



ICE SLEDGE HOCKEY

Rulebook

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IPC ICE SLEDGE HOCKEY RULES

The IPC Ice Sledge Hockey Rules apply to all IPC sanctioned events. These rules have been determined and adopted by the IPC Sport Assembly for Ice Sledge Hockey in 2002. The below rules will be the only valid means of reference for this sport, overruling any previously published rules on Ice Sledge Hockey.

1. BASIC RULES

1.1 The following rules will be used as a complement to the International Ice-Hockey Federation rules (I.I.H.F.).

2. ELIGIBILITY

2.1 Eligible for competition are all athletes with locomotor disabilities in the lower part of the body as defined in Paragraph 2.2.

2.2 Minimum Disability Requirement

Main principle:

The athlete must have an impairment of permanent nature in the lower part of the body of such a degree that it

1. is obvious and easily recognisable
2. makes ordinary skating - and consequently ice hockey playing impossible.

Interpretation of main principle:

Minimum disability is regarding:

Amputation	- through the ankle
Paresis	- loss of 10 muscle points in both legs (not counting grade 1 and 2; maximal point score 80)
Joint mobility	- ankylosis (fusion) of ankle joint - extension defect of at least 30 degrees or ankylosis of knee joint
CP	- spasticity/dyscoordination corresponding to class 7
Leg shortening	- at least 7 centimetres

Note:

1. Normal upper body function is expected. Any impairment in upper body does not affect requirements of minimum disability in lower body.
 2. Persons with hip joint disorders only, i.e. restricted mobility, are not expected to participate in ice sledge hockey and are not eligible.
 3. Persons without required minimum disability - but who cannot play regular ice hockey because of chronic post-traumatic painful disorders, instability of ankle or knee joints or similar condition - are not eligible.
- 2.3 To participate in the IPC official Competitions and IPC Sanctioned events, each player of a participating team must have a permanent disability that precludes that athlete from playing regular Ice Hockey. Determination of minimum disability and appropriate classification shall be made by authorized winter sports classifiers.

3. COMPOSITION OF TEAMS

- 3.1 A maximum of fifteen (15) players, including two (2) goalkeepers, will constitute the playing team listed on the Official Game sheet; all fifteen (15) players may dress for each game.
- 3.2 The Ice Sledge Hockey Referees shall be certified by the National Governing Body of Hockey and be experienced in officiating Ice Sledge Hockey in accordance with the IPC Ice Sledge Hockey Rules of Play. Proof of certification must be submitted to the IPC Ice Sledge Hockey Committee, and approved by the IPC Technical Delegate (TD). The sanctioned list of approved Referees must be submitted to the Organizing Committee.
- 3.3 The referees and the official scorer before each game shall be informed of the player who is Captain of the team and the Alternate Captains.

4. The Rink

- 4.1 The Paralympic Games and World Championships shall be played on a rink that meets IIHF rules governing the size of the rink, 60-61m long and 29-30m wide, with a minimum seating capacity of 6000 or more. For the World Championships, it is recommended that the Arena have a seating capacity of 6000.
- 4.2 It is a requirement that Video Goal Judge Equipment is in place at all Paralympic and World Championships Tournaments.

- 4.3 Players benches and penalty boxes must have plexi-glass in front. The players benches must have two doors and there must be level access to the ice surface so allowing the athletes entrance and egress without assistance or lifting by support staff or coaches. The penalty boxes should have level access also. Additionally, the surfaces inside these off-ice areas should be ice-covered or plastic surface to avoid damage to sledge blades. Any structural supports protruding must be securely padded or protected to avoid damage or injury.
- 4.4 In the event that off-ice player facilities at competitions other than the Paralympic Games and World Championships prevent any athlete from entering or leaving the playing surface with relative ease, the referee shall designate to each team a specified area on the ice between the centre-line and the blue lines on the playing surface but optimally should be on the same side to avoid frequent stoppages of play.
- 4.5 Penalty box areas facilities on the playing surface at competitions other than the Paralympic Games and World Championships may be designated likewise, but normally the referees circle adjacent to the timekeeper's box is utilized. Any altercation, harassment of opposing players or interference with the referee occurring within the designated penalty box area will be severely dealt with by Game Officials and may include Game Misconduct penalties.
- 4.6 As soon as the puck enters and makes contact with a player or equipment in the designated bench areas or on-ice penalty boxes, the referee or linesman shall stop play to avoid players piling into these areas and possibly injuring any players therein.

