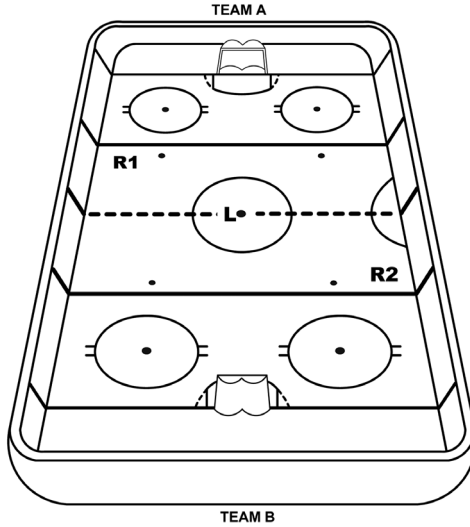
L2 = Back/Trail Linesman

Part IV:

Officials' Mechanics: 2 Referees, 1 Linesman

FACEOFFS

Start of the Game, Periods, Overtime, After Goal Scored

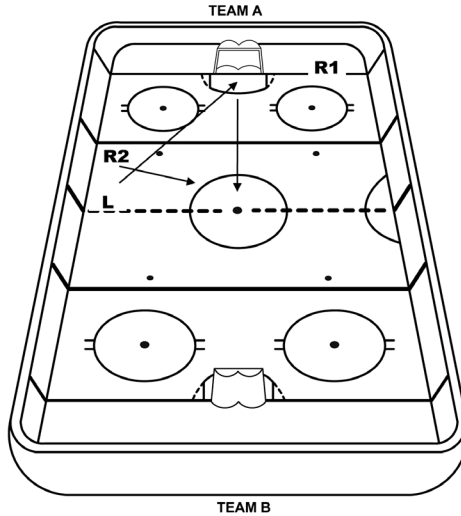


L will always face the timekeeper/penalty box when dropping the puck.

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.

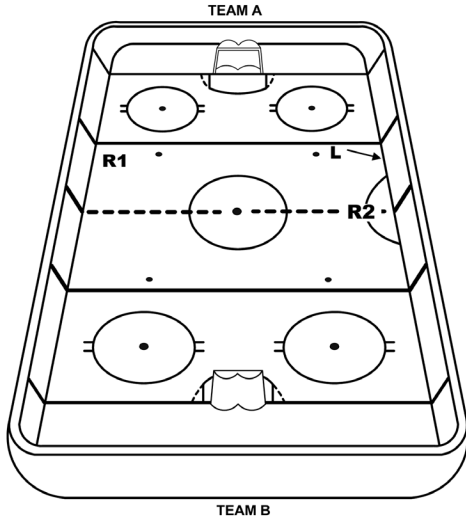
L, on the red line, will pick up the puck and conduct the faceoff, facing the team benches.

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.

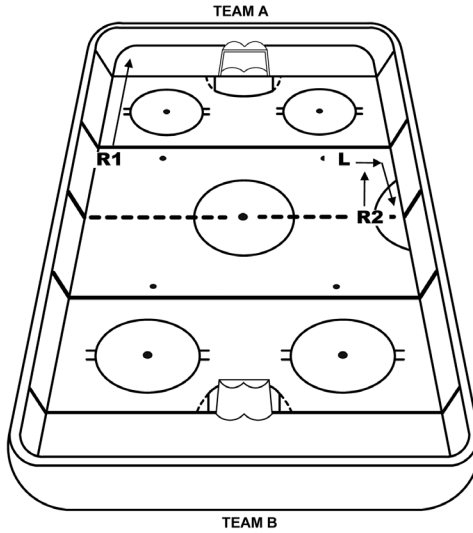
Note: **Rs are numbered for identification only.*

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



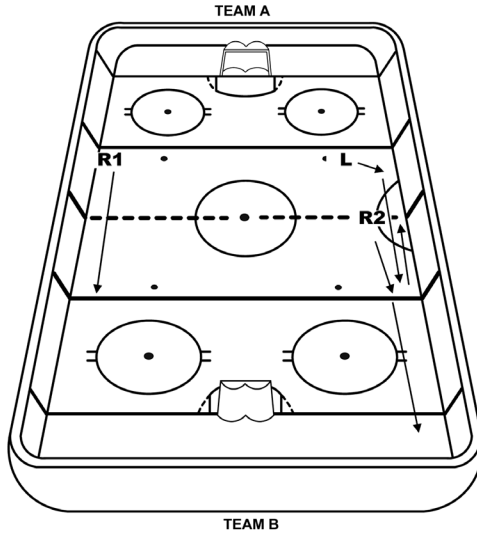
If play advances toward Team A's goal, **R1** will make the call at the blue line, then move into the zone to cover the goal line.