5. ICE SLEDGE HOCKEY EQUIPMENT

5.1 Sledges

- 5.1.1 The height of the main frame measured from the ice to the bottom of the frame shall be 8.5 - 9.5 cm.
- 5.1.2 The material used to construct the frame must be cylindrical and not have a diameter greater than 3.0 cm and the front end shall have a continuous curve with a maximum radius of $\frac{1}{2}$ the inside width of the sledge frame.
- 5.1.3 The maximum of the total blade should not be more than $\frac{1}{3}$ of the total length of the sledge.

- 5.1.4 Devices under the sledge (except for runners and front skid) are prohibited.
- 5.1.5 The puck must be able to roll on edge beneath the sledge. No more than 1/3 of the sledge may block the puck from going under the sledge, except the skid (the front) of the sledge.
- 5.1.6 Seat cushions, if used, must not exceed 10 cm in height when unoccupied, nor overlap the seat.
- 5.1.7 The sledge may be equipped with a back rest (chair back), but it must not protrude laterally beyond the armpits of the player when properly seated on the sledge. The back rest may be padded and shall have rounded edges/corners with no hard or sharp obtrusions to the sides.
- 5.1.8 No external projection or protuberance beyond the seat or back support towards the rear of the sledge will be allowed in excess of 10mm.
- No protuberance of runners from the part where they are fixed to will be allowed in excess of 10 mm.
- 5.1.9 Straps shall be used to secure a player's feet, ankles, knees and hips to the sledge. Repeated loss of straps or adjustments on ice causing delay of Game shall be penalized accordingly.

5.2 Sticks

- 5.2.1 Sticks shall be made of wood or other material approved by the I.I.H.F. such as aluminum or plastic. It must not have any projections and all edges must be beveled. Adhesive non-fluorescent tape of any colour may be wrapped around the stick at any place.

Dimensions:

Stick

Maximum length 100 cm measured in a straight line from the toe to the pick end.

Shaft:

Maximum width 3 cm
Maximum thickness 2.5 cm.
The shaft must be straight.

Blade:

Maximum length. 32 cm from the heel to the toe. and have a width of between 5-7.5cm at the toe (front of the blade).

The blade may be curved, and the curvature shall be restricted in such a way that a distance of a perpendicular line, measured from a straight line drawn from the heel to the end of the blade, shall not exceed 1.5 cm.

5.2.2 The depth of the teeth on the pick-ends shall not extend 4 mm. The pick-ends must be fixed to the lower or butt end of the stick and not end in a single, sharp point, but have at least 6 teeth per stick (3 each side minimal) to avoid damaging the ice surface. Each tooth on a pick shall not be conical or come to a sharp needle - like or piercing point to avoid puncturing type wounds or possible slashes, intentional or accidental. The pick ends may be made of any strong material including steel but not exceed the width of the stick nor be longer than 10.2 cm (4 inches). The pick ends shall not extend beyond 1 cm of the end of the solid portion of the stick.

5.2.3 A player may utilize two sticks, each with a single blade.

5.3 Goalkeeper's Equipment

5.3.1 The goalkeeper shall be allowed to use specialized goalkeeper equipment such as a blocker and trapper glove. These shall be allowed to have fixed protuberances or picks protruding but must be permanently attach to the equipment. The teeth of these picks shall not exceed 4mm in length. This trapper glove arrangement may be made as an alternative for a second stick (ref. 5.3.4).

5.3.2 The goalkeeper's equipment shall be secured so as not to impede the passage of the puck, if rolling on edge, to pass beneath the goalkeeper's sledge (i.e. goalkeeper's pads and equipment must be 8.5 to 9.5 cm off the ice including any leg padding straps which must be secure above the goalkeeper's sledge frame).

5.3.3 One of the goalkeeper's sticks may be equipped with a larger blade. The blade must not exceed 35 cm in length and 9 cm in height, nor anywhere along the blade be less than 7.62 cm (3 inches). The goalkeeper stick shall have a maximum length of 100 cm (including the blade) to be measured along the centreline of the stick. The goalkeeper's stick may be curved similar to a player's stick (ref. 5.2.1), but may have an additional pick at the base of the blade not exceeding the regular pick projection of 1 cm with a corresponding other blade at right angles to the butt end of the same stick to facilitate movement back and forth in the goal (i.e., push or pull).