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



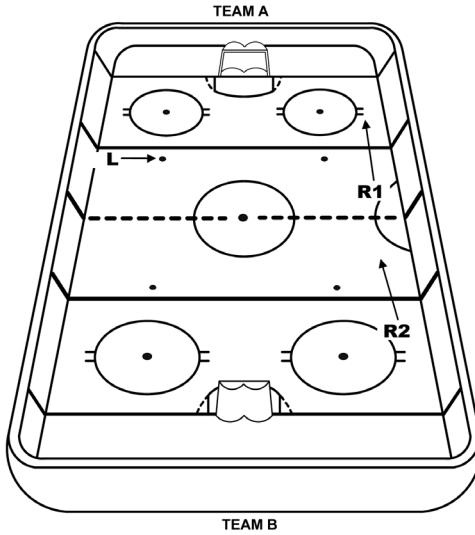
If play advances toward Team B's goal, **R2** skates backward and covers the blue line, then goes into the zone to cover the goal line.

L moves to cover the Team B blue line.

RI, 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 **RI**.

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.)

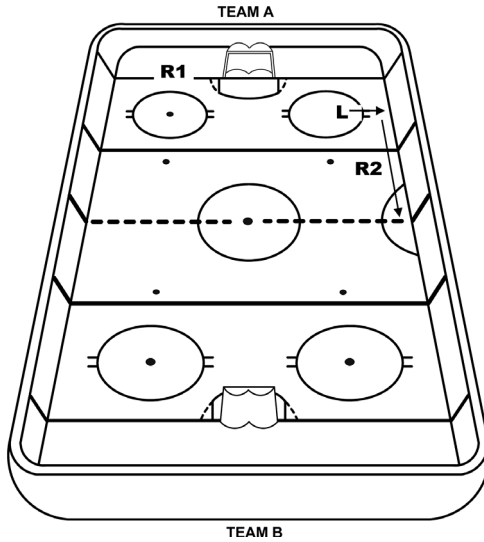
The **R** not retrieving the puck will handle the line change.

The **R**s 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.*

END ZONE 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.

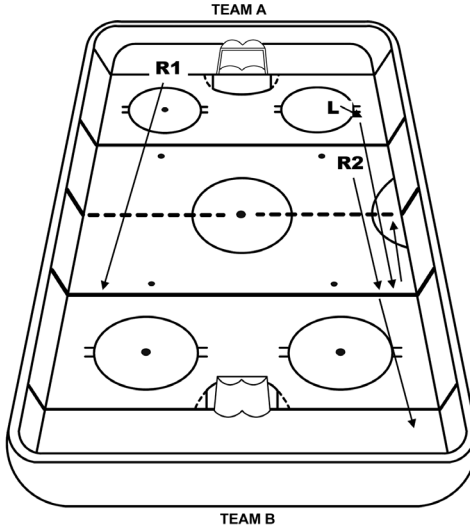
R2 conducts the line change, then lines up on the blue line.

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 END ZONE FACEOFF



After the puck is dropped, the play moves toward the Team B zone.

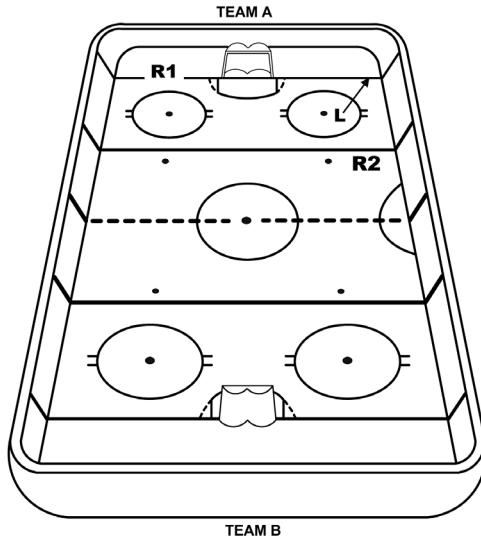
R2, skating backward, moves to the Team B blue line to cover it.