5.3.4 If the goalkeeper uses two sticks, the second stick must not be curved or grooved, but may have a blade, the dimensions of which shall not exceed those of a regular player's stick (ref. 5.2.1). (See 5.3.1 re-limitations.)

5.3.5 The handle, shaft and blade of a stick (including goalkeeper's stick) may be made of wood, plastic or aluminium/ titanium but must not have any pockets, projections, netting or other contrivance designed to catch or hold the puck, thereby giving the player or goalkeeper an undue advantage in playing the game.

5.4 Protective Equipment

5.4.1 The wearing of regulation hockey helmets with a full cage or mask covering the entire face is obligatory. Protective inside padding and ear protectors must not be removed from the helmet.

5.4.2 The wearing of a protective throat collar or bib is obligatory.

5.4.3 It is recommended that all Ice Sledge Hockey players, particularly the goalkeeper, wear full protective safety equipment as defined in accepted hockey rules for able-bodied ice-hockey players.

5.4.4 After one warning by the Referee, to remove or fix any equipment a minor penalty shall be assessed to the offending player wearing or using non-conforming equipment (ref 5.1 to 5.4 inclusive).

5.5 Dangerous Equipment

5.5.1 The use of pads, protectors, sledges or sticks likely to cause injury is prohibited.

5.6 Controls and Authority

5.6.1 Referees and the IPC Technical Delegate (TD) for Ice Sledge Hockey have the right to measure the sledges, picks and sticks or any other equipment on the ice or in the Team's equipment storage area/dressing rooms at any time prior, before, during and after the game.

5.6.2 It is recommended that the referee or delegated linesman inspect all equipment for safety prior to the start of the game. If any equipment is found illegal it should not be allowed on the ice unless modified to comply with these regulations or following visual examination be deemed safe by the Ice Sledge Hockey IPC Technical Delegate (TD).

5.6.3 Illegal equipment will be immediately removed from the playing surface and the offending team assessed a Bench Minor Penalty in accordance with 6.6.5 for each infraction, which must be served by the player(s) using the non-conforming equipment.

5.6.4 The goalkeeper shall not be required to serve the penalty but a player who was on the ice at the time the Minor Penalty was called shall. Repeated use of the same or similar illegal equipment in the same game will result in a Game Penalty (6.6.10) being assessed to the offending player.

6. COMPETITION RULES

6.1 Puck Handling and Off-Sides

6.1.1 A goal will not be allowed when an attacking player throws, pushes or hits the puck with his hand directly into the goal. Neither will a goal be allowed if the puck touches a defender before going into the goal when the attacker has handled the puck with his hands or directly or indirectly propelled the puck forward or backward using his hands or legs.

6.1.2 Handling of the puck by a defender or intentionally passing the puck with the pick-end of the stick resulting in the puck going into the defender's own goal will be scored as a goal, as is a normal shot bouncing or deflecting off a defender or his playing/protective equipment.

6.1.3 Cradling the puck with the thumb or forefingers along the ice, as long as part of the stick (usually the handle) is in contact with the puck, and the puck is not trapped or held down on the ice or against the stick, is permitted.

6.1.4 The puck shall be considered "frozen" or unplayable by the referee if it is out of sight or stays under the sledge or is held there by the goalkeeper's sticks or gloves. The referee shall stop play and call for a face-off at the point of initiation of the disappearance (if in the neutral zone) or at the nearest face-off circle.

6.1.5 A player caught in the attacking zone offside may purposely place himself back on-side by quickly exiting the zone without advancing towards or playing the puck, by crossing the blue line with both sledge blades, then re-entering the zone.

- 6.1.6 Passes: The puck may be passed by a player to a team-mate anywhere in the rink provided no offside has occurred at the blue line.
- 6.1.7 Icing the puck shall be called as soon as the entire puck crosses the end goal line, providing it does not pass through the goal crease area.
- 6.2 Team Conduct
- 6.2.1 The commencement of the two-minute warning shall be announced over the public address system, on the instruction of the referee.
- 6.2.2 If a team is withdrawn from the ice and fails to return and start play, or if being on the ice, fails to start play within two minutes after being ordered to do so by the referee in charge, the game or series shall be suspended, and the game awarded to the complying team by the referee. The score recorded will be officially announced as 9 to 0 by default, in favour of the complying team.
- 6.2.3 If a team is withdrawn from the ice or fails to go on the ice, or being on the ice, fails to start play a second time within the same game after being ordered to do so by the referee, the two-minute allowance shall not be granted and the game or series shall be suspended, as in 6.2.1.
- 6.2.4 If a team fails to present itself at the time and place appointed to play the game, the game shall be awarded to the opposing team, unless such failure is caused by an unavoidable accident or an unforeseen contingency. The official score will be recorded and announced as 1 to 0 for the complying team. If both teams fail to appear, the game will be recorded as 0 to 0 tie.
- 6.2.5 Players taking the face-off shall place the blades of their sticks parallel and opposite to each other, with the bottom or heel of each of the blades flat on the ice and entirely clear of the spot where the puck is to be dropped. All other players, excluding goalkeepers must position themselves at least 4.57 m (15 feet) from the face-off spot on their own side of the restraining lines (hash marks) which are 91.44 cm (3 feet) apart on the outer edge of the circles, or likewise, if the face-off is occurring mid-ice. If a violation of this rule occurs, the Referee or Linesman shall order another face-off, unless the non-offending team wins the draw.
- 6.2.6 In the Paralympic Games and World Championships the Face-off Time Rule will apply. Face-off 25 seconds from the last call, 10 seconds arm down, 10 seconds arm up, Linesman blows, 5 seconds before Face-off, within the last 5 seconds do the Face-off.

6.3 Video Goal Judge System Operating Procedures

6.3.1 For the Paralympic Games, World Championships and other competitions using video goal judge systems, the operating procedures shall be in accordance with the I.I.H.F regulations.

6.4 Game Duration

6.4.1 Regulation Time

6.4.1.1 Each game shall be composed of three equal playing periods called stop-time periods. The Official Timekeeper shall operate the Game Clock as well as back-up timepieces. All stoppages of play and penalties will be recorded on regulation hockey game sheets by other Minor Officials assisting the Official Timekeeper. A readable copy of the official game sheets shall be provided to each participating Team Coach immediately following the game.

6.4.1.2 Games shall be scheduled and played as follows three (3) fifteen (15) minutes stop-time periods. A maximum of 10 minutes off-ice to a minimum of 3 minutes on-ice rests may be provided for rest between periods. Any changes may be mutually agreed upon by the Team Coaches during a game.

6.4.1.3 Teams failing to show for a scheduled game, or failing to have players on the ice to start the game within ten (10) minutes of the official start-time, will be declared by the referee as having forfeited that game to the opposing team.

6.4.1.4 Should both teams fail to appear for a scheduled game, each team will be posted with a loss, as a forfeiture, in determining team standings, unless the IPC Technical Delegate (TD), and the Organizing Committee deem it appropriate to reschedule that game (e.g., weather/road conditions prevent safe travel).

6.4.2 Overtime

6.4.2.1 In the event of a tie-game at the end of regulation time in a play-off game, a period of overtime shall be played if it is necessary to determine a winner (e.g. Championship or Final Game.)

6.4.2.2 Overtime shall be limited to one (1) ten minute (10) stop-time period, where the first goal scored wins and terminates the game (sudden-victory).

6.4.3 Preliminary Round Team Shoot-out

6.4.3.1 If the tie is not broken by the scoring of the first five (5) players selected by each Team Coach, then a total team shoot-out excluding the goalkeepers will follow.

6.4.3.2 If it is absolutely essential that a champion be declared, then this total shoot-out in which all players, excluding the goalkeeper(s), in the order that shall be listed on the Official Game Sheet just prior to commencement of this final team shoot-out by the Team Coaches, will shoot individually like a penalty shot, on the opposing goalkeeper until the entire team has shot. Each team shall alternately take turns shooting, and continue until paragraph 6.3.2.5 is achieved.

6.4.3.3 In the final team shoot-out, the first team to score a goal in alternating rotational turns, that the other team if awaiting its turn does not respond to immediately with a goal, shall be declared the winner.