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



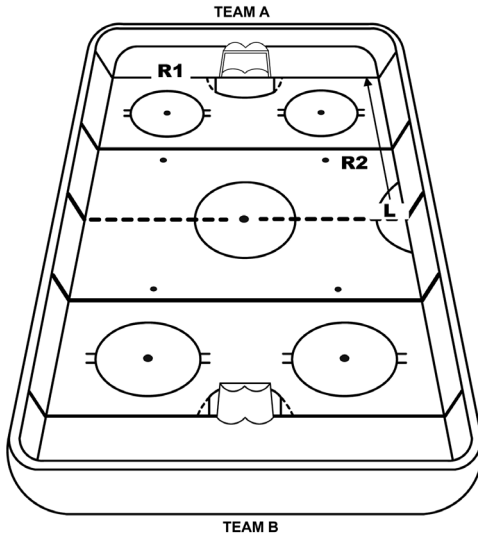
R1 will line up across from the faceoff.

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



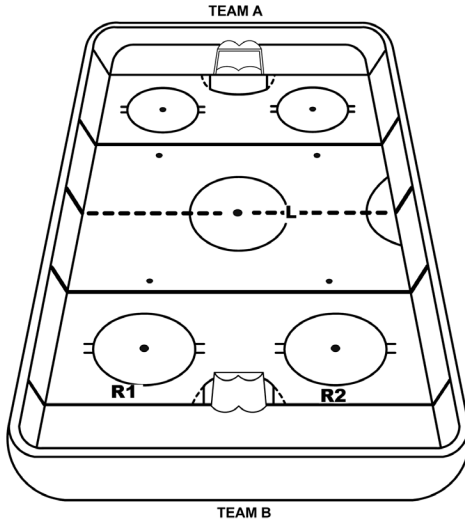
L skates to the goal line to assist *R1* in the calling of a goal.

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



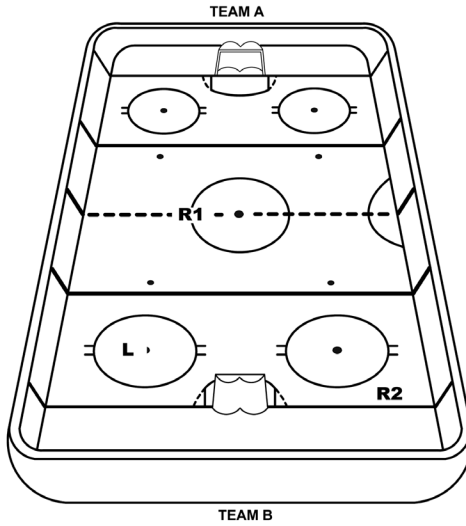
R1 is on the goal line and signals a legal goal, if scored.

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.

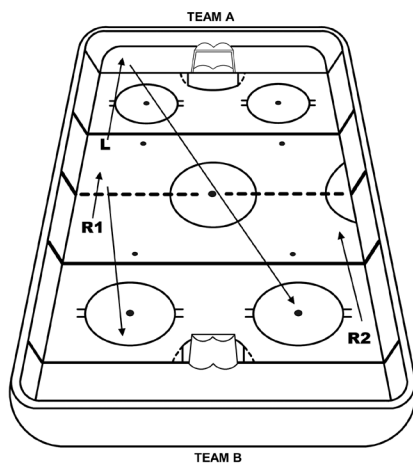
R2 retrieves the puck to bring it to **L**. **R2** takes a position opposite the **L** for the faceoff.

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



Icing 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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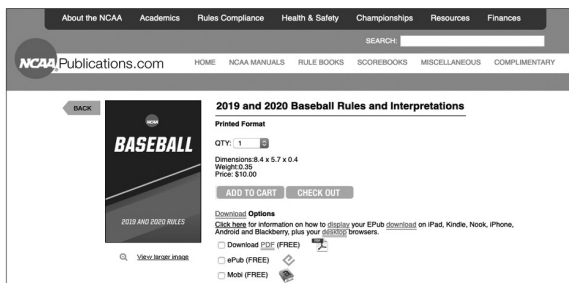
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