6.4.3.4 If after the first round of a shoot-out no team has scored, or their goal has been repeatedly nullified by the other team responding with a goal, the rotation of players shall continue again as listed on the Official Game Sheet until a winner is declared.

6.4.3.5 The Visitors Team, as listed on the Official Game Sheet, shall have the opportunity to shoot first in any shoot-out.

6.4.4. Play-off Team Shootout

6.4.4.1 If a play-off game is still tied at the end of sudden victory overtime then a game winning shots procedure shall take place immediately.

6.4.4.2 Each team shall nominate in writing from the players on the official game sheet (by name and jersey number) 2 goalkeepers and 5 players in the order they will take the shots.

6.4.4.3 Any player whose penalty had not been completed when the sudden victory period ended is not eligible to be nominated as one of the players selected to take the shots and must remain in the penalty box or in the dressing room. Also players serving penalties imposed during the game winning shots must remain in the penalty box or in the dressing room until the end of the procedure. Once named, these players may only be replaced in the advent of injury or penalties. The substitute player will be placed last in the shooting order. The referee will call the two captains to the Referees Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his team will shoot first or second.

6.4.4.4 The goalkeepers shall defend the same goal as in the overtime

period. The goalkeepers may be changed after each shot.

- 6.4.4.5. The shots will be taken in accordance with rule 508 of the IIHF Official Rule Book.
- 6.4.4.6. The players of both teams will take the shots alternately until a decisive goal is scored. Then the remaining shots will not be taken.
- 6.4.4.7. If the result is still tied after 5 shots by each team the procedure shall continue with a tie-break by one player each team, with the same or new or partially changed nomination of 5 players in the order which will take the shots and with the other team starting to take the tie-break shots.
- 6.4.4.8. The game shall be finished as soon as a duel of two plays brings the decisive results.
- 6.4.4.9. If necessary the tie-break preceded will be repeated, again with the same or new or partially changed nominations of 5 players in the order that they will take the shots and with the other team starting to take the tie-break shots.
- 6.4.4.10. The official scorekeeper will record all shots taken, indicating the players, goalkeeper and goals scored.
- 6.4.4.11. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and to the goalkeeper concerned.
- 6.4.4.12. Goalkeeper's penalties to be served by another player of his own team do concern the players nominated and still to take the shots. The player serving the penalty for the goalkeeper must be one of the 5 players nominated who has not yet taken a shot and this player is ineligible for any further shots.
- 6.4.4.13. A bench minor penalties imposed on the team, e.g. for an unsustained request for measurement, does concern the players nominated and still to take shots.
- 6.4.4.14. The player serving such a penalty must be one of the five players nominated who has not yet taken a shot and this player is ineligible for any further shots.
- 6.4.4.15. If a team declines to participate in the game winning shots procedure the game will be treated as a loss for that team. If a player declines to take the shot it will be declared "no score" for his team.

6.5 Competition Standings

6.5.1 Tournament competition formats and progressions shall be in accordance with the I.I.H.F regulations.

6.5.2 Preliminary round competition standings shall be based on two (2) points for a win, one (1) point for a tie and no points for a loss in the preliminary round games. Teams in each pool will be ranked according to the number of points achieved in order to determine the playoff games.

6.5.3 In the case of a tie point score between teams exists, the ranking of the teams concerned shall be determined by the result(s) of the Game or Games played between such teams. The team with the highest number of wins against one another will be declared the higher ranked team in the respective pool and each concerned team will be ranked accordingly.

6.5.4 If 6.5.3 results in a tie, the ratio of goals scored by a team versus goals scored against the team in all Games played in the pool will be used to determine the higher ranked team within the respective pool.

6.5.5 If 6.5.4 results in a tie, the team with the highest number of goals scored in all Games played in the pool will be declared the higher ranked team in the respective pool.

6.5.6 In the case that 6.5.5 results in a tie, the higher ranked team will be determined through the shoot-out procedures outline in the I.I.H.F Equal Position Regulations. (See Annex 2.)

6.6 Penalties

6.6.1 Penalties may be assessed at any time before, during and after the game, when an offence is committed, regardless of whether or not play is in progress. Penalties may also be assessed for infractions of the rules committed during the pre-game warm-up, when observed by the Referee, a Linesman or the appointed Stand-by or Minor Official.

6.6.2 The penalties shall be in actual playing time and are as follows (for details, see I.I.H.F.):

a)	Minor Penalties	2 minutes
b)	Bench Minor Penalties	2 minutes
c)	Major Penalties	5 minutes
d)	Misconduct Penalties =	10 minutes, immediate substitute allowed.
e)	Match Penalties	Exclusion of player, substitute allowed after five (5) minutes.
f)	Game Penalties	According to 6.6.10.1
g)	Penalty Shot	If a goal is scored on a Penalty Shot against a team that is short-handed by reason of a Minor or Bench Minor penalty, no player of the short-handed team shall return to the ice with the scoring of the Penalty Shot goal.

6.6.3 Any unnecessary contact between opposing players after the Referee's whistle or siren ending the period shall result in penalties being assessed as prescribed for the type of infraction.

6.6.4 Minor Penalties

6.6.4.1 The use of a stick of non-conforming size = minor penalty.

6.6.4.2 The player who loses his helmet during play shall stop playing immediately and replace the helmet, correctly fastened or proceed to his team bench; failure to do so results in a minor penalty.

6.6.4.3 A player who attempts to knock off an opposing player's helmet will be assessed a minor penalty.

6.6.4.4 Cross-checking with the sticks or using a stick to push an opponent = minor penalty.

6.6.4.5 Carrying the lower pick end of the stick above hip-height when in close proximity of opponent or shooting the puck with the pick-end = minor penalty.

6.6.4.6 Playing the puck with the lower pick end of the stick in close proximity of an opponent or shooting the puck with the pick-end = minor penalty.

6.6.4.7 Any part of the stick above shoulder-height in close proximity of opponent = minor penalty.

6.6.4.8 Turning up the under part of the sledge towards an opponent or exposing a blade and colliding = minor penalty.

6.6.4.9 Body-checking is allowed only with the upper torso or side of the sledge. Running into an opponent at an angle of 90 degrees (broadside) or deliberately with the front of the sledge forward, from a head-on position (ramming/charging) = minor penalty.

6.6.4.10 Locking the puck against the ice with the fingers, hand, stick or sledge to keep an opponent from getting the puck except for the goalkeeper = minor penalty.

6.6.4.11 A minor penalty shall be assessed any player who throws his stick or any part thereof, anywhere other than at the puck or puck carrier.

6.6.5 Bench Minor Penalties

6.6.5.1 A bench minor penalty shall be assessed a team where any player or team official on the bench bangs the boards or ice surface with a stick or any other object in protest of an official's ruling.

6.6.5.2 When a player on the ice commits the infraction described in 6.6.5.1, he shall be assessed a minor penalty for unsportsmanlike conduct.

6.6.7 Major Penalties

6.6.7.1 Any attempt to injure or clearly deliberate injury = major penalty. This includes running the goalkeeper or making no visible attempt to avoid body contact in the crease (i.e. no piling of opposing players into the net).

6.6.7.2 Cross-checking, intentional "sledge-ramming", body checking from behind, or deliberately pushing an opposing player from behind with a stick or making contact with an opposing player with a high stick or a pick-end or goalkeepers' equipment, which draws blood whether intentional or not, results in an automatic major penalty.

6.6.7.3 A major penalty shall be assessed any player who deliberately throws his stick or any part thereof, or any other object at the puck or puck carrier in his attacking zone or in the neutral zone. any zone, except when such an act has been penalized by the awarding of a penalty shot or goal.

6.6.8 Misconduct Penalties

6.6.8.1A misconduct penalty shall be assessed any player who deliberately throws a stick or any part thereof or any object, outside the playing area or at a Game Official.

6.6.8.2A player or team official who refuses to leave the bench or playing area after he has been given a misconduct penalty, may be suspended for one year or more from the date of the infraction.

6.6.9 Match Penalties

6.6.9. A match penalty may be determined at the discretion of the Referee.

6.6.10. Game Penalties

6.6.10.1.A game penalty may be determined at the discretion of the Referee.

6.6.11. Penalty Shots

6.6.11.1. Where any player of the defending team, including the goalkeeper, deliberately throws his stick or any part thereof, or any other object at the puck or puck carrier in the defending zone, the referee shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the attacking team. If a goal is scored, the penalty shot shall not be awarded.